

BATTLETECH

ERA REPORT:3062



CONFLICT IS INEVITABLE.

ERA REPORT: 3062

For three hundred years, the nations of the Inner Sphere waged war in the name of the fallen Star League, sending armies of MechWarriors into battle for glory and power. The arrival of the Clans, martial descendants of the lost Star League Defense Force, in 3049 upset all the previous balances of power and set the stage for cataclysmic warfare to rival the worst of the Succession Wars.

The end of the initial Clan invasion and the new renaissance of military technologies leads the leaders of the Successor States to seek advantage against each other. The ever-present specter of the Clans urges desperation to end old feuds to make space for new ones. And the Truce of Tukayyid holds the Clans in check, but does nothing to ease the cultural pressures on both sides of the border.

Era Report: 3062 describes the state of the Inner Sphere and the Clans at a divisive period in *BattleTech* history: the latter years of the Clan Invasion. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of many major Inner Sphere, Periphery, and Clan factions. Notable personalities, military forces, and an overview of the technological capabilities of the Inner Sphere and Clan powers of this critical period in history are also provided, along with special advanced-level rules for campaigns set in this era, whether played using the *Total Warfare* core rules or those found in *A Time of War: The BattleTech RPG*.



ERA REPORT

3062



TABLE OF CONTENTS

INTRODUCTION	8	Clan Ghost Bear	58	Clan Ghost Bear	94
How to Use This Book	8	First Rasalhague Bears	58	Jake Kabrinski	94
HISTORY AND REVIEW	9	Third Bear Guards	60	Bjorn Jorgensson	94
After Tukayyid—Détente	12	Fourteenth Battle Cluster	60	Aletha Kabrinski	95
Operation Guerrero	13	Clan Smoke Jaguar	61	Clan Smoke Jaguar	96
The Pirates War	17	267th Battle Cluster	61	Russou Howell	96
The Refusal War	18	Seventh Jaguar Dragoons	62	Lincoln Osis	96
The Death of the Smoke Jaguars	19	Second Jaguar Guards	62	Hang Mehta	97
The St. Ives War	22	Clan Steel Viper	63	Clan Steel Viper	98
The Bird and the Snake	23	Fourth Viper Guards	63	Brett Andrews	98
The Bear and the Horse	24	Viper Fusiliers	64	Perigard Zalman	98
The Combine-Dominion War	24	423rd Assault Cluster	64	Dawn	99
FACTIONS	24	Clan Nova Cat	65	Clan Nova Cat	100
Federated Commonwealth	30	First Nova Cat Guards	65	Severen Leroux	100
First Federated Suns Armored Cavalry	31	Forty-Sixth Nova Cat Cavaliers	66	Santin West	100
First Robinson Rangers	31	Nova Cat Lancers	66	Clan Wolf	101
Fifth Syrtis Fusiliers RCT	32	Clan Wolf	67	Ulric Kerensky	101
Davion Heavy Guards RCT	32	First Wolf Assault Cluster	68	Vlad Ward	101
Lyrar Alliance	33	Third Wolf Guard Battle Cluster	68	Ranna Kerensky	102
Third Royal Guards RCT	34	Seventh Battle Cluster	69	MUSEUM TECHNICA	104
Sixth Lyrar Guards RCT	34	Thirteenth Wolf Guards	69	Production Directed	104
Third Donegal Guards RCT	35	MAJOR PERSONAS	71	New Weapon Technologies	104
First Alarion Jaegers	35	Federated Commonwealth	71	Infected Victory	106
Draconis Combine	36	Victor Steiner-Davion	71	New Weapon Technologies	106
Izanagi Warriors	37	Caradoc Trevena	71	Death From Above	108
Second Legion of Vega	37	Bishop Sortek	72	Battlewagons	108
Second Night Stalkers	38	Andrew Redburn	72	The Inner Sphere Response	109
Fourth Arkab Legion	38	Lyrar Alliance	73	CLAN INVASION	
ComStar	39	Katrina Steiner-Davion	73	CAMPAIGN: 3053-3062	111
Ninety-First Division	39	Nondi Steiner	74	Tracks	111
321st Division	40	Hermione Aten	74	Player Force Size	111
472nd Division	40	Alicia Savinon	75	Opposing Forces	111
Word of Blake	41	Draconis Combine	76	Campaign Special Rules	112
First Division	41	Theodore Kurita	76	Forced Withdrawal	112
Fifth Division	42	Narimasa Asano	76	Salvage	113
Tenth Division	42	Ninyu Kerai-Indrahar	77	Off-Map Movement	113
Magistracy of Canopus	43	Hiroo Yamaguchi	78	WARCHEST POINT SYSTEM	113
First Canopian Light Horse	43	ComStar	78	WP-based Campaign	
Third Canopian Fusiliers	44	Anastasius Focht	78	Purchasable Special Abilities	113
Raventhir's Iron Hand	44	Padraig O Bhaoil	79	Sabotage	114
Free Worlds League	45	Lisa Koenigs-Cober	80	Eyes in the Sky	114
First Knights of the Inner Sphere	46	Word of Blake	80	Turncoat	114
First Orloff Grenadiers	46	William Blane	80	Elite Character	114
Second Oriente Hussars	47	Demona Aziz	81	Overrun Combat	114
Third Sirian Lancers	47	Alexander Kernoff	82	Off-Map Movement	114
Capellan Confederation	48	Magistracy of Canopus	82	Banking Initiative	114
Harloc Raiders	48	Emma Centrella	82	Marksman	114
House Hirsutsu	49	Danai Centrella	83	Windfall	114
Dynasty Guard	49	Jenni Elliot	84	Breakdown	114
Mercenaries	50	Free Worlds League	84	Cowards	114
Avanti's Angels	51	Thomas Marik	84	WP-based Strategic Movement	114
Crater Cobras	51	Heather Alexander	85	HOW TO USE THE CAMPAIGN	115
Arcadians	52	Christopher Halas	85	The Mini-Campaigns	115
Northwind Highlanders	52	Capellan Confederation	86	Running your Games	115
Marian Hegemony	53	Sun-Tzu Liao	86	Mission: Probe	116
I Legio	53	Ion Rush	87	Mission: Ambush	117
II Legio	54	Aris Sung	88	Mission: Raid	118
Cohors Morituri	54	Mercenaries	88	Mission: Recon	119
Clan Jade Falcon	55	Marcus GioAvanti	88	Mission: Defend	120
Turkina Keshik	56	William Macleod	89	Mission: Assault	121
Eighth Falcon Talon	56	Tom Stancel	89	Mission: Flank	122
305th Assault Cluster	57	Marian Hegemony	90	Mission: Hold-The-Line	123
First Falcon Jaegers	57	Sean O'Reilly	90	Mission: Trial of Position	124
		Julius O'Reilly	91	Mission: Trial of Grievance	124
		Clan Jade Falcon	92		
		Elias Crichtell	92		
		Ravill Pryde	92		
		Samantha Clees	93		

TABLE OF CONTENTS

Mini-Campaign: Operation Guerrero	125	PLAYING THE	
The Setup: Federated Commonwealth	125	LATE CLAN INVASION ERA	141
The Setup: Free Worlds League	125	BattleTech Rules	141
The Setup: Capellan Confederation	125	General BattleTech Rules	141
Touchpoint: Gan Singh	126	Special Command Abilities	141
Touchpoint: Liao	127	Random Unit Assignment Tables	145
Touchpoint: Woodstock	128	Inner Sphere Upgrades	145
Mini-Campaign: Refusal War	130	OmniMechs	145
The Setup: Clan Wolf	130	Equipment Availability	145
The Setup: Clan Jade Falcon	130	Role-Playing Rules	150
Touchpoint: Colmar	131	Fallen Factions	150
Touchpoint: Twycross	132	Rising Factions	150
Touchpoint: Wotan	133	Playing the Clans	150
Mini-Campaign: Operation Bulldog	135	Creating Characters	152
The Setup: The Inner Sphere	135	in the Late Clan Invasion	152
The Setup: Clan Smoke Jaguar	135	Affiliation: Capellan Confederation	152
Touchpoint: Tarazed	136	(House Liao)/Late Clan Invasion	152
Touchpoint: Matamoras	137	Affiliation: Draconis Combine	152
Touchpoint: Bangor	138	(House Kurita)/Late Clan Invasion	152
			Affiliation: Federated Commonwealth
			(House Steiner-Davion)
			Affiliation: Free Rasalhague
			Republic/Late Clan Invasion
			Affiliation: Major Periphery/
			Late Clan Invasion
			Affiliation: The Clans/
			Late Clan Invasion
			Affiliation: ComStar/Word of Blake/
			Late Clan Invasion
			Affiliation: Second Star League/
			Late Clan Invasion
			Economic Adjustments
			for the Clan Invasion Era
			Major Personalities
			of the Late Clan Invasion

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ADJUSTMENT



**Gaspar Barrens
Oliver
Federated Commonwealth
12 October 3057**

The Venn-like paired circles of a Steel Viper Star Commander were mounted on the left side of Ivan Grain's command console. The green enamel was chipped on the left side. The right was discolored, smudged brown. It had been red—blood red—but the heat when it was encased in the clear acetate had burned it ochre. Grain looked at it often when he was sitting alone in the *Cauldron-Born's* cockpit, waiting. The vibrations that shuffled up his command couch's thick pylon seat post were different from the heavier, coarser growl that he'd felt for nineteen years in his old *Marauder*. Something else to hate the Clans for; their engines were smoother.

"Hauptmann Grain?"

Grain blinked. His heads-up display was still clear, no red icons. The small yellow icon flashing in the lower right corner of the display reminded him of some damage to the *Cauldron-Born's* armor, but that was neither news nor important. He'd taken most of it driving the Marik infantry back from the swale where the MASH was hidden, but then the kommandant had left the other end open and the wounded were captured anyway.

"I'm getting signals that look like 'Mechs coming in," Cadet Corkson reported. Her *Dervish* was five hundred meters east of him, toward where they expected the Marys to come back. If they came back before dark, anyway. And if Corkson was reading heavy metal coming at her, then they were coming back.

"Strength?" he asked. His fingers were tapping presets on his tactical board. One signal sent the rally signal to the company; a second sent the enemy-in-sight cipher; the third sent the hold-in-place command. Since the company—or what was left of it—was already rallied the first signal just meant the cadets should get up and get their 'Mechs ready. The second told them why, and the third told them what the plan was.

Hold-in-place. Grain was tired of running from jumped-up Mary reservists. They hadn't fought the Clans; they didn't know what combat really was. All they knew was surprise attack and strength in numbers. They didn't fight with the stupidly-limiting but oddly-honorable code of the Steel Vipers and the Jade Falcons. They fought like Inner Sphere soldiers, not warriors. They fought a lot like the way Grain had been trained to fight and the way he'd been training his kids to fight. There wasn't anything wrong with the Mary strategy. Hanse Davion and the AFFS had proven in the Fourth Succession War. It worked, and in combat what worked ruled.

But it was different from how Grain had taught himself to think, these last few years. It felt less important.

It was fighting the last war.

The *Cauldron-Born* was an icon of the next war. The Clan war. The Com Guards may have stopped them cold at Tukayyid but they were still out there. There were still Jade Falcon and Steel Viper and Wolf flags over Federated Commonwealth worlds. Grain supposed the Mariks were thinking the same thing about Oliver, but he didn't really care. What a Mary thought didn't concern him overmuch; he had much more important and dangerous enemies to think about. He reached out and brushed the hard acrylic coating the Star Commander's insignia.

"I think it's a light company, or maybe two heavy lances," Corkson reported. "The MAD is still acting up but the computer is telling me ten discrete sources."

"Get back here."

Ten sources. There were eight BattleMechs left in his company. Patterson and Baker had bought their farms the first day, when Baker's leg actuator went and Patterson stood back with him. If he survived he'd write up that report as an example of why relationships shouldn't form between lancemates. If Patterson hadn't been so set on trying to save his bunk-buddy he wouldn't have died with him.

Cadet-Leftenant Eric Thorne had bought his farm two days ago and paid cash. He'd been the rearguard when the whole rest of the battalion was doing the bail-out boogie after the kommandant bought it at the MASH swale. Thorne and Bearclaw had held off a whole Mary company while Grain got the rest of the battalion away. A scout had snuck in and gotten Bearclaw's gun-camera ROMs out. Thorne would get the Diamond Sunburst or Grain would know why. His widow would, anyway.

Around the *Cauldron-Born* the rest of the company was quickly coming to life. One of the things Grain liked about serving with an NAIS Cadre was how close the cadets were to the academy life. They still had the muscle memory of instructors shouting them out of bed at ungodly hours of the morning. When you told a Cadre cadet to jump his head was near the ceiling before he was wholly awake. It made for hellacious good reaction times.

"All units up and green, Hauptmann," Cadet-Leftenant Juarez reported. Her voice was still scratchy from smoke damage but her tone was solid. "The technicians managed to get Khaled's right arm attached again, but the gun is iffy." Cadet Khaled had lost her *Enforcer's* right arm to a freak hit from a Mary *Orion*. They'd recovered the arm when they'd driven the Mary probe back but it hadn't looked good.

"Good news," Grain said. He pressed the touchscreen icon representing Corkson's *Dervish* once with his finger. That touch sent a request for her computer to update the intelligence display with any new data but there wasn't any. The *Dervish* was making good time back through the arroyo. She'd be with the rest of the company soon. Grain toggled his screens clear and drew in a deep breath. The OmniMech's diagnostics reported all his energy weapons in the green and ready to fire, but he cycled the pre-heaters again just in case. The Third's technicians still weren't one hundred percent on how the big Clan-made ER PPCs worked, and he'd found repeating the pre-heat cut down on cyclical failures in the particle accelerators. Or so his tech said. Grain just liked to listen to the whine of the cyclers.

An amber light burned to life on his com board at the same time a click sounded in his neurohelmet speakers. "Ivan?"

"What is it, Karen?" he said quickly. "We don't have time, honey."

"I'm ready."

"That's good. Is that all you called me to say?"

"No." Static crackled beneath the silence. Grain looked through his HUD at the squat shape of Karen's *Hunchback*. He waited. "I don't understand why they're doing this," she finally said. "I mean, Eric is dead. Patterson and Baker are dead. Bearclaw is missing. And for what? Some fit of pique because old man Marik's son died?" Another pause. "This isn't what they told us we'd be fighting for at the Institute. This isn't what you told us it would be."

Grain opened his mouth and closed it. To anyone else he'd have snapped something short and harsh. He didn't—the company didn't—have time for this. But Karen Sloane was different. Karen Sloane was Edgar Sloane's only daughter, and Edgar Sloane had died in that same *Hunchback* four years ago helping Grain win the *Cauldron-Born* away from the Steel Vipers. He owed Edgar Sloane, and Karen was the only one left to collect. If she wanted a minute to make sense he'd give her a minute.

But only one.

"They're just soldiers," he said. "Like you and me."

"They should be fighting the Clans."

"The Clans didn't attack Mary space."

"That doesn't matter. You told me they'd be fighting everyone soon enough, if we didn't stop them."

"That's true." Grain touched the Star Commander's insignia.

"Then they shouldn't be here." Resolve hardened Karen's tenor voice.

"No, they shouldn't." It was time to wrap this up. The *Cauldron-Born*'s own proximity sensors were beginning to show intermittent contacts. Corkson's *Dervish* appeared from around the lip of the cliff's edge, leaning into a run. It drew up short, feet crushing small rocks into sand. "It's our job to show them they shouldn't have. So we can get back to real work."

The hardness remained in Karen's voice. "It was real enough for Eric and the boys."

The light flickered over the brown discoloration on the insignia. "Yes, it was. See to your 'Mech, Karen."

"Yessir, Hauptmann Grain, sir."

Grain smiled absently and dialed the com channel closed. His fingers closed around the *Cauldron-Born*'s controls. Even after three years they still felt unfamiliar, not at all the extensions of himself he'd felt like with the *Marauder*. But he wouldn't trade it the OmniMech, not for anything. He'd taken it from the invaders himself, and he'd send them back into the black with it, once they were done dealing with the Marys.

If he survived.

He toggled the company channel. "Listen up. Behind us Hauptmann Juda is trying to rally the rest of the battalion. He needs time to do that. We have to give him that time." He eyed the other seven 'Mechs left in the company. "I told him to keep the tanks and the foot-sloggers back with him. We don't have room for tanks and if they push us back I don't want us waiting for infantrymen."

"We're not backing up, Hauptmann," Juarez said. "Not another meter."

Grain nodded inside his neurohelmet. "We're too close for lances in here. Serried ranks. Juarez, you keep the missile boats in back. Brawlers, you get up front. Watch for your shots, and let the missileers soften them up. Snipers, you're in the midfield with me." He waited, but there weren't any questions. He hadn't expected any. They were good kids. "Let's do it."

Juarez led Corkson and Henri Verraseur to the rear. Henri's *Archer* was limping, and one of its missile ports was fused open, but he had a full load of ammunition. Corkson's racks were full. Juarez's *Centurion* should have been in the front but a Mary *Awesome* had destroyed her cannon two days ago. Her LRMs were all she had left.

Karen Sloane and Dominic Traven waddled forward. Sloane's *Hunchback* would stop anything cold, and Traven's *Hatchetman*

stayed on her left side. Khaled's *Enforcer* followed them, with its iffy cannon. Grain eyed the gun but he couldn't see anything. It would work or it wouldn't. If it didn't Khaled still had the big laser in the other arm. That would work better up close.

Gerry Simonon's *Blackjack* stepped closer to the *Cauldron-Born*. The left-arm PPC came up in a salute. Grain knew the 'Mech's right arm was frozen with the PPC presented. It would fire, but only on a fixed azimuth. He twitched the OmniMech's arm in reply. The St. Ives-model *Blackjack* would be a good gunnery platform but it didn't have the armor to hang in. Grain opened a discreet channel.

"Gerry, you shoot at what I do, okay?"

"Roger that, Hauptmann," the quiet boy said.

"We hit something together, hard, and it should go down. One after the other, okay?"

"Just like the range, sir."

"You okay?"

"Ooh-rah, Hauptmann."

Grain closed the channel and watched the *Blackjack*. Simonon was the only survivor from Eric Thorne's lance. He'd barely said two words that weren't direct answers since Thorne took up farming. There'd be time after this skirmish to see if he could sort the kid out. Assuming.

An alarm blared at him. Red carets appeared on the HUD while his computer used the AFFC-stock IDs with the speedy Clan processor to try and give him targeting data. The Mary 'Mechs would be here in a second or two. He brought the *Cauldron-Born*'s fat arms up—

—the first 'Mech around the edge was a thick-bodied *Zeus*, probably a capture from a skirmish sixty years ago. Its arm were already coming around, weapons questing for target locks on Sloane or Khaled or Traven. Missile exhaust diluted what was left of the sunlight as Juarez and the others let fly. The *Zeus* disappeared beneath the obscuring smoke of explosions. The cloud flickered with ruby light as Khaled stabbed a laser into the morass. Grain's fingers twitched, searching for a lock.

That's a big bastard to push through first. No scouts. Means they know what we've got—

—the green reticle flickered gold—

—Grain fired, each of the large pulse lasers—

—the computer tallied hits, but he couldn't see—

—and they're not afraid of us. Which means they're stupid, or...

From behind the *Zeus* came a purple-highlighted *Awesome* and then the wide-bodied stance of one of the new *Cerberus* assault 'Mechs. The canyon walls hammered echoes back at him as Sloane opened up with her big autocannon, slamming shells into the *Awesome*. Blue-white actinic flickers reflected as it fired back with its PPCs.

...or they're coming through.

Grain toggled the battalion frequency. "Oskar. We're not going to hold them."

Oskar Juda's voice came back almost instantly. "I need time, Ivan."

"They've got us scouted. I've got three assaults in the first wave."

"Even ten minutes—"

"We won't last four." Khaled's *Enforcer* crashed to the ground, pounded down by the impact of two Gauss slugs from the *Cerberus*.

ADJUSTMENT

The *Enforcer's* left leg now ended at the knee. The MechWarrior drove the barrel of the jury-rigged autocannon into the ground in an effort to shove the fifty-ton 'Mech upright. The barrel bent.

Good thing he didn't shoot. "Oskar, get the battalion moving. Their coming through. I'll buy you what I can. I always said every day after Quarrel was a mistake, anyway."

"Ivan—"

Grain cut the channel off. More missiles dropped among the Marik assault 'Mechs, but the Mary pilots were good. They trusted in their behemoths' armor, absorbing the incidental missile fire to blast at the close-in 'Mechs picking at their armor. He cut the *Cauldron-Born* forward a few steps and angled it toward the *Cerberus*. It was the largest target, and the newest. Green icons signaled the large pulse lasers' recharge. He sighted and squeezed.

Each of the *Cauldron-Born's* arms mounted a large pulse laser and an ER PPC. Comparable weapons had appeared on Inner Sphere equipment in the last decade or so but the Clans, like so much else, had perfected them. Each of Grain's peepers hit as hard as the *Cerberus's* Gauss rifles. He held the bead of his targeting on-target as his weapons cycled, flooding his cockpit in searing waste heat. He barely noticed. Grain's attention was on the *Cerberus*.

The coruscating hellfire of the PPCs chewed on the thick armor protecting the *Cerberus's* heart, but failed to penetrate. The green machine gun-like spray of laser light from his pulse lasers scattered burn marks across the rest of the assault 'Mech's torso, but the refractory armor just drank the energy in. Blue-white light cast instant-long shadows as Simenon fired as he'd been ordered to. The *Cerberus* staggered under the paired PPC hits, but didn't go down.

"Damn it," Grain whispered. The officer in him hoped he'd spoken quietly enough not to trigger his microphone, but the raging angry part of him that slammed the *Cauldron-Born's* controls to the side didn't particularly care. The Marik *Awesome* was moving forward, its weapons questing toward the struggling shape of Khaled's *Enforcer*. Karen Sloane's *Hunchback* darted in from the side.

"Karen!"

The big Kali Yama cannon on the *Hunchback's* shoulder spat fire, great long gout of flame that flickered and hid the storm of depleted uranium death crushing the eighty-ton Marik 'Mech's armor. Laser light flashed as she added her medium lasers for good measure, but Grain knew it wouldn't be enough. Not against an *Awesome*. He opened his mouth, forcing his clenched teeth apart, to order the retreat.

The *Awesome* twisted beneath Sloane's barrage, letting the inertia of the shells striking its side push it around on the rotator-like waist. The *Hunchback* went to one knee, one broad club-shaped foot slipping on crushed rock. One of the PPCs the *Awesome* fired missed high, blasting a sparkling cavity out of the refractory ore in the arroyo wall. The other two struck the struggling Cadre *Hunchback*.

One burned away the armor protecting its left shoulder, a hard hit but a survivable one. Grain's fingers twitched on his controls in unconscious mimicry of what he knew his dead best friend's daughter would be doing, trying to get the 'Mech up and back into the fight. His own battle was forgotten. He didn't notice the sweat rolling down his back beneath his cooling vest, or the heat alarms blaring in their alien tones in the OmniMech's cockpit. He didn't see the icons for more heavy Marik 'Mechs coming through behind the trio of assaults.

All he saw was the burned-out crevasse that had been the *Hunchback's* cockpit before the *Awesome's* third PPC had immolated it. All he saw was the pyre of the BattleMech that had claimed two generations of his friends.

All he saw was red.

The *Cauldron-Born's* heat exchangers were of a class with the rest of it, the best that the ridiculously high-tech Clans could provide. The waste heat from his last broadside was already nearly gone. Grain slammed the throttles forward and pushed the sixty-five ton 'Mech to almost ninety kilometers per hour. Juarez and Simenon were shouting on the radio but he didn't respond. He settled the target pipper over the *Awesome's* heart and held down his triggers.

PPCs and lasers ate at the remaining armor, compounding the damage Karen's fire had done before she died. The ravenous beams ate through the right side of the *Awesome's* chest and demolished the bulky shielding over the angular 'Mech's fusion engine. The red caret around the 'Mech disappeared as its reactor went into automatic shutdown and the 'Mech collapsed, but Grain's awareness was already elsewhere.

Hobbled by the fresh wave of heat, the OmniMech stumbled. Grain kept it on its feet but the gyro was screaming for balance and a felt an instant's feedback from the 'Mech's DI computer sorting the feeds from the neurohelmet. The OmniMech staggered as the *Cerberus* put a Gauss round into his side. Missiles from the *Zeus* and a newly-appeared *Orion* slammed into his legs.

"Hauptmann Grain!" Juarez screamed. Her voice, already smoke-damaged, sounded like a ninety-year smoker's. "Get back here, sir!"

"More incoming!" Simenon shouted. Grain blinked as Simenon fired right past the bullet-shaped *Cauldron-Born's* cockpit, hitting the *Zeus* with both shots. The eighty-ton 'Mech stutter-stepped and fell, its right knee fused. A thick-bodied *Tempest* took its place, large pulse laser stuttering fire into the scrap of Khaled's *Enforcer*.

"Get back," Grain croaked. "Get to Juda."

"Sir—"

"That's an order, damn it!" He pointed his left arm at the *Cerberus* and fired its weapons. The PPC chewed nearly all the armor off of the 'Mech's left leg but the large pulse laser missed high, melting glassine scars into the rock. The stifling heat in the cockpit flared but didn't become too much. Grain felt the canned air coming into the neurohelmet getting warm, which meant the tubes themselves were heating up. That was never a good sign.

The *Cerberus* turned to face him. The anti-missile system in the 'Mech's head chewed a flight of short-range missiles out of the air while Grain watched. The flashes highlighted the purple eagle of House Marik painted on its chest. Grain looked at the eagle, then down at the Star Commander's insignia mounted on the console. His mind's eye showed him the metallic Steel Viper insignia as it had been painted on his *Cauldron-Born* when he claimed it.

It wasn't supposed to be here. He got the 'Mech's other arm around and fired those weapons, too, but they both missed. The *Cerberus* seemed to laugh at him. Static discharges snapped from the Gauss rifle barrels as capacitors dumped current to the propelling magnets. It was going to fire. *Every day since Quarrel—*

There was flash.

Then there was nothing.

INTRODUCTION

In early 3053 the leaders of the Inner Sphere took a collective breath and regained their balance. The upheavals of 3050-3052 were behind them. The Clans were stopped. Hanse Davion and Romano Liao were dead. The Free Worlds League had embraced an economic renaissance that made them a threat to even the Lyrans' vaunted industrial juggernaut. Theodore Kurita and his father, Coordinator Takashi, had, under the crushing pressure of the Clan invasion, found a rapprochement to end the feud that had undermined the Draconis Combine for decades. The scion of the Steiners and Davions, Prince Victor Ian Steiner-Davion, had won glory and acclaim against the Clans almost to equal ComStar's victory over the invaders on blood-soaked Tukayyid.

It was in this hubristic period of calms that the lords of the Inner Sphere looked across old borders with avarice and loathing. It was in those first months that the seeds of the next turbulent decade were planted, and the denizens of the Inner Sphere and near Periphery suffered the growing pains of those unholy plants. It was then, just at the beginning, that the still-shocked Clans began to look at each other, instead of the Inner Sphere, as the source of their failure and continuing enmity. It was then that a chance existed, to bind both the Inner Sphere to itself and the Clans to each other. It was then that the chance was squandered.

The next ten years would see upheaval almost to equal the Fourth Succession War or the Clan invasion. On maps of the time the lines may not have changed all that much, but to the peoples of those worlds that war touched—and it touched nearly all of them—the sounds of battle and death became familiar friends. Politics, intrigue, and mutual advantage drove nearly every state into conflict. A series of bitter miscalculations drove the Federated Commonwealth, the undisputed power of the Inner Sphere, to tear itself apart. Militarily resurgent armies from the Free Worlds League and the Capellan Confederation would reclaim much of what had been lost a bare generation before. Cloak-and-dagger warfare would ignite the Periphery. Two Clans would batter each other almost to exhaustion. Legends would die, and be replaced. Loyalties would be tested and discarded.

Through it all, the omnipresent threat of the waiting Clans would color relations between centuries-old foes, but even that monolithic danger could not keep the peoples of the Inner Sphere from angers and augurs ingrained into their very genes by centuries of strife. The danger would not keep them from war, nor would the creation of a new Star League and the annihilation of one of those Clans.

Battle, it would seem, is the birthright of very occupant of the Inner Sphere.

--Mordecai Aristobulus, *A Time Wasted*, Galatea City Press, 3077

HOW TO USE THIS BOOK

Era Report: 3062 examines the overall state of the *BattleTech* universe in one of its most historic eras, and is designed to provide both sourcebook material and game rules to help run *BattleTech* and *A Time of War* campaigns in this period. Unlike the *Historical* series, which delves into the details of a single conflict, the *Era Reports* aim at a more generalized view of the period (though some focus may be spent on the military actions that dominated the day's events).

This sourcebook begins with an *Era Overview* chapter, which discusses the general setting of the Inner Sphere from 3053 to 3062 and provides a basic timeline of events that occurred during the latter years of the Clan invasion. A 3062 *Faction Rundown* is then provided that describes the major players of the late Clan invasion, including their basic history and goals, as well as a selection of the iconic military commands they fielded in this time. *Major Personas* follows, describing the major figures of the late Clan Invasion, individuals whose actions helped shape history. The *Museum Technica* chapter then describes the technological state of the 3053 to 3062 period as the Inner Sphere adapted to the awesome power of Clan technology and brought their recovered manufacturing assets to bear even as the Clans, shocked by their defeat at Tukayyid, began to once-again press forward scientifically.

Following these sourcebook chapters are the *Era Tracks*, which provide the seeds for military scenarios set in this era of play. These Tracks use the same *Chaos Campaign* gameplay system featured in other sourcebooks, including the *Jihad Hot Spots* series and *BattleTech's* PDF *Turning Points* series, but with modifications that will reinforce the setting's impact on *BattleTech* campaigns. Additional non-Track specific rules for campaigns set within the early Clan invasion years can be found in the following chapter, *Playing in the Late Clan Invasion*. These rules include modifications to existing rules found in the core rulebooks, including the *Total Warfare* basic war game rules and the role-playing rules described in *A Time of War*.

HISTORY AND REVIEW



INNER SPHERE - August 3057

Federated Commonwealth - Lyrans Commonwealth

Tamar March

- 1) Pasig Operational Area
- 2) Pandora Operational Area

Periphery March

- 3) Tsarahavana Operational Area
- 4) Venaria Operational Area

Donegal March

- 5) Coventry Operational Area
- 6) Alarion Operational Area
- 7) Pherkad Operational Area

Tamarind March

- 8) Bolan Operational Area
- 9) Soilhull Operational Area

Skye March

- 10) Ryde Operational Area
- 11) Alcor Operational Area

Sarna March

- 12) Terra Firma Operational Area
- 13) Palos Operational Area

Federated Commonwealth - Federated Suns

Draconis March

- 14) Robinson Operational Area
- 15) Woodbine Operational Area

Capellan March

- 16) Kathil Operational Area
- 17) Taygeta Operational Area

Crucis March

- 18) Markesan Operational Area
- 19) Chirikof Operational Area
- 20) Minette Operational Area

Draconis Combine

Pesht Military District

- 1) Kagoshima Prefecture
- 2) Lonaconing Prefecture
- 3) Qandahar Prefecture
- 4) Ningxia Prefecture

Dieron Military District

- 5) Kessel Prefecture
- 6) Vega Prefecture
- 7) Algedi Prefecture
- 8) Ashio Prefecture
- 9) Al Na'ir Prefecture

Benjamin Military District

- 10) Baldur Prefecture
- 11) Xinyang Prefecture
- 12) Benjamin Prefecture
- 13) Proserpina Prefecture

Galedon Military District

- 14) Irurzun Prefecture
- 15) Oshika Prefecture
- 16) Matsuida Prefecture
- 17) New Samarkand Prefecture
- 18) Kaznejev Prefecture
- 19) Tabayama Prefecture

Free Worlds League

- 1) Marik Commonwealth
- 2) Principality of Regulus
- 3) Duchy of Oriente
- 4) Duchy of Andurien
- 5) Duchy of Graham-Marik
- 6) Stewart Commonality
- 7) The Protectorate
- 8) Duchy of Orloff
- 9) Regular Free States
- 10) Principality of Gibson

- 11) Mosiro Archipelago
- 12) Abbey District
- 13) Duchy of Tamarind
- 14) Zion Province
- 15) Ohren Province
- 16) Rim Commonality
- 17) Silver Hawk Coalition

Capellan Confederation

- 1) Capellan Commonality
- 2) Sian Commonality

St. Ives Compact

- 3) St. Ives Commonality

The Periphery

- 1) Magistracy of Canopus
- 2) Taurian Concordat
- 3) Outworlds Alliance
- 4) Marian Hegemony
- 5) Circinus Federation
- 6) Illyrian Palatinate
- 7) Tortuga Dominions
- 8) Rim Collection

The Clan Occupation Zones

- 9) Clan Jade Falcon / Clan Steel Viper
- 10) Clan Wolf
- 11) Clan Ghost Bear
- 12) Clan Smoke Jaguar / Clan Nova Cat

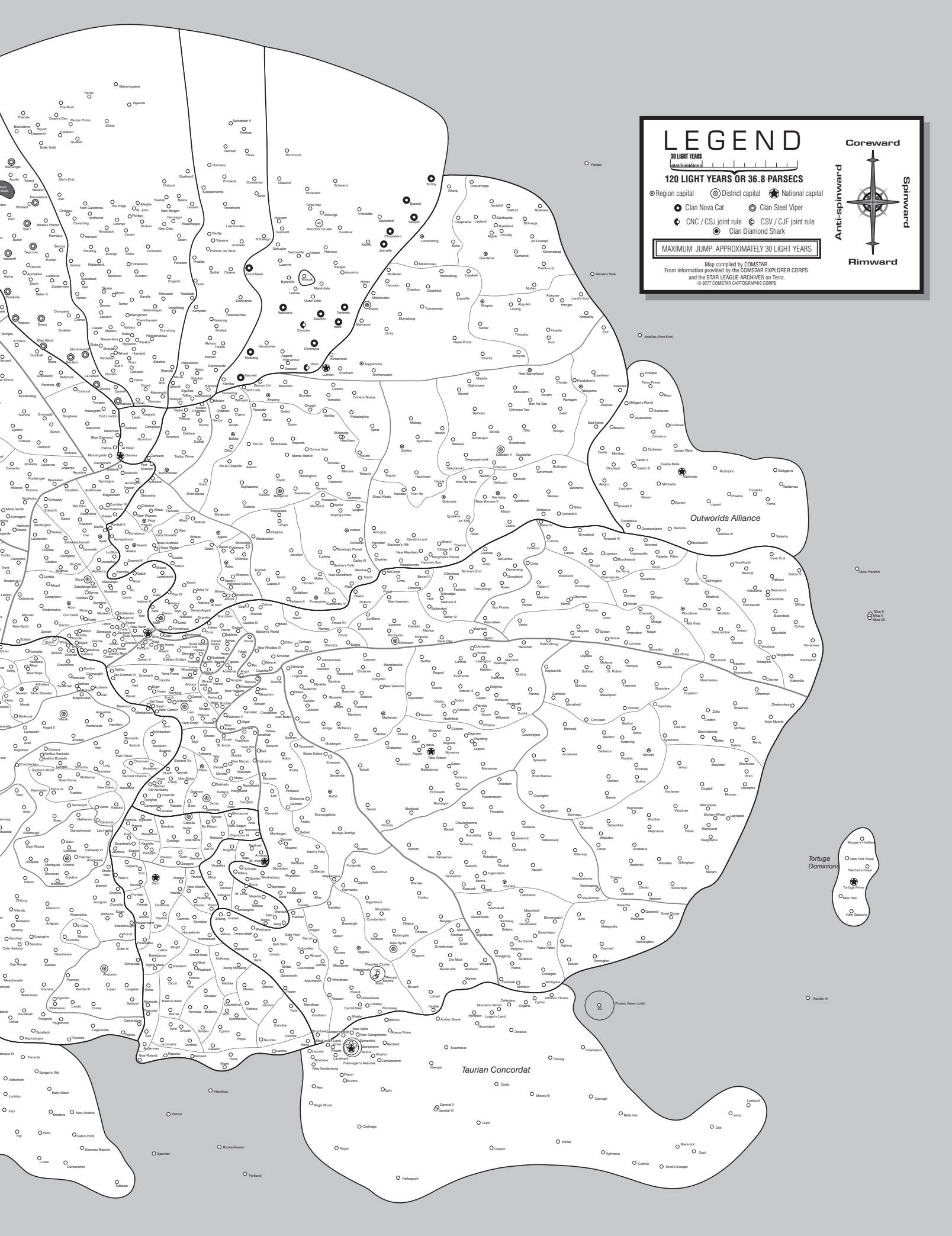
Rim Collection

Circinus Federation

Illyrian Palatinate

Marian Hegemony

Magistracy of Canopus



LEGEND

30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS

- Region capital
- District capital
- National capital
- Clan Nova Cat
- Clan Steel Viper
- CNC / CSJ joint rule
- CSV / CJF joint rule
- Clan Diamond Shark

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES ON TERRA.
© 3077 COMSTAR CARTOGRAPHIC CORPS

Coreward

Anti-spinward

Spinnward

Rimward

Outwards Alliance

Taurian Concordat

Tortuga Dominions

HISTORY AND REVIEW

▽ **TIMELINE OF EVENTS: 3053-3062**

3053

[Jan] Precentor Padraig O Bhaoil appointed Director of the Explorer Corps.

[spring] Draconis Combine and ComStar engineers begin rebuilding and upgrading the Columbus facility to support the Explorer Corps' mission to locate the Clan homeworlds.

[Apr] Terran Peace Summit occurs. ComStar relinquishes control of Mercenary Review Board and opens its historical archives to Inner Sphere citizens.

[mid] Clan Jade Falcon raids Blue Hole but is defeated by Stirling's Fusiliers. Impressed, the AFFC increases the number of Northwind Highlander regiments on the Clan border to three.

[Aug] ComStar Explorer Corps Coreward Operations headquarters announces its relocation to Columbus.

[late] University of Blake founded on Terra. Assembly of first *Kyushu*-class WarShip begins at Dieron.

[5 Dec] The mercenary Blue Star Irregulars fight Clan Jade Falcon on Quarrel and capture a *Fredasa*-class corvette. The Avatars of Painful Death regiment is destroyed.

3054

[Feb] A Jade Falcon invasion of Morges is repulsed, as is a Steel Viper raid on Crimond.

[summer] Precentor Martial Focht arranges with Theodore Kurita to station a large contingent of Com Guards on Luthien under the joint command of Draconis Combine Mustered Soldiery.

[late] Clan Ghost Bear votes to relocate to Inner Sphere.

[15 Sept] Takashi Kurita, Coordinator of the Draconis Combine, dies and is succeeded by his son Theodore Kurita.

[fall] Primus Mori travels to New Avalon and agrees that ComStar will not transmit any messages that might be used to harm the Federated Commonwealth.

[7 Dec] Beaver Falls, Hyner is destroyed by Clan Smoke Jaguar in retaliation for a Kat Killer 5 attack.

[9 Dec] Fuchida's Fusiliers, a mercenary unit that went rogue rather than face the Clans, raids Bryceland. The Fusiliers will settle on Tortuga, becoming the latest in a line of pirate lords of that Periphery world.

The decade of conflict between 3052 and 3062 saw old hatreds flare again and new ones spawned. In many cases the breaches forced between worlds and nations in the Fourth Succession War were fought again, sometimes brother against sister, son against mother. Each of the Inner Sphere's polities, both Successor State and Clan, felt that the short period of rebuilding and repair that followed Tukayyid gave them an advantage over the other. Two of the powerful intelligence services, House Kurita's Internal Security Force and House Steiner's Lyran Intelligence Corps, were focused like lasers on the Clan threat. Both realms suffered from a rise of internal dissension assisted by the lack of observation. The young regent of the Federated Suns, Victor Steiner-Davion, suffered from a lack of confidence in his abilities as a ruler, and was prone to obsession on topics that should have been handled far below his level. In the Capellan Confederation, newly-seated Chancellor Sun-Tzu Liao put into motion the Byzantine schemes he'd been concocting since adolescence. Trained in paranoia by his psychotic mother and tradecraft by his spymaster father, he was uniquely positioned to regain much of what the Confederation had lost in the Fourth Succession War.

The Clans, including the powerful Wolf and Jade Falcon Clans, stood painfully behind their enforced line at Tukayyid and began looking to the side. Reinforcements rushed forward from the distant homeworlds allowed them to consolidate their holdings, and soon JumpShips and DropShips were crossing the Occupation Zones in Trials of Possession and Grievance. The Ghost Bears and the Smoke Jaguars were dealing with insurrections and guerillas in their Occupation Zones, and the Steel Vipers and Nova Cats intent on expanding their holdings. In all cases, strife was growing.

It had to. There were no other ways to burn off the pressures being built by the Truce of Tukayyid.

AFTER TUKAYYID DÉTENTE

When the Com Guard stopped the Clans on the pastoral world of Tukayyid, the entire Inner Sphere breathed a breath of blessed peace few of them had ever hoped to dream for. Military planners in both the Draconis Combine and the Federated Commonwealth slowed the frantic pace of unsustainable buildup and reallocation and activated more thought-out plans to rebuild their losses, adapt to new technologies, and prepare for the counterassaults both realms' peoples expected them to launch.

The fragile truce founded on Outreach in 3051 remained in effect; the Free Worlds League and, to a lesser extent, the Capellan Confederation, funneled the output of their military industries to the battered battalions of the AFFC and DCMS. The much-needed income allowed the Mariks to continue to retool their manufactories to the new standard specifications of Star League-era technologies, while the Liaos used the hard currency to both purchase the Free Worlds' surplus and arm countless guerilla groups in the Federated Commonwealth's Sarna March—that part of the realm that had formerly been Capellan.

The Truce of Tukayyid was a bitter shock for the invading Clans, and an even greater shock for the Clans who had not advanced as part of Operation Revival. Very quickly they fell to bickering amongst themselves, each blaming the other for the "weaknesses" that had allowed ComStar to best them. Only the Wolves, now led by two Khans either of or familiar with the Inner Sphere—Phelan Ward, son of famed mercenary leader Morgan Kell, and the Black Widow herself, Natasha Kerensky—seemed to accept the Truce and turn themselves to emerging from it stronger than ever.

Both the DCMS and the AFFC turned their entire energies toward fighting the Clan presence. The heirs of both realms, Victor Steiner-Davion and Hohiro Kurita, were veterans of the Clan invasion and took the hard lessons learned there to heart. Wargames commenced almost immediately, as the few survivors of Clan combat attempted to train their comrades in the ways of fighting the invaders. The Tenth Lyran Guards, personal unit of Prince Victor Steiner-Davion, became the “troubleshooter” formation of the AFFC in the Lyran State Command, moving along the border in response to threats and rumors. Prince Victor, having left the rulership of both the Lyran and Federated Suns halves of the nation in his mother’s hands, concentrated solely on the Clans. As 3053 turned to 3054 and then 3055, many believed the two realms might be prepared when the Truce of Tukayyid expired. The signs of overpressure began to show.

In the Combine, Coordinator Takashi Kurita died amidst rumors of assassination, and his son Theodore ascended to the Coordinatorship. Many elements of Combine society were dissatisfied with the younger Kurita’s reform of both the Combine military and society. Despite their proven efficacy against the Clans, the reforms challenged centuries of practice and privilege. One group, the Black Dragon Society, began to espouse open rebellion.

In the Lyran provinces a brutal series of seemingly Clan-sponsored pirate raids threatened to drive the Jade Falcon Clan into repudiating the Truce of Tukayyid and resuming the invasion. Matters were further escalated when an assassin’s bomb claimed Archon Melissa Steiner-Davion, forcing the reins of governance onto young Prince Victor’s shoulders. The search for his mother’s killers distracted him from dealing with the pirates, but while that threat was mitigated new pressures were building. Intriguers on Solaris VII and elsewhere threatened to reignite the secessionist furor in the Isle of Skye; a rogue raid into Free Worlds space very nearly brought the Federated Commonwealth into conflict with its arms supplier. By the time 3056 dragged to a close, Victor Steiner-Davion’s inexperience as master of an interstellar empire led him to make several bad decisions. Decisions that would cost him the unity his parents had built.

In Clan space the Crusader faction of the Wolf Clan forced a vote of no-confidence in then-ilKhan Ulric Kerensky, an event that forced the issue to the Clans’ Grand Council and instigated a massive conflict between the Wolf Clan and the Jade Falcon Clan—a conflict that nearly destroyed both Clans, and the peace that had been hard-won on Tukayyid.

OPERATION GUERRERO

Hanse Davion’s offer of treatment at the famed New Avalon Institute of Science for Thomas Marik’s leukemia-ridden son Joshua was one of the lynchpin acts of the Outreach Accords. Joshua’s continued presence on New Avalon for the next six years meant peace between the Federated Commonwealth and the Free Worlds League, a peace that included a marked reduction in the raid-counter raid cycle that had personified the borders of all Successor States for centuries. The value of this peace to the Steiner-Davion war machine could not be overestimated, and making certain it continued was one of Hanse Davion’s highest priorities before his death in 3052.

In 3057 Joshua Marik died of his illness on New Avalon, but because of Hanse Davion’s foresight—and questionable ethics—a double was substituted for the boy to keep the knowledge of his death secret from his parents. Victor Steiner-Davion, still uneasy on his father’s throne and still in the grips of the grief of his mother’s murder, activated Project Gemini. When the truth inevitably came out, the people of the Sarna March suffered for his misjudgment.

◀ TIMELINE OF EVENTS (CONT.)

3055

[13 Jan] A Star of the Third Jaguar Cavaliers is killed when their barracks is blown up by the Kat Killer 5 group. In retaliation, the Smoke Jaguars annihilate the town of Kimota on Hyner. The Kat Killers will be killed in February.

[Feb] Clan Ghost Bear completes a *Leviathan*-class WarShip and begins their “Third Exodus.”

[15 Feb] A pirate calling herself the Red Corsair raids Kookan’s Pleasure Pit in the Federated Commonwealth, beginning a series of raids that will raise crippling tensions along the Clan border.

[spring] The Knights of the Inner Sphere are formed by Thomas Marik, a neo-chivalric order of MechWarriors loyal to Marik himself. A Knights’ Hall is built as an annex to the Marik Palace on Atreus.

[11 Apr] Star Captain Trent, a disaffected Smoke Jaguar warrior, is assigned to return a *giftake* to Clan Smoke Jaguar’s genetic repository on Huntress. Together with his bondsman Judith Faber, they begin to travel and record the route of the Exodus Road.

[13 May] Sent by the ilKhan to help protect the Truce of Tukayyid, the Thirty-first Wolf Solahma chases the Red Corsair from Zhongshan, but her raids continue.

[mid] ComStar blocks the export of vital WarShip engine parts to the Federated Commonwealth.

[19 June] Archon Melissa Steiner-Davion is assassinated on Tharkad. Salome Ward Kell is also killed, and Morgan Kell loses an arm. Victor Ian Steiner-Davion officially becomes Archon Prince of the Federated Commonwealth.

[10 July] The Red Corsair jumps into Great X system but flees from Kell Hounds and Thirty-first Wolf Solahma.

[late] Kai Allard-Liao becomes champion of the BattleMech dueling games on Solaris VII.

[25 Aug] The assassin who killed Melissa Steiner-Davion is captured by intelligence services on Solaris VII.

[11 Sept] Red Corsair strikes at Arc-Royal, where an ambush laid by the Kell Hounds and Clan Wolf troops under command of Khan Phelan Ward soundly defeats her. She retreats toward Clan space.

[25 Oct] The Kell Hounds and Khan Ward’s troops defeat the Red Corsair on Elissa in the Clan Wolf Occupation Zone, despite the presence of the treacherous Thirty-first Wolf Solahma. Both Star Colonel Conal Ward and the Red Corsair are killed.

[15 Nov] On Outreach a civil war amongst the mercenary Wolf’s Dragoons culminates in a violent, internecine battle that will be called Elson’s Challenge. Jaime Wolf, longtime leader of the Dragoons, emerges victorious and institutes sweeping reforms of the former Clan mercenaries.

▽△ TIMELINE OF EVENTS (CONT.)

[late] Thomas Marik forms Romanov's Crusaders out of foreign-service MechWarriors who answer his call for chivalrous conduct. Although they are classed as mercenaries, most observers dub them the Third Knights of the Inner Sphere.

3056

[Jan] Capellan-sponsored *Zhanzeng de Guang* partisans strike on worlds throughout the Sarna March, fomenting pro-Capellan unrest and destabilizing the Federated Commonwealth bureaucracy.

[30 Jan] Trent and a group of solahma warriors defeat an Explorer Corps force at Pivot Prime, unknowingly close to the Clan homeworlds.

[12 Mar] Having completed their mission, Trent and Judith Faber begin their return journey to Hyner, where they will defect to the Inner Sphere.

[1 April] Grayson Death Carlyle, commander of the Gray Death Legion mercenary regiment, swears fealty to Victor Steiner-Davion and is invested as Baron Glengarry.

[late] Kai Allard-Liao again wins the Grand Tournament on Solaris VII and removes his uncle Tormano Liao as head of Free Capella.

[Oct] To secure extra revenue in the face of falling incomes, Primus Mori authorizes the sale of WarShip-grade K-F drives to the Draconis Combine and Federated Commonwealth.

[Dec] The Northwind Highlanders are sent to relieve the Gray Death Legion on Glengarry, where they have been fighting rogue Skye separatist forces. The Legion suffers heavy losses but emerges victorious, earning the enmity of all independent-minded Skye citizens.

3057

[early] The Draconis Combine begins secret talks with Clan Nova Cat, using knowledge of the Clan's visions against them.

[20 May] Joshua Marik dies at New Avalon Institute of Science, where he is replaced by a double in an attempt to keep the agreements created in the Outreach Accords in force, despite Archon-Prince Steiner-Davion's misgivings.

[10 June] Charges of high treason are brought against ilKhan Ulric Kerensky by Clan Wolf Loremaster Dalk Carns. The charges will ultimately be heard in front of the entire Grand Council of the Clans, and will instigate the massive war between Clans Jade Falcon and Wolf known as the Refusal War.

The worlds of the Sarna March had been, until the Fourth Succession War, ancestral Liao and Marik holdings, and many on those worlds desired reunification with their former realms. It was onto these worlds that Sun-Tzu Liao, Chancellor of the Capellan Confederation, instructed his Maskirovka to insert guerrilla teams and money to foment rebellions against the Federated Commonwealth. He had begun these operations years before Joshua Marik's death, but when the Maskirovka and SAFE, the Free Worlds League intelligence agency, discovered the ruse the opportunity was too great to pass up. Both the Free Worlds League Military and the Capellan Confederation Armed Forces quickly activated strategic planning and secured the services of mercenary regiments.

Along with the unrest being quietly fed by the Capellans, the Sarna March was also denuded of garrison troops as the Armed Forces of the Federated Commonwealth was still scrambling to reallocate its regiments and garrisons against the Clans. Despite the loud voices of several local commanders, the High Command sent regiment after regiment and RCT after RCT toward the Lyrans border. The AFFC's institutional memory was still centered on the thrashing their militaries had given the Capellans in the Fourth War, and few planners took seriously an attack by the Confederation.

Never before 3057 had relations between the Free Worlds League and the Capellan Confederation been so good. The Capellan Chancellor was engaged to the Captain-General's daughter, Isis Marik, and despite a long engagement it seemed certain the two realms were headed toward the same sort of alliance that had wedded the Lyrans Commonwealth to the Federated Suns in 3028. The Capellan Strategios and the Free Worlds LCCC combined their strategy and planning and, taking a cue from Hanse Davion himself, planned a massive invasion into the Sarna March. It would be the largest operation either realm had undertaken in their recent histories. In the Free Worlds League it was dubbed Operation Guerrero; the Confederation would come to call it the Liberation.

For the Mariks Operation Guerrero was an opportunity to both reclaim the worlds lost to the Lyran during the Fourth Succession War as well as a chance to display the *esprit de corps* of the League military. Captain-General Thomas Marik had brought the League's fractious provinces behind a unified government like none of his predecessors had ever managed to do, and the huge profits rolling into the League's coffers from the sale of arms to those nations combating the Clans did nothing but help that allegiance. Operation Guerrero was Thomas Marik's chance to cement the loyalty of the military and the people behind him, and despite his grief at the death of his son he was far too canny a politician to miss the opportunity.

For the Capellans Operation Guerrero was the final facet of the burgeoning national military pride that had been growing since the first desperate victories against the Canopian-Andurien invasion of the early 3030s. The battered CCAF had been rebuilding battalions and regiments and training to an ever-higher state of preparedness. Access to Free Worlds military suppliers had brought their regiments to a significant level of upgraded technology. The chance to strike back at the hated Steiner-Davions, and to reclaim the losses that had so neutered their national pride for a generation, were enough to make the Capellans fight like the greatest of their ancestors. The support of many mercenary regiments, both state-chartered and those loaned by their Free Worlds League allies, gave them the numbers to do to the legacy of Hanse Davion what he had done to their progenitors.

HISTORY AND REVIEW

For Archon Prince Victor Steiner-Davion, the attacks of the Capellans and Free Worlders were a crushing judgment against his activation of Project Gemini. His laser-like focus on the Clan threat had made him just as culpable as his High Command, and their lack of foresight cost the Federated Commonwealth its life. Duplicating the tactics of the Fourth Succession War AFFS, the invaders used the three-to-one ratio of attackers that Hanse Davion had proven: where a battalion of the AFFC defended a world, a regiment of invaders landed; where a regiment stood, three regiments arrived. And across the March, where scattered ducal forces and planetary militias attempted to put up a fight, Liao and Marik-backed mercenaries arrived to drive them to surrender. Several worlds fell to carefully-planned insurrections by the Maskirovka-backed *Zhanzheng de Guang* guerrilla fighters, or were pushed off-balance enough for smaller mercenary task forces to tip the scales toward realignment. Battle flared on nearly every world, and thousands, if not millions, were killed or wounded. The loss of the Sarna March would be a hurtful blow to the Federated Commonwealth, but the worst was yet to come.

Using the guise of the Clan threat, and carefully secret messages from Sun-Tzu Liao and Thomas Marik, Princess Katherine Steiner-Davion, younger sister of Victor and second child of Hanse Davion and Melissa Steiner, declared the secession of the Lyran Commonwealth from the alliance. With perfect timing and political skill her brother could not match, Katherine—who'd taken the name Katrina, to grasp some of the historical power of her famous grandmother—stole half the realm, and made it impossible for her brother to claim it back. Unwilling to threaten Lyran security against the Clans with a possible civil war, Victor Steiner-Davion was forced to concede his sister's actions and be content as the ruler of the Federated Suns alone. Despite the continuation of that realm as the Federated Commonwealth, few observers expected a quick reunification, and those in a position to see quickly saw the evidence of Katrina Steiner-Davion's moves to solidify her control of the newly-proclaimed Lyran Alliance.

For the Free Worlds League, Operation Guerrero was an unequivocal success. The Free Worlds League Military advanced with limited objectives and gained them quickly. Without a histrionic crusade driving them, the FWLM regiments showed uncharacteristic professionalism and restraint, halting their advances and moving immediately to consolidate their gains. Those mercenaries without immediate duties were passed to their Capellan allies to help in their own pacification work.

For the Capellan Confederation Operation Guerrero was a success, but not the indisputable one that their Marik allies enjoyed. The Capellan Confederation Armed Forces advanced and took most of their objectives, although they did meet stronger resistance on worlds like Zurich and Woodstock than they expected. The real flaw in the Capellans' actions was also one of their benefits: the *Zhanzheng de Guang*. Although successful in fomenting unrest on far more worlds than the Capellans had the resources to attack, they often succeeded in creating secessionist fever not just against the Davions, but against *everyone*. For the first time in centuries new, small proto-states emerged in the space around Terra. Worlds declared their independence from any government, some of them in the hands of military juntas and warlords, and some voting themselves in assemblies. Much of the former Sarna March balkanized into what soon came to be known as the Chaos March, a pseudo-no-man's land where loyalties shifted and alignment changed sometimes on a weekly basis.

▽ **TIMELINE OF EVENTS (CONT.)**

[15-21 July] A SAFE agent, Francesca Jenkins, obtains a blood sample from the false Joshua Marik. Thomas Marik learns of his son's death and the double.

[late] The Jade Falcon vessel *Mattlov's Pride* is lost to pirates in the Deep Periphery.

[8 Aug] ilKhan Ulric Kerensky's trial before the Grand Council of the Clans. The Refusal War begins.

[9 Aug] Trent and Judith arrive on back on Hyner, returned from their journey down the Exodus Road.

[Sept] Demi-Precentor Michelle Ellingham, a secret Word of Blake agent, succeeds Damien Constantine as head of ComStar ROM's Counterintelligence Division. This is one of many such subornings of ComStar intelligence services as the Word of Blake begins to assert its authority.

[16 Sept] Captain-General Thomas Marik launches Operation Guerrero against Federated Commonwealth. In concert with his Capellan allies, he invades the Sarna March to reclaim worlds lost in the Fourth Succession War. With its attention focused on the Clan front, the AFFC in the Sarna March more or less collapses.

[18 Sept] In response to Operation Guerrero, Katherine Steiner-Davion declares the formation of the Lyran Alliance. She invites any traditionally Lyran regiments to return to the Lyran districts and declares neutrality in the conflict between the Guerrero combatants.

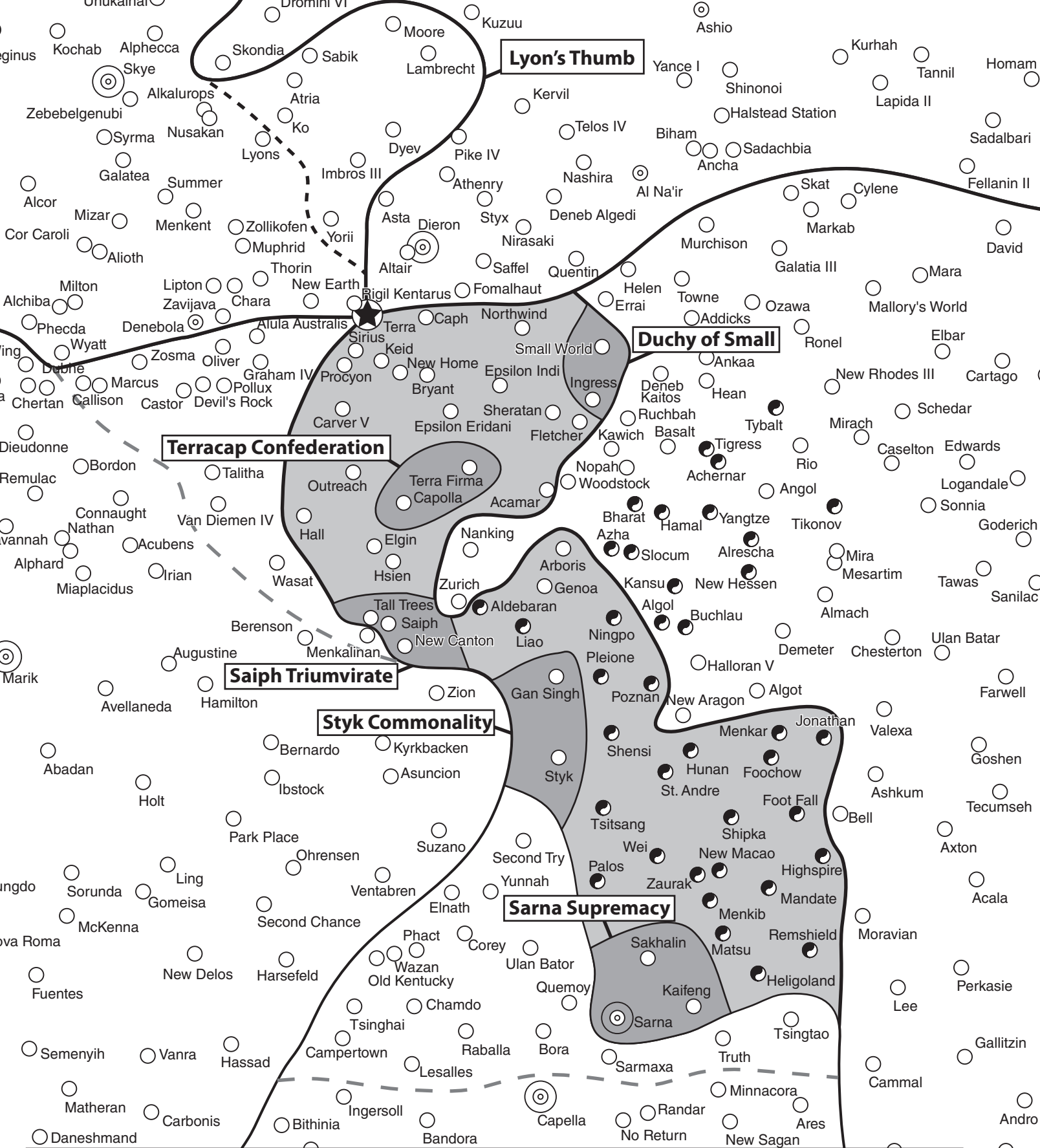
[20 Sept] All of the Confederation's Warrior House regiments combine to liberate Liao, ancestral homeworld of the Capellan dynasty.

[24 Sept] Khan Natasha Kerensky's Clan Wolf splits into three main assault forces and invades the Jade Falcon Occupation Zone. Each of the Wolf Khans would lead one front, with former ilKhan Ulric Kerensky, now a Star Colonel, leading the third.

[Sept-Oct] In response to unrest amongst the Highlanders, the First New Avalon Institute of Science Cadet Cadre assaults Northwind. Combat between the Highlanders and the Federated Commonwealth authorities erupts, assisted by the presence of a Capellan Death Commando on-world. Northwind will eventually declare its independence from the Federated Commonwealth.

[5 Oct] Khan Kerensky's Clan Wolf battles Clan Jade Falcon on Baker III. Khan Phelan Ward takes Alpha Galaxy, Omega Garrison Galaxy, and the Sixteenth Battle Cluster out of the Clan occupation zone. The Falcons send forces in pursuit, despite the fighting elsewhere.

(CONTINUED ON PAGE 23)



LEGEND

STRONG CAPELLAN INFLUENCE

DISPUTED TERRITORY

PRE-WAR BORDER (3056)

CHAOS MARCH

(3057)

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LEGEND

30 LIGHT YEARS

60 LIGHT YEARS OR 18.4 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward

Anti-spinward

Spinward

Rimward

THE PIRATES WAR

Every realm of the Inner Sphere and Periphery has, at one time or another, supplemented its own production and growth by launching military and resource raids against its neighbors. In terms of proportion, the massive states of the Inner Sphere launch far more, but the smaller realms of the Periphery suffer damage far out of proportion because of their small size and scarcity of infrastructure. When raiding does erupt between these smaller realms, it quite often leads much more quickly to larger conflicts than observers from the Inner Sphere might expect.

In the middle years of the 3050s the tempo of bandit raids against military targets in the Magistracy of Canopus increased steadily each year. Both the Magistracy Armed Forces (MAF) and the Magistracy Intelligence Ministry (MIM) suspected the forces were based in the Marian Hegemony, but they couldn't gather enough proof to convince the Magistracy to declare war. Instead the MAF redeployed what troops they could from their more peaceful border near the Taurian Concordat and hired many smaller mercenary commands to supplement their own forces.

During this time the first seeds of what would come to be called the Trinity Alliance were sown, when Chancellor Sun-Tzu Liao arrived on Canopus to treat with the Magistracy. The failure of his military to totally pacify the Chaos March worlds had the Chancellor looking around for troops; the Periphery realms nearest him could spare the troops, and he had just the coin to tempt them with. During his ostentatious meeting with the Magistracy, the Chancellor offered a startling deal: a full military alliance, with the Magistracy offering soldiers for service in the Confederation. In return, the Confederation would send advisors, technical specialists, and discount advanced technology. The Magistracy deliberated but offered a final condition—the Confederation would help the MAF locate and destroy the pirate raiders plaguing the Magistracy. The Chancellor accepted.

One of the small mercenary commands hired by the MAF successfully located a pirate outpost on the Periphery world of Astrokaszy but could not tie the raiders to the Marian Hegemony. Although much of the supplies stockpiled there were in fact marked with the Hegemony insignia, the pirates themselves fielded BattleMechs and equipment far superior to what the Marians had previously had available. During a pitched battle, the mercenary command unearthed evidence linking the pirates not only to the Hegemony, but also to a world in the Free Worlds League. When forces under the command of Sun-Tzu Liao arrived on Astrokaszy, the mercenaries turned over their information to the Chancellor.

On Campoleone the Magistracy troops with the Chancellor made another discovery—the raiders were being supported not just by the Hegemony, but by a faction of the Word of Blake known as the Sixth of June. The raiders themselves were a unit of Sixth of June MechWarriors who'd hoped to prod the Magistracy and the Hegemony into open warfare. Their discovery and destruction by the Magistracy forces foiled their plans and led to the death of Precentor Demona Aziz, then leader of the Sixth of June. The Chancellor negotiated secretly with the Blakists and got a number of concessions out of them, but the most lucrative reward was the success of his mission to the Magistracy.

The short Pirates War had far-reaching consequences for such a limited conflict in such a far-flung corner of known space. Although the Marian Hegemony and the Magistracy of Canopus had long labored against each other in a more-or-less cold war, the active hostilities brought the two Periphery realms to the brink of full and open warfare. While the Magistracy outweighed the Marian military by orders of magnitude, the MAF also had quite a bit more space to secure. In addition, the MAF had no idea of the technological upgrades the Blakists might have given their Marian allies.

▽ BOND TRADING (MERCENARIES)

Commentators are often hard-pressed to explain the staggering successes enjoyed by the aggressors in Operation Guerrero, as if they expected the Free Worlds League and Capellan militaries to be stymied by the military might of the joined Federated Suns and Lyran Commonwealth. What most of them fail to mention is the huge percentage of mercenary forces in the assaults.

The Free Worlds League, under Thomas Marik's stewardship, had been doing little more than making bombs and counting the receipts for more than half a decade. The realm's coffers were flush and its credit excellent, and it had little trouble hiring all the mercenary regiments and battalions it needed to fill out its assault and garrison rosters. Add to that the chance to fight not against the hellish Clan invaders but only those lonely Federated Commonwealth garrisons not already displaced to stand against the Jade Falcons, and many mercenary commanders jumped to gain these contracts. After the initial Marik targets were taken Captain-General Marik directed many of the contracts to be sold to his Capellan allies.

In the Confederation Sun-Tzu Liao had the added advantage of having been preparing the Sarna March for reconquest almost since he ascended the throne. The mercenary regiments in the Confederation's service, many of them for decades if not longer, had long borne the brunt of the realm's fighting as the Capellan Armed Forces rebuilt from their shattering at the hands of Hanse Davion's RCTs. New contracts were written and more regiments assembled in the Capella Commonality, and again the chance for "safe" combat against Inner Sphere forces lured many regiments on short-term assault contracts.

In all cases, the strength of both assaults were built around mercenary battalions, and the irony was not lost on the traditionally mercenary-friendly AFFC.

—from *Money Talks and Loyalty Walks: Mercenaries in 3057-58*, by Colonel Enid Pell (ret.), Galatea City Press, 3070.

▽ BUCCANEER NATIONS

Banditry has always been a problem among starfaring nations, and usually much more of a problem along their borders with untamed space. Every Successor State maintains small-but-vigorous garrisons along their Periphery borders, intended to help suppress the inevitable attacks by lawless brigands from outside the lanes of familiar space. Names like Hendrik Grimm and Helmar Valasek became familiar curses in the first decades of the Thirty-First Century, and many border-world citizens liken them to upstart nations like the Circinus Federation or the Marian Hegemony, two nations whose origins are piratical.

The Circinus Federation has done little to take the bandit edge off. In fact, if anything the Federation seems to have organized not to make piracy less of a necessity but to help strengthen their piratical attacks. The small, ten-world polity, situated in the armpit of the borders of the Free Worlds League and the Lyran Alliance, is home to the Black Warriors, a long-standing pirate force whose raids along the Lyran and Marik borders are fearsome and familiar. The ruling McIntyre family, while not of true Black Warrior stock, owe their power and influence to the booty brought back by Circinan marauders, and seem reluctant to rein the Black Warriors in.

The neo-Roman Marian Hegemony has made more of an effort in recent decades to gain legitimacy. They do not—or claim to not—allow state-sponsored piracy within their borders, but the very Roman notion of right-of-conquest and seemingly Hobbesian philosophy that goes with it stands against most of the nearby political systems. Their recent absorption of the small Lothian League shows that they don't hold much concern for the sovereignty of other systems, and many rumors claim that the Caesar's military is behind much of the raiding that occurs near the Free Worlds League and the space it abuts the Magistracy of Canopus.

—from *Lights Not Snuffed: Smaller Realms of the Periphery*, University of Sian Press, 3058

Defended by the entire Wolf Clan.

What followed was an all-out war in the Inner Sphere occupation zones between the Wolf Clan and the Grand Council's champions, the Jade Falcon Clan. Ulric, removed from the post of ilKhan, returned to the Wolves as a Star Colonel and took charge of one axis of attack. Wolf Khans Natasha Kerensky and Phelan Ward led others, and the Wolves slashed into the Jade Falcon Occupation Zone, destroying Cluster after

For the Hegemony, the War was a wake-up call. Caesar Sean O'Reilly parlayed his realm's participation into new 'Mechs and equipment for his legions, and new industrial capacity to increase the size and capability of his military. For virtually their entire history the Marians had snubbed the Inner Sphere, but the Blakists were able to impress upon them the importance of participating with at least some Inner Sphere powers. In the coming years the knowledge and power the Marians gained during this period would pay significant dividends.

The Magistracy benefitted well from their closer ties to the Confederation over the next several decades. Canopian soldiers were instrumental in regaining lost Capellan worlds in the Chaos March and in their conflicts with the former St. Ives Compact and even the Jihad. Although military aid to the Magistracy never quite reached the levels the MAF would have liked, the educational and technical benefits were immense.

The Confederation gained the most, of course. The Chancellor gained for his military more soldiers to carry out his plans, which let him fulfill his goals all the more quickly. He also gained, a number of years later, a wife in Naomi Centrella, who would inherit the Magestrix's throne from her mother.

THE REFUSAL WAR

As Operation Guerrero tore the Federated Commonwealth in two, the Clans were not sitting idle. In the aftermath of their loss at Tukayyid an entire generation of Clan warriors came of age and tested into positions in the frontline toumans. Each of the invading Clans was feeling the very real population pressure of younger warriors entering the caste, and each was looking for outlets. When this increase in tension was combined with the hotly-debated outlooks of Warden and Crusader politics, war was the only logical result.

The first volleys of the combat came from within Clan Wolf. Much of the Clan's leadership espoused the Warden point of view, the idea that the Clans were meant to protect the Inner Sphere. Many of the younger Clan warriors, those just testing into the caste with minds filled with tales of glorious combat in the invasion, chafed against the lack of glory to be found under the Truce of Tukayyid. The Clan's Loremaster, Dalk Carns—himself the most senior proponent of the Crusader point of view, that the Clans were meant to conquer the Inner Sphere—finally brought charges against Wolf ilKhan Ulric Kerensky. Carns claimed that Kerensky had engineered the Truce of Tukayyid to hobble the Wolves, that he meant for the invasion to fail. When Kerensky quashed the charges, Carns leveled one that could not be ignored: he claimed the ilKhan's actions endangered the genetic heritage of the Wolves. This charge threatened to tear the Wolf Clan apart, and forced Ulric to forward it to the Clan Grand Council. Many historians have argued that this was either Ulric's greatest triumph, or his greatest mistake.

In the Grand Council the other Clans' Khans were just as sharply divided amongst the Warden and Crusader philosophies. If anything, the Crusaders held the edge simply because of the number of so-called Home Clans that were unable to advance against the Inner Sphere. Political maneuvering on both sides finally resulted in the Grand Council voting Ulric Kerensky guilty, and the Wolves were quick to challenge the decision with a Trial of Refusal.

Cluster. Their victories were not without cost, for the Jade Falcons fought nearly as harshly as the Wolves, but the ire of the Wolf Clan was up, and the Wolf leaders were canny enough to direct the younger warriors' resentment, which had a short while ago been directed at them, toward the Falcons.

Inevitably the Wolves' advance slowed. SaKhan Phelan Ward led his task force into the Lyran Alliance, while Natasha Kerensky drove toward Twycross and Ulric Kerensky toward the Jade Falcon capital at Wotan. The Black Widow Natasha Kerensky was finally slain at Twycross, and duplicitous and (by Clan standards) cowardly tactics by the Falcon saKhan Vandervahn Chistu claimed Ulric Kerensky. Only Phelan Ward survived, exiled to the Inner Sphere and his family's holding under the Kell Hounds' protection. The Falcons briefly tried to claim the Trial of Refusal was actually a Trial of Absorption and claim the remnants of the Wolf Clan, but Vlad of the Ward Bloodhouse successfully challenged the Absorption and claimed the Wolf Khanship.

The legacy of the Refusal War was profound. In the Inner Sphere, the Wolves led by Phelan Ward became known as the Clan Wolf-in-Exile, believing themselves to be the last true inheritors of the Wolf Clan's traditions and doctrines. Strongly Warden, the Exile Wolves forged a relationship with Khan Phelan Ward's blood family on Arc-Royal, gaining an enclave and granting the Lyran Alliance a strong new ally against the Clans. In one of Ulric Kerensky's last acts as ilKhan, he created the Kell Bloodname, granting Phelan Kell his name and making him Khan of the Exile Wolves despite the Crusader Wolves' actions.

In the Wolf Clan Occupation Zone, Khan Vlad Ward rebuilt his Wolf Clan as best he could. The Wolves that had survived the Refusal War and refused to defect to the Inner Sphere were Crusaders to the core, aggressive and now veterans from their combat with the Jade Falcons. They, along with the Jade Falcons, concentrated on rebuilding so they'd be ready when the Truce of Tukayyid expired and the invasion began once again.

THE DEATH OF THE SMOKE JAGUARS

After the Refusal War the Jade Falcons, in order to blood some of their newer and younger warriors, invaded the Lyran Alliance. Driving hard, they reached as deeply as the industrial lynchpin world of Coventry before the Lyran Alliance Armed Forces could muster enough force to hold them in place. From March through May of 3058 the Falcons and the LAAF and LAAF-sponsored mercenaries battled in and around the cities of Port St. William and Leitnerton, until the arrival of a large multi-national force commanded by Victor Steiner-Davion arrived and offered the Jade Falcons *hegira*, honorable withdrawal.

Even as the Inner Sphere celebrated the defeat of the Clan incursion, the leaders of the Inner Sphere took note of the cooperative spirit built at Coventry and convened a summit meeting on Tharkad, capital of the Lyran Alliance. At the first Whitting Conference, named for the site of the last Lyran victory over the Clans on Coventry, the leaders of the Inner Sphere took a step that few would have ever believed possible: setting aside most of their difference, the Inner Sphere reconstituted the Star League of old, a pan-nation union that would let them ally themselves and gather enough strength to halt the Clan invasion. As a target, they chose the most aggressive of the invading Clans, the Smoke Jaguars. In order to make the Clans, especially those on the Clan homeworlds who knew of the Inner Sphere only through intelligence reports and the boasts of returning warriors, take notice, they opted not only for reclaiming the Jaguars' conquered worlds but pursuing them back to their homeworlds and destroying them utterly. In Clan terms, the Second Star League declared a Trial of Annihilation against the Smoke Jaguars.

Command of the newly-formed Star League Defense Force was given to ComStar's Precentor Martial, Anastasius Focht. Prince Victor Steiner-Davion was named second-in-command, although most observers expected him to become the SLDF's active field commander. Regiments from across the Inner Sphere were reflagged with Star League insignia and travelled in as much secrecy as possible to marshalling

▽ CLAN WOLF-IN-EXILE

Many writers have tried to classify the Wolf-in-Exile Clan as pariahs or even renegades from the Clan way, but this is just as incorrect as trying to classify Capellans as failed Terran-Asians or the Free Worlds League as anarchists. The Exiled Wolves retain every aspect of those cultural identities that make a people "Clan." They breed via the iron womb trueborn Clan warriors; they organize themselves into castes in the same manner as homeworld castemen might on Circe or Strana Mechty. They solve their conflicts with Trials and other violence, just as a Ghost Bear might.

What makes the Exiled Wolves in fact exiles is that they have broken with an existing Clan, and broken sharply enough that they now stand with the Inner Sphere, defending it from the predations of their Crusader brethren. The Exiled Wolves are the pinnacle of the Warden philosophy of the Clans, warriors (and other castes) who have openly and violently stood the line with Inner Sphere soldiers and told their once-brothers "this far—no farther." If true peace is ever to be made with the Clans, rather than their complete ejection from the Inner Sphere or outright destruction, we must look to the model being proved on Arc-Royal and the nearby worlds now.

Most of the Clans view the Exiles as outcasts—indeed, they and all their progeny were Abjured from the rolls of the Wolf Clan—but several do trade with them. The Diamond Sharks, the Ghost Bears, and the Nova Cats all treat the Wolf-in-Exile Clan as peers, and issue or accept Trials from them as they would any other. In the Inner Sphere, the Exiles are aligned with the Lyran Alliance, both by physical location and by habit. Khan Phelan Kell's family have long been Steiner loyalists, and he was a Kell before he was a Wolf.

—from *Our Wolf on the Border: Clan Wolf-in-Exile*, Thuban Press, 3063

▽ INNER SPHERE TAINT

As castemen who have been brought forward to our occupation zones, you will have no doubt been exposed to what the misguided children of the Inner Sphere dub a “free and responsible” media. You will have seen how they call us oppressors, and suggest our warriors are guilty of impossible atrocities. You will have heard them call us stunted, or wayward, or any other adjective that makes them seem far superior to us.

This media is of course neither free nor responsible.

This media is of course wrong.

Are there sometimes unintended casualties in conflict? Of course. But surely any so-called objective media would point out that the Clans’ model of warfare is far more clean than anything the destroyers of the Star League have practiced in almost three centuries. While we were building ourselves from the ashes of the Exodus Civil War, while we were forging ourselves into the instrument of the Founder’s will, these barbarians were smashing each other senseless with megaton WarShips and haphazard nuclear bombardments. They dare to lecture us on wayward? Our warriors are the pinnacle of martial evolution. While the Inner Sphere plays at warfare, we live it.

Do not let yourselves be swayed by the lies of the Inner Sphere. Do not become tainted with the seeming largesse of these crippled societies. A Clansman—be he warrior or laborer—earns what he has, by force or by toil, and knows that it is his and no other’s. These worlds themselves, and our new fellow castemen, we earned, our Clan did, by right of conquest.

—from *Imprimis, We Conquer*, a scientist caste pamphlet, 3064

areas inside the Draconis Combine. The Star League’s initial First Lord was Sun-Tzu Liao, Chancellor of the Capellan Confederation. Although the position was largely ceremonial, it granted him significant public prestige and respect.

The new SLDF was granted a boon soon after its formation, when a defector from the Clans provided ComStar with the jump routes between the Smoke Jaguar Occupation Zone and the Jaguar homeworld of Huntress in Clan space. Many of the member-state officers advocated for an immediate change of attack to bring the full weight of the Inner Sphere to bear against the Jaguar homeworld, but Focht and Steiner-Davion demurred. In the end a dual plan was adopted, striking both at the Jaguars’ main forces in the Inner Sphere but also attacking Huntress itself.

The Inner Sphere prong of the SLDF attack was named Operation Bulldog. It was the largest coordinated military offensive since the Fourth Succession War, comprised of regiments from across the Inner Sphere. The best units from each Successor State military all saw action against the Smoke Jaguars under the aegis of the Star League.

The long-range strike against Huntress was dubbed Task Force Serpent. Commanded by the AFFC Marshal of the Armies Morgan Hasek-Davion, and built around ships and regiments from every Successor State and notable mercenaries, Serpent began its journey into the Periphery before Bulldog even launched. For roughly a year the convoy of JumpShips, DropShips and WarShips travelled to Huntress and attacked, laying waste to the Jaguar garrison and beginning the demolition of their military caste.

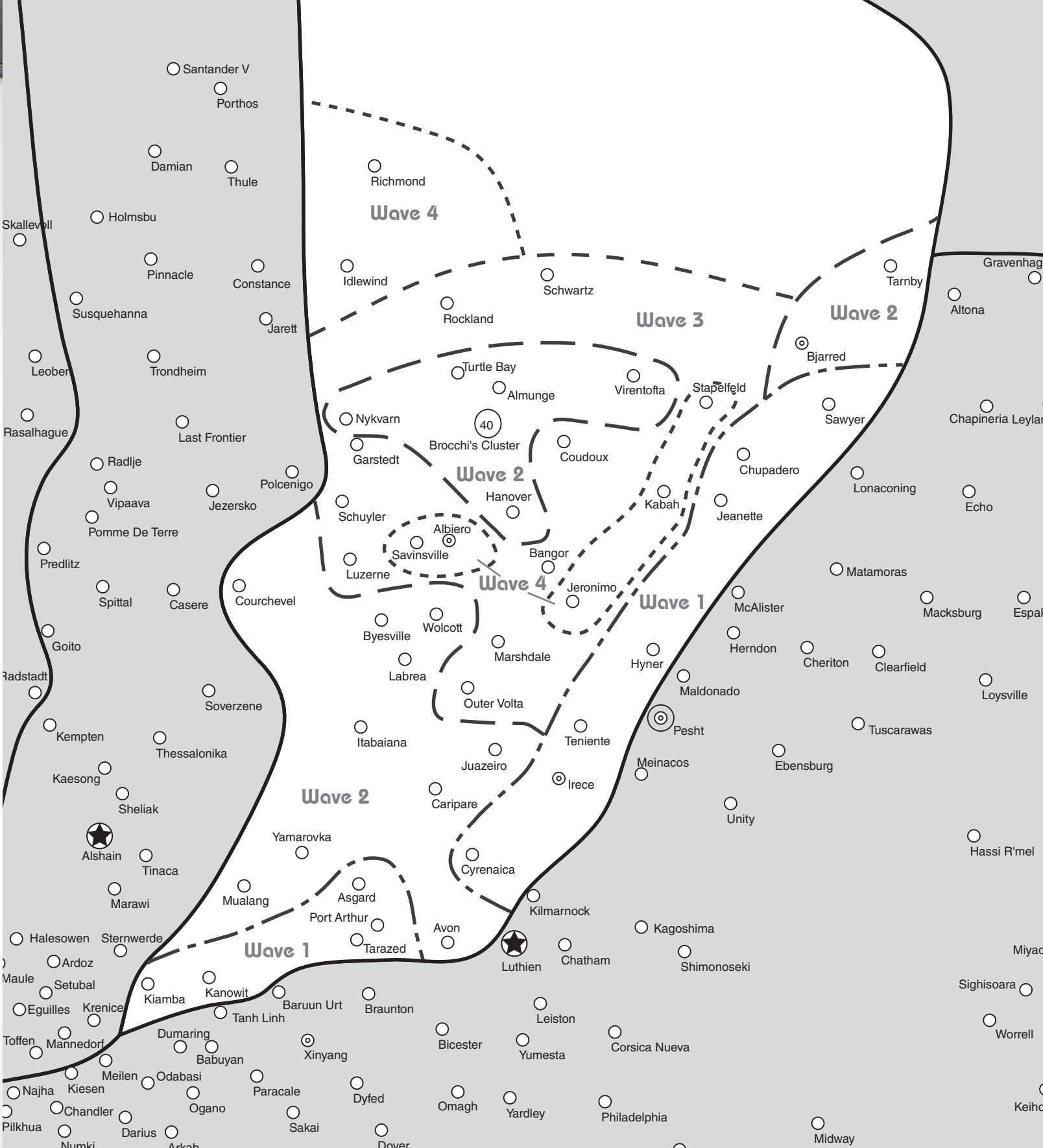
In the Inner Sphere, a carefully-orchestrated series of small-scale raids, dubbed Operation Bird Dog, disrupted Smoke Jaguar operations throughout their occupation zone. Following these raids came wave after wave of full-scale assaults. Each of the invading groups was comprised of regiments from different Successor States, and each fought as if to prove itself worthy of wearing Star League green. Under the command of Focht and Victor Steiner-Davion, the Smoke Jaguars were routed more quickly than any of the Star League’s planners had anticipated. The remnants of the Clan’s touman fled into the Periphery, toward Huntress. The leading units of the Star League Defense Force assembled to follow them.

Although the League’s target was the Smoke Jaguar Clan, a second Clan shared the Jaguars’ invasion corridor. The Nova Cats, a mystic-minded Clan whose attitudes made them outliers in Clan society, foresaw the Star League’s resurrection and looked for a way to embrace it. A series of ritual Trials of Possession were staged for each Nova Cat world, small-scale and often esoteric. One such combat was determined by the toss of a coin. When later questioned, the Nova Cat commander explained her choice: given the option to call the toss, heads or tails, the Clan officer called “edge.” Her rationale? “Imagine the glory if I had won.” With such combats between invading Combine forces and the Nova Cats concluding quickly,

each of the Nova Cat garrisons was claimed by the Star League as *isorla* and turned to the Star League’s banner. On several worlds, the Cats joined in the assaults on the Smoke Jaguars, earning themselves a place in the Star League and, eventually, worlds and territory in the Draconis Combine.

On Huntress the ragtag remnants of the Smoke Jaguars arrived and fell upon the Inner Sphere forces that had claimed their world. Supported by the arrival of ilKhan Lincoln Osiris himself, the Jaguars very nearly destroyed Task Force Serpent entirely before the pursuing Task Force Bulldog arrived to end the battle. In the end every regiment involved in the Serpent actions suffered horrendous casualties but earned incomparable battle honors. With combat concluded on Huntress, the Star League forces looked to the nearby stars and set their course for the Clan homeworld itself, Strana Mechty. With Prince Victor Steiner-Davion in the lead, they challenged the Clans to a final Trial of Refusal over the invasion itself. The small-scale symbolic battles were short, fierce, and brutal, as befitted combat by the finest of the Clans and the Inner Sphere, but in the end the Inner Sphere forces were victorious, claiming an end to the invasion.

Of course, challenge or no, the Clans were present in the Inner Sphere. Their gains and glory could not be unmade, and despite the Star League’s claims of victory few observers expected an end to the fighting.



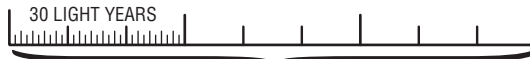
BORDER KEY OPERATION BULLDOG

- Wave 1
- - Wave 2
- ... Wave 3
- . Wave 4

OPERATION BULLDOG (3059)

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LEGEND



MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



▽ STAR LEAGUE REBORN

When the leaders of the Inner Sphere met on Tharkad and declared the formation of a second Star League, many in the Inner Sphere saw it as an end to the centuries of bloodshed that had defined the Succession Wars. We know now, of course, that those hopes were just as ludicrous as the hopes that Terra's First World War would be the last war. The Second Star League's short existence was marked by triumph over the Smoke Jaguars, but that triumph was not a ringing endorsement of the value of a Star League—it was merely a decade's pent-up rage against an invasion being finally let out.

The first Star League, the Star League of legend, was easily the most powerful (and power-hungry) government in human history. It built the strongest army, the best technology, and claimed at least passing dominion over more worlds than any other polity of its time. Led by the Camerons of the Terran Hegemony, it was at once an instrument of great freedom and great tyranny. When it fell, the squabbling over its bones fueled three centuries of Succession Wars.

The second Star League, in comparison, was little more than a military alliance with the trappings of a grand philosophical enterprise. Formed to fight the Clans, once that threat was largely defeated it fell quickly to disuse, a prestigious robe that an Inner Sphere leader might wrap his or herself in to make grand pronouncements and then hang back in the closet while making underhanded and selfish decisions. At its death in 3067, most citizens of the Inner Sphere weren't unhappy to see it go; it had already become familiar and, lacking any great achievements since its genesis, unworthy of excitement. It was the victim of malaise and disinterest, and few mourned its passing.

—from *Secondhand Knock-Off: The Second Star League*, Solaris City Underground Press, 3072

THE ST. IVES WAR

Even as his Star League soldiers were conquering the Smoke Jaguars, First Lord Sun-Tzu Liao was looking to wield his temporary prestige as head of the Star League for the most immediate and personal gain. The Chancellor's near-fanatical focus on the Confederation's growth and its reclamation of the worlds lost in the Fourth Succession War had already helped foster one conflict: Operation Guerrero. With the Inner Sphere's attention focused in the other direction, he looked again at one of the eyesores on his realm's border: the St. Ives Compact.

Formerly the St. Ives Commonality of the Capellan Confederation, the Compact had broken with the Confederation at the end of the Fourth Succession War. Led by Sun-Tzu's aunt, Duchess Candace Liao, and allied with the Federated Commonwealth, the Compact was a tiny state that held influence far outside its size. Candace Liao's husband, Justin Allard, was a Federated Suns hero in the Fourth Succession War. Her small military trained regularly with the AFFS and then the AFFC. AFFC regiments were routinely posted to the Compact to help keep Confederation adventurism to a minimum. Peopled by cultural Capellans who'd only left the Confederation to escape Romano Liao, the Compact was very much a brother-nation to the Confederation, for all its estrangement. It was a brotherhood Sun-Tzu Liao meant to restore, and with the Inner Sphere's eyes—and soldiers—pinned on the Clan threat, the time was ripe. His position as First Lord of the Star League, although immensely valuable in public relations, meant that he couldn't simply invade. So he turned to different agendas...

During a tour of Confederation worlds along the St. Ives Compact border, the Chancellor's convoy was attacked by rogue elements of the Compact's Blackwind Lancers. Although the convoy's escort, Warrior House Hiritsu, was able to beat the Lancers attack off, the propaganda machine inside the Confederation went into overdrive. Using his powers as First Lord, the Chancellor forced SLDF peace-keeping troops into the Compact on several worlds, and when those quarterings inevitably led to conflict, slowly replaced the SLDF regiments with Capellan regiments. By the end of 3059, the Confederation's military was engaged on a number of Compact worlds and no one doubted that the final confrontation between the sundered realms was underway.

Each of the two sides had its own advantages. The Confederation had the advantage of space and force—it was too large, too decentralized for the Compact to disrupt with behind-the-lines raiding. It had a larger military to draw from, a military bolstered both by the armies of the Magistracy of Canopus and, later, the Taurian Concordat thanks to the terms of the Trinity Alliance. In contrast, the Compact had far less area to defend; far fewer worlds, with shorter jump routes between them, fewer light years to move vital materiel and troops. In addition, the Compact could claim, despite the Blackwind Lancers' betrayal, the public relations victories. In the international press that had sprung up around the second Star League, the Confederation was quickly labeled the aggressor.

This label was cemented in the public's minds when, in May of 3061, the Compact suffered numerous terrorist-style attacks using a nerve agent uncovered on Wei by agents of the Confederation. Although the Chancellor's government was

quick to prove that it had not sanctioned the attacks, that they were carried out by Thuggee religious fanatics at the behest of the Chancellor's mentally unbalanced sister, Kali Liao, the thousands of dead in the attacks were a bitter tonic for the people of the Confederation to swallow. The quick arrival of new Star League peacekeepers after the election of Theodore Kurita as First Lord further threatened the Confederation's advances into the Compact. Desperate to end the conflict, the Chancellor ordered the Strategios to accelerate its plans.

The new Capellan drive ignored several Compact worlds and moved directly on St. Ives itself. Led by elite Warrior House forces and supported by both mercenaries and regular reserve regiments, the Confederation forces on the Compact's throne world slowly inched forward against Duchess Liao's defenders. Not even the presence of Clan Nova Cat peacekeepers from the Star League could keep the Capellans from eventually grinding the defenses of Tian-tan, the planet's capital city, under their heel. Duchess Candace Liao herself fled the world to avoid capture, vowing a government in exile, but the rest of the Compact blinked its eyes and rose toward a new dawn.

For many in the Compact the attack on St. Ives had meant a slackening of the tempo of combat. Worlds like Denbar and Nashuar saw fewer combat actions as both sides realized that their reasons for continuing to fight no longer applied; with the Confederation on St. Ives' soil, it made little sense to continue to fight to keep the Confederation away. That role of the defense had failed. To be sure, zealots on both sides continued to push the conflict along but after several years of combat the number of zealots began to dwindle. Such soldiers—berserkers, really—do not often last long in combat.

After the fall of St. Ives holdouts battered each other into submission, but the Compact eventually sued for a mediated surrender adjudicated by Anastasius Focht himself. The Compact reentered the Confederation as, once again, the St. Ives Commonality (although it was briefly known as the Xin Sheng Commonality, a nod to the pan-Capellan fervor that Chancellor Sun-Tzu Liao had milked from his time as First Lord), with Duchess Liao's family given hereditary suzerainty over the Commonality and its soldiers enrolled in the CCAF. The first few years of reintegration were not without strife, but by 3067 the wounds appeared to be healing.

THE BIRD AND THE SNAKE

The enmity between the Jade Falcons and the Steel Vipers had long festered in the cultural memories of both Clans, but when the Refusal War battered the Jade Falcon touman to the worst state it had been in since Operation Klondike the Steel Viper Khans saw their chance to strike. Ever since being assigned to share the Jade Falcon's invasion corridor during Operation Revival the Vipers had been waiting, watching for their chance to deal with the hidebound Falcons once and for all. With their weakness following the Wolf Refusal, there would be no greater opportunity.

The final straw in the feud between the Vipers and the Falcons came just after the Great Refusal, when the Inner Sphere put an end to the question of the Clans' invasion. In the rush to reequip their forces after the calamitous losses taken in the Refusal War and the Coventry incursion, the Falcons had begun to allow more and more freebirth warriors into their ranks of their frontline Clusters. The Steel Vipers, a Clan noted for their aversion to freeborn warriors—the Clan did not allow them—challenged the Jade Falcons over the exploits of one of their most prominent freeborn warriors. The Jade Falcons defeated the challenge, but the final seeds of enmity were sealed. With the invasion ended, and the Clan homeworlds enthralled in the endless Trials of Possession and Refusal over the territory opened by the departure of the Ghost Bears and the Nova Cats, not to mention the destruction of the Smoke Jaguars, both Falcon and Viper Khans turned eyes toward the Inner Sphere invasion corridor.

The Steel Vipers used subterfuge and masquerades to increase the size of their invasion corridor forces, striking like lightning in April of 3061 against thirteen Jade Falcon worlds. All thirteen fell quickly, with the Falcons under orders to conserve their forces at the expense of time and space. A sudden follow-on wave of assaults netted the Steel Vipers additional worlds, and for a few weeks it appeared that they had the Jade Falcons on the run. The arrival of Jade Falcon Khan Marthe Pryde in June, however, turned things around.

Striking from Wolf Clan space, the Khan and her saKhan Samantha Clees led speedy counterattacks into the soft underbelly of the Viper advances, easily dispatching the Viper garrison Clusters left behind to hold their newly-won possessions. Worlds like Bensinger and Persistence were quickly reclaimed by the angry Jade Falcon forces, and the battles in the Jade Falcon/Steel Viper Occupation Zone quickly grew in ferocity.

Unusually for both Clans, *zellbrigen* was quickly abandoned. The savage fighting was costly to both sides, as the Jade Falcons reclaimed their worlds and challenged the Steel Vipers for possession of those they'd given over in 3051. With the recapture of the invasion corridor capital of Sudeten, the Jade Falcon touman

▽ **TIMELINE OF EVENTS (CONT.)**

[10 Oct] Woodstock liberated by the Woodstock Reserve Militia in one of the few FedCom successes of Guerrero. After their victory the Woodstock Reserve Militia is ordered to liberate Nanking.

[Nov] All contact lost with Sirius and Procyon. As one of the earliest fragments of the soon-to-be-named Chaos March, both worlds fall under the sway of the psychotic Alisendar Gyrn.

[30 Nov] In one of the highest-profile mercenary contracts of recent years, the Twenty-First Centauri Lancers sign a contract with ComStar to garrison Terra.

[5 Dec] The Jade Falcon Peregrine Galaxy, under command of Galaxy Commander Angeline Mattlov, arrives at Morges in pursuit of Phelan Ward's Wolf Clan forces.

[7 Dec] In single combat on Twycross, Khan Natasha Kerensky, the famous Black Widow, is slain by Jade Falcon Star Commander Joanna in the Great Gash.

[10 Dec] On Wotan, Star Colonel Ulric Kerensky dies in combat with Jade Falcon saKhan Vandervahn Chistu.

Star Captain Vlad of the Wards is buried under rubble but not killed. Khan Chistu declares the Refusal War to be a Trial of Absorption and Ritual of Abjuration against Clan Wolf. Clan Jade Falcon Absorb's Clan Wolf.

[12 Dec] As part of a large series of reorganizations being conducted by the newly-formed Lyran Alliance Armed Forces, Hauptmann Caradoc Trevena is transferred from Eleventh Lyran Guards on Wyatt to Tenth Skye Rangers on Coventry.

[13-15 Dec] Star Captain Vlad is freed and challenges Khan Chistu to Trial of Refusal. Vlad kills the Jade Falcon Khan and claims the Ward Bloodname. Clan Jade Wolf is founded, and Vlad Ward elected Khan. Marthe Pryde of the Second Falcon Jaegers is elected Jade Falcon saKhan to replace the slain Vandervahn Chistu.

[25 Dec] The Wolf forces handily defeat the Jade Falcons on Morges, but do not follow them back into the Jade Falcon Occupation Zone.

[27 Dec] Xu Ning, *Zhanzheng de Guang* Chairman of the People's Liberation Party of Zurich, is killed by the Dancing Joker.

[31 Dec] The mercenary Black Cobras arrive at Nanking. Hidden bombs destroy the Cobras and Smithson's Chinese Bandits surrender to the Woodstock Reserve Militia.

In taped message sent to ComStar Ulric Kerensky reveals his last act as ilKhan: the creation of the Bloodname Kell. Khan Phelan Kell allies Clan Wolf's Warden survivors with the Inner Sphere as Clan Wolf-in-Exile. Morgan Kell, Grand Duke of Arc-Royal, forms the Arc-Royal Defense Cordon and allows the Exiled Wolves land on Arc-Royal.

▽ **TIMELINE OF EVENTS (CONT.)**

3058

[2 Jan] Jade Falcon Khan Elias Crichell is elected ilKhan, but Khan Vlad Ward challenges ilKhan Crichell to a Trial of Refusal and kills him. Clan Jade Wolf is renamed Wolf, and Marthe Pryde becomes Jade Falcon kaKhan.

[30 Jan] In an effort to both blood young warriors and assert the Clan's strength, the Jade Falcons invade the Lyran Alliance.

[12 Feb] Katherine Steiner-Davion is captured by Clan Wolf at Kiamba in the Clan Smoke Jaguar Occupation Zone, having travelled there in a misguided attempt to form an alliance with the Smoke Jaguars.

[28 Feb] Operation Odyssey begins as a Word of Blake invasion fleet arrives at Terra, intent on wresting the homeworld of humanity away from the secular Order. Over the next few months they will succeed, capturing ComStar's power base and shaking the status quo throughout the Inner Sphere.

[7 Mar] Official end of hostilities on Terra. Although ComStar still claims the massive shipyards above Titan, the Word of Blake controls most of the system.

[19 Mar] Katherine Steiner returns to Tharkad, to find her realm in the midst of the largest Clan attack it's faced since Operation Revival. She orders a massive reinforcement of the Clan frontier, beginning with a surge of mercenaries. In April, the Eridani Light Horse, Waco's Rangers, and two regiments of Wolf's Dragoons arrive to reinforce Coventry, which has recently come under Clan attack.

[21 Apr] Coventry Expeditionary Force launches three-pronged attack on Jade Falcon forces at Port St. William. Waco's Rangers destroyed.

[May] In an effort to bolster his thinly-spread military, Sun-Tzu Liao travels to Canopus IV to pursue a military alliance with the Magistracy of Canopus. His efforts will ultimately be successful, beginning the long association between the Confederation and the Magistracy.

[9 May] Jade Falcons assault Leitnerton on Coventry.

[25 May] Trent and Judith Faber are recovered by ComStar on Maldonado. Both are immediately tasked to travel to the Precentor Martial.

[5 June] The Coventry Relief Force, led by Victor Steiner-Davion, arrives at Coventry with reinforcements from every realm. It is the largest pan-national force assembled since the days of the first Star League.

[16 June] Under the direction of Victor Steiner-Davion, Caradoc Trevena grants *hegira* to Jade Falcon Khan Pryde on Coventry, allowing the Jade Falcons to withdraw and ending the incursion. Taking stock, Prince Victor calls for a new period of understanding between the Inner Sphere nations to face the Clan threat.

(CONTINUED ON PAGE 26)

shifted from a counterattack strategy to a counter-invasion one. The goal of the Clan morphed from revenge to total victory: the Steel Vipers would be ejected from the Inner Sphere in disgrace, or the Falcon would die in the trying.

Driving hard, the Falcons eventually pushed the Vipers' to their capital of Waldorff, where the leadership of both Clans fought a desperate battle in and around the desolate city of Daemon. On the beaches near the city, Steel Viper Khan Perigard Zalman and his Triasch Keshik fought and lost to the Falcon Guards, including newly-Bloodnamed Star Commander Diana Pryde, daughter of the legendary Falcon hero Aidan Pryde. The Khan himself was defeated by the freeborn warrior, and his warriors retreated soon after his defeat. With their loss on Waldorff, the Vipers retreated in whole from the Inner Sphere, surrendering their former worlds to the Jade Falcons.

The victory over the Steel Vipers, while costly, was an affirmation of the policies of Khan Marthe Pryde and her new warriors; the Jade Falcons remained resolutely close-knit and, using salvage from the Steel Vipers and new equipment quickly coming on-line from factories both in the Homeworlds and the invasion corridor, rebuilt stronger than ever, determined to maintain their presence in the Inner Sphere even if the reformed Star League came for them.

THE BEAR AND THE HORSE

Part of Khan Vlad Ward's schemes to rebuild the Wolf Clan touman involved "harvesting" trained warriors from other Crusader Clans by means of Trials of Possession. Although the Crusader Wolves were few in number because of both the losses to the Jade Falcons and the exile of the Warden elements of the Clan, those warriors that remained were battle-hardened, elite troops. Soon challenges against the Ice Hellions and the Hell's Horses, along with other Clans, were netting the Wolf Clan Star after Star of Crusader warriors desperate to get into the Inner Sphere and claim the glory they'd been hearing about for years.

Hell's Horses Khan Malavai Fletcher, who was perhaps one of the most ardent Crusaders ever to take up the banner, struck a deal with Vlad Ward; in exchange for three worlds in the Wolf Occupation Zone, the Wolves could bid Hell's Horses Clusters in combat in the Inner Sphere as if they were Wolf Clusters. Very soon Hell's Horses Clusters were moving to the Inner Sphere, but with the Inner Sphere entrenched in internecine war (House Liao was busy reclaiming St. Ives, while the two halves of the Federated Commonwealth were lurching toward civil war) few targets offered themselves. Forced into inactivity, the Horses began to look across the Wolf Clan's borders to the Ghost Bear Dominion. The Horses and Bears were old enemies, with a near-genetically-entrenched hatred for one another. It took barely a spark to flash that hatred into war as the Horses launched their own invasion of Ghost Bear territory.

The Bears, already entangled with the Draconis Combine, nonetheless retaliated swiftly and drove the Hell's Horses back. Horses losses were heavy, despite hard fighting, and in the end the Ghost Bears succeeded in capturing all three of the worlds the Hell's Horses had claimed from the Wolves. As the Clan retreated back toward the Clan Homeworlds, Khan Malavai Fletcher was deposed by Warden James Cobb. It would be few years before the Hell's Horses returned to the Inner Sphere, but they would not do so as the Wolves' supposed vassals.

THE COMBINE-DOMINION WAR

During Operation Revival the Clans all but swallowed the Alshain Military District, leaving it only a handful of worlds and regiments to defend them. The four surviving Alshain District Regular regiments were renamed the Alshain Avengers and declared their intention to free their conquered homeworlds, no matter the cost. During the invasion of the Smoke Jaguar Occupation Zone during Operation Bulldog the Avengers acquitted themselves admirably, but the failure to follow the Bulldog successes with an attack on the worlds still held by the Ghost Bears galled

HISTORY AND REVIEW

the Avenger warriors. Ordered to hold in place along the Ghost Bear border, the Alshain Avengers simmered.

It was this simmering that elements of the Combine's Black Dragon Society used to entice the Avengers into attacking the Ghost Bears without orders. Despite last-minute interventions by the Nova Cats, the Avenger regiments went rogue and shaped course for Alshain. Escorted by the *Tatsumaki*-class destroyer *Dragon's Last Tear*, the Avengers hoped their surprise assault on the newly-proclaimed Ghost Bear Dominion's capital world would decapitate the Clan and usher in a crushing Combine invasion. The Black Dragons who planned the attack did so with poor intelligence, but few doubt that they would have held the Avengers back even if they had known what they were getting into. The three Avenger regiments were among, if not the most elite, the most determined of the Combine's frontline BattleMech regiments. They were highly trained and well-equipped, and they entered Alshain's jump point in October 3062 confident of victory.

They were slaughtered.

The Ghost Bear capital at Alshain had been undergoing a renaissance of sorts for years, ever since the Ghost Bears had finished their massive migration from Clan space. The Avengers, who like the rest of the Inner Sphere had only historical, romantic experience with WarShips, trusted that the *Dragon's Last Tear* would see them through any aerospace defense. The, to their eyes, impenetrable power of the destroyer was like a soft blanket of security. The Bears, who had built in recent years the largest WarShips ever constructed, were under no such illusions. Driving from its sentry post near the shipyards the Ghost Bears had constructed over Alshain, the *Nightlord*-class battleship *Ursa Major* blasted the *Tatsumaki* out of space with contemptuous ease, and a regiment of Avengers with it. The surviving two regiments dropped to the planet's surface, desperate to escape the *Nightlord's* massive batteries. On the surface, they fared no better. The elite of Clan Ghost Bear awaited them, angered by the unprovoked and undeclared attack on their new home, and the Alshain Avengers were erased from history. The attack dealt with, the Ghost Bears shook themselves like their namesake rising from a long slumber and retaliated.

All along the border with the Combine Clusters that had spent most of the last decade in quiet launched in anger against the nearest Combine world. Clusters from the Dominion's interior took ship and made sail toward the Kurita nation. The very sense of Clan-wide camaraderie that many of their peers mocked them for made it certain that nearly every Ghost Bear with the ability to reach out was headed toward the Combine. Draconis Combine Mustered Soldiery defenses along the Dominion border were alert but weak, and they folded quickly. More than a dozen worlds fell in the first wave of Ghost Bear attacks, and early intelligence reports noted that the Bears could, if they got organized, drive all the way through what had been the Smoke Jaguar Occupation Zone before meeting serious resistance. Fortunately for the Combine, they never got organized.

Even as the DCMS rushed reinforcements away from the Federated Commonwealth border and toward the Ghost Bears, more and more Clusters were arriving on embattled worlds. A few units jumped farther into the Combine, some reaching as deep as Schuyler and Luzerne, but the fighting seemed to degenerate quickly into a border-long grudge match. The Bears, angered by the Alshain Avengers' attack, were merely reacting out of anger. The Combine soldiers, who had just proven themselves the match of the Smoke Jaguars as part of the Star League Defense Force, were enraged by the Bears' easy victories. Instead of skill and strategy, anger and revenge fueled the tactics of both sides.

As the Hell's Horses appeared to probe the Dominion's rear border with the Wolf Clan Occupation Zone, the Ghost Bear Khans agreed to a challenge made by *Tai-sho* (and future *Gunji-no-Kanrei*) Kiyomori Minamoto. The Bears and the Combine agreed to meet on Courchevel, a world taken by the Dominion, for a series of duels to determine the outcome of the war. The Combine could not afford a full-scale assault by the Ghost Bear Dominion, not with the Star League distracted by the sudden outbreak of violence in the Federated Commonwealth. The Ghost Bears, caught in much the same logic, could not afford to keep their strength along the Combine border if the Hell's Horses—and perhaps even the Wolves—were going to press against the Dominion's weakened backside. Elements of every Cluster and regiment that had fought in the brief-but-bloody conflict took ship to Courchevel, determined to end the fighting. As ComStar had done on Tukayyid, so the Combine did on Courchevel. The winner would take the world.

After the smoke cleared only the Ghost Bear flag flew on Courchevel.

▽ COURCHEVEL

In hindsight it isn't surprising that the conflict between the Ghost Bears and the Draconis Combine would be settled in a single final duel on one world, not even when the so-called Dominion War had raged across more than a dozen. Both the Clans and the *bushido*-minded samurai of the Combine were children of a warrior culture that prized individual accomplishment highly. When both realms realized that they needed a way out of the conflict, they fell back on the ancient traditions they'd been forced to sacrifice in the name of expediency.

Each of the Clusters and regiments who'd fought in the brief conflict sent representatives to Courchevel to fight. This was somewhat unique among the recent history of the Combine and the Dominion—traditionally, each side would have sent a champion unit to fight—and reflected the desire of both sides' leaders to end the conflict in a way that would keep tensions from flaring up immediately again. By involving all of the formations who'd fought, the leaders offered a sense of closure for both victor and loser. Unfinished fights could be resolved; newborn grudges could be erased. By choosing to fight in the stylized, near-ritual manner that both realms' traditions demanded, they made the duels themselves more memorable than the events that occasioned them.

In the end the Ghost Bears' superior technology and individual training won out. Most observers believe that the Coordinator and his advisors expected that outcome, but judged the insult acceptable if it returned to them most of the worlds lost to the Bears in the first place. Theodore Kurita had, after all, made his reputation as perhaps the most pragmatic Coordinator in the Combine's history. Sacrificing one world for peace would not be outside such a man's ken.

—from *For Glory and Honor, Or At Least To Make it Look Good*, Lyons Free Press, 3066.

▽△ TIMELINE OF EVENTS (CONT.)

[July] The criminal Black Dragon organization makes an attempt on the life of Theodore Kurita. The attempt fails, but at the cost of most of the Ninth Ghost Regiment and Subhash Indrah, Director of the Internal Security Force.

[5 July] Under contract to the Draconis Combine, Stirling's Fusiliers of the Northwind Highlanders arrive on Wayside V (Wildcat) and attack the Smoke Jaguars' Tau Galaxy.

[12 Aug] Clan Star Adder Khan Cassius N'Buta discovers evidence of Clan Burrock's connections to the Dark Caste.

[1 Oct] Whitting Conference begins on Tharkad. In a surprising move, the leaders of the Inner Sphere agree to reform the Star League and take the war to the Clans.

[14 Nov] Trent presents the Exodus Road to Precentor Martial Focht. A new force, Task Force Serpent, plans an attack on the Smoke Jaguar homeworld. Marshal of the Armies Morgan Hasek-Davion is appointed to command the multi-national Star League task force.

[15 Nov] Sun-Tzu Liao of the Capellan Confederation is elected First Lord of the resurrected Star League. Precentor Martial Anastasius Focht is named Commander in Chief of the nascent Star League Defense Force.

[19 Nov] Clan Smoke Jaguar Khan Lincoln Osis is elected ilKhan of the Clans, prompting the Crusader faction to look forward to a resumption of the invasion of the Inner Sphere.

[21 Nov] A new Star League Constitution is signed.

3059

[5 Jan] The Black Dragons attempt to assassinate Victor Steiner-Davion and Omi Kurita. Victor Steiner-Davion is gravely wounded but manages to kill his attackers.

[Feb] In Clan space Clan Star Adder's Tau Provisional Galaxy formed. Clan Star Adder absorbs Clan Burrock in two weeks of furious combat, as many Burrocks resent their leaders' involvement with the Dark Caste. The Burrock Absorption makes the Star Adders the strongest of the Homeworld Clans.

[1 May] Task Force Serpent begins its year-long journey to Huntress, from the planet Defiance in the Federated Commonwealth.

[13 May] Operation Bird Dog, a series of small raids designed to disrupt Smoke Jaguar operations in advance of the main Star League assault, begins. Although losses are high among the company-sized units deployed, they serve their purpose. A week later, the main

invasion—Operation Bulldog—begins.

[26 June] Buoyed by unexpected successes, Operation Bulldog's second wave launches.

[29 June] Clan Wolf-in-Exile, fighting with the Star League, attacks Labrea and takes the Sixth Jaguar Dragoons as *isorla*. The highly-skilled Smoke Jaguar Cluster is quickly absorbed into the Exile Wolf toman.

[1 July] Along with several other worlds, Bjarred is won from Clan Nova Cat. The earlier talks with the Draconis Combine have borne fruit, and the Nova Cats allow themselves to be taken *isorla* and made part of the new Star League. Despite requests, the Grand Council refuses to aid Clan Smoke Jaguar.

[7 July] Bulldog's second wave ends. All Clan Nova Cat worlds have been returned to Draconis Combine, and the Star League prepares for the inevitable Smoke Jaguar counterattack. Because of prior planning, the counterattack will be easily dealt with, further increasing the pace of the Smoke Jaguars' retreat.

[19 July] Task Force Serpent jumps out of Periphery.

[13 Aug] Clan Smoke Jaguar, struggling beneath the onslaught of the combined powers of the Inner Sphere, orders the evacuation of Inner Sphere. Without knowing it, the Smoke Jaguar's remnants are slowly headed toward the same destination as Task Force Serpent.

[1 Nov] The last Clan Smoke Jaguar forces leave Draconis Combine space. Operation Bulldog is declared a success, and a large body of troops departs into the Periphery in pursuit under the command of Anastasius Focht and Victor Steiner-Davion.

3060

[2-3 Jan] Marshal Morgan Hasek-Davion is murdered, and General Ariana Winson of the Eridani Light Horse takes command of Task Force Serpent.

[9 Feb] The last Clan Ghost Bear relocation convoy leaves Arcadia, completing that Clan's sojourn to the Inner Sphere.

[Mar-Apr] In short order Task Force Serpent arrives at Huntress and attacks, quickly overcoming the solahma garrison Clusters present, but their work of destroying the Jaguar's ability to make war is interrupted by the arrival of the Smoke Jaguar frontline forces retreating from the Inner Sphere. Led by Galaxy Commander Hang Mehta, the Jaguars attack the Serpents. Only the arrival of the pursuing Bulldog forces allows the Star League forces to complete their mission, and all but a handful of the Smoke Jaguars are eliminated.

[12-25 Apr] The Star League Defense Force arrives on Strana Mechty. They demand and fight a Trial of Refusal over Operation Revival, which the SLDF wins. The Clans are forced to concede the resumption of the invasion, although several notable Clans such as

the Ghost Bears and Wolves do not hold themselves accountable to the Great Refusal's results.

[27 Apr] Displeased with the outcome of the Great Refusal, the Clan Grand Council votes to Abjure Clan Nova Cat for defecting to the Star League. The Nova Cats flee to Inner Sphere as Clan Ghost Bear already had. Trials to possess the abandoned territory flare to life.

[July] Chancellor and First Lord Sun-Tzu Liao tours Capellan worlds along the St. Ives Compact border. The Steel Vipers begin covertly moving troops and materiel to the Inner Sphere.

[18 July] The Star League Defense Force declares Looteria on Huntress an open city under Star League authority. Sir Paul Masters, leader of the Knights of the Inner Sphere, is appointed military governor and Star League ambassador to the Clans.

[Sept-Oct] A battalion of the Blackwind Lancers, without orders, strikes Hustaing while Chancellor Liao is expected to be present. He is not, although his fiancée, Isis Marik, is briefly thought captured. The Confederation will use this attack as a pretext to begin the conflict that will ultimately reclaim the St. Ives worlds.

[Oct] The last Clan Nova Cat transports leave Clan space, under attack nearly the entire time.

[late] Clan Wolf-in-Exile challenges Clan Ghost Bear in a Trial of Possession for the contents of one of the "ark" ships bringing the Bears to the Inner Sphere. Although the Trial is successful for the Wolves, Star Captain Ragnar—the former prince of Rasalhague—is captured by Clan Ghost Bear.

3061

[Jan] Under the pressure of rising tensions, open war breaks out between the Capellan Confederation and the St. Ives Compact. This so-called Capellan civil war will feature some of the harshest fighting on Capellan worlds since the Fourth Succession War.

[1 Apr] Sensing weakness, Clan Steel Viper attacks thirteen worlds in the Jade Falcon Occupation Zone. Taking the Falcons by surprise, the Vipers' attacks largely succeed.

[16 May] A second wave of Steel Viper attacks hit Jade Falcon worlds. The Falcon garrisons, knowing their Khan is on her way from the homeworlds, attempt to hold out.

[1 June] Khan Marthe Pryde arrives in Inner Sphere and begins a concerted counterattack against the Steel Vipers. In a surprise move, she launches her attacks from Clan Wolf territory.

[6 June] On Terra, Word of Blake Precentor Martial Trent Arian is assassinated. Cameron St. Jamais, rumored to lead the fanatical Sixth of June sect, succeeds him.

HISTORY AND REVIEW

▽△ TIMELINE OF EVENTS (CONT.)

[4 July] Struggling beneath the weight of Falcon counterattacks, the Steel Vipers are defeated on Waldorff. With the loss of so much, the Steel Vipers begin a retreat from Inner Sphere back to the Clan homeworlds.

[1 Nov] The second Star League Conference begins on Tharkad. Theodore Kurita will be elected First Lord, but find his hands tied trying to end the fighting in St. Ives. The League member states declare the fighting an internal Capellan matter.

3062

[15 Jan] The Steel Vipers arrive back in Clan space, and immediately begin a campaign to consolidate their holdings there. Many of the Homeworld Clans eye their return warily.

[Apr] Isis Marik is expelled from Capellan Confederation by order of Sun-Tzu Liao. The engagement between the two, meant to unite the Confederation and the Free Worlds League as the marriage of Hanse Davion and Melissa Steiner once united the Federated Commonwealth, is abandoned.

Tensions along the League-Confederation border flare in response.

[May] Thuggee terrorists, under the control of Kali Liao, unleash nerve agent attacks across the St. Ives theater of combat. All realms, including the Capellan Confederation, immediately condemn the Thuggees and Sun-Tzu remands his sister to Atrous for trial. The attacks have little military effect.

[September] A cease fire in Capellan Confederation-St. Ives Compact war is declared, after Capellan forces capture St. Ives itself.

▽△ TIMELINE OF EVENTS (THE RIMWARD PERIPHERY)

3055

[mid] The Marian Hegemony conquers the smaller Lothian League. Most Periphery powers condemn the invasion, but the Hegemony doesn't back down.

[15 Nov] The paranoid Protector of the Taurian Concordat, Thomas Calderon, is removed from power. His son Jeffrey is named Protector, and immediately begins counteracting his father's more destructive policies. In the Deep Periphery, a Hanseatic League vessel scares off a Clan Diamond Shark JumpShip near the Chainelaine Isles. In retaliation, two Hanseatic League JumpShips are destroyed by Clan Diamond Shark WarShips.

3056

[Mar] The ineffectual President of the Outworlds Alliance, Neil Avellar, resigns and is succeeded by his son Mitchell. Mitchell Avellar, a noted genius-level intellect, immediately launches the Long Road program, designed to bootstrap the Alliance out of the decades-long depression it has labored under.

[Mar] The Treaty of Taurus, which forms an alliance between the Taurian Concordat and the Magistracy of Canopus, is signed in Samantha on Taurus. It ushers in a new era of peaceful cooperation between the two realms.

3057

[early] With relations between the Magistracy and the Concordat becalmed, Magestrix Emma Centrella begins a quiet buildup of her military intended to protect the realm from the predations of pirates and the surging influence of the Marian Hegemony. All indications are that the Magestrix intends her realm to play a larger part in the scheme of things.

[Mar] The Canopian Institute of War, the first national military academy, is founded. The Institute is partially staffed with Taurian instructors, demonstrating the commitment of the Concordat to the Treaty of Taurus.

[mid] The Capellan ambassador is evicted from Canopus. The level of pirate attacks in the Magistracy increases, and speculation blames the Marian Hegemony. The so-

called Pirates War begins. Financed by the Magistracy Intelligence Ministry, renewed rebel activity begins on former Lothian League worlds. The Columbia Academy founded on Ramora, part of the President's Long Road program. It is hailed as the premier flight academy of the Periphery. On the other side of the Inner Sphere, the New Belt Pirates raid Clan Wolf worlds.

3058

[Mar] The planetary governors of Gambilon, Palladix, and Marantha are assassinated. The Magistracy of Canopus hires Avanti's Angels for defense against mysterious raiders, placing them on Marantha. The mercenaries soon become embroiled in the heart of the pirates' activities inside and out of Canopian space.

[May] Chancellor Sun-Tzu Liao begins talks with the Magestrix, in anticipation of a formal alliance. With his help, the Pirates War ends with the revelation of the Word of Blake's involvement in arming the pirates.

3059

[18 May] Vinson's Vigilantes take control of Port Krin on Antallos.

[June] Growth of the Magistracy Armed Forces blossoms in the aftermath of the Pirates War. Partially funded and equipped by the alliance with the Capellan Confederation, the MAF quickly becomes the premier military of the Periphery. Partially to counter this new Canopian expertise, the Alphard Air Academy opens in the Marian Hegemony.

3060

[mid] In the Rim Collection, President James Moroney is assassinated. His friend and confidante William Roberts is elected to replace him. Former Clan Smoke Jaguar Star Commander Lucas Beckett arrives on Randis and joins the quasi-religious Brotherhood of Randis.

[June] Julius O'Reilly, son and heir of Caesar Sean O'Reilly arrives on Lordinax as commander of a cohort in *II Legio*. He will quickly become known as

the hero of Lordinax by dealing with the resurgent Lothian resistance before returning to Alphard and deposing his father.

[21 Dec] Magestrix Emma Centrella and Protector Jeffrey Calderon arrive on Detroit in the New Colony Region for a conference on mutual need. The conference, sponsored by Chancellor Sun-Tzu Liao, is meant to open a dialogue with the Concordat in regards to joining the Capellan-Canopian alliance.

[24 Dec] New Colony President Sherman Maltin takes Emma Centrella and Jeffrey Calderon hostage, announcing the independence of the New Colony Region. The Colonial Marshals, an international force body of troops meant to keep the peace on the New Colony worlds, supports him.

3061

[mid] ComStar is expelled from Marian Hegemony, which signs an exclusive contract with the Word of Blake. In response to the kidnapping of their Protector, the Taurian Concordat cuts funding for the Colonial Marshals.

[28 June] Led by Naomi Centrella, military forces of the Magistracy and the Confederation surround Government House on Detroit. In the fighting that follows, Emma Centrella is rescued but Jeffrey Calderon is killed. Shermin Maltin is executed.

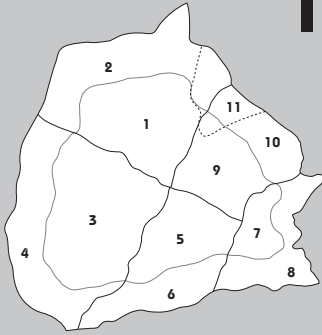
[2 Sept] Lord Grover Shraplen of Macleod's Land is inaugurated as Protector of Taurian Concordat, the first non-Calderon Protector in living memory. A noted opponent of many of Jeffrey's policies, many watch to see how the new Protector will come down on issues like the alliance with the Capellan Confederation.

[Dec] Protector Shraplen invites the Word of Blake to Taurus for talks, causing many to note the link between ComStar and its new Precentor Martial, Victor Steiner-Davion.

3062

[Aug] The Trinity Alliance, between the Capellan Confederation, the Magistracy of Canopus and the Taurian Concordat, is formed.

INNER SPHERE - July 3063



Lyran Alliance

- 1) Coventry Province
- 2) Melissia Theater
- 3) Alarion Province
- 4) Timbaktu Theater
- 5) Bolan Province
- 6) Cavanaugh Theater
- 7) Skye Province
- 8) Freedom Theater
- 9) Donegal Province
- 10) Pandora Theater
- 11) Arc-Royal Defense Cordon



Federated Suns

Draconis March

- 1) Robinson Operational Area
- 1) Woodbine Operational Area

Capellan March

- 3) Kathil Operational Area
- 4) Taygeta Operational Area

Crucis March

- 5) Markesan Operational Area
- 6) Chirikof Operational Area
- 7) Minette Operational Area

Draconis Combine

Pesht Military District

- 1) Kagoshima Prefecture
- 2) Irece Prefecture
- 3) Albiero Prefecture
- 4) Bjarred Prefecture
- 5) Qandahar Prefecture
- 6) Ningxia Prefecture

Dieron Military District

- 7) Kessel Prefecture
- 8) Vega Prefecture
- 9) Algedi Prefecture
- 10) Ashio Prefecture
- 11) Al Na'ir Prefecture

Benjamin Military District

- 12) Buckminster Prefecture
- 13) Xinyang Prefecture
- 14) Benjamin Prefecture
- 15) Proserpina Prefecture
- 16) Irurzun Prefecture

Galedon Military District

- 17) Oshika Prefecture
- 18) Matsuida Prefecture
- 19) New Samarkand Prefecture
- 20) Kaznejov Prefecture
- 21) Tabayama Prefecture

Free Worlds League

- 1) Marik Commonwealth
- 2) Principality of Regulus
- 3) Duchy of Oriente
- 4) Duchy of Andurien
- 5) Duchy of Graham-Marik
- 6) Stewart Commonality
- 7) The Protectorate
- 8) Duchy of Orloff
- 9) Regular Free States
- 10) Principality of Gibson
- 11) Mosiro Archipelago
- 12) Abbey District
- 13) Duchy of Tamarind
- 14) Zion Province
- 15) Ohren Province
- 16) Rim Commonality
- 17) Silver Hawk Coalition
- 18) Border Protectorate
- 19) Sirian Concordat

Capellan Confederation

- 1) Liao Commonality
- 2) Capellan Commonality
- 3) Sian Commonality
- 4) St. Ives Commonality
- 5) Victoria Commonality
- 6) Styk Protectorate
- 7) Sarna Protectorate

The Periphery

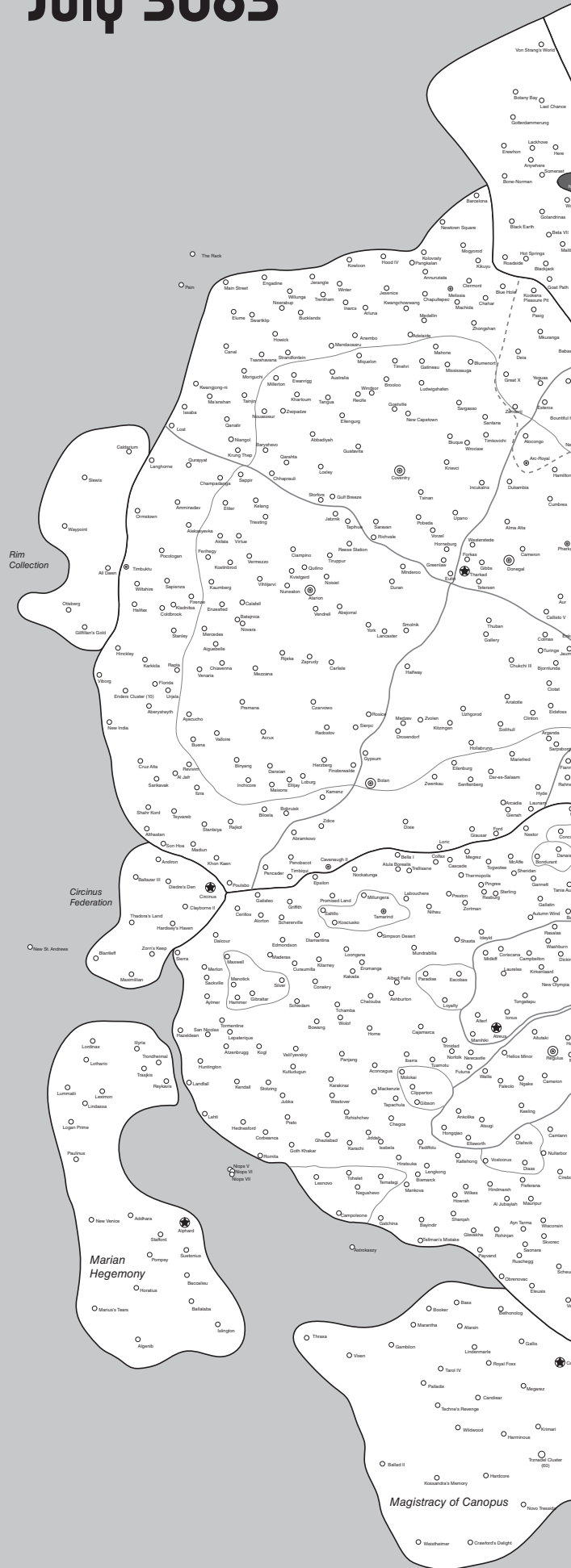
- 1) Magistracy of Canopus
- 2) Taurian Concordat
- 3) Outworlds Alliance
- 4) Marian Hegemony
- 5) Circinus Federation
- 6) New Colony Region
- 7) Tortuga Dominions
- 8) Rim Collection

The Clan Occupation Zones

- 9) Clan Jade Falcon
- 10) Clan Wolf
- 11) Clan Ghost Bear
- 12) Clan Hell's Horses

Chaos March

- 13) Saiph Triumvirate
- 14) Terracop Confederation
- 15) Duchy of Small





LEGEND

0 30 60 90 120 LIGHT YEARS
OR 36.8 PARSECS

● Region capital ● District capital ● National capital

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Map compiled by COMSTAR
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
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Coreward

Anti-spinward

Spinward

Rimward

Outworlds Alliance

Taurian Concordat

New Colony Region

Tortuga Dominions

FEDERATED COMMONWEALTH

The years of the later Clan invasion were not kind to the Federated Commonwealth. Despite the strong stand it had taken against the Jade Falcons, and the seeming new leaf turned with the Draconis Combine in the Outreach Accords, the giant megastate shuddered into its death throes in 3057. The combined stress of the Clan invasion and the sudden death of the two visionary leaders who had ground it out of the stones of history, coupled with the poor and distracted leadership of Victor Steiner-Davion, were too much.

The bolt that took the Federated Commonwealth's Achilles' Heel was the Liao-Marik invasion in 3057, and the hand that held the crossbow was Thomas Marik. At the end of that short, violent affair the Federated Commonwealth was half its former size. In all but name it was the Federated Suns again, and soon would be in name as well. Despite his personal wishes Prince Victor Steiner-Davion was forced to allow the secession of the Lyran Alliance to stand, and his realm never quite recovered. The loss of the Sarna March and the physical connection between the two halves of the realm was bad enough, but the failure of the Lyran districts to come to the aid of the embattled march soured the taste of alliance for Crucis, Capellan, and Draconis March citizens. It was not an act that felt right with their cultural notions of honor, and the near-flat political skill of Victor Steiner-Davion was not enough to counter this rise of resentment. Indeed, many wondered if he even noticed it. The First Prince seemed to have eyes only for the worlds far-off in Tamar and Donegal.

With the ruler's attention focused so tightly across the stars toward the Clans, the lesser nobles of the Federated Commonwealth's marches had a freer reign than might have been wise. In the coreward reaches, the Sandovals looked across the now-peaceful border with the Draconis Combine and saw not safety, but opportunity. Along the long Periphery border of the Crucis March pirates increased the frequency of their raiding and looting, some of them driven like barbarian nomads of yore further into the Commonwealth by the arrival of newer, stronger bands built out of those who'd be shattered by, or fled from, the Clans. Along the long armed border with the Capellan

Confederation the underlings of the Haseks slowly let resentment build, real and imagined, over the long slight they felt at not being able to finish the destruction of the Capellan Confederation almost three decades earlier.

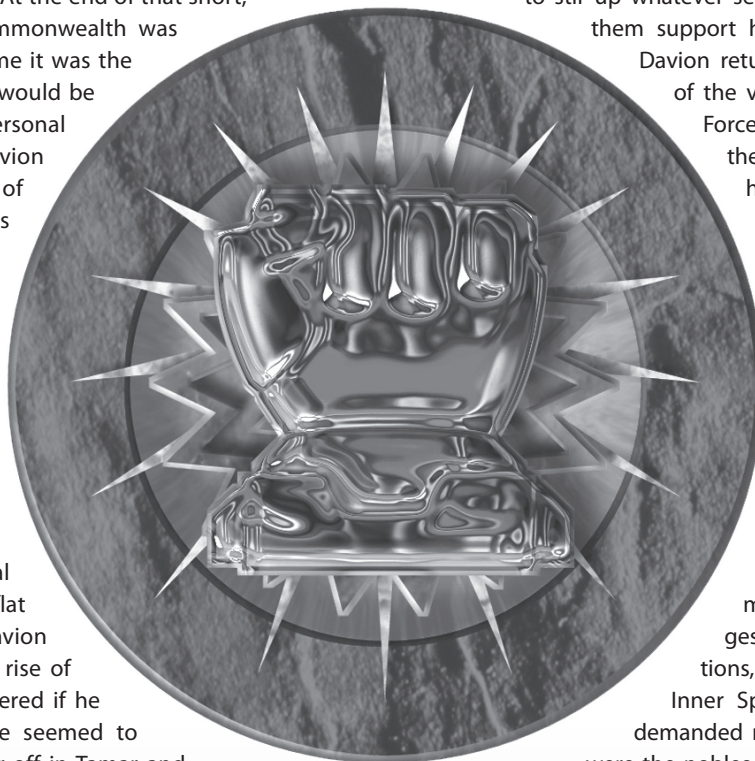
These tensions came to a head when, in 3060, the regent sister of Victor Steiner-Davion, Yvonne Steiner-Davion, succumbed to the intrigues of her Lyran sister and allowed Katherine Steiner-Davion to assume the First Princess's throne on New Avalon. Victor Steiner-Davion, distant in the Clan Homeworlds, could do nothing to stop her, and with the various powerful families of the Commonwealth so disenchanted with his rule it was easy for Katherine (Katrina)

to stir up whatever sentiments she needed to make them support her rule. When Victor Steiner-Davion returned triumphant at the head of the victorious Star League Defense Force, acclaimed near-conqueror of the Clans themselves, he found himself a ruler without a realm.

Not everyone in the Federated Commonwealth supported his *de facto* deposition. While those in power might have relished the looser-seeming hand of Katherine Steiner-Davion, those who made up the lion's share of the population were loyal to the victorious Davion. The former Federated Suns had always maintained perhaps the strongest, if loosest, of military traditions, and the man who freed the Inner Sphere from Operation Revival demanded much respect. Added to those

were the nobles whose power had waned during Katherine's usurpation; added to those were the legions of soldiers mustering out from every realm, who'd watched Victor Steiner-Davion himself fight for them on the bloody sands of Strana Mechty; added to those were the simple folk who knew, if not legal from illegal, at least right from wrong. In the last months of 3062, after tensions had flared to conflict on several worlds and the young sibling of both claimants was reported slain, right and wrong became household names, as Victor Steiner-Davion finally called for civil war against his sister.

And the Federated Commonwealth of his parents, perhaps the greatest political achievement since the first Star League, died in fire and blood.



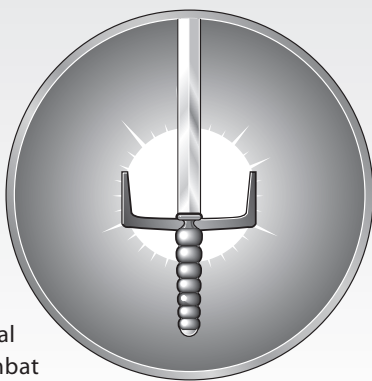
FACTIONS

FIRST FEDERATED SUNS ARMORED CAVALRY (The Point of the Sword)

The First Federated Suns Armored Cavalry was organized just after the turn of the century by Prince Ian Davion of the Federated Suns. The Armored Cavalry was not organized into the normal Davion regimental combat team but instead focused solely on BattleMechs and fast combat vehicles. They were perhaps the most mobile frontline Davion combat unit in service at that time, both on battlefields and between them. Most of the AFFC considered them the special-forces unit of the Davion military machine. Based on Ziliang in the Federated Commonwealth salient that thrusts into the Capellan Confederation, the Armored Cavalry were long masters at dealing with the Liao.

During the mid 3050s, when the AFFC was rushing regiment after regiment toward the Clan front, the Armored Cavalry remained on Ziliang. As a reaction force they would have been wasted in holding down a garrison assignment along the Clan border, and with so many RCTs redeployed to the Lyran State Command the demand for their services increased manyfold. As with most of the Armored Cavalry's missions, what actions were taken were immediately classified, but equipment turnover in the unit was always high. As one of the AFFC's premier units the Armored Cavalry remained at the top of the procurement pyramid, often fielding the very first production runs of new 'Mechs and battle armor.

The commanders of the Armored Cavalry have always been among the best and brightest of the AFFC's general officers, and during this period General Rudolph Chapman was no exception. An expert in the school of maneuver warfare, he was adept at moving the Armored Cavalry's battalions around on the battlefield as other commanders might use companies. His lobbies to get the regiment's auxiliaries equipped with battle armor meant that the Eighty-seventh Federated Commonwealth Battle Armor Battalion routinely received the newest battlesuits available from FC manufacturers, and the OmniMechs necessary to make them mobile enough to keep up.

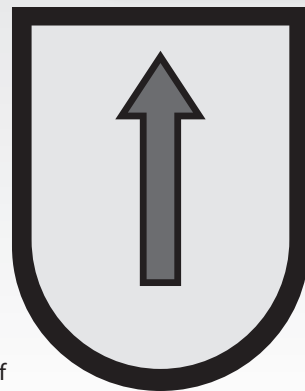


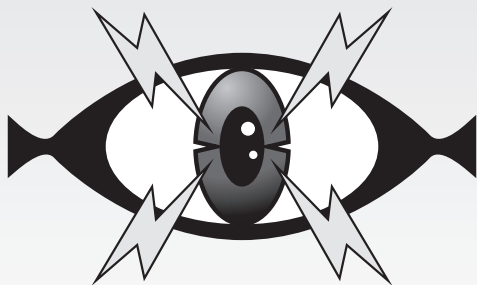
FIRST ROBINSON RANGERS (The Vols)

The First Robinson Rangers are the flagship regiment of the Draconis March, and they take their duty to protect Robinson very seriously. Since their inception they've been rabid opponents of the Draconis Combine, and are often among the most outspoken voices calling for more action against the forces of the Dragon. The peace agreements between the Federated Commonwealth and the Draconis Combine were anathema to almost everything the Rangers believe in, but what came next was almost worst.

Along with many other regiments traditionally assigned to stand guard along the Combine border, the First Rangers were sent to the Lyran border with the Jade Falcons and Steel Vipers, where they spent several years both being raided by and raiding against the two Clans. The Rangers came away from this experience with a new appreciation for the Clan threat and more experience against them than many more elite, higher-profile regiments. This experience was one of the reasons Victor Steiner-Davion added them to the roster for Operation Bulldog, giving them a chance to participate in the smashing of the Smoke Jaguars, and were among the few regiments to travel to the Clan homeworlds.

Upon their homecoming the Rangers returned to the Draconis March, where they found a ready audience for their war stories and newly-rising tensions along the Draconis Combine border. The Sandoval patriarch of the Draconis March immediately threw his full weight behind getting the Rangers' battle damage repaired and outfitting them with as much recovered technology as he could lay his hands on. Although the Sandovals appeared to be dealing amicably with Archon Princess Katherine, that peace would soon be exposed as a ruse.





FIFTH SYRTIS FUSILIERS RCT (The Evil Eye)

The lead regiment of the duke of New Syrtis' Fusiliers, the Fifth is a proud RCT that has always been as loyal to the Haseks as the Brigade of Guards has been to the Davions. During the years that the Dukes of New Syrtis have been loyal to the Federated Suns, this loyalty was a boon, but during the reign of Duke Michael Hasek-Davion, who was a traitor to the Federated Suns during the Fourth Succession War, the Fifth was all but destroyed. Arrayed against the whole of McCarron's Armored Cavalry on Sarna, the Fifth was effectively annihilated, and when Duke Morgan Hasek-Davion ordered the unit rebuilt he took pains to make sure the RCT would loyal to the Federated Suns first, and the Haseks second.

The Fifth's position as the lead unit of the Capellan March meant that they remained in the Federated Suns State command when most of the rest of the AFFC deployed to face the Clans, but the officers in command of the RCT didn't let the lack of activity make them complacent. They drilled as hard as any other regiment in the AFFC, and with Duke Hasek-Davion's connections were able to garner a significant number of technology upgrades. Although they rarely deployed off of New Syrtis, the Fifth did conduct a number of small raids and punitive expeditions during the later Clan invasion.

When Task Force Serpent returned to the Inner Sphere with the news of Morgan Hasek-Davion's murder, the Fifth Fusiliers transferred their loyalty to the Marshal's son, George Hasek. The new duke of the Capellan March was determined to protect his March first, and clashed with Archon Princess Katherine Steiner-Davion's policies repeatedly. The duke's refusal to pick sides after the beginnings of hostilities in the FC civil war led many to place him in Prince Victor's camp.



DAVION HEAVY GUARDS RCT (Strength of the Davions)

All the regiments of the Davion Brigade of Guards are fiercely loyal to the Davion family and the Federated Suns, and they are treated by the Department of the Quartermaster like the loyal retainers they are. The Heavy Guards became, by the 3050s, the Brigade's flagship regiment, thanks in large part to the patronage of First Prince Hanse Davion. Comprised largely of heavy BattleMechs, fast hovercraft, and heavy infantry, the Heavy Guards are a potent RCT and a deadly foe. With a normal complement of three battalions of four companies each, they are more dangerous than an unsuspecting enemy might guess.

Like his father, Victor Steiner-Davion considered the Heavy Guards one of the best RCTs in the AFFC. It was the Heavy Guards he took to Coventry when the Jade Falcons attacked, and they stood ready with their prince to defend the Lyran world if necessary. The keystone in the Heavy Guards' actions during the later Clan invasion was their participation in Operations Bulldog and Birdog. Although the company assigned to the Birdog raids suffered heavy casualties, the Heavy Guards performed valiantly as part of Victor Steiner-Davion's "Dream Team" group of regiments, and the Heavy Guard accompanied the prince into the Periphery to deal with the Clans and the Great Refusal.

Upon their return to New Avalon the Heavy Guards, like most of the Brigade of Guards regiments, were uneasy with Katherine Steiner-Davion's presence on the throne, but they were too professional to act rebelliously. Despite their restraint the Archon Princess ordered them to Galax, to protect the valuable WarShip yards there, but recalled their JumpShips. The Heavy Guards were effectively stranded on Galax, keeping them out of the opening phases of the brewing FC civil war.

FACTIONS

LYRAN ALLIANCE

The Lyrans Alliance was created in 3057 when the invasion of the Sarna March by the combined forces of the Free Worlds League and the Capellan Confederation drove a wedge between the worlds of the old Federated Suns and Lyrans Commonwealth. Ruled by Archon Katherine Steiner-Davion, daughter of Archon Melissa Steiner-Davion, the Alliance laid claim to all of the worlds once ruled by the Lyrans Commonwealth, and quickly claimed its best—and worst—traditions as well. To most of the Inner Sphere it was the Lyrans Commonwealth again in all but name, and despite the efforts of a few it quickly discarded the last trappings of the Federated Commonwealth its creation had sundered.

The official rationale for the Lyrans secession was the need to focus on the Clan threat, and while a brave few dared to speak quietly of Archon Katrina (as Katherine had styled herself) in less than stellar terms, the rank and file went along, happy to be independent once again. The return of the few Lyrans regiments deployed in the Federated Suns half of the Commonwealth only increased these independent feelings. A quiet wave of anti-Davion emotion had been sweeping the Alliance worlds for years. Many Lyrans, traumatized by the way the Jade Falcons and the Steel Vipers had arrowed through the Tamar March, looked to the far-distant Davion worlds and saw only peace and prosperity. A few, when word of the Marik and Liao attacks spread, even quietly hoped the Davions would learn the price of their hubris.

Regardless of the intentions that formed it the Lyrans Alliance soon came under attack, as the Jade Falcons drove through the border defenses toward Coventry. The Lyrans Alliance Armed Forces, only recently established and still feeling out their operational boundaries and traditions, scrambled to meet the Falcons and halt their advance, but even with mercenary reinforcements from some of the most elite units in the Inner Sphere the Falcons took—and held—Coventry. Both the Falcons and the Lyrans fed more and more troops into the meat-grinder on that world, and it wasn't until a large, multi-national force led by Anastasius Focht and Victor Steiner-Davion arrived that the conflict came to an end.

Lyrans contributions to the Second Star League were not insignificant. It was a Lyrans world's threat that brought the signatories

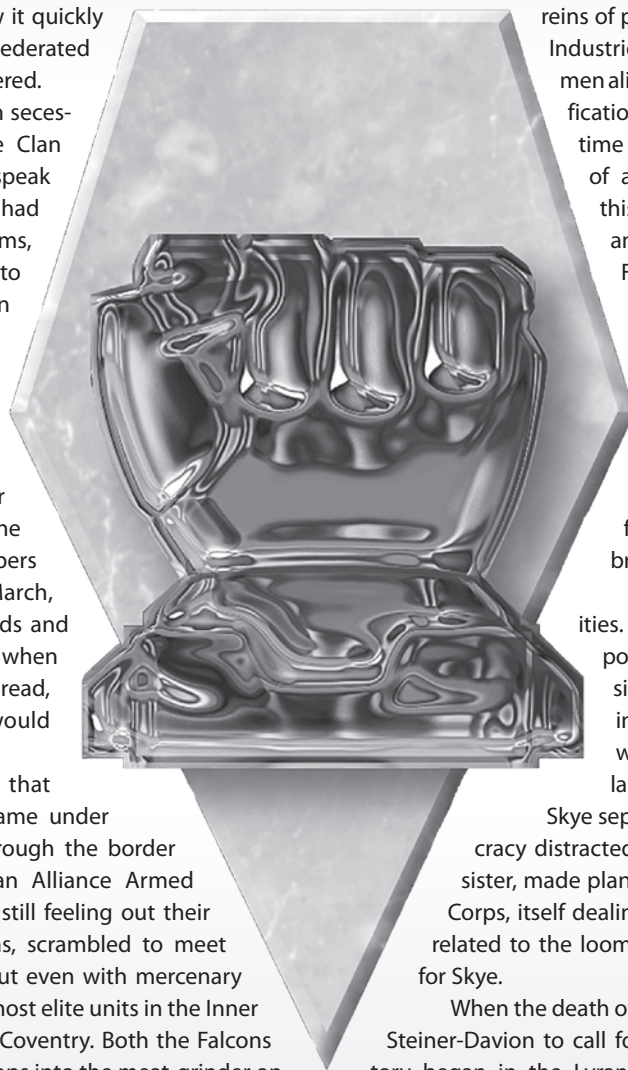
together in the first place. The Lyrans capital, Tharkad, was host to the first two Star League conferences. Many of the LAAF's elite regiments fought with Operation Bulldog, and the Eleventh Lyrans Guards traveled to Huntress with Task Force Serpent. With much of the regular border garrisons removed and transferred to the Draconis Combine for operations against the Smoke Jaguars, the remaining LAAF regiments took up the slack admirably.

Many Lyrans were thrilled in 3060 when their Archon was called upon by her sister Yvonne to take up the reins of power in the Federated Commonwealth. Industrious entrepreneurs and ambitious noblemen alike saw opportunity in the possible reunification of the Federated Commonwealth, this time with a Lyrans Archon in the lead instead of a Davion warmonger. It was much of this sort of thinking that raised tensions amongst the Lyrans military when Task Force Bulldog returned triumphant from the Clan homeworlds, and Victor Steiner-Davion took post with the Com Guard of ComStar. For all the nobles and bureaucracy of the Alliance were behind their Archon, many of the soldiers and common people were impressed by the performance of their former Archon Prince, and discontent bred quiet, smoldering conflict.

That discontent awakened old animosities. The Isle of Skye, an always contentious portion of the state, had lain quiescent since its defeated bid for independence in 3056. Old comrades began to trade old war stories again, and secret plans were laid down and set into patient motion.

Skye separatists, seeing the larger Lyrans bureaucracy distracted by the tensions between brother and sister, made plans to move again. The Lyrans Intelligence Corps, itself dealing with both supposed and real threats related to the looming conflict, could spare few resources for Skye.

When the death of Arthur Steiner-Davion prompted Victor Steiner-Davion to call for his sister's deposing, his path to victory began in the Lyrans Alliance. Having left her aunt Nondi Steiner, hero of the old Lyrans Commonwealth Armed Forces, in charge as her regent while she saw to matters in the Federated Commonwealth, Katherine Steiner-Davion was forced to watch while her chosen realm split apart in support of her or her brother, and the flames of civil war flared to life across the Alliance.





THIRD ROYAL GUARDS RCT (The Pride of Tamar)

In the decade that succeeded the Clan invasion, there were effectively two Third Royal Guards RCTs. The first, the original Third Royals, were the primarily Lyran offensive arm of the Royal Guards. They were an elite RCT, who had proven their worth on Hesperus in 3019 and

on Buckminster in 3028 and earned a valuable reputation as masters of the unorthodox. Under the command of Harrison Bradford, the Third Royals were used as the Lyran State Command's go-anywhere RCT, and they performed admirably until 3057 when they went to Northwind.

The Third Royals attempted to forcibly keep the Northwind Highlanders mercenaries from declaring independence from the Federated Commonwealth, but despite their skill they were outmaneuvered and all-but-destroyed by the angry Highlanders. Having poisoned the well with the skilled mercenaries, the survivors were repatriated back to the Lyran Alliance where they formed the core of a rebuilding Third Royal Guards RCT. The regimental combat team focused on organization and rebuilding before being called upon to serve in Operation Bulldog—where they proceeded to make another mess of things with an ally of the Lyran state.

On Avon, the Third Royals were deployed alongside the recently-converted Nova Cats as part of the Star League Defense Force task force ejecting the Smoke Jaguars from the world. Although they fought with the professionalism one expects from a Royal Guard force, their inexperience showed when they accidentally engaged and destroyed several small units of Nova Cats instead of Smoke Jaguars. The friendly-fire accident threatened to spiral out of control just as events on Northwind had, until the ComStar precentor on Avon intervened and cooled matters off.

Following Bulldog the Third was redeployed to Port Moseby, which put it very close to the worlds of the Lyons thumb that were annexed by the Draconis Combine early in the 3060s. Most observers expected the Third to intervene, possibly pushing the Alliance into a conflict with the Draconis Combine, but matters between the sibling Steiner-Davions intervened to draw the Third's attention.



SIXTH LYRAN GUARDS RCT (The Saucy Sixth)

Led by former Loki agent Seth Alpert in the 3050s, the Sixth Lyran Guard were one of the elite formations of the Lyran military, with a long tradition of excellence as far back as the Deep Raid of 2987 against House Marik. They have always focused on adaptability and

flexibility, and spend considerable

time and effort studying their enemies before they attack. The Sixth was one of the first Lyran regiments shifted toward the Clan border during Operation Revival, and they held down garrison positions on Rasalgethi with aplomb, even launching the odd raid into the Jade Falcon Occupation Zone.

Sent to the Star League as part of the Lyran Alliance's contribution to Operation Bulldog, the Sixth performed as well as any elite unit could be expected to as part of such an overwhelming display of strength. If anything, the Sixth felt its participation in Bulldog was "just another day at the office," offering them no challenges that required their own special brand of skill. From reports filed with the LIC after the action, many members of the Sixth paid more attention to their Combine "allies" than they did the Smoke Jaguars, as if they were gathering intelligence on a future enemy.

Returning to Rasalgethi, the Sixth watched with dismay the rise in tensions between so-called Steiner and Davion loyalists. In particular, they watched the attitudes of the Seventeenth Donegal Guards, who shared their garrison station with them. General Alpert's past with the Lyran Intelligence Corps prompted him to take a more active position than many other general officers might have chosen, but the rising tide of violence that exploded in the Lyran state made his attitude a very prescient one.

THIRD DONEGAL GUARDS RCT (The Justice Brigade)

Like many historical Lyran units, the Third Donegal Guards RCT was a crack outfit that often suffered from an incompetent commander. The men and women of the Justice Brigade are devoted to the Guards and to the LAAF as a whole, and they drill as hard or harder as any other troops in the LAAF. Such successful troops often attract the worst kind of Lyran "social generals," though, and if such a general isn't smart enough to stay out of his subordinates' way and claim the credit, the entire RCT suffers. Such was the effect of the Third's final deployment in the Sarna March, just prior to the creation of the Lyran Alliance.

Facing the elite Warrior House Imarra on Styk, the Third fell prey to the Capellan unit's superior mobility and ambush tactics. Lance after lance, BattleMech after BattleMech fell to the Capellans before the Third's officers finally began to assert some control. The RCT's commander, Hauptmann-General Hammerskjold, foolishly believed his own boastfulness, and that arrogance cost the Third a number of good soldiers before they withdrew from Styk and the Sarna March. Placed on Pandora, the LAAF sacked General Hammerskjold and replaced him with his executive officer, Wendell Power.

The Third's next challenge came during Operation Bulldog, where they assisted the St. Ives Lancers and the Second Genyosha in driving the Seventh Jaguar Dragoons off of Tarazed. The Third performed their role well, although they took such significant casualties in the doing that they were sidelined for the rest of the operation. General Power took advantage of the time to drill the unit well, earning some measure of his troops' respect. Upon their return to the Alliance the Third was quickly refitted and rebuilt, with their losses replaced with new construction and fresh troops transferred from other units.



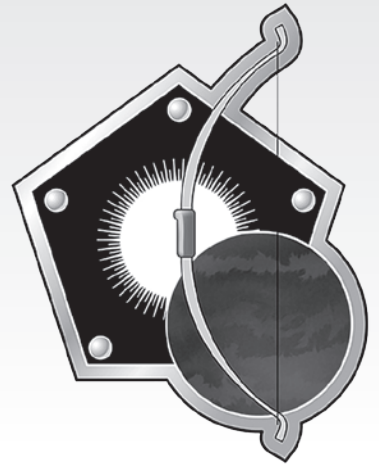
FIRST ALARION JAEGERs

The Alliance Jaeger regiments were one of the first experiments of the newly-formed Lyran Alliance Armed Forces. After the first series of reorganizations began to sweep those elements from the LAAF that the Archon and her commissars found objectionable the most brazen news outlets were beginning to take note. After the political reorganization of the

Alliance was complete, creating the new series of provinces that replaced the old system of marches, the LAAF announced the creation of the Alliance Jaegers, units formed and based in each province. Accompanied by a serious propaganda campaign entitled "Fighting for Peace," the new Alliance Jaegers successfully diverted public attention away from the Archon's less-popular reforms.

The Alarion Jaegers were sound representatives of the new program. Led since their inception by Colonel Julie Hoffman, the Alarion Jaegers completed their growth to regimental size in less than a year. The colonel was one of the subjects of the "Fighting for Peace" documentaries, and her fame with the people of Alarion did much to aid her regiment's rapid growth and acceptance by the people of the province. Given Alarion's importance to the LAAF military-industrial complex, especially its WarShip program, it was not surprising to have the new regiment so well-accepted, but the Jaegers did push the boundaries of that acceptance.

In one of the few police actions that occurred before the full-scale eruption of hostilities between Victor Steiner-Davion's Allies and the Steiner Loyalists, the Alarion Jaegers helped put down a series of rebellious demonstrations. Dubbed Operation Cleansweep, the raids were a military success but undid much of the public relations work of "Fighting for Peace."



DRACONIS COMBINE

The years of the latter Clan invasion were both good and bad years for the Draconis Combine. In the good column, despite its losses the Draconis Combine Mustered Soldiery was at perhaps its highest level of training and experience in centuries. Nearly every soldier of the Dragon was united behind the single goal of ridding the Combine (and perhaps the Inner Sphere) of the threat of the Clans. The nation's silent cold war between its ruler, Coordinator Takashi Kurita, and its military chief, his son *Gunji-no-Kanrei* Theodore Kurita, had ended at the Battle of Luthien. Alone of the Inner Sphere nations, it had managed to defeat the Clans and maintain a world inside their occupation zone—something not even the Federated Commonwealth could claim after the Steel Vipers took back Twycross. In 3053 and 3054 the Kuritans made good their losses and bent themselves to the task of dealing with the Smoke Jaguars and the Nova Cats. Peace with the Federated Commonwealth seemed ready to make that possible.

Of course, as with all such pictures, not all was roses and poetry. The culmination of the dreams of Theodore Kurita and his supporters for a unified and strong Combine was at odds with the policies and livelihoods of many hard-liner, conservative citizens—powerful, wealthy citizens. In this environment of discontent the *Kokuryu-kai*, the Black Dragon Society, began its growth into the many-tentacled beast it would become. The Black Dragons grew in prestige and strength, suborning any who could assist them and destroying those who could not. Not even the deadly Internal Security Force, perhaps the most effective intelligence agency in the Inner Sphere, was immune to infection. When in late 3054 and 3055 the first signs of strain began to appear in the Dragon's armor, the Black Dragons were ready.

In 3054 Coordinator Takashi Kurita died, leaving his son Theodore to assume the Chrysanthemum Throne. Despite the testimony of the new Coordinator himself, and supporting reports from the ISF, many subversive Combine news agencies began circulating the rumor that Takashi had not gone to his death willingly. His recent challenge of duel to Jaime Wolf, leader of Wolf's Dragoons, had raised many concerns among the ruling class of the Combine.

The fact that Wolf was present on Luthien when the Coordinator died led many to suspect that the mercenary might have had some part in it, but those rumors were quickly and succinctly discounted. Still, rumor after rumor persisted, and each new one brought converts to the Black Dragons' cause.

In 3057 and 3058 the *Kokuryu-kai* made several overt moves to force the Combine onto a new course. The first was an unauthorized assault into the Federated Commonwealth. Several regiments of Combine forces, including the Fifteenth Dieron Regulars and a regiment of Black Dragon BattleMechs, went rogue and attacked the world of Towne. The attack was defeated, but the Black Dragons

were not. In 3058 they tried more direct action, attempting to assassinate the Coordinator during his annual birthday celebration. Several BattleMechs opened fire on the Coordinator's dais. It was only the quick actions of several 'Mechs of the Ninth Ghost Regiment that prevented the Coordinator's death. Those two attacks exposed critical flaws in the operations of the ISF, and correcting those flaws led to a bloody purge of the agency as well as the death of its legendary director, Subhash Indrahara.

The purges of the Black Dragons in the wake of the assassination attempt were quickly buried in the news reports covering the fantastic successes of Operation Bulldog in destroying the Smoke Jaguars and freeing the many worlds they and the Nova Cats had taken. DCMS regiments were involved in nearly every attack into the Clan occupation zone, and each of them served admirably. These actions vindicated the Combine's honor, restoring to it much of the luster it had lost in Operation Revival. The rapprochement with Clan Nova Cat further enriched the Dragon, helping it to absorb the worlds regained from the Smoke Jaguars.

Much of that restoration was destroyed in 3062, when the Alshain Avengers' rogue attack on Alshain awakened the sleeping Ghost Bears and precipitated the disastrous Combine-Dominion War. Although that conflict was short, for all the brief period of fighting it was savage, and many warriors were lost on both sides. The final loss of Courchevel to the Bears, in the duel that ended the war, was a bitter pill to swallow but one the Combine forced down in order to bring peace.



FACTIONS

IZANAGI WARRIORS (The Dragon's Claws)

The Izanagi Warriors are the personal guard of the Coordinator of the Draconis Combine, a companion regiment to the Otomo palace guards. Formed by Coordinator Takashi Kurita in the 3030s as a brake on the power of his son Theodore, the Dragon's Claws were unveiled to the Combine at large in 3052 when the Smoke Jaguars and the Nova Cats attacked Luthien. It was the Dragon's Claws that stood with Takashi Kurita in the Kado-Guchi Valley and stopped the Clan advance. Entered into the DCMS' rolls after Luthien, with Shin Yodama installed as commander, the Warriors have served ever since.

As the vassals of Takashi Kurita, the Izanagi Warriors faced a crisis of faith when the Coordinator passed in 3054 but Theodore Kurita's offer to legitimize their position as the honor guard of the Coordinator gave them a sense of purpose. They worked alongside the Otomo, securing the Coordinator's person both inside the Unity Palace and whenever the Coordinator traveled off-world. Their role was greatly increased after the attempt on Theodore Kurita at his birthday celebration, when purges reduced the ranks of the Otomo.

The original Izanagi Warriors were older warriors who were personally loyal to Takashi Kurita. As such, they largely piloted family BattleMechs and refused upgrades, but as the older warriors retired or were killed younger Warriors brought with them newer 'Mechs and even OmniMechs. Like the Otomo, the Izanagi Warriors were consummate bodyguards, but they had a strict zero-tolerance policy for dereliction of duty or failure. The practice of *seppuku* was common among the Warriors, sometimes for even the slightest infractions.



SECOND LEGION OF VEGA (The Dragon's Raiders)

During the reign of Takashi Kurita the Legions of Vega were the trash bins of the DCMS. It was to these regiments that the DCMS relegated those it considered malcontents: unconventional warriors, failed or lapsed samurai, mercenaries accused of breaching their contracts, or anyone else the DCMS mainstream didn't wish to deal with but couldn't outright kill or cashier. This condition persisted until 3024 when the Coordinator posted his son Theodore as the commander of the Legions. Under the future *Gunji-no-Kanrei*, the Legions learned to become if not model troops, at least effective ones. They gave the Lyrans a serious drubbing during the Fourth Succession War, and by the time of the Clan invasion the Second Legion of Vega was posted to Luthien itself.

The Second Legion is the senior regiment of the Legions, and excepting the period when Theodore Kurita commanded the Eleventh Legion directly the commander of the Second is nominally the commander of the other Legions. Posted on Luthien for much of the latter Clan invasion, by Operation Bulldog the Second had been moved into assault duties. The Dragon's Raiders provided much-needed support on Port Arthur before joining with the other two Legions of Vega to retake Turtle Bay, a symbolic victory that assuaged the ghosts of the defeated Fourteenth Legion.

During the Combine-Dominion War the Second Legion's mettle was proven, when they held out against the Ghost Bears for four months on Schuyler before the Sixth Ghost Regiment arrived to support them. The Second Legion liked to deploy its heavy and assault 'Mechs to pin down its enemies, before allowing its lighter and faster 'Mechs and hovercraft to circle the main line of battle to attack the enemy's rear. The men and women of the Second Legion retained much of the drive they learned on Luthien, either to earn transfer out of the Legion or to show the rest of the DCMS just how mistaken they were.





SECOND NIGHT STALKERS (Toyoma's Regiment)

The Night Stalkers are the regiments made up of DCMS soldiers who just refuse to quit. Formed by *Tai-sa* McGavin near the end of the Third Succession War, the two regiments of the Night Stalkers were manned by old warriors who'd returned from retirement to fight for the

Dragon. Many of them were crotchety, experienced warriors who'd survived to retirement by not succumbing to the hopeless-battle syndrome of many samurai, and McGavin and his officers refused to be used as cannon fodder by the DCMS High Command. This disobedience led to Takashi Kurita's marking them with disgrace, and cost the First Night Stalkers their lives during the Ronin War. The Second Night Stalkers were banished to the outskirts of the Pesht Military District, far from any enemy.

Until the Clans arrived, and Matamoras became a fortified border world.

The Second Night Stalkers had been training for decades to become the DCMS's premier night-fighters, and their new position along the Clan occupation zone meant plenty of opportunities for Toyoma's Regiment to test themselves and their tactics against the Smoke Jaguars and Nova Cats. Although they weren't chosen for offensive missions in Operation Bulldog, they did defend Matamoras during the Smoke Jaguars' counterattack with deadly efficiency. Too far from the border to fight during the Dominion invasion, they nonetheless advanced to support their brethren.

The warriors of the Night Stalkers, while not quite as unique as the Azami or deadly as the Genyosha, were nonetheless an irregular addition to the rolls of the DCMS. All officers above company-grade were retirees, returned to the service to lead in the Night Stalkers. Younger warriors who advanced to field-grade were transferred out until retirement. The sense of camaraderie that instilled among the Night Stalkers was almost unknown among other Combine regiments.



FOURTH ARKAB LEGION (Allah's Blessings)

All of the regiments of the Azami were among the fiercest fighters of the Draconis Combine Mustered Soldiery, surprising unwary opponents with their lack of attention to *bushido* and canny experience. The Muslim warriors were a

proud bunch, and were some of the few Combine regiments to give the Clans tough battles in the initial invasion. Against the Ghost Bears, the Fourth Legion performed admirably, almost winning the day through the strength of, if not tradition, then conviction.

The Ghost Bear forces on Eguilles, the 115th Striker Cluster, were swift-moving and well-led. Using their superior mobility, they tricked the Fourth Arkab into believing they faced a much larger force. Instead of surrendering, however, as the Ghost Bears expected, the Legion attacked *en masse*. They successfully breached the Ghost Bear lines and forced the 115th back to their landing zone, killing Star Colonel Romano Tseng in the process. Although they were forced to retreat, they were one of the few Combine units that fought the Ghost Bears to near-exhaustion.

During Operation Bulldog the warriors of Allah's Blessings defended Lanaconing when the Smoke Jaguars counterattacked. Having taken the training and equipment upgrades granted them in the intervening years to heart, the Fourth Arkab was ready. They handily defeated the Jaguars, leaving only post-battle tasks and harrying survivors for the supporting Fifteenth Lyran Guards. Later when the Ghost Bears leapt across the border in response to Alshain, the Fourth advanced to support the other DCMS regiments fighting along the border.

During this time the Fourth Legion was somewhat unique among the Azami legions, as they fielded a somewhat heavier BattleMech force. It was rare to see assault 'Mechs among the Arkab Legions, but the Fourth Legion fielded a full company of the massive machines.

COMSTAR

No other polity in the Inner Sphere suffered reversals of fortune worse than did ComStar in the latter Clan invasion. The secularization of the Order in the post-Tukayyid months led to the splintering that brought the Word of Blake to life, and with the heavy losses incurred against the Clans the Com Guard was in no position to stop the Word from bleeding the ranks of ComStar dry. The final actions of Primus Myndo Waterly and her Operation Scorpion had further poisoned the well with the leaders of the Inner Sphere, causing many to take possession of their hyperpulse generators from ComStar. Even with the assurances of new Primus Sharilar Mori, few of the Inner Sphere leaders were willing to trust ComStar's neutrality. The Clans weren't willing at all.

To their credit, ComStar had the awesome resources of Terra herself to draw upon, and rebuilding the Com Guard proceeded very quickly. Machines damaged on Tukayyid were repaired; destroyed machines were replaced from the dwindling caches of Star League-era equipment still maintained or with new construction. Recruitment was at an all-time high, with the victory at Tukayyid still foremost in minds all across the Inner Sphere. It was in the non-military divisions that ComStar was struggling. Although it successfully negotiated contracts to service most of the HPGs in the Inner Sphere and nearby Periphery, the lost incomes were significant. New methods of revenue had to be identified.

The most damaging blow to ComStar had come from Waterly's Operation Scorpion. For centuries the supposed neutrality of the communications giant had meant not only HPG income but a host of other supplementary services; income bonds and escrow accounts, administration of the massive mercenary markets and the astronomical sums to be made in simple funds transfers between worlds. After Scorpion, few trusted ComStar to administer any of it, and legions of entrepreneurs across the stars leapt into action to snap up the sudden available work. The most public aspect of this was ComStar's surrender of control of the mercenary bonding industry to the Outreach-based Mercenary Review and Bonding Commission, but that action was only one part of the larger problem.

Despite these setbacks ComStar was well on its way to regaining its footing when, in 3058, the Word of Blake struck. Recent shifts in mercenary employment opened a window that the Blakists couldn't ignore. The Twenty-First Centauri Lancers, among the most respected and elite of modern mercenary regiments, signed a contract with ComStar to replace the recently-departed Brion's Legion. The Word suborned the Lancers, replacing them with a masquerading Word of Blake Militia unit. Together with a surprise naval assault, the so-called Shadow Lancers were able to surprise and overcome

the 201st Division, as well as the planetary militia units. Within days ComStar Primus Sharilar Mori was forced to evacuate Hilton Head Island, fleeing to Tukayyid in the Free Rasalhague Republic, where the Com Guard held their strongest presence in the Inner Sphere.

The loss of Terra, and the Precentor Martial's decision not to immediately counterattack and weaken the Com Guards' defenses against the Clans, was nearly a mortal blow to the communications giant. Although they retained the incomes from their HPG divisions, the Com Guard was more or less married to the massive manufactories of Terra. Replacing those logistical sources became ComStar's most pressing concern, and it was only through partnering deals with Rasalhague and other realms' manufacturers that they were able to keep up.

As a signatory to the Star League, the Com Guard provided many of the troops used in Operations Serpent and Bulldog. The Second Division, one of the Com Guards' most elite divisions, deployed to Huntress with Task Force Serpent. In addition, the Com Guard Navy provided almost all of the WarShip escorts and a number of transport JumpShips for the expedition. These vessels provided the backbone, in both materiel and experience, that allowed Serpent to succeed. Losses among both the ground forces of the Second Division and the black-ocean sailors of the WarShips and their escorts were heavy, but the experience gained made the ComStar Navy the preeminent fleet in the Inner Sphere.

In the post-Bulldog era the Com Guard concentrated on watching the Clan border and acting as peacekeeper forces throughout the Inner Sphere. The appointment of Victor Steiner-Davion as Precentor Martial after Anastasius Focht's retirement caused a brief spike in defections to the Word of Blake, but his move back into the Lyran Alliance to reclaim his throne from his sister Katherine quieted a number of voices.

NINETY-FIRST DIVISION (The Luk-y 91st IV-eta)

The Ninety-first Division earned its nickname on Tukayyid, where it successfully led the defense of Luk against the Ghost Bears. They moved immediately to support the defenders of Spanac, but the Bears were ready for them and overran their positions, capturing their supply depots and forcing them to retreat from the main line of

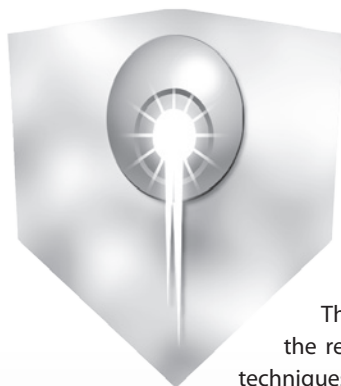


resistance. The division harried the Ghost Bears throughout the remainder of the campaign before returning to their garrison stations in the Draconis Combine.

As one of the elite divisions of the Com Guard, the Ninety-first was a natural choice for inclusion into the task forces of Operation Bulldog, and it saw action with the rest of Victor Steiner-Davion's "Dream Team" on Schuyler. Although they took serious casualties, they were able to help push the Jaguars off the world and out of the Inner Sphere. A full Level III from the Ninety-first accompanied the Bulldog task force to Clan space, and two of the unit's MechWarriors participated in the Great Refusal against the Jade Falcons, replacing casualties in the 394th Division's order of battle.

Spread in packets through the Dieron Military District, the Ninety-first watched closely as the Federated Commonwealth and the Lyran Alliance lurched toward civil war. Victor Steiner-Davion's position as Precentor Martial meant that any conflict with him at its head might involve the Com Guard, but the Ninety-first appeared focused on their own area of operations. They often paired with elements of the Star League's Eridani Light Horse, who were based on Dieron, for exercises.

The equipment available for rebuilding from the losses incurred on Schuyler meant that the Ninety-first supported a larger than normal percentage of BattleMechs, including the epsilon-class Defenders of Olasin Level III. These 'Mechs largely came from Combine manufacturers.



321ST DIVISION (Com Guard Grenadiers IV-beta)

The elite 321st Division spent most of the latter Clan invasion on Ueda, in the teeth of any Clan advance through the remnants of the Free Rasalhague Republic.

They trained almost daily with the rest of Twelfth Army in anti-Clan techniques, and when the Invader Galaxy became operational they were one of the

prime opposing forces that trained with that specialized unit. The unit's commanding officer, Precentor Tamatha Sparks, was promoted to command of the division just after Tukayyid, and she took her duties seriously. One of the Com Guard divisions with a high proportion of BattleMechs, the Com Guard Grenadiers were intended to slow any Clan advance. When they finally went to combat, however, it wasn't against the Clans.

Deployed to the St. Ives Compact as part of Precentor Martial Steiner-Davion's attempt to calm the fighting between the Compact and the invading Capellan Confederation, the 321st pushed ComStar's neutrality to the breaking point by secretly supplying Cassandra Allard-Liao's resistance fighters with both

intelligence on Confederation forces and materiel support. When this support was discovered, the backlash against ComStar by the Confederation was enough to force Precentor Martial *pro tem* Gavin Dow to withdraw the Grenadiers into the Federated Suns and reprimand Precentor Sparks.

Scattered as they were across a half-dozen St. Ives worlds, a few small skirmishes were fought between the 321st and the Confederation invaders, but none of them escalated to large enough conflicts to cause immediate effects. The causes of the skirmishes came from both sides on each world, but neither the Confederation nor ComStar wanted to antagonize the other too greatly at the end of the St. Ives conflict.



472ND DIVISION (Invader Galaxy IV-alpha)

Formed in 3058 from Clan equipment salvaged on Tukayyid, the Invader Galaxy was the newest and most powerful division in the Com Guard for its entire existence. Based in the Free Rasalhague Republic, the Galaxy was structured into four "Clusters" that further subdivided along Clan organizational structures: Star, Binaries, and the like. The division's primary purpose was to be the opposing force for the anti-Clan training of the entire Com Guard,

and it was manned by the best warriors ComStar could offer: survivors of both Tukayyid itself, and the few escapees from Operation Odysseus on Terra. The division's commander, Lisa Koenigs-Cober, was a former commander of the Terran Defense Force who'd escaped after rescuing the Primus from Hilton Head Island.

Although it was based near the Focht War College, the Invader Galaxy was a frontline division of the Com Guard, and accompanied the Precentor Martial and Victor Steiner-Davion to Coventry in 3058. Their presence was a strong weapon in the commanders' arsenal, although they weren't called upon to fight. Returning to Tukayyid prior to Operation Bulldog, the Invader Galaxy cycled a great many passing regiments and battalions through the meat-grinder of their training fields as the Star League Defense Force assembled. Much to Precentor Koenigs-Cober's dismay, the 472nd was deemed too important to the Rasalhague defenses to be added to Bulldog in an offensive capacity.

Although they were primarily a Clan-focused division, the 472nd did occasionally practice more traditional Com Guard roles, as any real combat they were faced with meant they'd use standard Com Guard tactics, not the Clan tactics they perfected in training. A number of the divisions veterans couldn't forget the lessons learned against the Blakists on Terra in 3058, and made certain that the Invader Galaxy always kept the Word of Blake in its thoughts.

FACTIONS

WORD OF BLAKE

The Word of Blake was formed by those who split ComStar when it abandoned the faith it had maintained for so long. After the victory at Tukayyid, and the failure of Primus Waterly's Operation Scorpion, Precentor Martial Focht and new Primus Sharilar Mori secularized the ComStar Order. To those true believers who couldn't reject the faith that sustained them the very idea of a secular ComStar was anathema. Offered safe haven in the Free Worlds League by Precentor Demona Aziz and Captain-General Thomas Marik, himself a former member of ComStar, throngs of the faithful flocked away.

For the first few years of its existence the Word of Blake did little but concentrate on organization and rebuilding. A large portion of their adherents came from the Com Guard and from ROM, ComStar's intelligence service, so the military needs of the Blessed Order were well met. Given lands on Gibson, the Word fought a brief but violent conflict with reactionary elements of Gibson's population before the conflict was ended by the Knights of the Inner Sphere. After that, the Word appeared to concentrate on administering the Free Worlds' hyperpulse generators and coexisting with their Gibson brethren. Appearances can be, of course, deceiving.

In reality the Word of Blake was anything but quiet and calm. As with any organization formed by disparate groups of believers, they were riddled with factions and cliques. The lack of a Word of Blake Primus meant that the organization's Ruling Conclave spent more time adjudicating disputes between the factions than focusing on external matters. Several of the groups paid only lip service to the Ruling Conclave, but a few larger plans and issues were rammed through. The most important of those, of course, was the plan for Operation Odyssey: the conquest of Terra.

To support this massive undertaking the Word began quietly building itself into a corporate superpower to rival even the ComStar of old. With the help of the many ROM agents in their midst, they infiltrated and suborned a number of Free Worlds manufacturers. With all the new technologies being rediscovered from the Helm memory core or reverse-engineered from captured Clan technology, it was relative child's play for the Blakists—themselves inheritors of the Star League technology of ComStar—to position themselves on the ground floor of such projects. They assisted the Free Worlds League and the Capellan Confederation with the development of the *Impavido*-class destroyers. In addition, using old Star League records, they helped the Free Worlds League salvage and begin to recondition a number of derelict Star League WarShips, which would in short order provide the Free Worlds League with a navy larger even than ComStar's. All of these acts did two things:

they further endeared the Word of Blake to the Free Worlds League, and they generated needed cash for the Order.

The success of Operation Odyssey in 3058 brought the Word of Blake back into control of Terra and its massive industry. The Word of Blake Militia was the immediate beneficiary, beginning a massive building program that would continue well into the next decade and after. The equipment not used in the regular Militia divisions was used as currency with mercenaries, enticing them into Blakist service. With ComStar apparently unwilling to dislodge them from Terra, the Word of Blake seemed poised to become much larger players in the affairs of the Inner Sphere.

History would, of course, accord them a much larger place than anyone might have imagined.

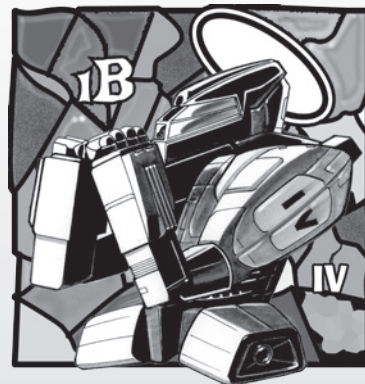
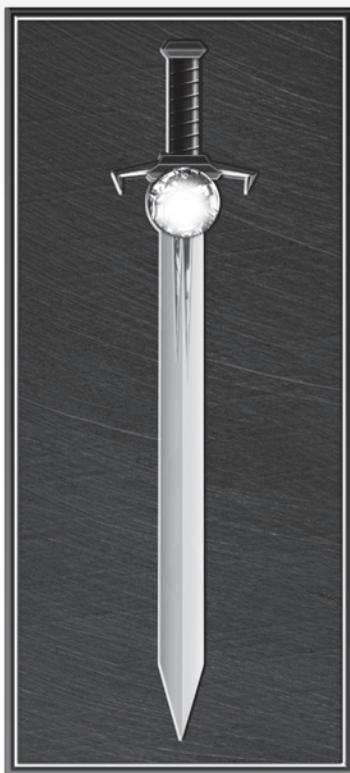
FIRST DIVISION

(True Devotion IV-beta)

The First Division was the first unit of the new Word of Blake Militia and was organized out of the Com Guard defectors from the first wave of expatriates forming the Word of Blake. Large portions of True Devotion deployed to bulk out the Shadow Lancers that were responsible for capturing the beachhead on Terra during Operation Odyssey. Many of the division's troops had already been blooded on the fields of Gibson, as the First Division was the primary unit the Blakist used in Nam against the Gibson guerrillas.

For most of the period between the capture of Terra and the expansion into the nascent Blakist protectorate in the Chaos March, the First Division was based in Salinas, Kansas in North America, where they ranged across the continent as needed for security missions or training exercises. They quickly became adept at ambushes and feints in a variety of terrains, which served them in good stead when they deployed to several worlds around Terra and became targets for raiders too weak to get through Terran defenses.

True Devotion was unique even among the zealots of the Word of Blake in that they were the only division to offer prayers to their machines before entering combat. This was an artifact of the division's initial makeup—those first defectors from ComStar after its secularization were the most devout, and they set the



tone for the Word of Blake Militia's earliest traditions. Thankfully to much of the rest of the Militia, the trend never really caught on, and the prayers marked the First Division's warriors as zealots even among their own kind.

Just prior to the outbreak of hostilities between the two halves of the Federated Commonwealth, the First Division was reinforced when an entire Level III of troops defected from the Com Guard in protest of Victor Steiner-Davion's appointment as Precentor Martial.



FIFTH DIVISION (The Chosen IV-eta)

The Chosen were sent to capture Mars during Operation Odyssey, a task that they accomplished despite taking heavy casualties from the harsh and unfamiliar environment. Once that

task was completed they settled on Terra's Australian continent, where they rebuilt their losses and operated counterinsurgency and antiterrorism mission throughout Australasia. The soldiers of the Chosen threw themselves into this task and quickly became the Word's foremost experts in such roles. Using a Castle Brian in the Australian Outback as a base, they sent small units by air or sea to respond quickly anywhere in the entire hemisphere.

Of the division's officers Precentor Jane Skulle was the most effective. Her family was killed in a terrorist attack only days after the division arrived on Terra, and her entire existence became hunting down and eradicating those who preyed on the Word's dependents. Her ferocity in dealing with those terrorists captured bordered on the brutal—several times the Blakist ROM received anonymous tips from inside the Chosen that the Precentor was losing her grip on proper behavior. ROM, itself one of the most brutal agencies, effectively ignored these tips.

The division's commanding officer, Precentor Trenton Endicott, turned a blind eye to Skulle's activities. A member of the fanatical Toyama sect of the Word of Blake, he valued only results, and those Precentor Skulle delivered in spades. His own proficiency at fighting his division in battle kept him in command even when the influence of the Toyama waned on the Ruling Conclave—but with the Toyama's rise in the early 3060s, Precentor Endicott's star rose with his fellows.



TENTH DIVISION (Shooting Stars III-beta)

The youngest division in the Word of Blake Militia in the early 3060s, Shooting Stars was formed after the conquest of Terra, mainly from Expatriates and a core of veterans who had been on loan to the Free Worlds League Military. The division was understrength

for many years, despite the efforts of its commander, Precentor Karina Vista, and her subcommanders. Precentor Vista had formerly been an Army commander in the Com Guard, but commanding a division of the Blakist Militia gave her much more trouble than might have been expected.

One flaw in the Tenth Division's structure was a disproportionately high number of ROM agents embedded in the ranks. With such a large group of Expatriates in one unit Precentor Martial St. Jamais made no bones about the presence of informers in the unit, in the hopes of goading the possibly-disloyal troops into remaining paranoid and loyal. While his plan no doubt succeeded, the informers also informed on many innocent troopers as well, depleting the Tenth's ranks even as it struggled to reach its full strength. Being deployed in packets across much of South America did little to help the division's cohesion.

Any hopes the Shooting Stars had of building a divisional specialty were thoroughly dashed by its constant scattering. Although many of the individual Level IIs of the division learned valuable skills working in isolation, coordination at Level III and above was shoddy, and the Precentor Martial's office always seemed to find ways to deny Precentor Vista's requests for combined exercises. Despite his mouth's assurances, the Precentor Martial's actions did not speak of a great deal of trust for his newest division.

MAGISTRACY OF CANOPUS

As the first rumors of the halting of the Clan invasion at Tukayyid reached the distant worlds of the Magistracy of Canopus, Magestrix Emma Centrella was the first of any Periphery leader to realize what a large threat the Clans represented. Her pleas for a pan-Periphery alliance against possible Clan encroachment fell largely on deaf ears, but the very act of sending such a plea marked Emma Centrella as a visionary leader. The next several years would prove that statement in ways that few could have guessed.

The middle years of the 3050s were building years for the Magistracy. Regime change in the Taurian Concordat removed the paranoid Protector Thomas Calderon in favor of his much more pragmatic son Jeffrey. Even before his ascension to the Protector's chair Jeffrey Calderon had been dealing quietly with Emma Centrella, and 3056 saw the signing of the Treaty of Taurus, an alliance between the Concordat and the Magistracy that brought them into closer cooperation. In the Magistracy the Treaty played into Emma's plans; using the military provisions of the Treaty, she secured advisors from the Taurian Defense Force to help train the Magistracy Armed Forces, as well as instructors for the newly-opened Canopian Institute of War. The Magestrix, along with her senior military advisors, was taking advantage of the increased support for military spending in the wake of the Clan invasion to expand and strengthen her nation's military.

As if to make her preparations prophetic, the next two years saw increased raiding by pirate bands all along the Magistracy's frontier toward the Free Worlds League and Marian Hegemony. Repeated attacks by small groups of bandits were disrupting trade and growth across a slew of worlds, and despite her expansions the MAF was still too small to cover all the options. In addition, the pirates quickly began to field advanced Star League-era technology that the Magistracy Armed Forces could not match. The Magestrix ordered the hiring of mercenaries from the Inner Sphere, both to bolster her own forces and to hopefully bring units with technology to match the pirates'.

One of those newly-hired mercenary units, Avanti's Angels, quickly uncovered a connection between the pirate raiders striking Marantha and the independent Periphery world of Astrokaszy. As the Angels departed Marantha to explore the links, surprising visitors arrived on Canopus.

Having recently ejected the ambassador from the Capellan Confederation, the Magestrix and her court were surprised to find a Capellan JumpShip arriving claiming diplomatic credentials. Supported by the Word of Blake, the JumpShip's DropShip was allowed to ground, but instead of an ambassador the Magestrix

found the Chancellor himself, Sun-Tzu Liao, aboard and waiting to treat with her. The Chancellor came to Canopus with the offer of an alliance of convenience, trading the Confederation's technology and educational system for the services of the Magistracy's soldiers. The Magestrix, unable to refuse with her own troops so hard-pressed by the mysterious raiders, accepted immediately. That she did so was another indicator of Emma Centrella's worth as Magestrix—her own mother, Magestrix Kyalla, had cooperated with a province of the Free Worlds League to invade the Confederation barely twenty-five years before.

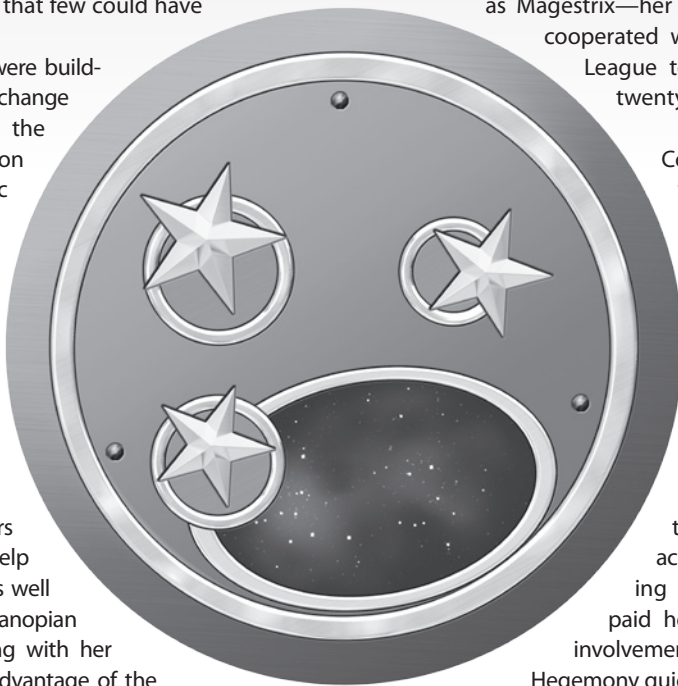
With the support of the Confederation the MAF was ready when the Angels confirmed Marian involvement in the raiding. The Chancellor himself accompanied the Magistracy force that traveled to the Free Worlds League border world of Campoleone to deal with the raiders' base, where they further uncovered Word of Blake involvement. Although the Order was able to convince both the Confederation and the Magistracy that it was only one sect of the Word acting without permission in supporting the raiders, the organization still paid heavy fines to both realms for their involvement. Deprived of Blakist support, the Hegemony quickly suspended its raiding operations.

The alliance between the Confederation and the Magistracy grew and strengthened during the next few years, as Canopian troops assisted their Capellan allies in reclaiming the worlds of St. Ives. Although costly in equipment and lives, the actions gave the Periphery soldiers much-needed experience in modern methods of warfare as well as easy access to the advanced equipment in use in Capellan space. Those regiments that returned to the Magistracy eagerly passed on their newly-learned skills and experience, helping the Magistracy surpass the Taurian Defense Force as the largest and most-experienced military in the Periphery. Not even the Taurians' own inclusion in the three-way Trinity Alliance could offset the Magistracy's advantage.

FIRST CANOPIAN LIGHT HORSE (Defiance at All Costs)

The First Light Horse is one of the most senior regiments of the MAF, having fought against the Star League invasion during the Reunification War. The Light Horse was instrumental in striking deeply at the Star League Defense Force's supply lines during those battles, which taught them an institutional awareness of their enemies' weaknesses that they have husbanded through the generations.

When Canopian regiments were selected to enter the Confederation under treaty obligations, the First Light Horse was

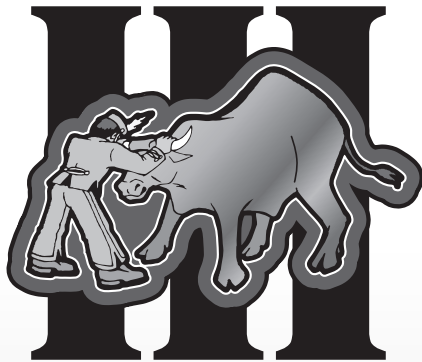




chosen as a demonstration of the Magestrix's commitment to the alliance. They were deployed into the disputed territories of the Chaos March, where they helped pacify Aldebaran and the important industrial world of Styk. Their assignment as garrison troops for Brighton during the reclamation of St. Ives excited many of the Light Horse's younger warriors, but the world was effectively pacified and little combat occurred.

As one of the active regiments in the Confederation the Light Horse received much of the Capellan technological largesse, and took full advantage of it. More than half the regiment's BattleMechs boasted advanced technology by the end of 3062, making it one of the most powerful regiments in the Periphery. They put this technology to good use, sparring with Capellan units wherever possible to hone their edge and gain experience with Inner Sphere methods of combat.

Discontent in the regiment was high, as it was in many of the regiment sent to Capellan space, but it was never high enough to make the Magistracy's senior command question the Light Horse's loyalty. Many Canopian troops objected to being used as Capellan cannon fodder, whatever the benefits their realm was receiving, but they still did their duty.



THIRD CANOPIAN FUSILIERS (Pirate Hunters)

While never receiving the higher profile of the Canopian Light Horse or the plum assignments of the Raventhir's Iron Hand, the Third Canopian Fusiliers have competently spent centuries building themselves

into one of the most experienced regiments in the MAF. Soldiers stationed in the Third tend to stay in the Third for much, if not all, of their careers, and this longevity has allowed the Fusiliers to pass down knowledge and experience as institutional memory for far longer than should be possible. Their often-distant postings only helped this effect—when there was no one else to talk to, and nowhere else to go, what else could one do but train and train and kill pirates?

All things the Third Fusiliers excelled at.

Posted in the Confederation during the war in St. Ives, the Third Fusiliers were heavily engaged in that conflict. They fought on

Milos against Cassandra Allard-Liao and on the meat-grinder world of Nashuar. Nashuar, more than any other planet in the conflict, chewed up regiments on both sides and spat them out, and the Third Fusiliers were no different. Even the pairing of the elite Nightriders of McCarron's Armored Cavalry did little to limit their losses. The Fusiliers lifted from Nashuar missing more than a battalion of warriors.

The Confederation immediately made good their obligations and helped the regiment rebuild, bringing the equipment and training to CCAF standards. No other unit in the MAF fielded as many advanced machines as the Third Fusiliers, and many MAF senior officers anxiously awaited their return to the Magistracy so they could throw this elite and experienced regiment against the Periphery threats that constantly probed the Canopian border defenses.



RAVENTHIR'S IRON HAND (Undying Service)

The Iron Hand are the palace guards of Canopus. A storied regiment whose guidons tell of battles fought during the Reunification War against the Star League, the men and women of the Iron Hand are fanatically devoted to the Magestrix and the Magistracy. They rarely travel off of Canopus IV, which makes their veteran status the result of diligent and

harsh training and exercises. The Iron Hand manages to dispel the popular image of the capital-world garrison, all flashy armor and little meat, through the sheer force of will of its commanders. Certainly Magestrix Emma Centrella approves of a skilled guard regiment.

Although they are the flagship regiment of the Magistracy Armed Forces, they employed very little advanced technology. The Iron Hand's officers agreed with the Magestrix that the first fruits of the alliance with the Capellan Confederation should go to the regiments fighting in the Confederation, and have accepted very few advanced BattleMechs and weapons. Most of those advanced trinkets are highly visible morale objects, such as the *Yu Huang* piloted by the regiment's commander.

The infantry troopers attached to the Iron Hand are the palace guards in Crimson, responsible for the security of the Magestrix herself and her guests. The troopers are recruited from infantry regiments across Canopian space, and are among the most highly-trained and deadly foot soldiers in the Periphery. In 3060 the battalion's commander, Colonel David Collins, shocked many when he flatly refused an offer of Capellan-supplied battlesuits, insisting instead that they be sent to the Canopian regiments fighting in the Confederation. This selfless act earned the colonel swift promotion when his rotation with the Raventhir was over—to the Magestrix's personal staff.

FACTIONS

FREE WORLDS LEAGUE

At the end of the Clan Invasion the Free Worlds League was poised to become the economic powerhouse of the Inner Sphere. Not even the mighty Lyrans, long-admitted to be among the best of merchants, could compete with the sheet output of Free Worlds League factories. Far from the Clan frontier, and untroubled by external enemies, the charismatic leadership of Thomas Marik meant that the League was united in a way not seen in centuries. All of the combatants in the Clan wars were coming to Free Worlds industries to replace their losses, as was the equipment-hungry Capellan war machine. To paraphrase a prominent League businessman, the boom years of 3053-3056 were "... the best time to be in the bullet business since they invented the gun."

A realm long-plagued by internal dissent, the sheer amounts of money being injected into the Free Worlds economy meant that even the naysayers were too solvent to make too much fuss. The Federal government was pouring this largesse into the Free Worlds League Military, rebuilding regiments not seen since the Third Succession War and upgrading countless battalions to the latest Star League-era technology. The latest advancements in recovered technology were being rushed to League manufacturers, which meant that the FWLM got each advance as soon as the AFFC or the DCMS. What they didn't get from those states they often gained from their association with the newly-arrived Word of Blake. With no carnivorous threat perched on their border, the Free Worlds had little to worry about.

The first test of the League's unity came in 3055, when violence erupted between the natives of Gibson and the Word of Blake. The Word's administration of large swaths of Gibson did not sit well with the natives or with the Regular authorities who maintained sovereignty over the world. It was only the intervention of the newly-formed Knights of the Inner Sphere and Thomas Marik himself that calmed the situation, but it had already exposed several cracks in the façade of the League's peaceful unity. Money solved many problems, but the greed it engendered only created new ones. Tensions were rising again in the League.

In 3057 an outlet for those tensions appeared, when the Captain-General received word that his son Joshua had succumbed to his leukemia on New Avalon. The Marik scion had been in the Davion's care since 3051, when Hanse Davion had offered the ser-

vices of the New Avalon Institute of Science to combat the boy's illness. Worried that without their hostage arms shipments from the League's manufacturers might stop, Victor Steiner-Davion's government had substituted a double for the boy in an effort to hide his death from his father. It was perhaps the largest mistake Victor Steiner-Davion made in his short rule of the Federated Commonwealth.

In September the FWLM leapt across the lightly defended border of the Sarna March, intent on capturing all the worlds lost to the Lyran Commonwealth in the Fourth Succession War. Thomas

Marik was taking vengeance for the handling of the death of his son, to be sure, and none in the League questioned the rightness of that cause, but that was not the lever that moved most of the soldiers. Simple pride drove them,

and a need to avenge the relatively bloodless loss forced on their parents by Janos

Marik. With the AFFC's attention focused on the

Clans, and the unexpected secession of the Lyran Alliance, there was

little the AFFC could do to halt the Marik advances. Together with the staggering

unrest their Capellan allies caused, and the wholly unprecedented fracturing of the Sarna

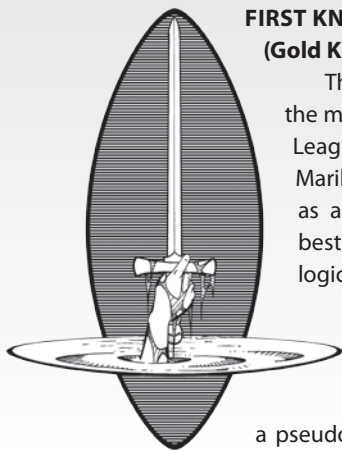
March into the Chaos March, Operation Guerrero succeeded even beyond its planners' most realistic

dreams. Shortly after the last of their objectives were secured the Free Worlds League halted offensive opera-

tions and sued the Federated Commonwealth for peace, a peace Victor Steiner-Davion was forced to accept both by the ever-present threat of the Clans and the theft of half his realm by his sister.

Aside from an assault by the Sirian Lancers to reclaim their homeworlds from the thrall of a madman, the Free Worlds League-Lyran Alliance border was quiet for the rest of the decade. The FWLM, content with their gains, stood on their laurels, their self-confidence and prestige restored. Thomas Marik used the momentum from the successful war to further consolidate his hold on power. Free Worlds regiments took part in Operation Bulldog, and elements of the Free Worlds League Guards fought on Strana Mechty in the Great Refusal. The Knights of the Inner Sphere fought on Huntress with Task Force Serpent, and Sir Paul Masters, the Knights' commander, was appointed the first Star League Ambassador to the Clans.



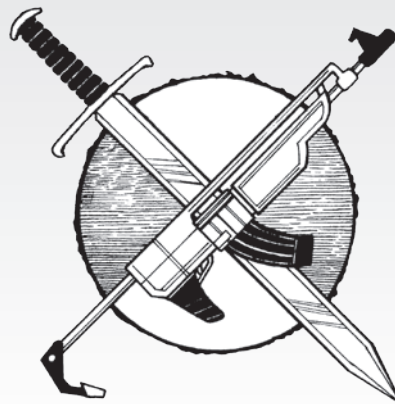


FIRST KNIGHTS OF THE INNER SPHERE (Gold Knights)

The Knights of the Inner Sphere are the most elite troops of the Free Worlds League, personally loyal to Thomas Marik himself instead of the League as a whole, and have access to the best fruits of the League's technological tree, wanting for nothing in the way of advanced technology or equipment. Established in 3054 by Thomas Marik and Paul Masters, the Knights are a pseudo-chivalric order modeled largely on the ancient tales of Camelot as told in Thomas Mallory's *Le Morte'd Arthur*. Drawn from all across the League, the Knights quickly became a model of the MechWarrior ideal throughout the Inner Sphere.

The Knights' first test came in 3055 when they went to Gibson with Thomas Marik to face down a rebellion by elements of the Regular Hussars who'd come to fight the Word of Blake forces the Captain-General had given refuge there. Despite the rebels' use of tactical nuclear weapons, the Knights were victorious and earned a victory in their first combat, which did nothing to hurt their reputation. What came soon after, however, would effectively erase Gibson from the minds of every observer.

The Knights were chosen to accompany Task Force Serpent to Huntress, as part of the Free Worlds' forces deployed as the Star League Defense Force. The Knights were given a prominent place in the task force. Marshal Morgan Hasek-Davion often conferred with Colonel Masters, and was recorded often describing the Knights as the task force's conscience for their aversion to the more harsh methods of warfare. Despite these so-called weaknesses the Knights performed brilliantly on Huntress, holding their ground and fighting in the best traditions despite taking the same egregious losses as the other Serpent regiments.



FIRST ORLOFF GRENADIERS (Soldiering in Purple)

The soldiers of Orloff are considered by many to be the most professional, if not the most elite, of the troops that make up the Free Worlds League Military, and the First Orloff Grenadiers did nothing to offset this reputation. The First was often used as the parade regiment of the Grenadiers (and sometimes the FWLM) and they maintained strict discipline in appearance and close-order drill. Many of the officers were graduates of the Orloff Military Academy, considered one of the best military academies in the Inner Sphere.

The First Grenadiers spent far too much time in parades and other "show the purple" activities to become truly proficient at warfighting, but neither were they simple garrison troopers. Although their attention to detail and presentation meant they didn't spend enough time with mud on their bayonets, they did train extensively in urban terrain and performed adequately on Oliver during Operation Guerrero. Together with the Twentieth Marik Militia they forced the Third NAIS Cadet Cadre to abandon the world, reclaiming the valuable Brigadier BattleMech factories for the Free Worlds League.

Much of the late 3050s and early 3060s was taken up with publicity surrounding the First Orloff's commanding officer, Colonel Douglas Hoppe. Having commanded the Grenadiers on Oliver, he returned to Vanra a hero of Orloff but fell to enjoying his reputation a bit too much. Always an immaculate man, his revelry quickly earned him a reputation for womanizing and other licentious acts, and the officers and men of the First began to show a quiet discontent with his leadership that quickly became apparent in their parade performance. That degradation in performance quickly became apparent to those the First was "showing the purple" to, forcing the LCCC to increase its observation of the regiment.

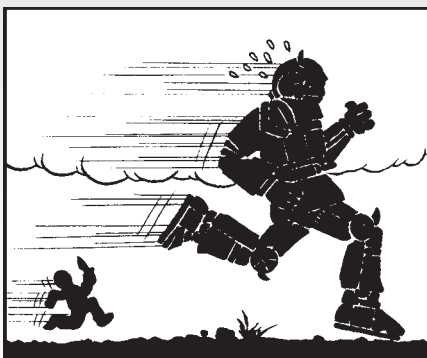
SECOND ORIENTE HUSSARS (The Crazy Second)

The soldiers of the Second Oriente Hussars are madmen. Ask anyone in the Free Worlds League. Or anyone on Oriente. Or anyone who's watched any of several popular HV shows

produced in the mid 3040s. The Crazy Second often go out of their way to build on this reputation, relishing the chaos this uncertainty might generate in their opponents. No one expects crazy people to behave like professionals, which makes the Second's common choices of tactics limitless.

In reality this reputation works because the Second are masters at gauging the battlefield and adapting their tactics accordingly. Built around light and fast medium BattleMechs, the Second Hussars were the recognized fast-movers in the Hussars organization. They specialized in fast raids, reconnaissance missions, and probes-in-force. Much of this reputation was built during the so-called "Phact-finding" mission of 3039, when a battalion of the Second raided Phact in the Sarna March. For three weeks they evaded the pursuing AFFC forces and gathered intelligence before escaping with only a handful of 'Mechs lost.

After that the Second continued to build on its reputation as fast and effective raiders. They struck several times across the Federated Commonwealth border, testing defenses, until the Clan invasion more or less halted the raiding. Since then their most noteworthy operation was being deployed to Indicass in the St. Ives Compact as Star League-flagged peacekeepers. The aggressive regiment was a poor choice for a peacekeeping mission, and its clashes with the Second St. Ives Lancers quickly helped the conflict they'd been sent to deflect erupt into action. The Second was recalled quickly, as Thomas Marik had little interest in his units fighting in a Capellan civil war.



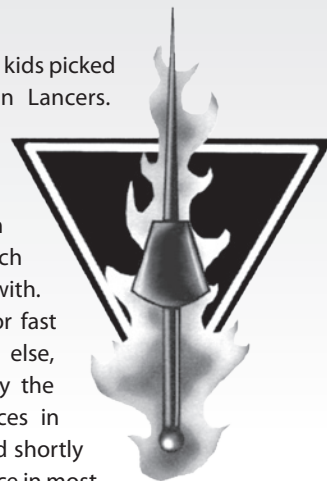
THIRD SIRIAN LANCERS (The Sothic Avengers)

The Third Sirian Lancers are the kids picked last for team sports in the Sirian Lancers. Although all of the Lancer regiments bear the same weight of guilt for their unauthorized reclamation of the worlds of the Sirian Holds, the Third Lancers had a much more tattered reputation to begin with. A regiment of light 'Mechs built for fast raid and recon missions and little else, they were forced off of Megrez by the Lyran Commonwealth Armed Forces in 3027. That they reclaimed the world shortly after didn't make much of a difference in most people's eyes, and the Sothic Avengers spent

the next twenty years stewing over that defeat. All but ignored by the LCCC, the Third Lancers were forced to depend on themselves.

The Third drew in many expatriates from the defunct Defenders of Andurien regiments after the end of the Andurien Crisis, and these officers brought much-needed skill and doctrine into the unit. Led by Helen Thrall, who would later rise to command of all the Sirian Lancers regiments, the Third spent the first half of the 3040s concentrating on rebuilding and honing what few skills they had. Their work went to little avail, of course, as the LCCC repeatedly denied them permission to raid across the Federated Commonwealth border.

It wasn't until Operation Guerrero in 3057 that the Third finally saw combat. In concert with the rest of the FWLM, the Third Lancers secured Castor for the League and waited, ready to leap forward toward Sirius and Procyon. Those orders never came, even when the Captain-General declared Guerrero a success and halted offensive operations. It was left to the Sirian Lancers themselves to liberate their homeworlds, which they did a few months later. The experience of freeing Alisendar Gyrn's bloodpits on Sirius was a harsh one, and once completing their immediate reclamation missions the Third became quite vocal in their criticism of the Captain-General.



CAPELLAN CONFEDERATION

May 3052 was a tumultuous year for the Inner Sphere: the Clans were defeated on Tukayyid by the Com Guards; Hohiro Kurita and his troops were rescued from the Nova Cats by Victor Steiner-Davion; Hanse Davion died of a heart attack on New Avalon; and Romano Liao and Tsen Shang were assassinated on Sian. Of all those events, the last may be said to have had the best effect on the Confederation, for despite the specter of his ascension the rise of Sun-Tzu Liao as Chancellor of the Capellan Confederation proved the most propitious in the realm's history. No other Liao Chancellor had done so much in so few years, with so few resources to accomplish his goals. At the end of the Clan invasion the Capellan Confederation remained one of the weakest of the Inner Sphere states. Only the Free Rasalhague Republic was weaker, and that only by virtue of being all-but-annihilated by the Clans. Sun-Tzu ascended to the Celestial Throne to take the reins of a nation near-crippled by his mother's single-minded policies and vicious purges.

His first act was to secure one flank of the Confederation's border, by securing the hand of Thomas Marik's heir Isis in betrothal. Although the marriage would never take place, the relative peace this brought to the Free Worlds-Capellan border meant he could redistribute his troops against the long, fortified border with the Federated Commonwealth. He also increased the Maskirovka's budget for civil unrest and guerrilla activity in the formerly-Capellan worlds of the Sarna March.

As the decade progressed Sun-Tzu proved himself a master of making bricks without straw, overseeing the rescue of the Capellan economy and the upgrading of the Capellan Confederation Armed Forces with advanced Star League technology. The culmination of these plans was the Capellan performance during Operation Guerrero, where the CCAF managed to capture a number of Sarna March worlds outright and caused enough unrest to fracture the rest into independent worlds and proto-states. Despite the failure to reclaim all the worlds lost to Davion in one stroke, Sun-Tzu satisfied himself with depriving the Federated Commonwealth of those worlds and modified his plans to slowly woo them into the Capellan fold. Where wooing didn't work he used force. Worlds like Kaifeng felt the Confederation's lash, and the other worlds of the short-lived Sarna Supremacy saw the writing on the wall and returned to the Confederation soon after. These successes, coupled with the diplomatic coup the Chancellor scored with the Magistracy of Canopus, allowed him to set plans in motion for his next goal: the reclamation of St. Ives.

By far the brightest star in Sun-Tzu Liao's crown was his election as First Lord of the resurrected Star League in 3058. During his

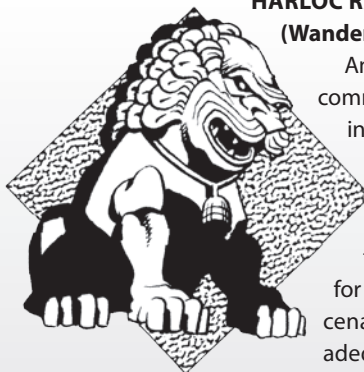
tenure the Star League succeeded in annihilating the Smoke Jaguar Clan, traveled to the Clan homeworlds along the faraway Exodus Road, and stopped the threat of Operation Revival with the Great Refusal.

His actions during his period of leadership raised his stock amongst the Inner Sphere at large, and enabled the *Xin Sheng* reforms in the Confederation that revitalized the morale of the state as the recovery of the economy had not.

Despite the distraction of the First Lordship, the Chancellor never lost sight of his immediate goals. The opportunity he wished for arrived in 3060, when elements of the St. Ives Compact's Blackwind Lancers went rogue and attacked his convoy on Hustaing. Although he was safely away, Isis Marik was briefly imperiled, and the incident gave the First Lord leverage enough to assign Star League peacekeepers to several St. Ives worlds. Those peacekeepers were slowly replaced by regular CCAF regiments, and open warfare quickly erupted. By the time Theodore Kurita was elected as the next First Lord of the Star League, St. Ives was on the path to reclamation. Despite the damage of Kali Liao's Black May gas attacks, the fall of St. Ives in 3062 marked the end of the campaign, and the restoration of the St. Ives Commonality to the Confederation.

It was also during this period that the Chancellor's engagement to Isis Marik ended, renewing the threat of combat between the Confederation and the Free Worlds League. Regiments were hastily shifted, and Periphery allies encouraged, in order to help defuse this new tension.

HARLOC RAIDERS (Wandering the Stars)



Among the youngest Capellan commands in active service during the late Clan invasion, the Harloc Raiders were unique amongst homegrown Capellan regiments in that they left the Confederation for several years to act as a mercenary regiment. Amidst only adequate performance reviews and desperate for more capital in

their campaign to reinvigorate the Capellan national morale, the Raiders were sent abroad in 3059 after their return from service on Coventry in Lyran space and as part of the Confederation's contri-

FACTIONS

bution to Operation Bulldog. Commanded by unorthodox, if aged, Capellan officers, the Raiders served several short-term contracts before returning to their homeland in 3061.

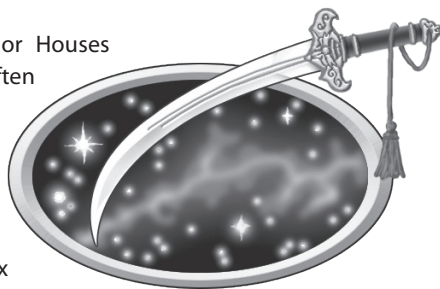
Many people outside the Confederation saw the Raiders as nothing more than an expensive Maskirovka intelligence-gathering mission, but the Raiders' performance in their first several contracts as mercenaries made most employers willing to accept the presence of Capellan spies to get the sterling mercenaries' services. Although their commander, Wu Kang Kuo was killed, his son, former Solaris gladiator Wu Den Tang, was persuaded to leave the Game World and take command, continuing the Raiders' tradition of unorthodox command.

Assuming a position in the Capellan Brigade amongst other former mercenaries, the Raiders quickly became a moderating influence in the brigade. Many of the recruits who had joined the regiment while it acted as a mercenary force elected to remain in Capellan service and were eventually granted Capellan citizenship. This core of officers and men who were familiar with, but not wedded to, traditional Capellan combat doctrine often allowed the Raiders to surprise their opponents with tactics other Capellan regiments wouldn't have used. This made just another mark in the plus column in the Confederation's ledger for the expense of sending the regiment abroad.

HOUSE HIRITSU (Crisis of Faith)

Among the Warrior Houses the Hiritsu House is often derided as "the warriors." The tenets of Hiritsu are very contemplative, based in elements of Confucian dialectics and the Lorix Order. Respect between peers is paramount in every aspect of Hiritsu life, and that courtesy extends to outsiders the House is required to deal with as well. Uncommonly amongst soldiers, the warriors of House Hiritsu routinely think about why they are fighting—an attitude that melds them into a polished team in combat once they find common ground for agreement.

In combat the Hiritsu 'Mechs and infantry fight as combined arms wherever possible. Every House MechWarrior was formerly a House infantryman, and so understands intimately the advantages an unencumbered warrior gathers on the battlefield. Communication between the 'Mechs and the infantrymen is quiet and certain, and this ability to work together makes Hiritsu units far more effective than more homogenous formations. In combat in St. Ives, for example, unwary St. Ives units would ignore the Hiritsu infantrymen to concentrate on the 'Mechs, only to find the infantry-



men making anti-'Mech attacks when the St. Ives machines' backs were turned. When they would pause to deal with the infantry, the 'Mechs would attack during their distraction.

Unlike most other Warrior Houses, Hiritsu adopts many BattleMechs from outside the Confederation as well as prominent Capellan 'Mechs. *Lien-zhang* Aris Sung, a prominent Hiritsu warrior, piloted a Free Worlds League- manufactured *Wraith*, for instance. One of the Hiritsu warriors killed on Kaifeng in 3058 piloted one of a handful of *Hatchetman* BattleMechs in Capellan service. The Hiritsus are more likely to value a BattleMech's performance far more than its provenance, although the House Master does pilot a signature *Yu Huang* assault 'Mech.

DYNASTY GUARD (New Blood)

The Dynasty Guard are the newest regiment in the Capellan Hussars, and they worked hard to make sure they earned their place. Based on Liao almost immediately after its recapture and investiture as a commonality capital, the Dynasty Guard were instrumental in spreading Capellan influence through the Chaos March. The regiment's commitments to regaining Capellan worlds made them an attractive unit to transfer into, and they were probably the most active regiment of the Capellan Hussars in the mid-to-late 3050s and early 3060s. Although the Red Lancers took most of the media attention with their participation in Operation Bulldog, the Dynasty Guard returned consistent and reliable victories.

Their location on Liao offered them a fortified forward base to operate from and a solid logistical tail to support them. Materiel of all kinds flowed into the depots of Liao, both to support the Guard and the other regiments based there. In addition, the opening of the Liao Conservatory for Military Arts meant a steady supply of replacement officers, as well as a nearby place where combat-fatigued officers could be "detached" to recuperate before returning to the Guard.

One of the Dynasty Guards' other duties is to safeguard the members of the *Sheng* nobility. Very few of those duties require BattleMech-scale security, so those duties are left to the Dynasty Guard's infantry auxiliaries. For the majority of the late 3050s and early 3060s that role was filled by the Twenty-first Liao Defenders, an infantry regiment raised on Liao. Their largest claim to notoriety came as guards to Kali Liao after her conviction as the architect of the Black May gas attacks, but the Guard had to rotate the troops around her often to discourage Thuggee suborning.



MERCENARIES

The later Clan invasion was, for mercenaries, a period of time that Dickens would have understood perfectly. It truly was both the best, and worst, of times. The halting of the Clans at Tukayyid meant that mercenaries were no longer being thrown willy-nilly into the line of fire, and so contract negotiations returned to a more civilized tone. The economic boom in military hardware had accelerated enough that mercenary regiments were finally able to gain access to advanced technology. Add into that the meteoric rise in awareness of soldiers and the military life, which increased mercenary recruiting astronomically, and a boom in the mercenary industry was inevitable.

The largest and most successful regiments were busy during these years. Wolf's Dragoons, long considered the pinnacle of the mercenary trade, were finally fully combat-ready again after the harsh fighting on Luthien. Colonel Wolf traded his regiments back and forth on short-term, high-yield contracts that kept them available to react in case the Clans resumed the invasion. Although Outreach was briefly rocked by conflict when the Dragoons' Clan adoptees instigated a short-but-brutal civil war, mercenaries in general didn't suffer for it, and the Dragoons emerged from the crucible stronger than ever.

Another of the largest mercenary commands, the Northwind Highlanders, was busy during this time as well. Three of the Highlanders' four regiments were deployed with the AFFC along the Clan border in Lyran space, while one remained behind on Northwind itself. The Highlanders gave sterling service, facing down the Clans when threatened and supporting the Federated Commonwealth government during the Skye March crisis in 3056. They deployed to Glengarry to help the Gray Death Legion smash a Skye separatists rebellion before returning to the Clan border.

However, in 3057 tensions between the Highlanders and the FC government came to a violent head during the tense days of Operation Guerrero. Misinterpreting orders, a NAIS Cadet Cadre and the Third Royal Guards RCT attacked the Highlanders on Northwind, forcing them to declare themselves fully independent from the Federated Commonwealth. With the Sarna March disintegrating around them, there was little Victor Steiner-Davion's government could do to stop them.

The post-Operation Revival years also saw the creation of legions of smaller, often short-lived mercenary commands. Orphaned formations and broken units coalesced across the Inner Sphere new units.

Many of these units, such as the Black Thorns, were little more than vengeance-crazed anti-Clan groups. Some, like Avanti's Angels, were survivors of the desperate combat against the Clans and wanted nothing more than to ply their trade in command of their own destinies. All kinds of officers and men flocked to Outreach, the new center of the mercenary industry.

This focus of mercenary power was aided by the Dragoons' hosting of the Mercenary Review and Bonding Commission, the body that replaced the ComStar Mercenary Review Board as the prime adjudicator of mercenary contracts in the wake of Operation

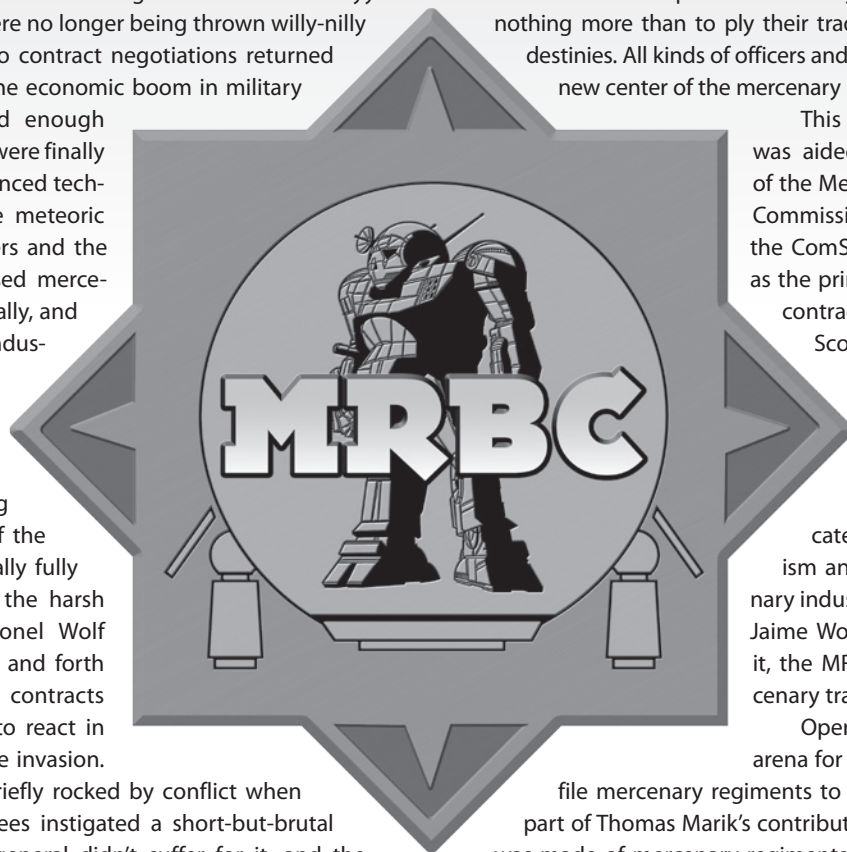
Scorpion. Although lacking the enforcement arm that the

Com Guard had once provided the Review Board, the MRBC quickly established itself as a body dedicated to promoting professionalism and fair practice in the mercenary industry. With the moral weight of Jaime Wolf and the Dragoons behind it, the MRBC flourished, and the mercenary trade with it.

Operation Guerrero provided an arena for a number of mid-to-low profile mercenary regiments to prove themselves, as a large part of Thomas Marik's contribution to the Capellan offensive was made of mercenary regiments. Both the Capellans and the myriad small nations of the Chaos March they opposed immediately began hiring mercenaries to fight proxy battles across those war-torn worlds.

Several mercenary bands held down high-profile positions in the Star League Defense Force. The Eridani Light Horse, one of the most historic and professional mercenary commands, resigned their mercenary ways and joined the Star League Defense Force *en masse*, after serving with distinction (and to near-extinction) with Task Force Serpent. Regiments of the Northwind Highlanders fought with both operations to destroy the Smoke Jaguars, while the Kell Hounds provided much-needed experience and technology alongside Combine forces.

The increase in tensions in the Federated Commonwealth precipitated a huge increase in mercenary hiring, as factions on both sides attempted to build an edge against the other. In addition, smaller factions across both the Lyran Alliance and the Federated Commonwealth hired mercenaries to bolster their own defenses, desperate to keep themselves out of the dynastic squabble. Even the newest, most inexperienced units found ready contracts, and as violence flared to life across the Inner Sphere, those contracts often brought death or disappearance.



FACTIONS

AVANTI'S ANGELS

(Trial By Fire)

Avanti's Angels are a small, combined-arms battalion-size force that favors offensive missions above all else. They are so inculcated with the attack that they suffer during any defensive fight, so much so that they tend to turn any defensive position into one from which to launch a limited assault.



Whatever their tactics, they proved during the late Clan invasion years that they were expert in small-unit actions and made themselves invaluable to the Magistracy of Canopus.

The Angels were formed from the remnants of several corporate mercenary, penal company, and Unproductive battalions thrown against the Clans during Operation Revival. The unit's commanding officer, Marcus GioAvanti, was himself a mercenary and discovered a knack for pulling his subordinates out of tight spots. After the Clans were finally halted the collective mercenaries decided to stay together and the Angels were born. They took a number of small contracts until the Chaos March formed and exploded with lucrative contracts for smaller mercenary groups like them.

After a particularly brutal battle on Arboris, where they were betrayed by their employer, the Angels soon abandoned contracts in the Chaos March and took ship to the Periphery under contract to the Magistracy of Canopus for anti-pirate work. They were soon embroiled in the center of the conflict, fighting against a superior Hegemony raiding force on Marantha and tracking them back to the pirate world of Astrokaszy. There, the Angels were instrumental in stopping the raiding forces' activities and uncovering evidence of direct involvement between the Hegemony raiders and the Word of Blake.

After that contract the Angels bounced back and forth between contracts in the Periphery and the Inner Sphere, but the highlight was a supplemental contract with the Star League Defense Force that let them exact a small measure of revenge against the Clans.

CRATER COBRAS

(Fangs of Fate)

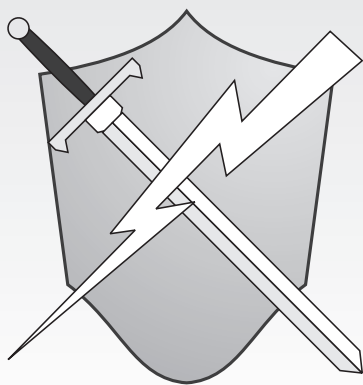
The soldiers of the 789th Striker, as the Crater Cobras are also known, are proud to serve amongst a mercenary regiment with direct ties to the ancient Star League Defense Force. Formed from the remains of a number of broken Regular Army divisions just prior to the First Succession War, the regiments of the Crater Cobras offered sterling service to their employers, who for the most part were



House Davion's Federated Suns. The AFFS sent them against the Draconis Combine time and again, and they emerged victorious more often than not.

By the time of Operation Guerrero the Crater Cobras had moved to House Marik's Free Worlds League. The Black Cobras regiment was sent first to Zurich and then Nanking to support the Capellan offensive there, but they fared poorly: saboteurs destroyed three of the Cobras' four DropShips as they descended on Nanking, killing three-fourths of the Black Cobras. House Marik, angered by the mercenaries' poor performance, refused to indemnify the regiment for their losses. Angered by the Free Worlds League's actions—despite it being endorsed by the MRBC—the Black Cobras split from the Crater Cobras and went their own way. The 789th Striker, disgusted at the League's treatment of its sister regiment, departed Marik space for the Draconis Combine.

The Combine well remembered the Cobras' past performance and placed them opposite the Clans. The 789th fought both the Smoke Jaguars in Operation Bulldog and the Ghost Bears during the Combine-Dominion War. In both actions they acquitted themselves honorably, but the action on Richmond against the Ghost Bears hurt them severely. They were sent to the Federated Commonwealth border after that, hoping to rebuild, but the increase in tensions that flared along the border as the Commonwealth and the Alliance lurched toward civil war meant there was little peace to be found on Wapakoneta.



ARCADIANS (Dogs of War)

The Arcadians are a relatively new addition to the mercenary market. They were formed in 3042 by officers who chose (or were chosen) to leave the AFFS and the LCAF when they merged into the Armed Forces of the Federated Commonwealth. These

officers were experienced professionals, and used their contacts and fortunes to secure a full-size regiment almost immediately. Their early contracts were with industrial concerns across the Federated Suns, until just after the battle of Tukayyid when the AFFC bought out their contract.

Aside from a relatively uneventful—or as uneventful as things can get—stint of garrison duty along the Lyran border with the Jade Falcons, the Arcadians have served in the Capellan March of the Federated Commonwealth. Sent there just before the Lyran secession, they quickly became a lynchpin unit in the defenses and strategies of Duke George Hasek, leader of the Capellan March. Most of their action during these years came as part of the Commonwealth's commitment to the security of the St. Ives Compact. The Arcadians saw heavy fighting against Liao forces during that conflict, although they were forced to withdraw back to the Capellan March when the Compact surrendered.

Their early contracts with manufacturers and high regard from George Hasek meant that the Arcadians fielded a very advanced level of equipment, including several Inner Sphere OmniMechs. Their aerospace wing represented another powerful asset, as it was made up of heavy fighters well-trained in ground-support missions, and their armored auxiliaries maintained powerful cavalry and artillery assets. The entire unit epitomizes the professional soldier, eschewing the pomp and glory of media-darling units like the Kell Hounds for quiet competence and professionalism.



NORTHWIND HIGHLANDERS (A Scottish Legacy)

The Northwind Highlanders are proud soldiers who trace their ancestry all the way back to ancient Scotland on Terra, and they have carried that tradition of history with them for their entire existence. The first Highlander regiment was formed in 2362, and during the next several centuries the regiments grew and proved their worth as combatants first for Northwind, then the Star League, and finally as mercenaries for the Capellan

Confederation. Even when House Davion's forces captured their homeworld of Northwind in 2841, the regiments remained loyal their coin and stayed in Confederation service.

One of Hanse Davion's coups during the Fourth Succession War was the negotiations that returned the Highlanders to Northwind and regular mercenary service in return for their abandonment of House Liao. During the next several decades they served as AFFC mercenaries, facing both the Combine and eventually the Clans. Their high level of service enabled them to perform adequately against both enemies, and helped them win their independence from the Federated Commonwealth in 3057.

For most of the Succession Wars and the period immediately following, the Highlanders numbered four regiments. Most recently, these regiments were the First and Second Kearny Highlanders, MacLeod's Regiment, and Stirling's Fusiliers. After the Fusiliers' return from a Periphery-based anti-Clan contract with the Draconis Combine, the Highlanders formed a fifth regiment, the Northwind Hussars, whose mandate was to fight the Clans. The Hussars' first contract was with the Star League Defense Force during Operation Bulldog, even as MacLeod's Regiment journeyed to Huntress as part of Task Force Serpent. The Hussars fought well and suffered few casualties, but MacLeod's Regiment was hammered on Huntress along with the rest of the Serpents and spent the next several years recuperating and training replacement warriors.

The Highlanders were proud of their independence, and if they couldn't claim the resources of Wolf's Dragoons and Outreach they were content with Northwind, and even helped fund the reactivation of a dilapidated Cosara Weaponries plant to build new BattleMechs.

MARIAN HEGEMONY

As large as space is, a common theory goes that almost anything that is possible to occur does, somewhere, occur. The worlds of the Marian Hegemony, that Periphery nation most noted for recreating the tenets of the ancient Roman Empire, would seem to prove that hypothesis. Long considered little more than a bandit kingdom, the Hegemony took real steps toward becoming an actual responsible interstellar polity in the years of the later Clan invasion. Of course, those steps were the hostile steps of a fully Hobbesian society bent on expansion by the sword, but they were real steps nonetheless.

Ruled by Caesar Sean O'Reilly, the Hegemony took its first serious steps by conquering the nearby Lothian League in 3054. The tiny nation couldn't hope to stand against the might of the Marian Legions, but they did put up a good fight. The Caesar's Legions were forced to spend an inordinate amount of their strength both conquering, and then administering the Lothian worlds, but this early success showed the Caesar that his ambitions could be reached. He next turned his attention on the Magistracy of Canopus.

Originally founded, and still largely financed, by germanium mining on and around the capital world of Alphard, the Hegemony was visited near the same time by the Word of Blake, who offered the Caesar advanced military support in return for administration of the Hegemony's few hyperpulse generators and the Hegemony's efforts to keep the largely-stabilizing Magistracy destabilized. Caesar Sean, cagey enough to see both the carrot and the stick, accepted the aid but kept a veil of secrecy between the Word and the Marian populace at large. This Blakist aid, and the raids it engendered, were largely responsible for instigating the short Pirates War in 3058 and 3059, which saw Sean's plans in Canopus foiled but the Hegemony strengthened nonetheless.

In response to the Marians' involvement in the raiding, the Magistracy Intelligence Ministry increased its funding to guerrilla fighters on the Lothian worlds. This action, which forced the Marian Armed Forces to deploy more of the Legions to the Lothian worlds, had an unintended consequence: it aided the rise of the Caesar's son, Julius O'Reilly, to power. Young Julius, something of a military and political prodigy, used both diplomacy and force to beat the Lothian rebels into submission. The very campaigns that his father had hoped would either force him to accept reality—Sean's reality—or perhaps die fighting were making the young scion into a powerful and experienced warrior and leader. There was little doubt that this was the outcome Sean had intended for his son when he sent him to the Second Legion, but there was also little he could do about it.

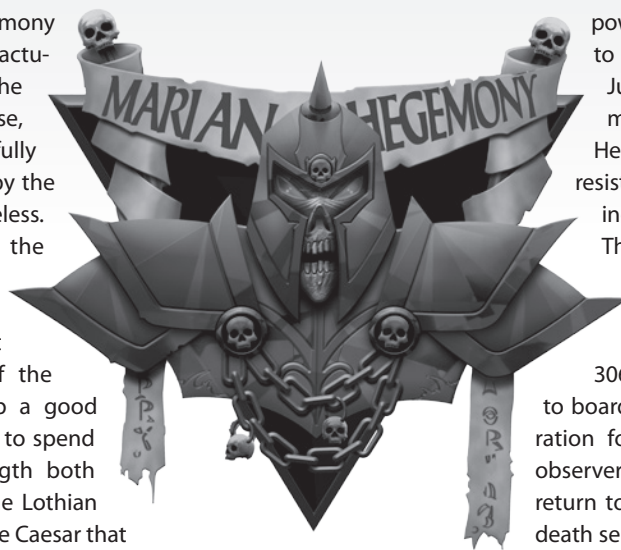
The year 3062 found the Caesar still on Alphard, concentrating on strengthening his power base and increasing the size of his military. Thanks to the technical and materiel support of the Word of Blake, he was able to do both even while shoving through more and more social "adjustments" that removed power from the *plebians* and passed it to the *patricians*. In the Lothian districts Julius O'Reilly was completing the dismantlement of the Lothian resistance. He would soon capture the leader of the resistance, a daughter of the League's ruling Logan clan, and turn her to his side. The legionaries of the Marian cohorts in the Lothian worlds were transferring their loyalty more to young Julius than to Sean on distant Alphard. As 3062 came to a close and Julius began to board his legions onto DropShips in preparation for leaving the Lothian worlds, many observers wondered where he would go. To return to Alphard would almost certainly be a death sentence.

In true Roman fashion, Julius' true destination would shock almost everyone.

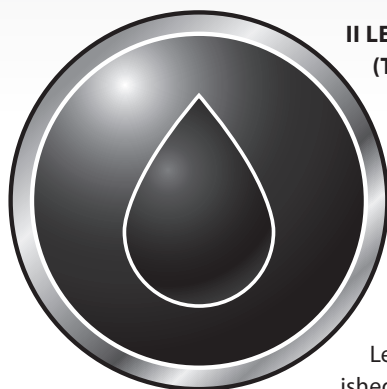
I LEGIO (The Praetorian Guard)

The First Marian Legion under Caesar Sean O'Reilly was the flagship legion of the Marian Hegemony Armed Forces, armed with the best equipment the Legions could muster and manned by the most proficient officers and men who could also meet one small requirement: unflinching loyalty to Sean O'Reilly. This last caveat has meant that the legion was infested with talented sycophants who pandered to the Caesar's every whim and looked to enrich themselves before the Hegemony—a state that filled much of the *I Legio's* history.

Formed from the ranks of mercenary units that disbanded and swore fealty to the Hegemony, many of the officers of the first legion became the basis for the *patrician* class of noblemen that have risen to great power under Caesar Sean, and many members of the First Legion took that example to heart and swore their support to him in the hopes of receiving similar boons. A number of the younger sons of the current *patricians* are officers among the First Legion's cohorts, and these young men look upon the newer *patricians* with scorn, which causes a significant amount of tension within the Legion.



As the end of the 3050s approached the BattleMech cohorts of the First Legion were better-equipped than they had ever been before; equipment supplied by the Word of Blake before and during the Pirates War made them technologically advanced, and many of the Legion's centurions had been seconded to the raiding parties to give them experience and a chance at glory. Those warriors who returned were veterans of combat against both Magistracy regulars and mercenaries imported from the Inner Sphere, and they spread that hard-won experience around as best they could. *I Legio*, for all its flaws, remained the premier legion of the Hegemony Armed Forces.



II LEGIO (The Caesar's Own)

II Legio had been hard-used, abused, and put up wet when Julius O'Reilly was assigned to the command of *Secunda Cohors*. Although it fielded the heaviest BattleMechs in the legions, the Second Legion had been all-but-banished to the Lothian League by the Caesar, after it had honored itself

by smashing the Lothian defenses. Uninterested in policing the worlds after the glory of capturing them had been won, Caesar Sean returned to Alphard and left the Second Legion behind to keep the peace. Its distance from the Hegemony's main worlds also made it a natural place to dump the malcontents that he couldn't afford to outright kill.

Julius O'Reilly's arrival reversed that trend. He immediately threw himself into the task of organizing and reinvigorating the Second Legion. Part of that invigoration was to lead them against the Lothian rebels in a more active and coordinated campaign that would ultimately end the most serious Lothian resistance. Along the way the largely-*pleb* legion earned its own self-respect and a greater respect for young *Legatus* Julius O'Reilly.

By 3061 a number of the upgrades provided by the Word of Blake had trickled down to the Second Legion, but the tempo of operations in the League meant that they went largely uncoordinated. Anti-insurgency campaigns forced the 'Mech cohorts to work in close coordination with the infantry and armor legions attached to the Second, which fostered a near-unheard-of level of cooperation between the two. The *II Auxilia Loricatus*, the Second's vehicle auxiliary, fielded the highest proportion of Marian-made Gladius hover tanks throughout the Lothian campaign.

Rumors began to reach the Ordo Vigilis, the Marian intelligence agency, of seditious rumors trickling out of the Second Legion in early 3062, but efforts to increase surveillance on the Second Legion were stymied by the sudden preparations of the Legion to depart Lordinax. That the OV was unable to determine their destination was frustrating to its commanders, but they didn't dare speak against the Caesar's son.



COHORS MORITURI (Cohort of the Dead)

On ancient Terra there was a legion of soldiers who were rumored to hang a plaque in the legion's orderly room that read "You have come to the Legion to die, and we will send you where you can die." Such a plaque would not be out of place in the headquarters of the *Cohors Morituri*—the Cohort

of the Dead. Filled with the criminals, malcontents, and deserters of the Marian armed forces, the Cohort of the Dead is the last place any Marian soldier can be before the firing squad. They are virtual military slaves, to whom death would be a release. They are men and women with no future. Which makes them undeniably dangerous in battle.

The missions of the *Cohors Morituri* are those missions that make military planners pale at the casualty estimates. Marian strategists have been known to laugh when assigning the Cohort of the Dead to such a mission, because getting the Cohort's members killed would be just as useful as achieving the objective they are set out to claim. Because so many of the Cohort's members become infected with the gallows-humor nonchalance that carries the units, they often succeed in these missions. They are already dead men, after all—how can they be killed?

Led by officers either so brave as to be suicidal or so unpopular as to be sentenced there, the Morituri go where they are sent and fight until they are dead or victorious. They use the absolute minimum of equipment, the cast-offs of the rest of the Marian Legions. They are offered no support, and only what supplies they can scrounge or salvage on their own. Although called a cohort they rarely had more than a maniple's worth of active BattleMechs, and support troops like infantry and armor were supplied only if the last month's draft of inductees came so equipped. Quite often the auxiliary maniple of military police charged with guarding them became their infantry auxiliary, and it was only the miraculous professionalism of the Cohort mixed with the fatalism of the unit's morale that kept them from annihilating their guards and escaping.

FACTIONS

CLAN JADE FALCON

The Jade Falcons were among the most ferocious of Kerensky's Clans during Operation Revival. Only the Smoke Jaguars surpassed them in brutality and violence, and few Clans suffered as completely as the Falcons did on Tukayyid. The Falcon touman, like most of the invading Clans', was shattered by the Com Guard but worse was the damage done to the Falcons' pride. The savage fighting in the Inner Sphere created a disconnect between the experienced Falcon warriors in the frontline Clusters and the young warriors being graduated from sibkos in the homeworlds and passing their Trials of Position. That disconnect would cause friction amongst the Falcon's Stars and Trinaries for much of the next decade.

The first test of the Clan's rebuilt Galaxies came in 3057, when the Jade Falcons won the right to defend the Grand Council's censure of Ulric Kerensky. The Wolves' subsequent bid of the entire Wolf Clan turned what had been a Trial of Refusal into an outright Refusal War between the Falcons and the Wolves, and that conflict would consume almost every Cluster of both toumans. The deaths of Ulric Kerensky and Natasha Kerensky, and the defection of Phelan Kell and the Warden-aligned Wolves to the Inner Sphere, left the Jade Falcons the victors despite being defeated at nearly every turn. The death of saKhan Vandervahn Chistu in the Trial of Refusal that repudiated the Falcons' bid to Absorb the Wolves came shortly before the subsequent death of newly-elected ilKhan Elias Crichell. Marthe Pryde, Star Colonel of the Second Falcon Jaegers, became Khan of the Falcons, and bent herself to the task of rebuilding the Falcon touman once again.

This time the Clan was more ready, having begun the integration of the Inner Sphere occupation zone worlds into the Falcons' industrial machine. New machines were made ready, and the increased breeding programs instituted in anticipation of Operation Revival were just beginning to bear fruit. Like the Wolves, the Jade Falcons were forced to expand garrison Galaxies into frontline ones, and to allow freeborn warriors to test into combat ranks. Although these actions met with significant resistance from the tradition-minded Falcon warriors, they saved the Clan and enabled it to grow—as the Khan proved, in 3058, by attacking into the Lyran Alliance.

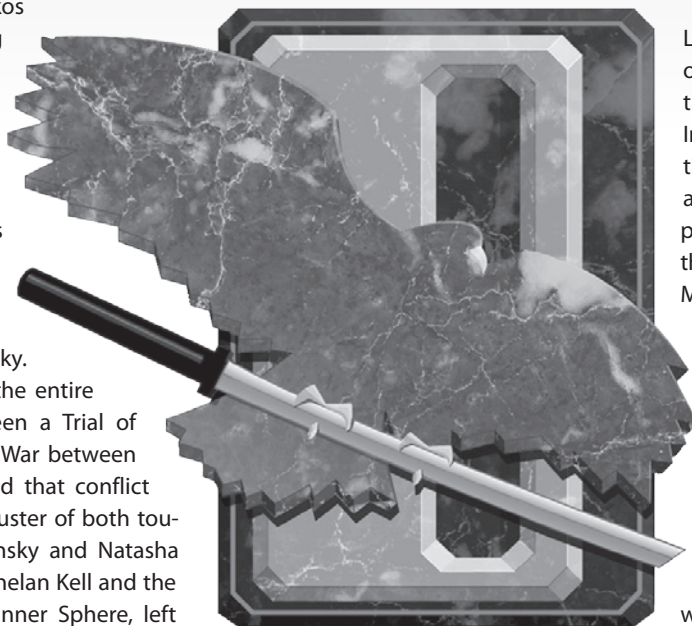
The Falcon incursion toward Coventry was a calculated offensive designed to blood the newly-gathered Galaxies of young

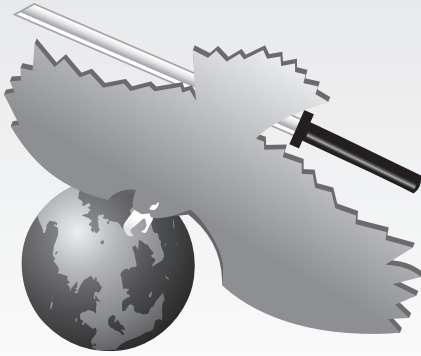
Falcon warriors brought forward from the homeworlds. Cluster after Cluster rotated through the lines on Coventry, grinding away at the regular LAAF and mercenary regiments arrayed against them, acclimating the fresh troops to the style of combat they could expect in the Inner Sphere. When Inner Sphere reinforcements finally arrived in strength to threaten the Falcon position, Khan Pryde accepted the offer of *hegira* and withdrew in good order, declaring the operation a success.

The establishment of the Star League and the subsequent attack on Huntress, combined with the ejection of the Smoke Jaguars from the Inner Sphere, drew the Falcons' attention back to the homeworlds in 3060 and 3061, where the Khans engaged in political battles every bit as bloody as the battlefields of Huntress and Strana Mechty. The Jade Falcons were vindicated when, during the Great Refusal of the invasion by the Star League, they defeated the ComStar forces arrayed against them, earning a measure of revenge for Tukayyid. Khans Pryde and Clees prepared for their return to the Inner Sphere, firmly intending to secure their holdings there. They didn't imagine where the next threat would come, though.

Preceding the Falcon Khans to the occupation zone, Clan Steel Viper launched lightning assaults on more than a dozen Falcon worlds in the Inner Sphere, capturing them easily and then proceeding with new attacks. Early reports had the Falcons falling back on all fronts, but those routs turned out to be strategic withdrawals as the Falcon Khans arrived and launched a devastating counterattack that drove the Steel Vipers out of the Inner Sphere entirely. In total control of their invasion corridor for the first time since 3051, the Falcons looked again across the border of the Lyran Alliance for threats.

The eruption of hostilities between the two former halves of the Federated Commonwealth, combined with the distractions of the battles between the Hell's Horses and the Ghost Bears, and the Ghost Bears and the Draconis Combine, would lead to the Falcons to once again cross the border of the Lyran Alliance, this time crushing much of the border defenses facing them. The Falcon Incursion, as it would come to be called, would be significant distraction from the news of the FC civil war, but again the Falcons would fail to secure large gains.





TURKINA KESHIK

The Turkina Keshik represents the very best of the Jade Falcon touman. Assignment to the Keshik—a full Cluster, unlike many other Clans, who use Trinaries—is considered a sure mark of *ris-tar* status for younger

warriors and mark of the Khan's approval for older officers. The warriors of the Keshik, trueborns all, hold themselves to the highest standards of the Falcons' traditional code. They train constantly, and lack for nothing. The unit is traditionally commanded by the Khan and serves as her escort whenever she enters battle, but the day to day operations are traditionally handled by the Cluster's executive officer, who is normally a *ristar* Star Colonel being groomed for Galaxy command.

During the latter Clan invasion, and since Khan Marthe Pryde assumed command, the Cluster's XO was Star Colonel Quillic Mattlov. Mattlov, one of the youngest Jade Falcons to ever hold Star Colonel's rank, rose to prominence during the spate of Trials of Position that followed the victory at Waldorff. He was a careful and methodical warrior who was willing to adjust nearly any Falcon tradition necessary to achieve victory. His posting to the conservative Turkina Keshik was a mark of his favor from Khan Marthe Pryde, who was also reevaluating many of the Falcons' long-held mores.

In combat the Turkina Keshik are fierce warriors. They are perfectly able to be active parts of large, set-piece style battles but they are more adept at forcing the *nathaculor*, a series of cascading challenges that can reduce a large battle to a long series of *zellbrigen* duels. On Coventry the Trinaries of the Keshik were often detached to stiffen the many younger Clusters fighting there, and they were instrumental in the destruction of the Waco Rangers early in the battle. After Coventry they fought proudly in the battles against the Steel Vipers, helping to eject them from the Inner Sphere.



EIGHTH FALCON TALON (Gyrfalcon's Talons)

One of three frontline Clusters in saKhan Samantha Clees' Delta Galaxy, the Eighth Talon suffered greatly during the late Clan invasion. For most of the post-Tukayyid years they languished in garrison duties in the Falcons' rear, only seeing action in 3057 when saKhan Chistu summoned them to Wotan to stand against the Wolves' final assault during the Refusal War. There they were

smashed by the enraged Wolves, losing more than half their strength before the death of Ulric Kerensky heralded the end of the fighting. The Eighth Talon began to rebuild, absorbing many of the defeated Wolf warriors taken bondsmen, but the emergence of Vlad of the Wards and his successful Refusal of the Wolves' absorption made the Eighth's numbers half again.

Although they were part of the frantic rebuilding that followed the Refusal War the influx of so many younger and inexperienced warriors hindered them greatly. Star Colonel Allison Sonoma, who then commanded the Cluster, struggled to keep her unit at a fighting trim even as internal dissension between the survivors of Wotan and the new transfers threatened to destroy the unit in endless Trials of Grievance. The Steel Viper attacks couldn't have come at a better time for the Eighth. As part of Samantha Clees' task force, they counterattacked swiftly and harshly, and the combat helped bring the Eighth together as a Cluster.

Following the Steel Viper retreat the Eighth was able to add a fourth Trinary, largely composed of captured Steel Viper 'Mechs and Viper warriors taken as bondsmen and freed to enter the Jade Falcon caste. Although this allowed Star Colonel Sonoma to add nearly a quarter-again to her strength, the new Jade Falcons are still bitter over their defeat and threaten to undo all the camaraderie built during the Steel Viper conflict.

FACTIONS

305TH ASSAULT CLUSTER (The Blood Vision)

The Blood Vision served with great distinction during Operation Revival and even managed to come through Tukayyid as well as any other Falcon Cluster. Stationed on Baker 3, they were looking forward to a resumption of the invasion of the Inner Sphere when the Wolves attacked across the border as the Refusal War began. The 305th was nearly annihilated by the angry Wolves, and it barely had time to gather a few Trinaries of troops to show the flag during the Jade Falcon invasion of Coventry. Stuck in the harshest combat of the campaign, near Leitnerton, the Blood Vision was again hammered down.

The units' young commander, Star Colonel Tara, immediately set her Cluster on a path of rebuilding. Many of the younger 305th warriors who survived Coventry were now blooded and even a little seasoned, and she immediately released several of them on Trials of Possession against other Falcon units and the nearby Steel Viper forces. This purloining of units paid off when the 305th was called to action during the battles with the Steel Vipers. The Blood Vision was an integral part of Galaxy Commander Gran Newclay's revenge against the Steel Vipers.

After the ejection of the Steel Vipers the 305th took to their garrison stations along the Wolf Clan Occupation Zone and watched their former enemies carefully, anxious to help halt any Wolf adventurism into the Jade Falcon Occupation Zone. Star Colonel Tara repeatedly petitioned Galaxy Commander Newclay for permission to strike at the Wolf worlds within reach in more Trials of Possession, but the Galaxy Commander dithered, unsure of how to proceed. Tara's announcement in 3062 of her intention to join the next Grand Melee for a Helmer Bloodname might have explained her yearning for action—and notice.

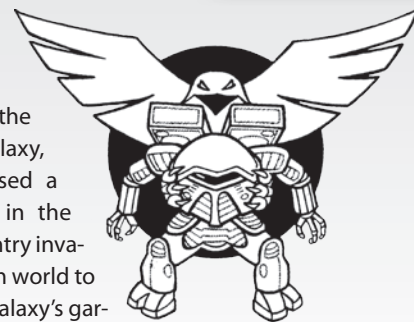


FIRST FALCON JAEGERs (The Golden Wings)

The lead Cluster in the Jade Falcon Epsilon Galaxy, the Golden Wings refused a standing garrison post in the years following the Coventry invasion, instead moving from world to world amongst Epsilon Galaxy's garrison posts, bolstering their defenses and keeping any adventurous Lyran Alliance or Clans Wolf or Steel Viper units guessing about how many troops might protect a world. The elite Jaegers served well in this role, honing their skills as a fast-reaction force and keeping the other Epsilon Clusters on their toes.

The Golden Wings were the heaviest aerospace fighter-users in the Epsilon Galaxy, a situation that suited Star Colonel Bjarn Folkner quite well. Two full Trinaries of OmniFighters guaranteed the Cluster would be able to escape any trap it blundered into, and the Star Colonel kept his pilots practicing ground-support missions at nearly every stop along their travels. The fighters learned to operate in close conjunction with the First Jaegers' few Elementals and OmniMechs, which made them something of a rarity among Jade Falcon Clusters.

Most unique about the First Jaegers during this period was the commander of its second BattleMech Trinary, Star Captain Mark. A freeborn warrior born in the Inner Sphere, Mark was captured and made bondsman during the Jade Falcon's capture of Blackjack during Operation Revival. Although he is not the only Inner Sphere warrior adopted into the Jade Falcon warrior caste—there are very few, to be sure, but some nonetheless—he is the highest ranking. None of his fellow Jade Falcon adoptees have risen above the rank of MechWarrior, only Star Colonel Ragnar of the Ghost Bears and Khan Phelan Kell of the Exiled Wolves have risen higher.



CLAN GHOST BEAR

Of the Ghost Bears it can be said, charitably, that they do nothing in half measures. During Operation Revival they fought as hard as any of the invading Clans, chasing the Wolf Clan's incredible rate of advance at every turn. Once the peace forced upon them at Tukayyid took hold, though, the Bear Khans began to examine the situation in their Occupation Zone and take stock. Very soon, in 3055 and 3056, the Clan made a momentous decision: they would relocate their entire Clan to the Inner Sphere, and turn their Occupation Zone into the Ghost Bear Dominion.

The Bears would take drastic steps to complete their goals. Correctly guessing the reaction of most of the Clan Grand Council, they hid their intentions from all but their closest allies until the move was nearly complete. They partnered with the Snow Ravens to complete the largest WarShips ever built, the massive *Leviathan*-class vessels. These so-called "ark ships" were able to carry unfathomable amounts of Clan civilians and materials to the Inner Sphere, greatly shortening the period of time needed to complete the migration.

Even as these preparations were being put into motion in the homeworlds, the new Dominion was abuzz with activity as the Inner Sphere-based Ghost Bears prepared for their brethren's arrival. Arms factories in the old Rasalhague Republic were upgraded to allow them to support the growing touman's needs. New warriors were trained and deployed, and with the Khans' desire to keep the Bears aloof of most conflicts, the Ghost Bear touman quickly became the largest of the invading Clans'. Inroads were made to the native Rasalhagians to try and reach a compromise in relations. The other Clans were insisting their occupied worlds become caste-based Clan worlds, which was causing unrest and disruption on all of them. Among all the Clans the Ghost Bears desired harmonious relations most of all, and so made every effort to meet the Rasalhagians halfway. The capture of Star Captain Ragnar from the Wolf-in-Exile Clan helped this effort greatly, as the former Rasalhagian prince was able to speak to his people in ways that the Ghost Bears could not.

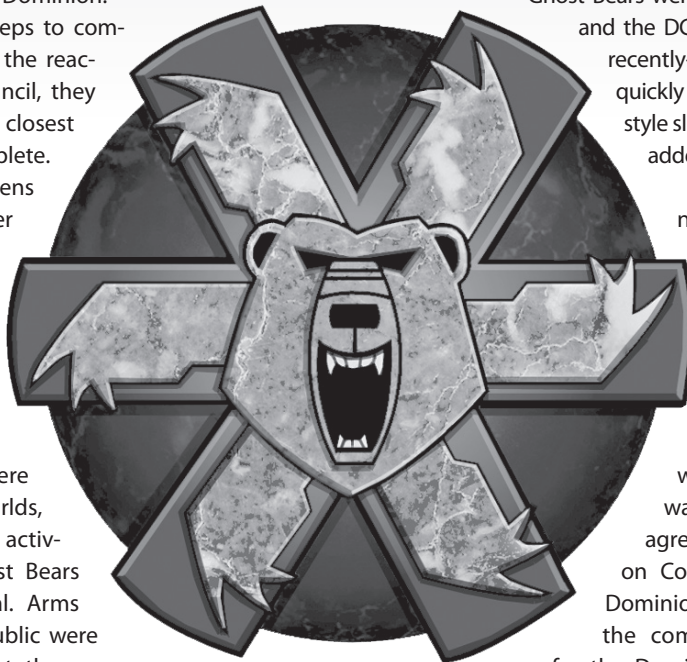
By the time of the Great Refusal the Ghost Bears' move was nearly complete, and the Ghost Bears abstained from the vote, wanting no part of fighting with the Star League. Once the issue was decided they revealed their relocation and departed Strana Mechty and Clan space entirely, leaving only an honor guard at the master genetic repository on Strana Mechty and a tiny enclave on Arcadia. Their Bears' former holdings in Clan space were either gifted to other Clans in return for aid in relocating, or abandoned to the waves of Trials of Possession that erupted in their wake.

In the Inner Sphere the Bears devoted themselves to assimilating their Rasalhagian brethren and building the infrastructure needed to support the Clan. This period of peace persisted until the Alshain Avengers of the Combine went rogue and attacked Alshain, the Ghost Bears' new capital. Although the attack itself was easily defeated, the enraged Ghost Bears roared across the border into the Draconis Combine in reprisal, and the conflict known as the Combine-Dominion War flared to life. It was a war with little aim and few clear goals. The

Ghost Bears were reacting to the attack on Alshain, and the DCMS reacted to the attacks into the recently-reclaimed Combine. The fighting quickly bogged down into grudge-match style slugging matches, until a new log was added to the fire.

The Hell's Horses Clan, a perennial enemy of the Ghost Bears, arrived in the Inner Sphere and immediately attacked into the Ghost Bears' rear along the Wolf Clan Occupation Zone border. Although the incursion was quickly stopped when Horses Khan Malavai Fletcher was defeated on Predlitz, the attack was enough to let to the Ghost Bears agree to a proxy battle with the DCMS on Courchevel to settle the Combine-Dominion War. The Ghost Bears easily won the combat there, claiming Courchevel for the Dominion and returning all the other

Combine worlds captured. With that matter settled, they turned to the threats from Clan space and quickly ejected the Hell's Horses from the Inner Sphere. In doing so they claimed all three worlds given to the Hell's Horses by the Wolves, increasing the Dominion there as well. One of the worlds claimed was Gunzburg, the site of a great Wolf Clan victory in Operation Revival and the home of a hero to Rasalhagians.



FIRST RASALHAGUE BEARS



The First Bears are the future of the Clan. So claimed the Khan when-ever pressed, and certainly the new Cluster's performance left no doubt that they were as elite a Cluster as any in the touman. Created just before the Combine-Dominion War, the First Bears are a frontline Cluster manned in large part by former Rasalhagian warriors who were made bondsmen to the Ghost Bears

and earned their place in the warrior caste. The Bears were led by Star Colonel Ragnar, Elected Prince of Rasalhague despite his place in the Clans. Formerly a warrior with the Wolf Clan, Ragnar was captured during a Wolf-in-Exile raid and made bondsman to the Bears. He easily tested into the Ghost Bears' ranks, and his unique position as a hero to many Rasalhagians made his advancement swift. He tested to the rank of Star Colonel just in time to take the inaugural command of the First Bears.

The Bears' first combat action came, ironically enough, against a small Rasalhagian raiding force that hoped to strike while the Ghost Bears were distracted with their retaliation against the Draconis Combine. Loyal to his new Clan, Ragnar led the counterattack that defeated the raiding force. For his display of loyalty, the First Bears were included in the Ghost Bears' bid to take Rasalhague from Clan Wolf in the retaliatory Trials of Possession that followed the Hell's Horses' ejection from the Inner Sphere.

Once Rasalhague was captured a new wave of pro-Ghost Bear fever swept through the Dominion. Many of the Ghost Bears' overtures to their conquered Rasalhagian natives began to bear fruit, and the First Bears were at the forefront of that wave of emotion. Star Colonel Ragnar himself began to speak to his former countrymen not about the glories of Rasalhague's past, but about the opportunities it might find in the future in cooperation with the Ghost Bears.



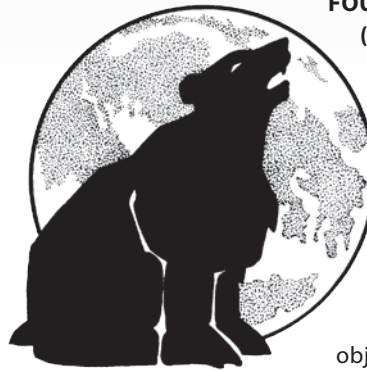
THIRD BEAR GUARDS (The ilKhan's Shield)

The ilKhan's Shield may not be the flagship Cluster of the Ghost Bear Clan, but they are its heart and soul. The Third Guards are named the ilKhan's Shield for their role as the escorts of first Nicholas Kerensky and then Jerome Winson whenever the ilKhans would visit Ghost Bear territory, and through the next centuries remained at the forefront of Ghost Bear martial glory. It was the Third Bear Guards that fought in the Trials to determine which

Clans would invade the Inner Sphere, and it was the ilKhan's Shield that won the Ghost Bears their invasion corridor.

Their role in those Trials gave the Third Guards a hubristic sense of superiority during Operation Revival. Their actions against Rasalhagian and Combine units were nothing short of ruthless. On Casere, the Third Guards completely destroyed the Second Husars rather than take any of them bondsmen, despite the Second's stellar performance against the elite Clansmen. The combination of the hard fighting on Alshain, the blood shed to capture Spanac on Tukayyid and the transfer of longtime commander Star Colonel Hunter Tseng finally tempered this attitude.

Under Star Colonel Sarah DelVillar the ilKhan's Shield returned to its position as the elite of the Ghost Bears. Their performance during the Combine-Dominion War was exemplary, and they displayed none of the penchant for needless violence that had been seen before. Built around many of the heaviest OmniMechs the Ghost Bears employ, the Third Guards smashed the Kuritan units wherever they stood and then held fast, taking bondsmen where they could and watching the flanks of other Ghost Bear units—acting, in effect, as the shield of all the Ghost Bears, rather than the ilKhan.



FOURTEENTH BATTLE CLUSTER (The Maulers)

Unquestionably the most elite Cluster in Beta Galaxy, the Maulers are the Cluster that most of the Night Howlers prefers not to talk about unless absolutely necessary. The Fourteenth Battle Cluster ripped its way through its objectives during Operation Revival, facing mercenary forces that refused to fight honorable battles at

every turn. It was the Maulers and their commander, Star Colonel Dane Jorgensson, who demanded the *dezgra* designation the Ghost Bears assigned to all mercenary opponents. The Maulers relished the release of restraint against mercenaries that followed, destroying the Regal Death and Blue Lightning mercenary companies completely.

Despite their skill the Maulers were marked as questionable by the Khan's analysts, because of their harsh attitudes and because Dane Jorgensson was one of the few Crusaders to remain in the Ghost Bears. The Fourteenth never back down from a fight, and when they were released to attack into the Combine following the incident on Alshain they nearly destroyed several Combine garrisons before the Courchevel Trials. Their participation in those trials were a smaller-scale repeat of those actions: none of their Combine opponents survived the Trials.

The attitudes of the Fourteenth would have appeared to be at odds with the "live and let live" attitude the Ghost Bears were promulgating during the later Clan invasion, but their sheer skill and the occasional need for a unit willing to smash all comers meant that they were kept out of the way but ready to be used. Not even the Ghost Bears would abandon their own just because of politics, and as 3062 came to a close the Maulers were back on Eguilles, looking across the borders hungrily.

FACTIONS

CLAN SMOKE JAGUAR

Of all of Kerensky's Clans, the Smoke Jaguars most often put to the test the claim that "...no one gets up in the morning intending to do evil..." Easily the harshest and most militant of the Clans, the Smoke Jaguars did everything they could to earn the ire of the Star League that destroyed them in 3060. The blame for Operation Revival can be perhaps laid at the feet of the Smoke Jaguars more than any other Clan. It was the Smoke Jaguars who captured the ComStar Explorer Corps vessel *Outbound Light* in 3048, precipitating the vote for the invasion. It was the Smoke Jaguar Khan, Leo Showers, who was elected ilKhan to lead the invasion. And it was the Smoke Jaguars who fought the hardest in the Trials to determine which Clans would invade.

The Smoke Jaguars were always one of the Clans that most embraced the martial tradition of Nicholas Kerensky, and they were perhaps the harshest practitioners of the might-makes-right school of thought. Excellence through combat was the pinnacle of Smoke Jaguar life. They so believed in the Clan ways that they didn't allow freeborns into the warrior caste at all.

During the invasion the Smoke Jaguars were responsible for some of the most costly atrocities committed. Reprisals for partisan attacks were almost Roman in their violence; the assassination of a Clan warrior would lead to the destruction of a city block or an entire village. It was the Smoke Jaguars who annihilated the city of Edo on Turtle Bay by orbital bombardment, the act that removed WarShips from the bids of every invading Clan. It also earned the Smoke Jaguars the blackest place in the hearts of every Inner Sphere citizen, a black mark that would be recalled when the Star League was resurrected.

The Jaguars' occupation of the Draconis Combine worlds they captured was as inhospitable and barbaric as one might imagine, and the DCMS invested significant resources in aiding resistance movements on every occupied world they could reach. Often operating from Wolcott, a world the Smoke Jaguars had been defeated on by Theodore Kurita and the Genyosha, DCMS and mercenary units would run the Jaguar blockade and strike across their occupation zone, earning reprisals that would lead then to more DCMS raids. It was a vicious cycle of attack and counter-attack that only the Star League invasion could halt.

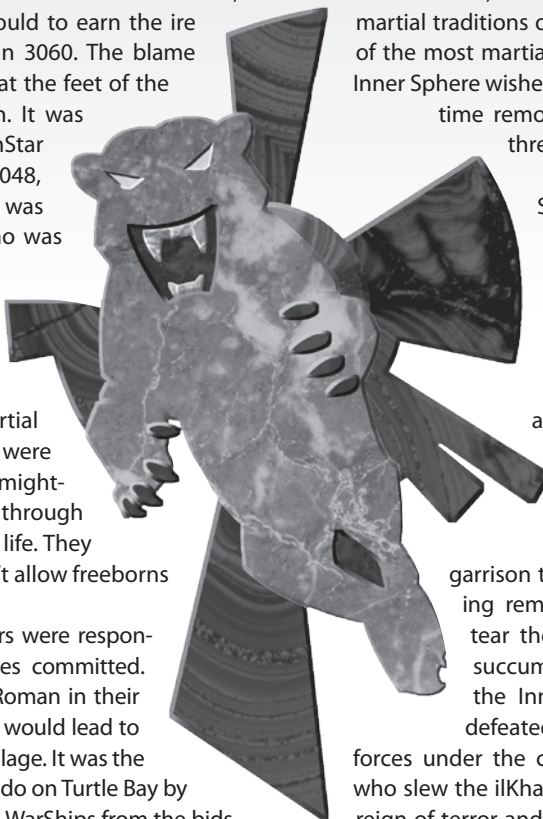
It is a comment on the Smoke Jaguars' position in the Clans' hierarchy that their Khan was again elected ilKhan and tasked with resuming the invasion of the Inner Sphere. ilKhan Lincoln Osis, a hero of Tukayyid, served in that role until his death, and by all measurements he would have been a terrifying war leader had the Clan invasion been allowed to resume. Despite their defeats at Wolcott and Luthien, and the slaughter they'd endured on Tukayyid, the Smoke Jaguars remained among the most powerful of the Clans.

The decision to target the Smoke Jaguars for Operation Bulldog was made consciously, and not only from reasons of ven-

geance. No matter how angry their spleens, the military planners of the Inner Sphere knew they had to make a point in the destruction of a Clan, and the Smoke Jaguars espoused all of the most martial traditions of the Children of Kerensky. The annihilation of the most martial of the Clans would send the message the Inner Sphere wished to the Clan Grand Council, and at the same time remove one of the Inner Sphere's most potent threats.

No one expected the rapidity of the Smoke Jaguars' defeat in the Inner Sphere. Certainly the Jaguars themselves did not, but the combined armies of all five Successor States and ComStar, with mercenary support and the will of trillions behind them, could not be resisted. Even as Task Force Serpent wound its secretive, slow way along the Exodus Road to cut the throat of the Jaguars, the main Jaguar touman was shoved out of the Inner Sphere by the Star League Defense Force.

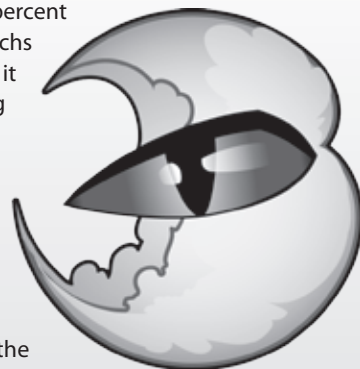
Powerful to the last, the solahma and garrison troops on Huntress combined with the fleeing remnants of the Jaguars' frontline touman to tear the throat out of Task Force Serpent before succumbing to the arrival of follow-on forces from the Inner Sphere. The last Smoke Jaguars were defeated during the Great Refusal, put down by forces under the command of Victor Steiner-Davion himself, who slew the ilKhan personally and ended the Smoke Jaguars' reign of terror and, incidentally, the Clan invasion they had so voraciously prosecuted.



267TH BATTLE CLUSTER (The Devil's Mist)

The Devil's Mist was frustrated by Operation Revival, consistently outbid for attacks on the worlds of the Draconis Combine by more senior Clusters. It wasn't until the combined Smoke Jaguar/Nova Cat assault on Luthien in the first days of 3052 that the 267th was able to bring its claws to bear against the Inner Sphere, and that battle was anything but the crushing victory they'd envisioned. Sixty percent of the Devil's Mist's OmniMechs and Elemental Points made it back to the Jaguars' waiting DropShips, and they barely had time to rebuild their losses before being nearly slaughtered on Tukayyid. They fought well in the Racice River Delta but were overwhelmed.

In the interim years the Devil's Mist was deployed to gar-



rión Teniente. They spent their time there rebuilding from the losses on Tukayyid and sending the occasional raiding Trial against the Draconis Combine, but their most visible action was a Trial of Possession declared for a Nova Cat *Overlord-C* class DropShip in 3056. In that action, the Devil's Mist sent Trinary Assault against the Nova Cats, who defended their DropShip with two Nova Binaries of the 100th Striker Cluster. The *Warhawks* and *Dire Wolves* of the Assault Trinary shrugged off the BattleMechs and systematically annihilated every Elemental sent against them before the remainder fled outside the Circle of Equals.

During the Star League's attack against the Smoke Jaguars the 267th was held in reserve until the Jaguars counterattacked into the Combine. Then the Devil's Mist was sent to Meinacos, where they battered at the DCMS and SLDF regiments there until the Eleventh Alshain Avengers arrived and counterattacked the counterattackers. The 267th was driven off by the combined assaults of the Eleventh and the First Canopian Cuirassiers. As the rest of the Smoke Jaguar Occupation Zone fell, the Devil's Mist was routed toward Huntress with the rest of the Mistweavers Galaxy. Like the rest of their Clan, they fell in battle on Huntress against the Star League.



SEVENTH JAGUAR DRAGOONS (The Leaping Jaguar)

Responsible for the capture of Garstedt in 3050 and Port Arthur in 3052, the Leaping Jaguar Cluster served with the best traditions of the other Jaguar Dagoon Clusters. On Garstedt facing the Third Alshain Regulars, the Seventh Dragoons displayed a masterful command of mobile warfare, using harassing attacks that

kept the numerically larger Combine force off balance all the way back to their DropShips, ultimately claiming more than a battalion's worth of Combine 'Mechs for few losses of their own. Although the remnants of the Third Alshain were able to escape the Dragoons again on Port Arthur, they claimed another batch of Alshain 'Mechs and secured the world for the Jaguar. It wasn't until the dual defeats of Luthien and Tukayyid that the Seventh suffered serious losses, and the rebuilding from those defeats kept them out of combat for several years.

Assigned to garrison Tarazed in the Smoke Jaguar Occupation Zone, the Seventh Dragoons sent few Trinaries out on raiding Trials against the Draconis Combine before Operation Bulldog. When that conflict did erupt, the Dragoons found themselves facing several regiments commanded by Kai Allard-Liao. Star Colonel Sidney Nevversen, who commanded the Dragoons, was not one of the Jaguars' most flexible field commanders, and he blundered by accepting Allard-Liao's *batchall* and allowing the Star League Defense Force task group to land unmolested under the rite of *saf-*

con. The Seventh Dragoons possessed a Star of heavy OmniFighters which could have weakened the Star League forces before they landed, but they weren't used.

Nevversen's next tactical blunder came when he attempted to withdraw his Cluster into the mountains, hoping to disengage from the Star League forces pressuring them, but he didn't count on the sheer number of SLDF 'Mechs arrayed against the Leaping Jaguar. Instead of confusing the attackers, the SLDF regiments just flooded every pass and cut the Dragoons to ribbons. None of the Cluster's 'Mechs escaped, although two of their DropShips and a JumpShip managed to flee the system.



SECOND JAGUAR GUARDS (The Striking Cats)

The Striking Cats languished during Operation Revival, relegated to rear-area duties and escort missions, and fought hard on Tukayyid partly in response to their earlier inactivity. As a result they suffered horrendous casualties, with barely two Stars of MechWarriors and

Elementals returning from facing the Com Guards. Posted to Caripare alongside a Nova Cat garrison to rebuild, the Second Guards rarely ventured off-world before Operation Bulldog. They didn't have to—the presence of the Nova Cats' First Guards and Fifth Regulars ensured there was a ready source for Trial opponents.

The Nova Cats and the Smoke Jaguars shared possession of Caripare, much as the homeworld Clans shared possession of many of the worlds of the Kerensky Cluster, and they clashed often in small-scale Trials of Possession and Refusal. One notable Trial occurred in 3057 when a Star Commander in the First Nova Cat Guards Cluster challenged a Star of Trinary Striker for possession of a newly-arrived *Hankyu* OmniMech. The outrageous Nova Cat bid himself against two Points of Jaguar 'Mechs and succeeded in destroying one before the second Jaguar brought down his *Stormcrow*. The Jaguars thought the battle concluded but the Nova Cat warrior emerged from his cockpit with a grapple rod and attacked the Smoke Jaguar's 'Mech. He successfully breached the Jaguar warrior's cockpit and killed him, claiming the *Hankyu*.

During Operation Bulldog the Second Guards were among the first Jaguar Clusters to be amazed by the Nova Cat's so-called betrayal. Elements of the First Nova Cat Guards, having been defeated in Trials of Possession by the Star League, were claimed as *isorla*, and freed to fight attacked the Second Guards alongside other Star League forces. The Guards, surprised by the Nova Cats' actions, put up a spirited but ultimately futile resistance and were destroyed before they could escape Caripare.

CLAN STEEL VIPER

Although they were only able to earn a supporting place in the pre-invasion Trials that determined the Clans that would act in Operation Revival, the Steel Vipers were activated by ilKhan Ulric Kerensky and paired with the Jade Falcons in time to take part in the last assaults against the Inner Sphere before the Battle of Tukayyid. The Vipers fared badly on Tukayyid, but they recovered quickly with only minor losses and spent the next several years taking out their frustrations by capturing worlds from the Jade Falcons in the occupation zone. Commitments in the homeworlds meant that they could never muster the forces needed to challenge the Falcons for supremacy, but the Viper Khans were always patiently watching for an advantage.

The Vipers' unique political views led them to both seek military advantage but not maneuver to secure it. Often called "Crusading Wardens" or even "Warden Crusaders," the Vipers' belief in the superiority of the Clan system seemed at odds with their vision of the restoration of the Star League, and this contradiction often hamstrung their operations. Fully committed to the military conquest of the Inner Sphere, yet oddly needful for the people of the Inner Sphere to "take part" in the League's restoration, the Vipers never quite found the balance that might have let them take advantage of the Jade Falcons' post-Tukayyid weakness.

The Refusal War offered a unique opportunity for the Steel Vipers. As the Wolf Clan pounded Cluster after Cluster of the Jade Falcon touman into the ground, the Steel Vipers watched and waited for a final victory, so they could sweep in and snap up the Jade Falcons' former holdings from both battered sides. Instead, the sudden deaths of Ulric Kerensky and Natasha Kerensky, and the Jade Falcons' victory on Wotan, meant that the opportunity the Vipers had been waiting for would not come. Where other Clans, such as the Wolves or the Smoke Jaguars, might have attacked anyway, the Vipers fell into internal bickering and blame-casting that cost saKhan Christopher Ahmed his position.

The next few years were too distracting for the Vipers to focus again on the Falcons, despite their wishes to do so. The relocation of the Ghost Bears opened up vast swaths of land in the homeworlds to Trials, and the Vipers fought hard to claim as much as they could. The further areas opened by the destruction of the Smoke Jaguars and the defection of the Nova Cats allowed the Vipers to gain enough territory and material to make a real attempt on the Jade Falcons. Khan Perigard Zalman put plans in motion soon after the Great Refusal and, while secreting increased numbers of troops from the Vipers' homeworld garrisons aboard ship, returned to the Inner Sphere ahead of the Jade Falcon Khans.

What followed was a textbook blitzkrieg assault as the Steel Vipers struck at more than a dozen worlds in the Jade Falcon

Occupation Zone. The Falcons, still rebuilding from both the Refusal War and the losses incurred at Coventry in 3058, reacted poorly or withdrew in the face of massive Viper assaults. Thrilled by their early successes, the Vipers quickly launched a second wave of attacks that gained them six more worlds, all before Khan Marthe Pryde of the Jade Falcons was even due to return along the Exodus Road. The Viper leadership, disregarding the warnings of hubris, confidently planned for a third wave, a wave that was never to be.

Striking out of the Wolf Clan Occupation Zone, Khan Marthe

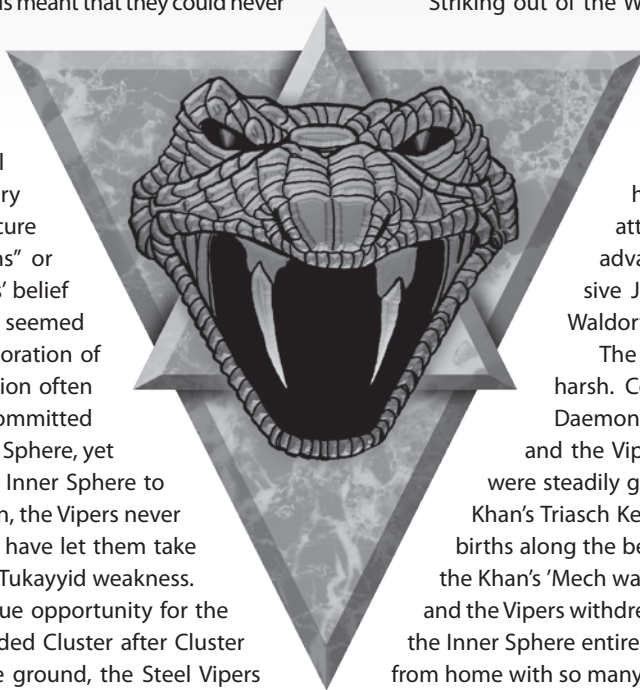
Pryde and her returning Falcons cut deeply into the Steel Vipers' exposed rear lines. The rout of the Falcons quickly became a two-front war, as Falcon resistance on embattled worlds hardened down and the new forces attacked viciously. Soon most of the Viper advances had been reversed, and a massive Jade Falcon task force advanced toward Waldorff, the Steel Vipers' Inner Sphere capital.

The fighting on Waldorff was bitter and harsh. Centered around the abandoned city of Daemon, even the ground shook as the Falcons and the Vipers smashed at each other. The Falcons were steadily grinding the Viper forces under when the Khan's Triasch Keshik engaged a unit of Jade Falcon freebirths along the beaches. Much to the shame of the Vipers, the Khan's 'Mech was destroyed by a Falcon freebirth warrior, and the Vipers withdrew. Soon the Vipers would withdraw from the Inner Sphere entirely, unable to support their touman so far from home with so many resources lost to the angered Falcons.

Upon their return to the homeworlds the isolationist Vipers threw themselves into capturing the still-contested territories available, and to rebuilding their shattered touman. Like the Jaguars, the Vipers did not allow freeborns into their warrior caste, and so rebuilding was limited to the output of the Vipers' sibkos until Khan Zalman quietly allowed the testing of a few select freeborns.

FOURTH VIPER GUARDS (The Deadly Venom)

Although they suffered in the debacle at Devil's Bath on Tukayyid with the rest of Alpha Galaxy, the Fourth Viper Guards were one of the first Steel Viper units brought back up to strength after that battle and sent on the offensive throughout the shared occupation zone with the Jade Falcons. Led by the charismatic Star Colonel (and later saKhan) Brett Andrews, the Fourth Guards attacked



several worlds held by the Jade Falcons and expanded the Steel Vipers' Inner Sphere possessions admirably. They were instrumental in claiming Blackjack and Graus.

Between 3053 and 3061 the Fourth Guards were stationed on Blair Atholl, a position they exploited ruthlessly to launch many small raids against nearby Federated Commonwealth worlds to keep their fangs sharp. Star Colonel Andrews led or dispatched many of these raids, gaining prestige from each of them and raising his stock throughout the Clan. The Deadly Venom built a reputation as the reaction Cluster in Alpha Galaxy, dealing with any sudden threats to the Viper's security.

Star Colonel Andrews' promotion to saKhan left Star Colonel Angela Masters in command of the Fourth Guards in time for the Vipers' attacks on the Jade Falcons. Initially Star Colonel Masters upheld the Deadly Venom's reputation, leading them to victory on worlds in both the initial and second waves of the Viper attack, but the Fourth suffered during the Jade Falcon's counterattack. Hounded by Clusters of the Falcons' Delta Galaxy, the Fourth retreated ahead of the Falcon juggernaut all the way to Waldorff, where they were destroyed fighting alongside the Triasch Keshik. No movement was made during the Steel Vipers' long retreat to the Clan homeworlds to resurrect the dead Cluster.

VIPER FUSILIERS



Part of the Vipers' Beta Galaxy, the Viper Fusiliers were spared the horror of Tukayyid and went on the offensive soon after that battle concluded. They spearheaded the Vipers' attacks on Goat Path and Bensinger, before returning to garrison stations on Goat Path. The Fusiliers were the premier Cluster of Beta Galaxy and

deployed on several raids against the Lyrans border and the Arc-Royal Defense Cordon. In fact, prior to the destruction of the Smoke Jaguars, the Viper Fusiliers were the only Clan force that could claim experience against the forces of House Liao.

Warrior House Ijori, seconded to the Arc-Royal Defense Cordon, arrived to raid Goat Path and test the mettle of the Clans. The Viper Fusiliers went into the field to meet them, and the two forces began a two-week-long course of cat-and-mouse as each measured the other for an advantage. The Capellans, driven by the years of talk by Combine and AFFC warriors about how tough the Clans were, were desperate to prove the superiority of the Warrior House, while the Vipers wanted to show the Clans that no one Inner Sphere nation was greater than the other. Each contact between the two forces was like flint striking sparks, and by the time the Ijoris lifted off-world both the Fusiliers and the Capellan unit had been severely blooded.

During the Steel Viper attack into the Jade Falcon Occupation Zone the Viper Fusiliers were held in reserve during the first two waves, ready to counter any expected—and expectedly ineffectual—Falcon counterattack. When the Falcon counterattack came, of course, not even the elite Fusiliers could halt it, though they succeeded in blunting several advances. When the Vipers retreated from the Inner Sphere the Fusiliers were one of the best-equipped Clusters to attack into the Homeworlds, a nice parallel to their performance in 3052 after Tukayyid.



423RD ASSAULT CLUSTER (Gamma's Pride)

The warriors of Gamma's Pride were proud in 3051 to be part of the Steel Viper force that captured Twycross away from the Tenth Lyrans Guards RCT and the Ninth Federated Commonwealth RCT, pleased to have embarrassed the Jade

Falcons by capturing a world they had lost to Inner Sphere forces. Unfortunately for them, their next engagement was on Tukayyid, where they suffered more than ninety percent materiel losses in Devil's Bath and the subsequent fights against the Com Guards' 401st Division.

Stationed on the site of their victory on Twycross, the 423rd rebuilt with young warriors fresh out of their Trials of Position and 'Mechs from other Galaxies. They quickly became adept at fighting in the perpetual sandstorm of the Diabolis, making them experts in combat on Twycross. Star Colonel Ulrica Stoklas, commander of the 423rd and senior Viper officer on the planet, agreed to let Natasha Kerensky's Wolves challenge the Jade Falcons on Twycross, happy to watch the Clan's competitors beat each other senseless.

Gamma's Pride was one of the Clusters that leapt into the attack against the Jade Falcons, handily defeating the small garrison Trinaries opposing them. They were present on Sudeten when the Jade Falcons counterattacked and put up a strong defense, but the Falcons' numbers were too great and the Pride quickly withdrew with heavy losses. They were *en route* to Waldorff to reinforce the Vipers there when the Jade Falcons defeated Khan Zalman and the Vipers were forced to accept *hegira*.

On the long journey back to the Homeworlds the 423rd staged a number of Trials of Possession against other Viper Clusters in pseudo-Harvest Trials to quickly build their strength. The Viper technicians assigned to the Pride worked miracles on the Cluster's damaged machines, which gave them a great advantage in the Trials of Possession the Vipers waged upon their return.

FACTIONS

CLAN NOVA CAT

The Nova Cats were one of the two Clans activated and brought forward after the death of ilKhan Leo Showers. Paired with the Smoke Jaguars, the Nova Cats took several worlds from the Combine and were present during the Battle of Luthien. Like most of their peers they were defeated on Tukayyid by the Com Guard, but they succeeded where the Steel Vipers did not and captured more worlds than the other reserve Clan had.

The Inner Sphere forces assigned to garrison the worlds nearest the Nova Cats, however, quickly realized that there was a strangeness about the Clan that was absent from the others.

What made the Nova Cats different was their adherence to the vision quest, a ritual undergone by Nova Cat warriors to glimpse images of the future. The Clan has long been influenced by these visions, from large-scale visions by the Clan's Oathmaster that sometimes influence policy to small-scale visions by individual warriors that might influence the choice of OmniMech configuration during their next deployment. The Nova Cats were always heedful of these visions, and several prominent visions influenced their conduct during and after Operation Revival.

What had the greatest effect on the Nova Cats' policies were a series of visions that led them to quietly begin a dialogue with the Draconis Combine. Although as Crusader a Clan as any of the Invading Clans at the start of the invasion, the Nova Cats were quietly becoming a Warden Clan, and closer—if hidden—ties with House Kurita were strengthening that change. These dialogues came to a head when the Inner Sphere reformed the Star League in 3059, finally proving to the Cats that their visions had been correct. They agreed to a series of ritual Trials of Possession against Combine and Star League forces, after which they joined the Star League Defense Force and attacked the Smoke Jaguars alongside them. So dedicated to this course of action were they that the Nova Cats fought on the side of the Star League in the Great Refusal. Both of the venerable Khans who had led the Cats through the fires of Operation Revival and their return to the Star League died in those combats, defeating the Ice Hellions.

In the Inner Sphere the Cats' position in the Draconis Combine was formalized in the Irece Prefecture, an agreement analogous to the arrangement the Azami people had with the Combine that granted the Cats limited suzerainty over those worlds in return for their cooperation with the Combine. The Nova Cats abandoned their enclaves in the Clan homeworlds, much in the same way that

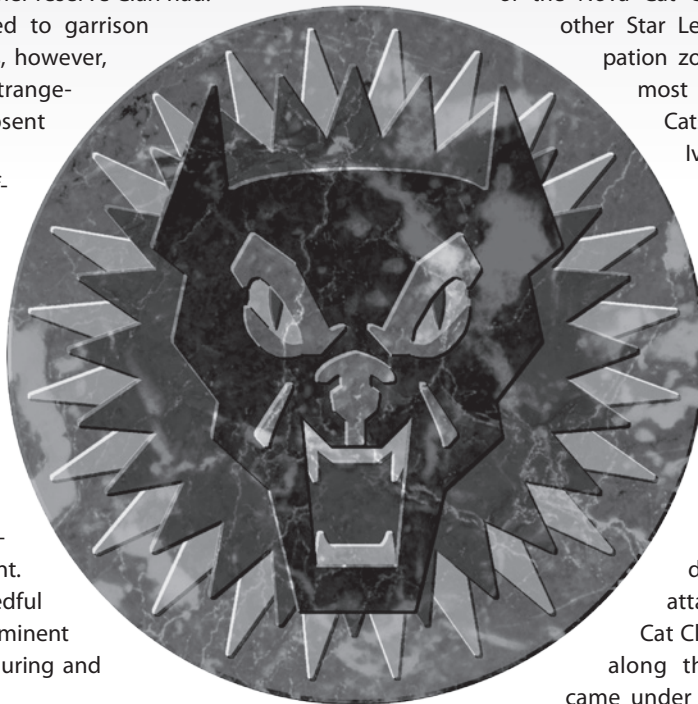
the Ghost Bears did, but they suffered much greater losses in the doing than the other Clan. Many of the other Clans regarded the Nova Cats as traitors for their "defection" to the Inner Sphere, and the homeworld Clusters were hounded as they departed.

As members of the Star League Defense Force the Nova Cats cared little for their former countrymen's attitude. Elements of the Nova Cat Galaxies exercised with DCMS and other Star League forces along the Clan occupation zone borders. In an act that thrilled most Nova Cats, the SLDF activated the Cats' Tau Galaxy and sent it to the St. Ives Compact to act as peacekeepers during the fighting there, making the Nova Cats the Clan that had penetrated farthest into the Inner Sphere. Despite fighting against the Capellan forces on St. Ives and several other worlds, the Nova Cats were unable to halt the fighting and the Compact was reabsorbed into the larger Capellan Confederation.

The Nova Cats' settling in the Irece Prefecture barely predated the Alshain Avengers' ill-fated attack on Alshain in 3062. The Nova Cat Clusters committed to garrison posts along the Ghost Bear Dominion border came under attack along with the DCMS regiments, and they were forced to fight alongside them, despite being instrumental in blocking one of the rogue Black Dragon-sponsored regiments from attacking. The Nova Cat Khans deployed their Clusters in the defense of their ally, and a small unit of Nova Cats fought in the Courchevel Trials that halted the Combine-Dominion War.

FIRST NOVA CAT GUARDS (The Hand of Fate)

The Hand of Fate oversaw the capture of the world of Jeanette during Operation Revival and claimed the world of Caripare from the elite Second Ghost Regiment of the DCMS. The fighting on Caripare was vicious, with the Combine unit using every bit of deception and trickery to try and defeat the Nova Cats. Mauled in the fighting against Wolf's Dragoons and the Kell Hounds on Luthien, and again against the Com Guard on Tukayyid, the First Guards spent several years on Caripare and nearby worlds



rebuilding. They kept sharp by dealing with the irritating Trials of Possession from the Smoke Jaguar Second Jaguar Guards on Caripare but suffered little damage.

When Operation Bulldog began the bulk of the Hand of Fate was on Caripare. Taken as *isorla* by the First Shin Legion, they turned and attacked the Second Jaguar Guards alongside the SLDF regiments and then remained to garrison the world as the SLDF regiments moved on. Star Colonel Calvin Rosse, who had just successfully challenged for command of the Cluster prior to Operation Bulldog, railed at his orders but the Khans would not relent.

Star Colonel Rosse was something of a *ristar* in the Nova Cat Guards. He took command from the previous Star Colonel, Kothinur Gritas, in an attempt to stop the use of the Guards as opposing forces for other Nova Cat Clusters. saKhan Lucian Carns, who favored the Cluster, often used them to mimic Inner Sphere formations to train other Nova Cats. The elite troops of the Hand of Fate were certainly able to fill this role, and fill it well, but the young warriors chafed at what many of them considered *solahma* duty. Star Colonel Rosse's pledge to halt this practice as much as possible instantly endeared him with the troops of his new command.

FORTY-SIXTH NOVA CAT CAVALIERS (Fateful June)



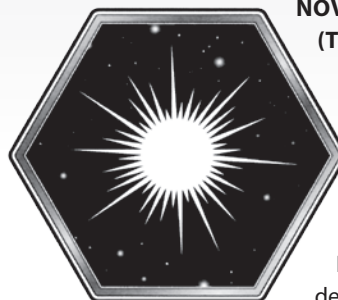
Fateful June is a proud Cluster, with battle guidons from engagements across Clan space. As part of Delta Galaxy they fought proudly on Luthien and Tukayyid, and suffered the grievous casualties that other Delta Galaxy Clusters did in those places. Posted to Courchevel

after that, the only break in the Cavaliers' monotony came when mercenaries in the employ of the Draconis Combine raided the world. The mercenaries, known as the Black Thorns, lost their DropShip after it crash-landed from battle damage. Commander of the Cavaliers' garrison companions, the Fourteenth Garrison Cluster, Star Colonel Denard Devereaux, ordered the ship repaired and rearmed. Unfortunately for him, the mercenaries were able to recapture the DropShip and escape after killing Star Colonel Devereaux.

Under the command of Star Colonel Mill Watson, the Cavaliers were still on Courchevel when the Combine regiment *Ryukenuroku* arrived as part of the Star League Defense Force's Operation Bulldog. A prearranged *batchall* had determined the nature of the Trial of Possession for Courchevel—a gunnery contest between the Star Colonel and the *tai-sa* of the Ryukenu, Alexis Vanharobik. Vanharobik, who piloted a *Gunslinger*, met Star Colonel Watson on the Gasperri Plains, where the Nova Cats had arranged a one-kilometer gunnery range. The Star Colonel, in his *Nova Cat*, was waiting.

The gunnery duel that followed was no less spirited for being on a range rather than a battlefield. *Tai-sa* Vanharobik, a holder of the Katana Cluster, seemed a MechWarrior possessed, never missing the bull's-eye with the *Gunslinger's* Gauss rifles, while the Star Colonel could almost thread a needle with his OmniMech's lasers. In the end the duel was won by the Combine officer when the *Gunslinger* struck a target at more than six hundred meters with both Gauss rifles while at the apex of a sixty-meter jump.

NOVA CAT LANCERS (The Path of Right)



The Path of Right saw relatively few combat actions in Operation Revival, though each of them was intense. It was Nova Cat Lancer Elementals that infiltrated the Kuritan lines and disarmed the demolition charges at the LexaTech

Industries LAM factory on Irece, and their destruction of the Ninth Dieron Regulars on Mualang gained them a powerful reputation. If it weren't for the losses suffered on Tukayyid, they might have risen to being the premier Cluster in Sigma Galaxy.

During Operation Bulldog the Lancers were defeated and made *abtakha* by the Second Dieron Regulars in the first wave of attacks, but it wasn't until the fourth wave that they struck at the Smoke Jaguars as part of the Star League Defense Force. In company with the Twenty-second Dieron Regulars, the Nova Cat Lancers hounded the Jaguar Seventh Garrison Cluster for several weeks, until the Jaguars realized that none of the troops sent forward in the Smoke Jaguar counterattack would be returning. They then allowed several small Trials of Possession, which the Regulars and the Lancers easily won. More bondsmen were taken by the Lancers, but several of those captured Jaguars soon committed *bondsref* when they realized the fate of their Clan. The remaining former Jaguars seemed to convert wholly; they were soon seen as the most ardent pro-Star League soldiers in the entire Cluster, despite being *abtakha*.

Despite not being included in the forces that then-Star Colonel Santin West led against the Smoke Jaguars' Tau Galaxy in the Periphery in 3058, the Lancers shared the rest of Sigma Galaxy's pride in seeing one of their own elevated to the position of Khan. Spiritual Vision remained firmly committed to Khan West's vision for the Nova Cats, and worked diligently with the DCMS. During the Combine-Dominion War they saw little action on Teniente, held in place while other Clusters were rushed toward the front.

FACTIONS

CLAN WOLF

Nothing in Clan Wolf's performance during Operation Revival could have warned them of the tumult that was approaching in the next decade. The only Clan that didn't have to fight for a place in the invasion, despite their Khans' wishes that it never take place, once committed the Wolves threw themselves into the invasion. Using superior planning and strategy, Wolf Khans Ulric Kerensky and Garth Radick led the Wolf Clusters to victory after victory, and the Wolves easily led the invasion. On Tukayyid, the Wolves were the only Clan to successfully capture their two target cities, despite the death of saKhan Garth Radick. In a remarkable turn of events, Phelan Kell, who had been captured by the Wolves in the Periphery and earned a place in the warrior caste, was elected saKhan to replace him, working alongside kaKhan Natasha Kerensky.

As with ilKhan Ulric Kerensky, both Khans of the Wolf Clan were ardent Wardens who aided the ilKhan in preserving the Tukayyid truce in any way they could. Unfortunately for them, the new waves of Wolf warriors moving forward into the Occupation Zone to replace combat losses had been weaned from the sibko on tales of martial glory and the Wolf Clan's successes. Such legends were not the most fertile ground for breeding Wardens, and the tenor of the entire Clan began to take on increasingly Crusader views. When the involvement of the rogue Thirty-first Wolf Solahma in the Red Corsair pirate attacks became known, many of those tensions began to openly chafe.

The breaking point came when Loremaster Dalk Carns and a clique of Crusader-minded Wolves attempted to depose ilKhan Ulric Kerensky, charging him with treason for allowing the Truce of Tukayyid to bind three generations of Clan trueborn warriors to peace. Although this challenge was easily defeated in the Clan Council, another charge, that of genocide, was not so easily dismissed. That charge threatened to tear the Wolf Clan



apart, a danger Ulric defused by using his influence as ilKhan to have the charge forwarded to the entire Grand Council of the Clans. There his challenge was discussed, and despite valiant efforts by

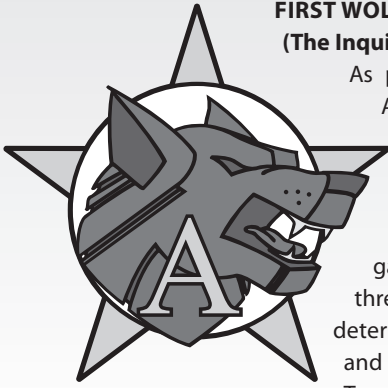
the Wolf Khans and their allies Ulric was found guilty. He immediately challenged the decision to a Trial of Refusal, and bid the entire Wolf Clan in his defense. The honor of defending the Grand Council's decision fell to Clan Jade Falcon, and the conflict known as the Refusal War erupted.

The Refusal War was the death and rebirth of Clan Wolf.

By the time it was over there were two Clans Wolf. One, inheritors of the Warden traditions of Ulric and Natasha Kerensky, had fled to the Lyran Alliance under Khan Phelan Kell and become Clan Wolf-in-Exile. They took the Warden philosophy to the logical extreme and joined the Inner Sphere against the Clans. The other, the Clan Wolf resurrected by Vlad Ward after his defeat of Jade Falcon Khan Vandervahn Chistu, became the new Crusader Wolves, a Clan fully embracing the invasion of the Inner Sphere and the supremacy of the Clans. It was the embodiment of all that Ulric Kerensky had tried to prevent—the most powerful of Kerensky's Clans bent on conquest, rather than protection. That he did not live to see its rise was probably a mercy.

Both Wolf Clans spent the end of the 3050s and early 3060s rebuilding. Clan Wolf-in-Exile joined and fought with the Star League Defense Force, ejecting the Smoke Jaguars from the Inner Sphere. They would soon be caught up in the fighting that exploded in the Federated Commonwealth Civil War. Vlad Ward's Crusader Wolves fought to strengthen themselves after the losses of the Refusal War, making alliances where they could and harvesting Crusader-minded warriors from the Homeworld Clans in Trials of Possession. Although weakened, the Wolves defended themselves against any charges of weakness or threatened Absorption, and emerged nearly as strong as ever.

FIRST WOLF ASSAULT CLUSTER (The Inquisitors)



As part of the Crusader Wolves' Alpha Galaxy, the Inquisitors worked hard to shed their former pelts as the First Wolf Cavalry Assault Cluster of Tau Galaxy. The formerly garrison warriors of the Cluster threw themselves into training, determined to earn their status and place in the Inner Sphere. Tau Galaxy's position in the Clan

homeworlds meant that these warriors were resigned to not seeing the fabled lands of the Inner Sphere, and for the first several months (and again whenever they changed station) Star Colonel Georgy Shaw had to contend with severe paradise syndrome.

The Inquisitors were a heavy OmniMech Cluster, which suits their role as an assault Cluster. Only one of the four Trinaries maintained Elemental Stars, and that Trinary was a Supernova formation. Star Colonel Shaw knows that if and when the Wolves resume the invasion his troops will be at the forefront of any advance, and he drills his warriors hard. During the early 3060s the First Assault Cluster was attacked by a detachment of the Free Rasalhague Republic's Fourth Kavellari, who struck at the Cluster quickly before withdrawing and advancing deeper into the Wolf Occupation zone. The Inquisitors acquitted themselves well, losing only two OmniMechs to the fanatical Inner Sphere unit and claiming six destroyed BattleMechs in return—one of them, a destroyed *Beowulf*, which the Wolf Clan scientist caste quickly claimed.

Star Colonel Shaw spent most of 3062 getting his command ready to move to a new garrison station. Although he hadn't received orders to do, most of his officers had been swayed to believe such a move was coming from the advice of a young Star Captain named Ivan Kerensky. Young Kerensky was a *ristar* in the Crusader Wolves; it was his Trinary that the Kavalleri fought, and he predicted that they would jump deeper into the OZ, rather than back into the Free Republic.

THIRD WOLF GUARD BATTLE CLUSTER (The Sentinels)



Formed in 3059, the Third Wolf Guard Battle Cluster was the youngest Cluster in the Wolf Spirits, both in unit age and in the age of its warriors. Ninety percent of the Sentinels at its inception were warriors fresh from their Trials of Position—all of them at their initial rank. Khan Ward approved the radical plan to create a new Cluster,

hoping that the new warriors would bond together as a unit in a way that few other formations could—all of them experiencing the same "firsts" of a deployment together.

Despite her amusement at the concept, Star Colonel Magarite Vickers (who previously served in Delta Galaxy's Fourth Striker) molded her Cluster into a serviceable, if not experienced, Cluster. The Sentinels' three Trinaries were built to display all tactical possibilities, reflecting the young Cluster's acknowledgement that it was too new have a specialty. In one of their first actions the young warriors, not knowing any better, challenged a Star of the Ghost Bears' Third Bear Guards Cluster to a Trial of Possession for a pair of *Kodiak* assault 'Mechs. The experienced warriors of the ilKhan's Shield, expecting an easy victory, were defeated by the younger—and fearless—Sentinel warriors. Chagrined, the ilKhan's Shield promised to pay the Third Wolf Guard more respect in the future.

The Sentinels were strongly tied to the Sixth Wolf Regulars for a number of years, drawing many warriors from that unit for experience, but in 3062 the practice began to taper off. Star Colonel Vickers halted the pace of transfers, impressed with her "children's" performance against the Ghost Bears, and began to let them experiment with the normal Wolf combat doctrine. "Let them experiment," she was reputed to have said. "The worst they can do is kill the Wolf's enemies."

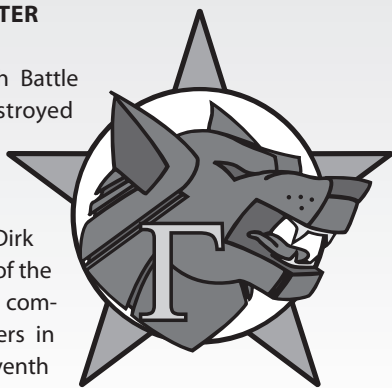
FACTIONS

SEVENTH BATTLE CLUSTER (The Blood-Drinkers)

The original Seventh Battle Cluster was all-but-destroyed during the Refusal War, but a Binary of warriors survived and newly-promoted Star Colonel Dirk Radick, himself a veteran of the Blood-Drinkers, was given command. Like all the Clusters in the Wolf Hussars, the Seventh Battle Cluster of the Crusader Wolves was made up of *abtakha* warriors taken during the Harvest Trials. The largest bloc of adopted warriors were two Trinaries of former Coyotes, but the Blood-Drinkers also counted former Star Adders and Goliath Scorpions in their ranks.

Like his Galaxy Commander, Edwina Carns, Dirk Radick served in the original Seventh Battle Cluster during Operation Revival and fought on Tukayyid. Both he and Carns were wounded in action against the Com Guards but returned to duty and fought their way through the Refusal War. From these experiences Dirk Radick became a ruthless, driven man who sees Clan Wolf's supremacy as everything and anything else as failure. His attitude quickly infected the adopted warriors of his Cluster, who had no other example to go by.

Assigned along the border with the Ghost Bears just prior to the Combine-Dominion War, the Seventh Battle Cluster was baited into attacking the Ghost Bear world of Toffen while the Bears' attention was directed elsewhere. Although Star Colonel Radick led the attack personally, he was not able to overcome the Ghost Bear defenders and was eventually pushed back off the world when the Ghost Bears returned and captured three worlds from the Wolves. The Blood-Drinkers concentrated on rebuilding their losses and preparing for a station shift, although none could say by the end of the year whether they were shifting to new worlds in the Inner Sphere Occupation Zone or being punished with duty in the home-worlds.



THIRTEENTH WOLF GUARDS (The Wolf Spiders)

The Wolf Spiders were formed by Ulric Kerensky as his reward for Natasha Kerensky's return to Clan Wolf and her unprecedented defeat of four BattleMechs in her second Trial of Position. She quickly molded this Cluster of older Clan Wolf warriors into an elite and deadly unit, easily the equal if not better than the Black Widow Battalion that had made her famous in the Inner Sphere while she served with the Wolf's Dragoons mercenary regiments. The Wolf Spiders fought on Satalice and Tukayyid, earning fearsome battle honors.

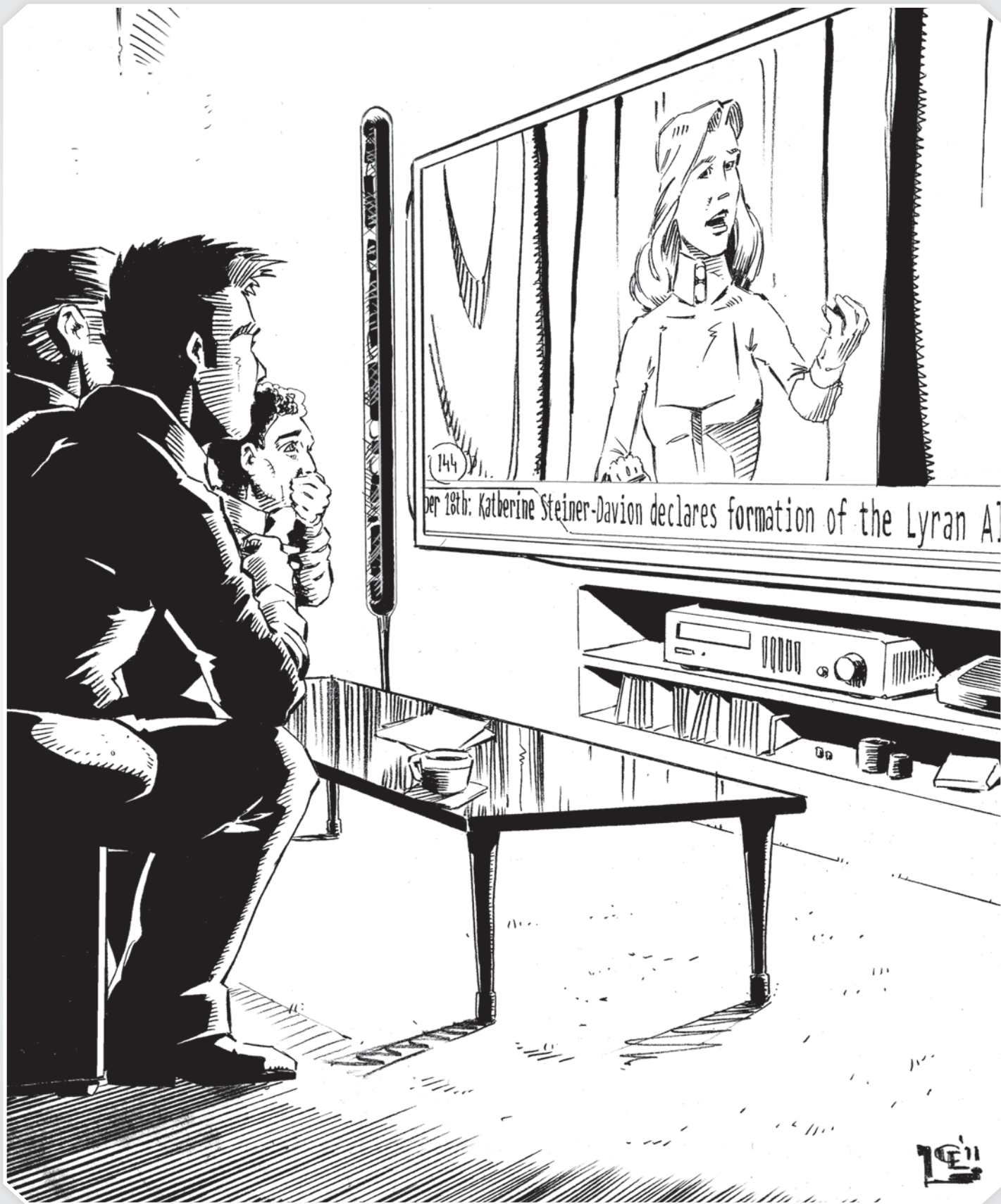
During the Refusal War the Thirteenth remained the personal command of Khan Natasha, and she wielded them like a blade during her drive toward Wotan. When she remained behind on Twycross, she named her XO Marco Hall as the Cluster's new commander, and Star Colonel Hall led them to the Arc-Royal Defense Cordon and the Exile Wolves. There they formed the core of the Exile Wolves' Beta Galaxy, the Wolf Marauders.

In the Exile Wolves the Wolf Spiders continued their tradition of only accepting older warriors, and they were still led by Marco Hall, the Exiles' saKhan. Khan Hall insisted that the Wolf Spiders be designated the Galaxy's command Cluster, eschewing a dedicated Keshik, and Khan Kell granted him leave to arrange his command as he saw fit. The Wolf Spiders were not part of the Wolf-in-Exile contribution to Operation Bulldog. Instead, they struck at the Jade Falcons.

Together with the Sixteenth Wolf Guards Battle Cluster, the Wolf Spiders leapt into a series of rapid and punishing Trials with the Jade Falcons intended to keep them from attacking while the Arc-Royal Defense Cordon was weakened. In an act that the shade of Natasha Kerensky must have approved of, the Wolf Spiders took no bondsmen. Instead, any Falcon warriors captured were returned to the Jade Falcons with red black widow hourglasses painted on their foreheads in indelible ink.



MAJOR PERSONAS



MAJOR PERSONAS

FEDERATED COMMONWEALTH

VICTOR STEINER-DAVION

Rank/Title: Archon Prince of the Federated Commonwealth

Born: 3030 (30 in 3060)

Firstborn son of Prince Hanse Davion and Archon Melissa Steiner-Davion, Victor Ian Steiner-Davion had from his earliest moments the example of his famous and successful parents to live up to. His childhood nannies would fill his head with the exploits of his warrior-hero father, crusher of the Capellan Confederation and foiler of the Draconis Combine. His mother was perhaps one of the most adored Archons in the Lyran Commonwealth's history. For a boy born to inherit the combined thrones of his parents, pressure began at an early age.

Reaching his majority during the Clan invasion, the pressure never let up. It was Prince Victor who led the Federated Commonwealth's first victories over the Clans. He was present and deeply involved in both Twycross, where the AFFC crushed the Falcon Guards, and Teniente, where the Tenth Lyran Guards rescued the Kurita heir from the Nova Cats. He focused on the Clans as his enemy as his father had the Capellan Confederation and, unfortunately, that was the undoing of all he held dear. The death of his father in 3052 and his mother in 3055 put him on the throne of

the united Federated Commonwealth at twenty-five years old. His inexperience would tell.

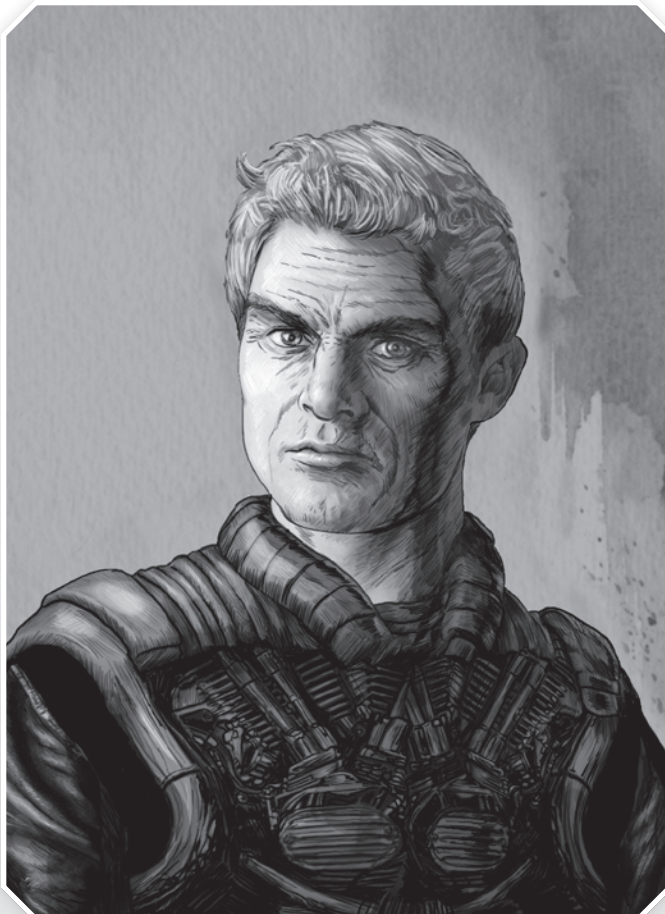
His implementation of Operation Gemini led to Operation Guerrero and the dissolution of the Federated Commonwealth. His drive to free the Inner Sphere from the threat of the Clans meant that he focused on matters far outside the normal cognizance of the Prince of the Federated Suns, and while his attention was there his duplicitous sister Katherine usurped his throne, forcing him to the bosom of ComStar and the Com Guard. It was only when his younger brother Arthur Steiner-Davion was assassinated on Robinson that he allowed himself to call for military action against Katherine—an action that would, finally, sunder the last links between the Steiner and Davion realms.

CARADOC TREVENA

Rank/Title: General, Star League Defense Force

Born: 3022 (38 in 3060)

"Doc" Trevena was a simple soldier when the Lyran Alliance seceded from the Federated Commonwealth, a hautpmann in the Eleventh Lyran Guards RCT. He was one of the unfortunate group of officers who had managed to avoid combat over his career, having joined after the abortive War of 3039 and missed being deployed to



MAJOR PERSONAS

the Clan front during Operation Revival. When the Eleventh Lyran Guards chose to return to the Lyran Alliance rather than contest the Marik-Liao invasion of the Sarna March, Doc missed another opportunity. Those missed opportunities meant that he was shuffled out of the elite Guards when the LAAF was formed, and sent to Coventry and the Tenth Skye Rangers.

Fortunately for Doc's record, the Jade Falcons arrived on Coventry soon after he did. Consigned to command of a recon company of light BattleMechs, Trevena nonetheless made good use of his company's skills and began a desperate but effective guerrilla campaign against the Jade Falcons. As the senior company-grade officer of his battalion he became effectively the battalion commander when his CO was incapacitated in one of the first actions, and he showed considerable skill while leading them. In fact, it was his company's last victory over the Jade Falcons at Whitting that made possible the gambit of offering them *hegira*, allowing the Falcons to leave Coventry and end the incursion.

Despite several offers from such prestigious units as Delta Regiment of Wolf's Dragoons, Doc followed Prince Victor to the Star League Defense Force, where he was appointed to a general's rank and put in charge of plans and strategy. He excelled at this staff work and was instrumental in the planning of Operation Bulldog. He remained with the Star League when Victor Steiner-Davion moved to Precentor Martial of the Com Guard, but the beginning of hostilities in the Lyran Alliance made him strongly consider supporting Prince Davion.

BISHOP SORTEK

Rank/Title: Marshal, Commander of the Davion Brigade of Guards

Born: 3010 (50 in 3060)

Bishop Sortek, cousin to Ardan Sortek, who was the close companion of Hanse Davion, spent his entire career in the Davion Brigade of Guards, and was one of the most competent and respected officers ever to serve there. His parents, both officers with the Brigade, were killed in action in the Third Succession War, leaving Bishop to grow to age as a "Guards brat." Eschewing the position he was entitled to, Bishop entered the Albion Academy as a common cadet and graduated with honors. His first posting was to the Davion Heavy Guards.

His military career was marked with innovation and success, and he advanced rapidly. His promotion to command of the First Davion Guards at 34 marked him as one of the AFFC's chosen, and his association with Hanse Davion meant that he remained close with all of the senior officers of the High Command. When the First Guards were deployed as part of Operation Bulldog, Bishop led them to confident victory on Port Arthur and Yamarovka. Their return to New Avalon at the end of that conflict, to find Katherine Steiner-Davion on the throne, lay wrong with many of the First Guards' soldiers, including their commander. In a notable departure from tradition, neither Bishop Sortek nor his troops swore fealty to the Archon Princess.



Bishop Sortek ascended to command of the entire Brigade of Guards when Jackson Davion was promoted, and not one of the Brigade's commanders disputed his right to command them. As tensions rose on New Avalon in the first years of the 3060s, Sortek and his Guards became a lightning rod for pro-Victor loyalists on that world. That situation was one that Katherine Steiner-Davion could not allow to continue, which made the Guards—and their commander—one of the first targets of the FC civil war.

ANDREW REDBURN

Rank/Title: Colonel, First Royal BattleMech Division

Born: 3003 (57 in 3060)

A native of Firgrove, Andrew Redburn attended Warrior's Hall on New Syrtis, where he was a classmate of future Marshal of the Armies Morgan Hasek-Davion. His early career with the AFFS was in the Capellan March, where he was appointed officer of one of Hanse Davion's experiments, the First Kittery Training Battalion. His commander in that unit was Major Justin Allard, future Minister of Intelligence and hero of the Fourth Succession War. Redburn himself did very well in that conflict, turning his training battalion into Delta Company of the Davion Light Guards, who in turn formed the core of the First Kathil Uhlans.

MAJOR PERSONAS



Following the Fourth Succession War Redburn's career in the AFFS, and then the AFFC, continued along similar lines. By the time of the Clan invasion Redburn was in command of the Kathil Uhlans, and quickly moved with his regiment into the Lyran State Command to face the Clans. The Uhlans took part in the assault on Twycross, and later were one of the units sent to Huntress with Task Force Serpent. General Redburn was eventually made commander of Task Force Serpent upon the deaths of Morgan Hasek-Davion and Ariana Winston.

Upon the Uhlans' return from Clan space, they voted to follow Redburn into the Star League Defense Force. The horror of the fighting on Huntress led Redburn to devote himself to the cause of the Star League, even above the Federated Commonwealth, and most of his soldiers felt the same way. Designated the First Royal BattleMech Regiment, Redburn's new command was stationed on Tukayyid with ComStar's Invader Galaxy for training. As one of the senior field commanders of the new Star League Defense Force, Redburn helped to set the policy of the new SLDF, and his tenure as CO of the First Royals has meant that regiment displays the same professionalism that every unit Redburn has ever commanded has.

LYRAN ALLIANCE

KATRINA STEINER-DAVION

Rank/Title: Archon of Lyran Alliance

Born: 3032 (28 in 3060)

Katherine Morgan Steiner-Davion (or Katrina, as she styled herself) was the second child of Hanse Davion and Melissa Steiner-Davion. As she entered adulthood two shocks followed quickly on each other—the death of her father in 3052, and the assassination of her mother in 3055. Many people have speculated that the death of her father at such an impressionable age for her may have been one of the formative influences on her rise to—and hunger for—power, a conclusion that is partially supported by her chosen realm of influence: politics. Hanse Davion was many things, but a politician of the first order he was not. While no one could call Katherine Steiner-Davion a warrior, as a politician she had few equals.

Her first assertions of authority surfaced during the short years between her mother's death and her usurpation of the Lyran Alliance. During her parade through the Lyran Alliance in the company of Galen Cox, she quietly built a power base in, if not direct opposition, then at least divergent paths from her brother the Archon Prince. Once her claim of the Lyran Alliance made her Archon, however, she dropped any pretense of alliance with Victor Steiner-Davion and broke out on her own.



MAJOR PERSONAS

Her reign over the Alliance returned that nation to independence from the Federated Commonwealth, saw it survive an assault by the Jade Falcons, and let it play host to the reformation of the Star League. Always the canny politician, Archon Katherine milked all of these events for all the political and media capital she could. When the pressures of acting as regent for their brother Victor became too much, and Yvonne Steiner-Davion asked Katherine for help in the Federated Commonwealth, the Archon successfully recreated, however briefly, the realm she had sundered. Unfortunately for her, her usurpation of the Lyran state and her brother's rightful throne made her many enemies, and they were only too happy to stand with her brother when he declared a civil war in 3062.

NONDI STEINER

Rank/Title: Duchess of Gallery, General of the Armies

Born: 2981 (79 in 3060)

A contemporary of the first Archon Katrina Steiner, Nondi Steiner made her reputation during the latter stages of the Third Succession War and the Fourth Succession War as one of the LCAF's

best generals. Unlike many of her contemporaries, the so-called "social generals" so endemic to the LCAF, Nondi Steiner possessed real aptitude for military leadership, and her victories were fairly won and honest accomplishments. Always one of Katrina Steiner's competitors, however, her path to disillusionment began when Melissa Steiner married Hanse Davion and formed the Federated Commonwealth.

As one of the few clearly Lyran military legends still in service, and a Steiner very close to the royal line to boot, Nondi Steiner was a natural choice for Archon Katherine Steiner-Davion when she was choosing the high leadership of her new Lyran Alliance Armed Forces. As General of the Armies Nondi was the supreme commander of the LAAF and utterly trustworthy. So trusted by Katherine was she that whenever the Archon was off of Tharkad Nondi Steiner was appointed regent in her stead.

Unlike many of her family, Nondi Steiner disdained politics, which was what made her such an effective officer. She was a strong woman with a demanding sense of duty and responsibility, and several times during her early career was reprimanded for physically striking subordinates when she felt they'd failed in their duties. With Katherine off Tharkad on New Avalon when Victor Steiner-Davion declared his rebellion, responsibility for the first response fell to Nondi, who put the Alliance on a war footing and tried to halt the rebellion in its tracks.

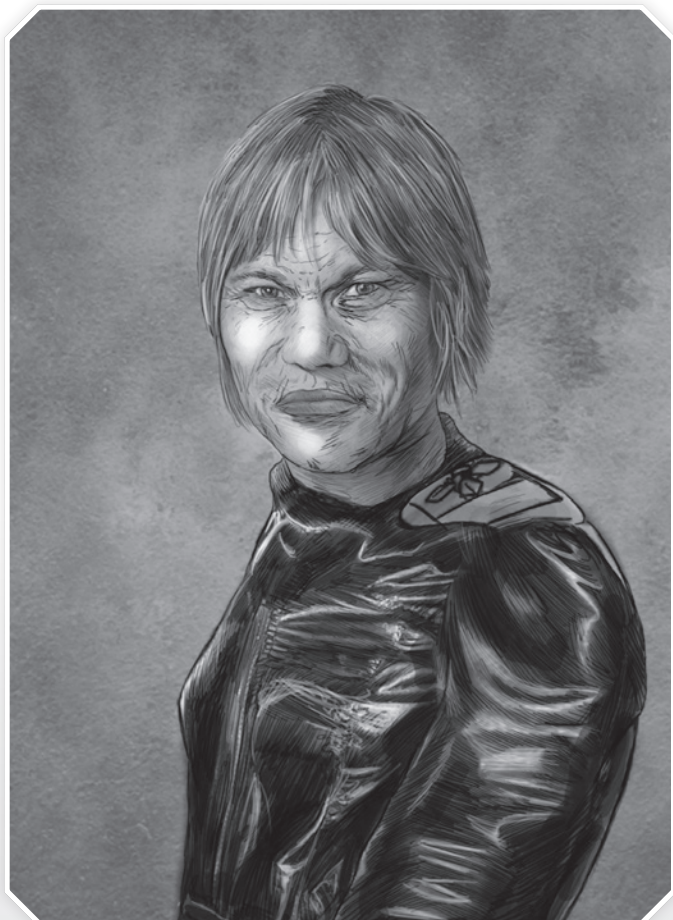
HERMIONE ATEN

Rank/Title: Duchess of New Scotland on Skye

Born: 3044 (16 in 3060)

Youngest daughter of Skye Duchess Margaret Aten, the young noblewoman came to adulthood during the opening years of the Federated Commonwealth Civil War. Although both her mother and her older sister stood between her and the throne of Skye, she was instructed since she was old enough to speak the words in the ideas of *noblesse oblige*. The Atens, unlike many of the past ducal families of Skye, have always put the people first in their efforts, and Hermione was no different.

Her childhood was filled with tours throughout the Isle of Skye, and she grew up beneath the bright lights of holovid cameras and scandalvid reporters. As the reformed Star League was crushing the Smoke Jaguars the young scion of the Aten family was hosting charity dinners all over New Scotland on Skye, and touring the Isle worlds to raise funds for the veterans of the Star League Defense Force. Although she was accompanied by a large bevy of advisors and bodyguards from her mother's bureaucracy, most observers agreed that the young woman was genuinely interested in the causes she championed, not just mouthing the platitudes her handlers were feeding her.



MAJOR PERSONAS



As the Federated Commonwealth Civil War flared to life, the young duchess returned to Skye to stand with her family, trying to keep the fires of the conflict away from the Isle's worlds. They were wary of Duke Robert Kelswa-Steiner, heir to Ryan Steiner's titles, who was also in the Isle of Skye promoting the same stance of neutrality. Such words should have come from the Duchess of Skye's office, of course, but the Atens were uncomfortable silencing a voice that was speaking the words to support their own. Hermione was too inexperienced to fully grasp the delicacy of the situation, but events would soon push her into the spotlight.

ALICIA SAVINSON

Rank/Title: Director, Lyran Intelligence Corps

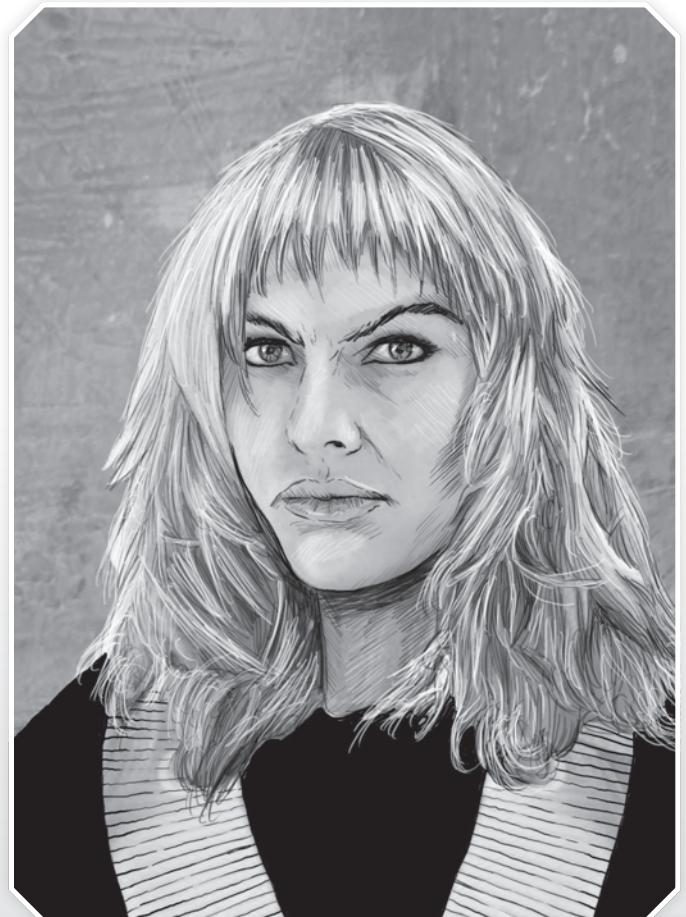
Born: 3022 (38 in 3060)

Named head of Loki in 3055, just before the death of Melissa Steiner-Davion, Alicia Savinson was the youngest commander of Loki in history at 33 years old. She quickly earned a reputation as perhaps one of the most effective heads of the Lyran Intelligence Corps' special operations branch, personally leading Loki teams on high-profile missions against the Jade Falcons, Steel Vipers, or other threats to Lyran security. The assassination of Melissa Steiner-Davion hit her particularly hard—the Archon had presented her

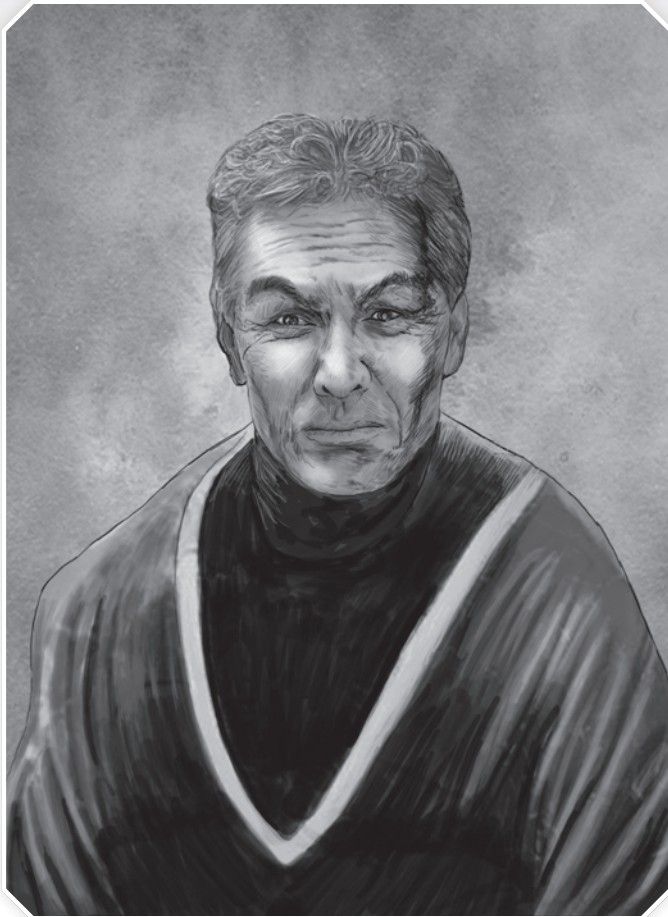
with an antique Desert Eagle sidearm when she was promoted to head Loki, and like many of the orphans Loki recruited Alicia near-worshipped the charismatic Archon.

When Katherine Steiner-Davion assumed control of the Lyran state in 3057 Alicia saw a chance to transfer her allegiance to the Archon's daughter, and took it. As one would expect from the head of an organization that specializes in terrorism, Savinson quickly deposed the pro-Federated Commonwealth LIC director and took his place. Her close relationship with Archon Katherine—and her near-psychotic willingness to do whatever the Archon ordered—was one of the weapons Katherine used to assure her usurpation of power, and few doubt that the LIC under Alicia Savinson was active in the Federated Commonwealth, undermining the rule of Yvonne Steiner-Davion.

Traditionally beautiful, Alicia Savinson was the epitome of an LIC operative in the first years of the Lyran Alliance. She was fanatically loyal, willing to go to any ends, and utterly incorruptible: traits that infected the rest of the LIC under Katherine Steiner-Davion and resurrected a wave of Loki-based terror not seen since the days of Alessandro Steiner. By the time open conflict erupted between Katherine and Victor, many observers in the Alliance were already predicting the resurgence of Heimdall to combat the excesses of the LIC.



DRACONIS COMBINE



THEODORE KURITA

Rank/Title: Coordinator of the Draconis Combine

Born: 2997 (63 in 3060)

Only child of Takashi and Jasmine Kurita, Theodore Kurita was groomed from a young age to be Coordinator of the Draconis Combine, and he had many fine teachers. From his father he learned the tenets of *bushido* and the value of the warrior's code, but from advisors like Subhash Indrahara, his father's deadly director of the Internal Security Force, he learned to temper that code with cold pragmatism and an attention to victory even at the cost of honor. This discordance with *bushido* would color his interactions with his father, leading to the estrangement that formed Theodore into the visionary leader he would become.

Having proved the validity of his skills in the Fourth Succession War and especially in the War of 3039, then-*Gunji-no-Kanrei* Theodore took charge of the Combine's defense against Operation Revival, using every trick in his and his *shitenno*'s repertoire to halt the Clan advances. The DCMS under his command won several of the Inner Sphere's few victories, at Wolcott and Luthien, and it was Theodore that negotiated the non-aggression pacts with Hanse Davion that freed his border defenses to shift to the Clan front.

Upon the death of his father in 3054 Theodore became Coordinator of the Combine. Soon after, the criminal Black Dragon Society emerged from the shadows to challenge his rule even as he was directing the Combine's efforts against the Clans. Deflecting their attacks as best he could, Theodore presided over the Combine-hosted Operation Bulldog, destroying the Smoke Jaguars and freeing many Combine worlds. This liberation earned him significant political capital, as did the satisfactory conclusion of the Combine-Dominion War. As the Federated Commonwealth erupted in civil war, however, he was forced to look to the border with the Draconis March with worry, afraid that Hanse Davion's peace would not survive the squabbling of his children.

NARIMASA ASANO

Rank/Title: *Tai-sho*

Born: 2998 (62 in 3060)

Narimasa Asano first rose to prominence serving with Yorinaga Kurita in the Second Sword of Light regiment on Mallory's World. Asano was present at the death of Prince Ian Davion, one of the Second Sword's most honorable victories, and was also present at Morgan Kell's dishonoring of Yorinaga Kurita. It was his defense of Yorinaga that got him sentenced to a lesser unit in the Rasalhague District, where he remained until Yorinaga Kurita formed the



MAJOR PERSONAS

Genyosha in 3027. Promoted to *chu-sa* and given one of the Genyosha companies to command, Asano served with distinction during the Genyosha's fighting during the Fourth Succession War.

At the end of that war, after Yorinaga's *seppuku* and the battles with the Kell Hounds, Asano became the senior field officer of the Genyosha. It was he that commanded them during the years Theodore Kurita cycled them and the Ryuken around the Combine, spreading their excellent experience and training before the War of 3039. By the time of Operation Revival Asano was a *tai-sa* in charge of the two-regiment-strong Genyosha. Together with Theodore and Hohiro Kurita, it was Asano's Genyosha that defeated the Smoke Jaguars on Wolcott, winning the Combine's first victory against the Clans. Asano was also present at the Battle of Luthien, where his Genyosha performed with great honor.

After the invasion was halted Narimasa was promoted out of the Genyosha and posted as one of Theodore's *shitenno*, his closest advisors. He advised the Coordinator on many aspects of military policy, but his specialty quickly became adjudicating the inevitable conflicts between the old-school interpretations of *bushido* and the new ways of fighting that were necessary to triumph over the Clans. Because of the successes of the Genyosha, and Yorinaga's training in the tenets of *bushido*, Asano succeeded brilliantly at this role.

NINYU KERA-INDRAHAR

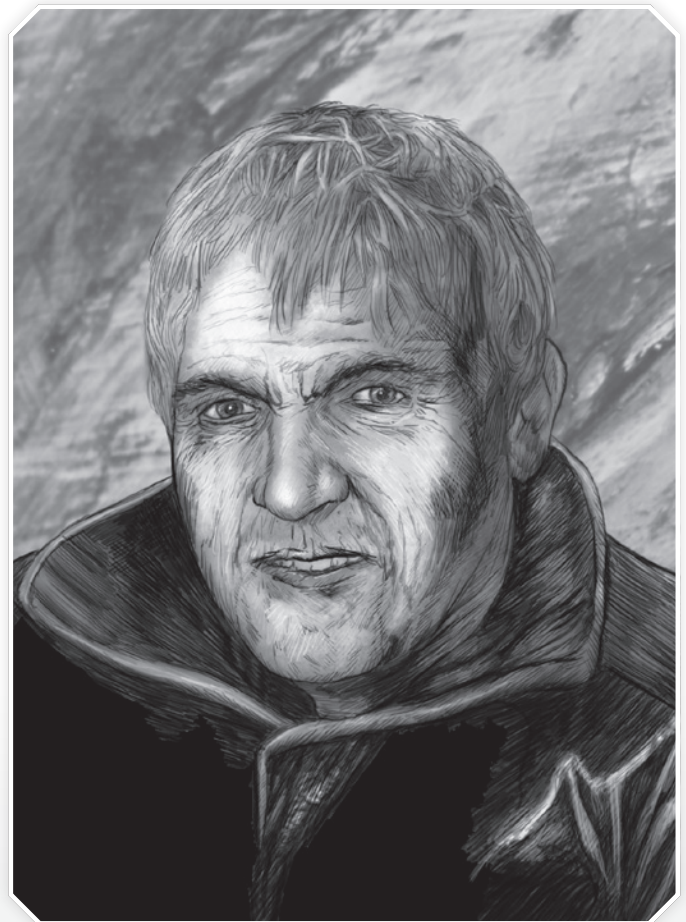
Rank/Title: Director of the Internal Security Force

Born: 2996 (64 in 3060)

A contemporary of Theodore Kurita, Ninyu Kerai-Indrahar began his career as a DCMS MechWarrior with strong skills in intelligence methods. As he progressed, however, his skill was noticed by Subhash Indrahar, who groomed the young man so well that he eventually left the DCMS for a full-time position with the Internal Security Force. As one of Indrahar's Sons of the Dragon, Ninyu Kerai became a feared operative of the ISF.

The death of Indrahar's presumptive heir left a power vacuum that the able Kerai was able to fill, much to the pleasure of Subhash Indrahar. In the aging Director Ninyu found a brilliant father figure as dedicated to the Combine's survival as he was, and in Kerai Indrahar found a pupil every bit as capable as himself. His formal adoption of Ninyu Kerai was almost a foregone conclusion. When the Director was killed during the Black Dragon Society's attempt on the Coordinator's life in 3058, Kerai-Indrahar was confirmed as the Force's new director with the Coordinator's blessing, and a bloody purge of the ISF followed.

A natural fighter, Ninyu Kerai-Indrahar was adept at combat in all of its forms, from unarmed combat to handheld weapons to BattleMech combat. Caught in a Word of Blake raid on Hachiman, he was responsible for killing most of a group of armed raiders single-handedly before their BattleMech escorts could respond. He was totally committed to the Combine's survival, even over the life of anyone, himself included. His driven nature and natural anger made him a hard man to get close to, but his loyalty was never in question. Under his tenure the ISF oversaw the security restrictions that protected the gathering forces of Operation Bulldog, and his ISF acted as well as anyone could have hoped during the Combine-Dominion War, although the failure of the ISF to detect the Alshain Avengers' betrayal before it was too late ate at him.



MAJOR PERSONAS

HIROO YAMAGUCHI

Rank/Title: Yakuza *Oyabun*

Born: 2975 (83 at his death in 3058)

In the 3030s one of Theodore Kurita's coups was bringing the yakuza's many soldiers into the DCMS, forming the Ghost regiments and augmenting the regular Mustered Soldiery just in time to repulse Hanse Davion's attacks during the War of 3039. The yakuza played this slight admission into the more mainstream of Combine society to the fullest, embracing the Ghost regiments as their avatars and expanding into areas of business and legitimacy that they had previously been denied.

Hiroo Yamaguchi was a junior *oyabun* during these years, but his wily intelligence and willingness to adapt to the new realities meant that he quickly rose to the position of *oyabun* of the Luthien yakuza, which brought him into contact directly with Theodore Kurita. The men became as close of friends as two men in their positions could become. Called "The Old Cat" by his yakuza, Hiroo used his position as *oyabun* of Luthien to exert influence on the *semeiyoshi-rengo*, the federation of yakuza gangs.

In 3058, when the Black Dragon Society were planning their attempt on the Coordinator's life during his birthday celebration, one of their first acts was to engineer the death of The Old Cat. A man who returned the loyalty of his people as a matter of course,

his gang was slowly pressured by the Inagawa-*kai* of Benjamin until fighting broke out, with both sides deploying BattleMechs. Yamaguchi himself piloted a *Hunchback*, and nearly triumphed until he was brought down by overwhelming numbers. On orders of Inagawa himself, the Old Man and his retainers were executed—many by Inagawa's own hand.

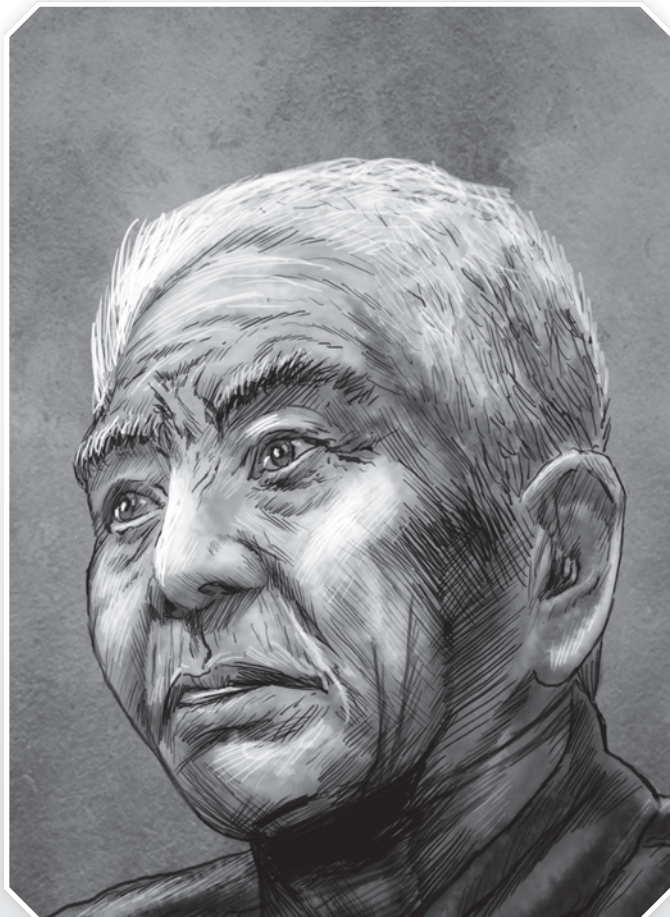
COMSTAR

ANASTASIVS FOCHT

Rank/Title: Precentor Martial-Emeritus of ComStar

Born: 2972 (88 in 3060)

In 3034 Primus Myndo Waterly made an agreement with Theodore Kurita that granted the Combine access to advanced Star League-era BattleMechs from ComStar's caches, and gained ComStar the services of Anastasius Focht as ComStar's military commander. She immediately placed him as Precentor ROM, but soon promoted him to the new position of Precentor Martial, head of the Com Guards. His experience was immediately evident, as was his skill both tactically and at grand strategy. As the role of the Com Guard became more and more public, his excellence was proven over and over again. His emphasis on combined arms warfare meshed easily with the Com Guards' structure, which made them very powerful opponents.



MAJOR PERSONAS

When the Clans appeared, Focht was the natural choice for ComStar's envoy to the warrior society, and he spent most of a year living among them, learning their ways. It wasn't until the Clans' goal of conquering Terra was discovered that his friendly relations with the Clans ended, but the crucible of Tukayyid proved that had learned much from his time with the Clans. Once the Clans were defeated and Operation Scorpion put down, Focht partnered with Sharilar Mori reform the theological order and make them more ready to face the threat of the Clans when the Truce of Tukayyid expired.

Although it wasn't revealed until much later, prior to the Fourth Succession War Focht had been Frederick Steiner, a one-time claimant to the Lyran throne who was thought killed in a Lyran attack on Dromini IV. His capture and rehabilitation by Theodore Kurita made him abandon his past and focus solely on the future. He took no official position on the struggle between Victor Steiner-Davion and Katherine Steiner-Davion, and rebuffed the few attempts made to woo him back to the Lyran struggle by power-hungry sycophants.

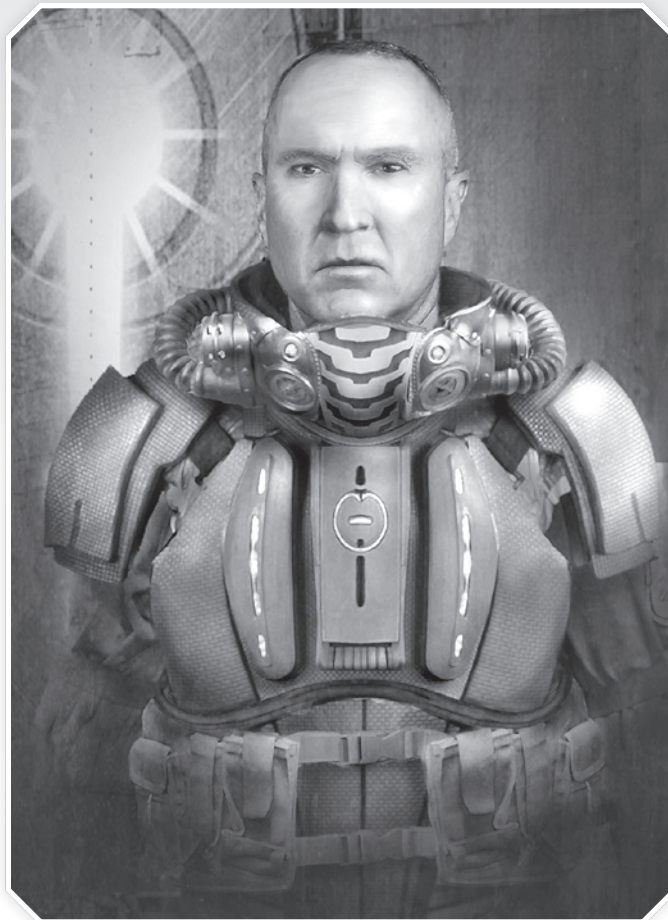
PADRAIG O BHAOIL

Rank/Title: Director, Explorer Corps

Born: 3002 (58 in 3060)

The child of JumpShip officers, Padraig O Bhaoil was born on Arc-Royal but joined ComStar when his parents' JumpShip was lost with all hands. Having spent a fair portion of his childhood in space, he joined the Order's JumpShip corps and quickly rose through the ranks, attaining command of the *Magellan*-class *Free Spirit* in 3041. As a JumpShip commander O Bhaoil amassed a reputation as a fair but stern captain, loyal to his crew but devoted to the mission as well. In 3048, when he took the *Free Spirit* on an extended mission into the Periphery as part of the Explorer Corps, he was considered one of the Corps most senior captains.

Upon his ship's return to the Inner Sphere he was pressed into service ferrying Com Guards from across the Inner Sphere for the grand battle at Tukayyid, and the *Free Spirit* was one of the many ComStar JumpShips that remained at the system's nadir point, ready to evacuate the wounded or carry word of the battle's outcome to the rest of the Inner Sphere. His witnessing of the horrific fighting changed O Bhaoil, and when in 3053 Primus Mori offered him the position of Director of the Explorer Corps he accepted. He was no longer content to roam the stars, and felt duty-bound to help defeat the Clans.



As DES (Director of the Explorer Corps) O Bhaoil oversaw the largest shift of the Corps' focus in its history. After partnering with the Draconis Combine Admiralty, the first priority of the Corps became locating the Clans' homeworlds. Because the *Outbound Light*, the Explorer Corps vessel that happened upon Huntress in 3048, had not filed a planned flight path there was no way to retrace its steps. Determined to get closer, he moved the headquarters of the Corps into the Deep Periphery at the recovered Columbus facility. When a Smoke Jaguar traitor brought back the path of the Exodus Road, the Corps' budget was drastically cut, but it soon refocused as the primary link between the Star League enclave on Huntress and the Inner Sphere.

MAJOR PERSONAS



LISA KOENIGS-COBER

Rank/Title: Precentor, 472nd Division

Born: 3026 (34 in 3060)

In 3058 Lisa Koenigs-Cober had just been named commander of the Terran Defense Force when the Word of Blake launched Operation Odysseus. She narrowly escaped being killed in-flight when a squadron of aerospace fighters attacked her DropShip, but that didn't stop her from proceeding from the crash site overland to Hilton Head Island in time to rescue the Primus and escape the captured world. Escorting the Primus to Precentor Martial Focht, on Tukayyid, she made her report about the Blakists activities and waited to be relieved.

Instead, the Precentor Martial praised her actions and named her head of the Invader Galaxy, the Com Guards' newest division. Built entirely out of Clan salvage and staffed by the most wily and experienced officers in the Guard, it was designed to be the foil against which Focht would train the next generation of Com Guardsmen to stop the resumed Clan invasion. Despite her wishes to return to Terra and face the Blakists, she threw herself into the task of commanding the Invader Galaxy.

Although her command ability was never in doubt, Precentor Koenigs-Cober surprised many over the next few years with her skills at diplomacy. As the 472nd Division cycled unit after unit through the Com Guard proving grounds on Tukayyid, she dealt with many different egos and opposing-force commanders, and proved that she could handle all of them with aplomb. That diplomatic skill, coupled with the maturity she showed in backing down from her obsession with returning to Terra, led many to speculate that the Precentor might be a fine Precentor Martial one day, although she was not chosen when Victor Steiner-Davion stepped aside to deal with his sister.

WORD OF BLAKE

WILLIAM BLANE

Rank/Title: Precentor Gibson

Born: 2992 (68 in 3060)

Formerly the ComStar Precentor of Gibson, William Blane became friends with Thomas Marik when the young scion of the Marik family was a member of ComStar, and the two maintained



MAJOR PERSONAS

their friendship after Thomas returned to the Free Worlds League after his father's death. When the Word of Blake splintered from ComStar in 3052, Blane's influence with Thomas Marik gained them a foothold in the Free Worlds League and parcels of land on Blane's own Gibson, which quickly became the base of the Word of Blake's power before Operation Odyssey.

Blane attained his Precentor's rank on the basis of his political skills, which are formidable. Although he was a believer in the Blessed Blake, he was no zealot. This rationality made him the natural choice to be the "face" of the Word of Blake throughout the Inner Sphere. Many mistakenly called him the Primus of the Word of Blake, but he always corrected them. Few doubted that, had the Word of Blake named a Primus, Blane would have been a natural choice, but he was far too canny a politician to be seen campaigning for such a position.

Many historians credit Blane with the plans for Operation Odyssey, but it would be more correct to say that he was the impetus for the plans to conquer Terra. No military man, Blane would have been lost in the minutiae of operational planning, but he could marshal the resources his generals required and provide the political leadership necessary to support them. No doubt Blane was one of the loudest voices calling for the Word of Blake to reclaim Terra, for he would have seen more clearly than anyone the political capital the birthworld's possession would bestow. His influence began to wane after the death of Precentor Demona Aziz and the recapture of Terra, but he remained a moderating force amongst the Word's Ruling Conclave.

DEMONA AZIZ

Rank/Title: Precentor Atreus

Born: 3000 (58 at her death in 3058)

If anyone can claim to be the birth mother of the Word of Blake, Demona Aziz could have made that claim. As Precentor Atreus she was a member of ComStar's First Circuit, and it was as part of that body that she first learned of Primus Mori and Precentor Martial Focht's plans to secularize the order. The ideas they espoused horrified and disgusted her, and she fled to Atreus with a coven of her faithful. There she met with Precentor Blane of Gibson and Thomas Marik, and together they put out the call for the faithful of ComStar to join the true Word of Blake in the Free Worlds League.

No records have ever been recovered to identify Aziz's true intentions. It's possible that she, like most of the First Circuit, was merely a politician of the highest order and saw the formation of the Word of Blake as the best way to insure her own measure of



power. As one of the faithful among the psychotic Myndo Waterly's cabal, her power had been secure, but under Focht and Mori she would effectively be the enemy. It's also possible that she believed every word that she spoke in public and was nothing more than a true believer in the divine will of Jerome Blake.

Whatever her true reasons, she quickly became the head of the Toyama sect of the Word of Blake. The Toyamas were the most militant of the Blakists, and Aziz was their natural leader. Under her control the Toyama financed opposition to the Com Guard all across the Inner Sphere. It was the Toyama that funded the Marian Hegemony's raids into the Magistracy of Canopus. And it was as leader of the Toyama that she was captured on Campoleone in 3058 and killed. Her legacy, the Word of Blake, continued on without her and, as history would later prove, became perhaps the greatest horror the Inner Sphere had ever known.

MAJOR PERSONAS

ALEXANDER KERNOFF

Rank/Title: Precentor ROM

Born: 3012 (48 in 3060)

Alexander Kernoff was Precentor of La Grave when the Word of Blake splintered from ComStar, and he was among the first to violently oppose the reforms of Primus Mori and Precentor Martial Focht. When most of his hyperpulse generator staff evinced support for the new regime, the former ROM informant knew he had to act. Coordinating with his few confidantes, he planted a powerful bomb that destroyed the La Grave HPG and killed most of the ComStar-sympathetic staff before escaping off world and making his way to the Word of Blake in the Free Worlds League. Once there, his obvious zeal and his skills made him the natural choice for head of the Word of Blake's ROM.

As Precentor ROM Kernoff took the bloodthirsty methods he'd employed on La Grave to the next level, using his powerful ROM to open a covert but very hostile war with the ComStar ROM. Former comrades quickly learned to suspect each other, and Kernoff's ROM had little compunction about eliminating enemy agents or even those suspected of being such. Their ferocity, together with their higher numbers, quickly put the Word's ROM ahead of its predeces-

sor, allowing Kernoff to support the Word of Blake's nascent programs fully. His so-called purge, more a systemic slaughter, of anyone suspected of links to ComStar before the launching of Operation Odysseus earned him a deadly—and deserved—reputation.

During the mid-to-late 3050s he enjoyed a close friendship with Precentor Demona Aziz, which many suspected of being romantic, but the two apparently had a falling-out around 3056. Most historians believe this falling-out resulted from Kernoff's apparent support of Odysseus, which Aziz opposed, but Aziz was killed before definitive evidence could be gathered. Kernoff himself never commented on the matter—or much of anything else beyond his duties.

MAGISTRACY OF CANOPUS

EMMA CENTRELLA

Rank/Title: Magestrix of the Magistracy of Canopus

Born: 3008 (52 in 3060)

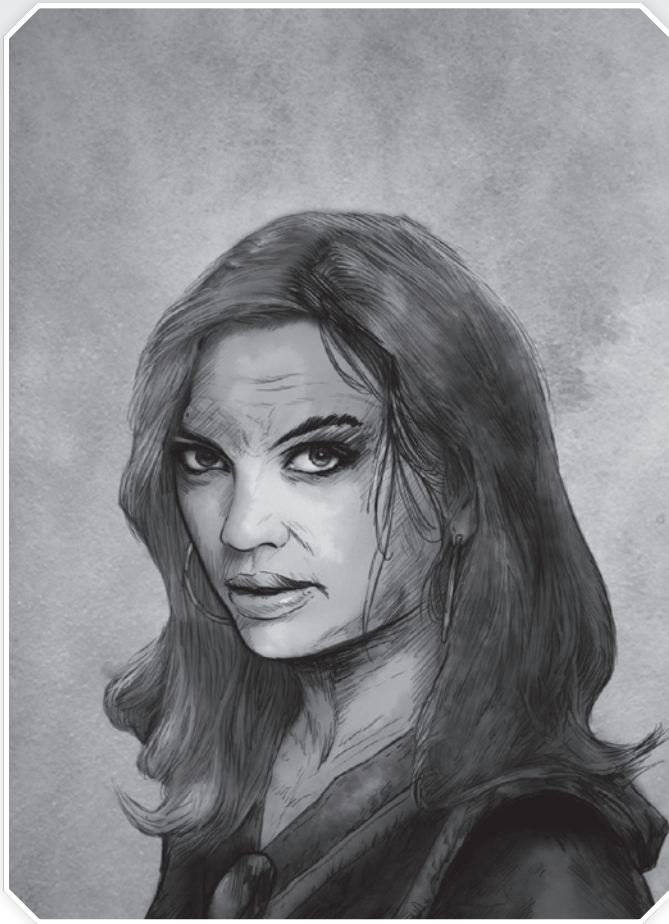
Emma Centrella was the only child of Magestrix Kyalla Centrella, the paranoid leader of the Magistracy that had led that realm into conflict against the Capellan Confederation in the 3030s. As a young woman Emma joined the Magistracy Armed Forces as a MechWarrior, where she earned a reputation as a canny warrior and a charismatic leader. Her forces performed well during the Andurien-Canopian invasion, and successfully defended the Magistracy against a retaliatory raid from the Confederation. Distracted by the defeat of her invasion, Magestrix Kyalla became increasingly unbalanced.

In the decade that followed Emma became increasingly vocal in her criticism of her mother, a state of affairs that did nothing to endear her to the Magestrix. In each instance Emma was careful to skirt the line between disagreement and outright treason, but with each outburst from Kyalla Centrella Emma's power base grew. In 3040 matters with the Magestrix forced Emma Centrella to take power from her mother. She spent the next decade rebuilding the Canopian economy and trying to keep her small realm alive. As a former officer of the MAF she knew exactly how spread-thin the Magistracy military was, and made growing it and protecting Canopian worlds one of her highest priorities once she had the economy in shape to support such an army.

Her agreement with Sun-Tzu Liao and the Capellan Confederation would almost certainly be her epitaph to her nation, and it was a note well-earned. The alliance with Liao was costly but beneficial, netting the Magistracy much of the advanced technology proliferating throughout the Inner Sphere even as her regiments gained significant experience in modern warfare and her treasury filled. By the time 3062 arrived the Magistracy Armed Forces had surpassed the Taurian Defense Force as the preeminent military of the Periphery, and her realm enjoyed its position as senior Periphery member of the Trinity Alliance.



MAJOR PERSONAS



DANAI CENTRELLA

Rank/Title: Major, Second Canopian Fusiliers

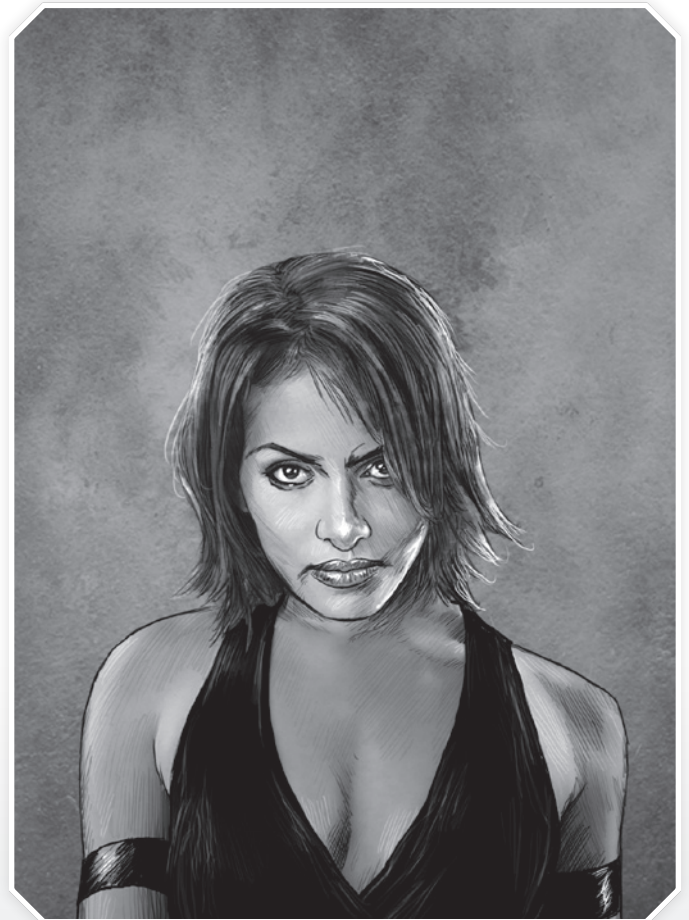
Born: 3037 (22 at her death in 3059)

The eldest child of Emma Centrella and Nicholas Ramilie, Danai Centrella was raised as the Magestrix's heir from childhood, and Magestrix Emma was determined to avoid the mistakes her own mother had made with her. Danai and her two closest sisters were shielded from the Canopian court and its intrigue, safe in the bosom of their father's mercenary unit under male names. When Danai emerged and joined the Magistracy Armed Forces under her own name, her sisters revealed themselves as well.

By 3058 the young Danai had proven herself against the many pirates that plague the Periphery and had been appointed a major in the First Canopian Cuirassiers. It was in this capacity that Emma Centrella assigned her to work with Sun-Tzu Liao during the Pirates'

War, and the First Cuirassiers were among the first Canopian regiments sent into the Capellan Confederation under the terms of the Capellan-Canopian alliance. It was during this deployment that Danai and the First Cuirassiers were sent to the Star League Defense Force for service in Operation Bulldog.

Major Centrella successfully lobbied for the First Canopian Cuirassiers to be included in the forces that pursued the Smoke Jaguars into the Periphery, and the unit fought on both Huntress and Strana Mechty. Prince Victor Steiner-Davion honored the Magistracy by allowing Danai Centrella to fight with his forces against the last Smoke Jaguars, and it was the Magistracy's great loss that Danai Centrella was killed in the battle. Star League vessels carried her remains back to the Inner Sphere and returned them to the Magistracy, where the major was mourned with full ceremony.



MAJOR PERSONAS



JENNI ELLIOT

Rank/Title: General of the Magistracy Intelligence Ministry
Born: 3006 (54 in 3060)

Jenni Elliot first came to Magestrix Emma Centrella's attention when she was still Major Emma Centrella during the Andurien-Canopian invasion of the Capellan Confederation. It was Jenni Elliot's intelligence team that kept Emma's command alive on Repulse, and the future Magestrix kept the intelligence officer close through the rest of her career, finally appointing her head of the Magistracy Intelligence Ministry.

A quiet, unassuming woman, Jenni Elliot was born on Marantha in 3006 and enlisted in the MAF as soon as she was old enough. Her background and education made her a thorough and careful staff intelligence officer with a knack for seeing how the disparate pieces of a puzzling report fit together, and she has managed to translate that skill in analysis into a very talented skill in administration. The MIM under her command has become the most efficient and respected intelligence agency in the Periphery, a reputation that Elliot has built by putting the right people in the right places. She monitors the activities and efficiency of her department heads with the same attention she used to apply to enemy 'Mech sightings, often playing the strengths of one division chief against the other.

During the Pirates War in 3058, Elliot's MIM agents were desperately trying to infiltrate the incoming pirate bands and determine their origins, but their activities were hampered by the Caesar's policy of attacking Magistracy shipping in and around the Hegemony. One of Elliot's agents successfully infiltrated the court of Caliph Rashier on Astrokazy, but she was unable to gather much useful information before the arrival of Avanti's Angels made her position more or less worthless.

Upon the signing of the Trinity Alliance, General Elliot directed significant resources toward keeping tabs on her nation's new allies. She managed this careful balancing act with the Magestrix's tacit acceptance, if not approval.

FREE WORLDS LEAGUE

THOMAS MARIK

Rank/Title: Captain-General of the Free Worlds League
Born: 2990 (70 in 3060)

Thomas Marik was born far enough removed from the likelihood of power that few objected when the young man enlisted in ComStar. He pursued an active and valuable career as a ComStar adept, only retiring from the Order when machinations within his own family claimed the lives of several of his brothers. Becoming Captain-General after the death of his father Janos and the deaths and rebellions of his brothers Duncan and Duggan, Thomas Marik



MAJOR PERSONAS

would become perhaps the most powerful Marik Captain-General in history.

His negotiation of the arms agreements on Outreach in 3051 netted the Free Worlds League incredible economic capital, capital that he reinvested in Federal programs and military forces. Almost every world of the Free Worlds League's disparate provinces in some way benefitted from the sale of arms to the Federated Commonwealth and the Draconis Combine, and those benefits were enough to offset the rumblings of discontent when he increased relations with the Capellan Confederation.

The death of his son Joshua and his replacement with a double were difficult pills for Marik to swallow, and in his pain he authorized Operation Guerrero, which reclaimed the Marik worlds lost to the Federated Commonwealth in the Fourth Succession War. This limited military action further solidified his hold on the reins of power, giving the resurgent FWL military a solid victory to draw them together. His close ties to the Word of Blake also brought good fortune to the Free Worlds in the form of advanced technology and military assistance. Although many in the League questioned his closeness to the Blakists, as well as his formation of the Knight of the Inner Sphere, few were able to question the results, as the Free World League joined the reborn Star League from a position of strength they hadn't been able to match in centuries.

HEATHER ALEXANDER

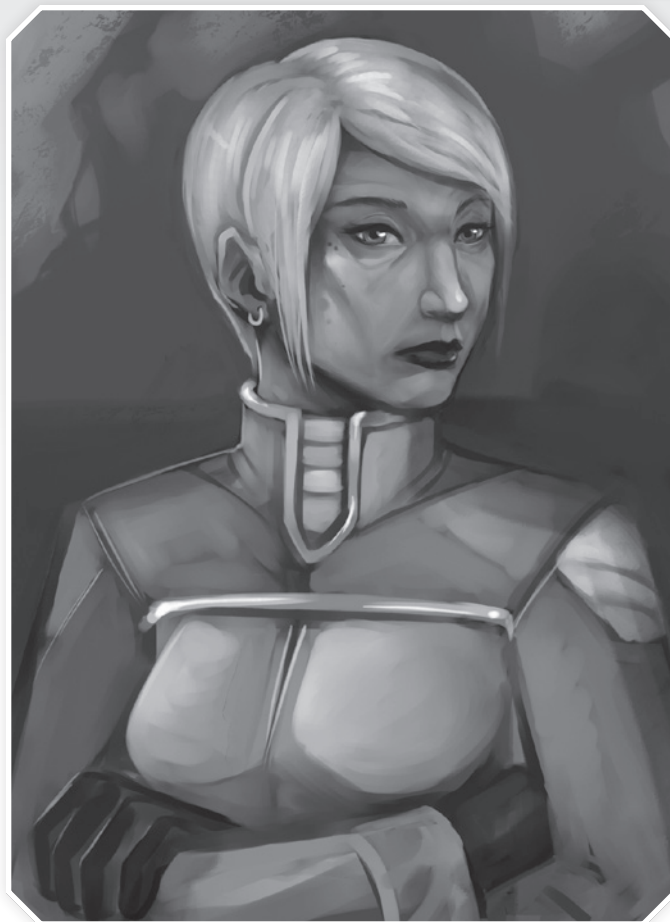
Rank/Title: Admiral, Minister of Defense

Born: 3012 (48 in 3060)

One of the "Seven Sons of Solon" or, more accurately, one of the daughters, Admiral Heather Alexander is the head of Military Intelligence for the Free Worlds League Military. As such, she holds a seat on the LCCC, the FWLM high command, and commands immense intelligence resources. Under her command the FWLM military intelligence apparatus enjoys none of the sordid reputation of its civilian counterpart, SAFE. Admiral Alexander is a consummate professional, and has been for her entire career.

Her first posting was as intelligence officer on the staff of the Fusiliers of Oriente, and she quickly advanced into Federal service first as an operative and then as an analyst. She rose to high rank, as operations officer in charge of the deployment of the League's irregular liberation units, in 3051, and caught the eye of the Captain-General, who promoted her to the head of military intelligence in 3057 just prior to Operation Guerrero. Too new in her position to do more than continue her predecessor's policies during that short conflict, she spent the next year directing extensive reviews of the liberation units' performance to see where their training and equipment could be updated.

Her control of the liberation units makes Admiral Alexander an important woman in the cogs of the Free Worlds League Military, and many of Thomas Marik's political opponents have tried to woo her away from his loyalty. Most of them have found her an immovable rock in his favor, and the Captain-General rewarded her loyalty with her appointment as Minister of Defense in 3061. In this post, Admiral Alexander was the *de facto* commander of the entire Free Worlds League military when the Captain-General was not actively directing them.



Her promotion to Minister of Defense brought Admiral Alexander into more regular contact with the Word of Blake, and by all reports her relationship with them was cool. Records show that during her time as director of military intelligence she drafted several memoranda defining possible threats the Blakists might pose to the FWLM, but those reports were ignored.

CHRISTOPHER HALAS

Rank/Title: Grand Duke of Oriente

Born: 2980 (80 in 3060)

The Duchy of Oriente is one of the most powerful provinces of the Free Worlds League, and Christopher Halas was among the strongest supporters of Thomas Marik from his first reappearance in the League in 3030. In fact, it was Halas who notified young Thomas of his father's illness, and the Grand Duke was steadfastly loyal to the unlikely Captain-General throughout his rise to power. Although Thomas' reforms stripped away much of the independence of provinces like Oriente, Christopher Halas remained a federalist and a strong supporter. Of course, it didn't hurt that Thomas Marik's second wife was Sherryl Halas, his daughter.

During Christopher Halas' reign as Grand Duke, the Duchy of Oriente has prospered as never before. Many of the Duchy's industries benefitted greatly from the influx of capital and cash

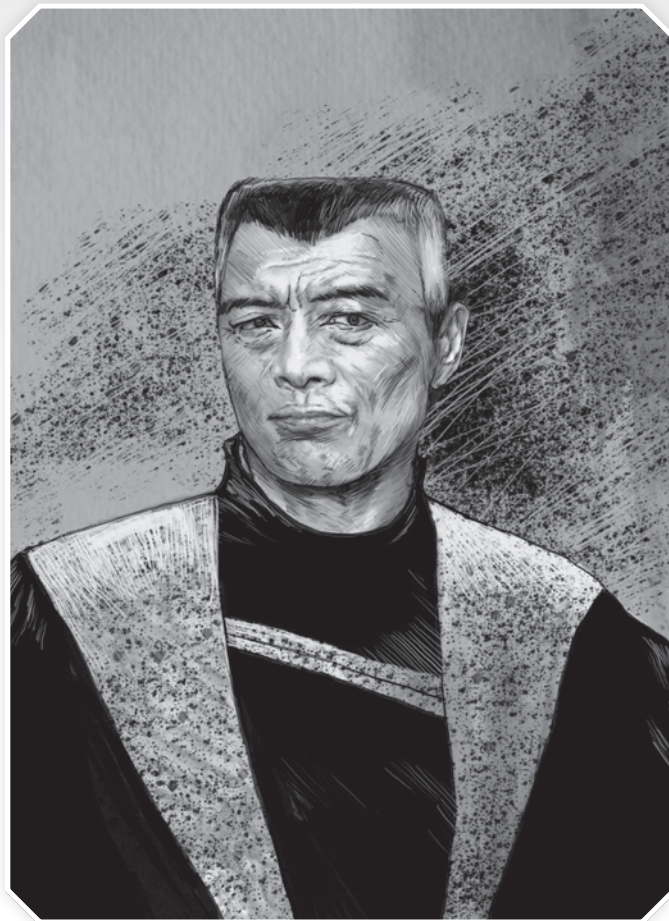
MAJOR PERSONAS

during the waning years of Operation Revival, and the Grand Duke wisely reinvested a considerable portion of the proceeds back into the Duchy's infrastructure and its military. The Fusiliers of Oriente had always been one of the League's strongest provincial military forces, and with the new technologies becoming available they got even stronger.

Although the Grand Duke remained supportive of his son-in-law, the actions of Chancellor Sun-Tzu Liao put a bit of tarnish on their relationship. Acting as First Lord of the Star League, the Chancellor requested the Second Oriente Hussars as peacekeepers at the start of his St. Ives adventures, then used violence against them as a pretense to begin hostilities. Although he didn't care what a bunch of Capellans did to one another, the Grand Duke was not pleased to have one of his Duchy's units placed in the line of fire for such a dishonest scheme. The cooling-off of relations between the League and the Confederation following Isis Marik's rejection has done much to calm Halas' anger, though.



CAPELLAN CONFEDERATION



SUN-TZU LIAO

Rank/Title: Chancellor of the Capellan Confederation

Born: 3031 (29 in 3060)

The eldest child of Romano Liao and Tsen Shang, Sun-Tzu Liao survived one of the harshest and most stressful childhoods any child has ever been through to become perhaps the strongest Chancellor the Confederation has known since the days of Franco Liao himself. His election as First Lord of the Star League, along with the success of his *Xin Sheng* programs and the reclamation of much of the former Sarna March and the St. Ives Commonality secured his place in the history books of the Confederation, but the Chancellor didn't rest on his laurels.

MAJOR PERSONAS

Sun-Tzu learned both valuable skills and dangerous warnings from his parents. From his mother Romano, who was famous for the bloodiness of her purges, he learned the value of decisive action, but his Maskirovka chief father taught him the value of being sure about things. These lessons, along with his own studies, have made Sun-Tzu a model of his namesake. He sets goals for his generals and then gets out of the way, knowing that his gifts lie more in the political arena than the military one. He is totally committed to the restoration of the Confederation, even at the expense of himself.

Despite the end of his betrothal to Isis Marik and the resulting chill in relations between the Confederation and the Free Worlds League, Sun-Tzu enjoyed the continuing success of his plans. Alliances with the nearby Periphery nations gave him the troops he needed to both reclaim St. Ives and continue the acquisition of worlds in the former Chaos March. The rise in the early 3060s of Blakist activity in that same region has led to some conflicts between the Capellan Confederation Armed Forces and the Word of Blake militia, but for the most part these skirmishes were minor. With the outbreak of armed conflict between the forces of the Steiner-Davion children, the Chancellor diverted his attention to watching for any possible benefit to his nation and its goals.

ION RUSH

Rank/Title: Master of Warrior House Imarra

Born: 3006 (54 in 3060)

As Grand Master of the Warrior House Orders, and Master of House Imarra, Ion Rush answers only to Chancellor Sun-Tzu Liao. No one else wields as much direct power as he does, not even *Sang-jiang-jun* Talon Zahn, as the CCAF's commanding general is hamstrung by the CCAF's immense bureaucracy. Rush is part of the Chancellor's inner circle, a position he earned by steadfast service to the Capellan state and excellence in handling the disparate Warrior Houses.

Rush first rose to command the Imarra Warrior House after the Fourth Succession War, when the previous House Master Yadi left service following the House's defeat on Sian against the First Kathil Uhlans. Rush immediately devoted himself to rebuilding not only the Imarra forces but all of the Capellan Warrior Houses, and by the time of the Clan invasion all eight of the Houses boasted full tables of organization and equipment, well-organized training, and the competent discipline of professionals. The first test of Rush's new Warriors Houses was the planet Liao during the Liberation; all eight

Warrior Houses dropped on the Liao family's ancestral homeworld and recaptured it. House Imarra went on to fight on Styk, as well, but withdrew before victory could be achieved.

In the busy years between the Marik-Liao invasion and the reclamation of the St. Ives Compact Ion Rush and his Warrior Houses were busy. House Hiritsu reclaimed Kaifeng from the Sarna Supremacy, and as Sun-Tzu made his plans to reclaim the Compact worlds Rush was intimately involved. He was present in 3060 when an assassin tried to kill the Chancellor, and protected the Chancellor at the cost of injury to himself. This came shortly after having survived an assassination attempt himself, making his dedication to duty all the more impressive.



MAJOR PERSONAS



ARIS SUNG

Rank/Title: *Lien-zhang*, Warrior House Hiritsu

Born: 3034 (26 in 3060)

At thirteen years of age Aris Sung won admission to Warrior House Hiritsu by impressing House Master York with his audacity and maturity. It was at that young age that he merited the ire of future House Master Ty Wu Non, establishing an irascible relationship that lasted throughout Sung's career with the Warrior House. Sung entered training later than most other applicants, but applied himself and had, by 3051, become a member of House Hiritsu's infantry battalion. It was in this role that he was present on Gei-Fu to subdue a BattleMech single-handedly, earning himself promotion to the House's BattleMech battalion.

By 3058 Sung's obvious abilities and brilliant mind had earned him the position of Lance Leader in the BattleMech battalion, and he was instrumental in planning the attack on Kaifeng. When traitors in the Warrior House conspired with the Kaifeng Sarna March Militia to bring down the Warrior House, and succeeded in killing House Master Virginia York, Sung advanced to Company Leader (later, *lien-zhang*) and helped the House battle its way to victory.

When the Chancellor chose to tour the Capellan worlds along the St. Ives Compact border, it was Aris Sung and House Hiritsu who oversaw much of his security. Sung's company was present on Hustaing when the Blackwind Lancers attacked, and the Hiritsu warriors remained near the forefront of the Capellan advance throughout the war. Together with other Capellan forces, House Hiritsu was present on St. Ives when the CCAF took that world. *Lien-zhang* Sung was often the voice of compassion and reason within the Warrior House during this period, a role that House Master Ty Wu Non encouraged him in, despite their past differences.

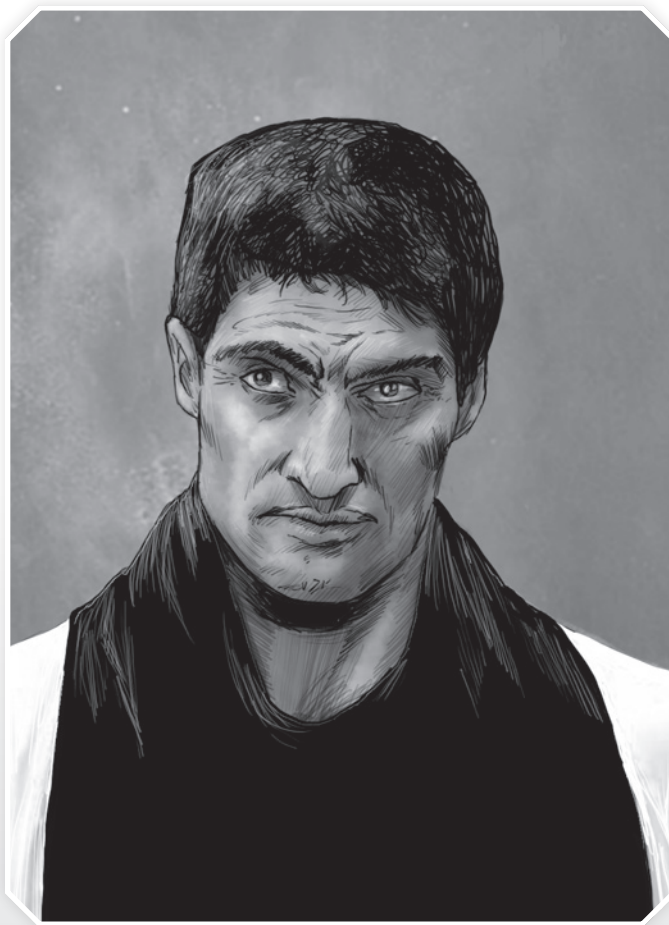
MERCENARIES

MARCUS GIOAVANTI

Rank/Title: Commander Avanti's Angels

Born: 3026 (34 in 3060)

Marcus GioAvanti was born in the Isle of Skye. His family is related to the powerful Avanti luxury vehicle scions, but Marcus decided that the soldier's life was for him and enrolled in the New Avalon Military Academy. Unfortunately for the Armed Forces of



MAJOR PERSONAS

the Federated Commonwealth, relations with his family quickly soured and Marcus dropped out of the NAMA, traveling with what skills he had to Outreach to join the mercenary life. Although his MechWarrior skills were adequate, he ended up with a dead-end unit headed into Kurita space on a corporate contract. Just as the Clans attacked.

The next several years found Marcus fighting desperately to stay alive and in front of the Clan juggernaut. His mercenary unit was quickly destroyed but he found himself drafted and redrafted into *ad hoc* unit after *ad hoc* unit, often grabbing the stragglers of other broken mercenary units. It was in this cauldron of hell that Avanti's Angels were born, as Marcus discovered an uncanny ability to lead and keep his people alive. Once the Clans were halted Marcus took his command away from the Clan front and into the fertile mercenary fields of the Chaos March. It was on those bloody fields that the recruiters of the Magistracy of Canopus located them and offered them a contract in the Periphery.

The Angels journeyed to the Periphery and immediately fell afoul of Marian-sponsored raiders in the Pirate's War. It took every bit of Marcus' skill to keep his small unit alive as they traveled to Astrokazy to help uncover the Marians' involvement in the raiding, but in the end they were able to recover vital evidence that helped bring the raids to an end. After that contract they remained in the Periphery, under a second contract to the Magistracy while they rebuilt.

WILLIAM MACLEOD

Rank/Title: Colonel of MacLeod's Regiment, Northwind Highlanders
Born: 3005 (55 in 3060)

William MacLeod was barely twenty-four years old when the Highlanders returned to their ancestral homeworld of Northwind during the Fourth Succession War, and he rose to his colonelcy entirely during the time the Highlanders were in the service of the Federated Commonwealth. He was one of a number of officers who took their stewardship of Northwind very seriously, as if it were their world and not House Davion's. The regiments of the Highlanders were mercenaries, not Davion House troops, and MacLeod always believed in Highlander independence.

In 3057, when the Free Worlds League and the Capellan Confederation launched Operation Guerrero, Colonel MacLeod was the senior Highlander officer in the colonels' rotating schedule, and he ordered the Highlanders home as the Federated Commonwealth came apart. With two regiments far away on the Clan border, and Stirling's Fusiliers light years away on Ozawa, MacLeod was concerned that the Highlanders would be caught between the two realms. He might also have wanted greater security at home, as the FC authorities on Northwind immediately condemned his actions. The tension between the Highlanders and the FC soon flared into open combat, and MacLeod was forced to lead his troops against the Third Royal Guards RCT.



In 3058 the Highlanders, newly independent and excited, joined the rest of the Inner Sphere in celebrating the resurrection of the Star League. MacLeod's Regiment was one of the regiments chosen to accompany Task Force Serpent to Huntress, and the Highlanders were instrumental in the dismantling of the Smoke Jaguars' military capacity. They took heavy casualties, but MacLeod's leadership kept them alive. He led them home to a hero's welcome, and they settled into Northwind to heal their wounded and replace their losses.

TOM STANCEL

Rank/Title: General of the Twelfth Vegan Rangers
Born: 3002 (58 in 3060)

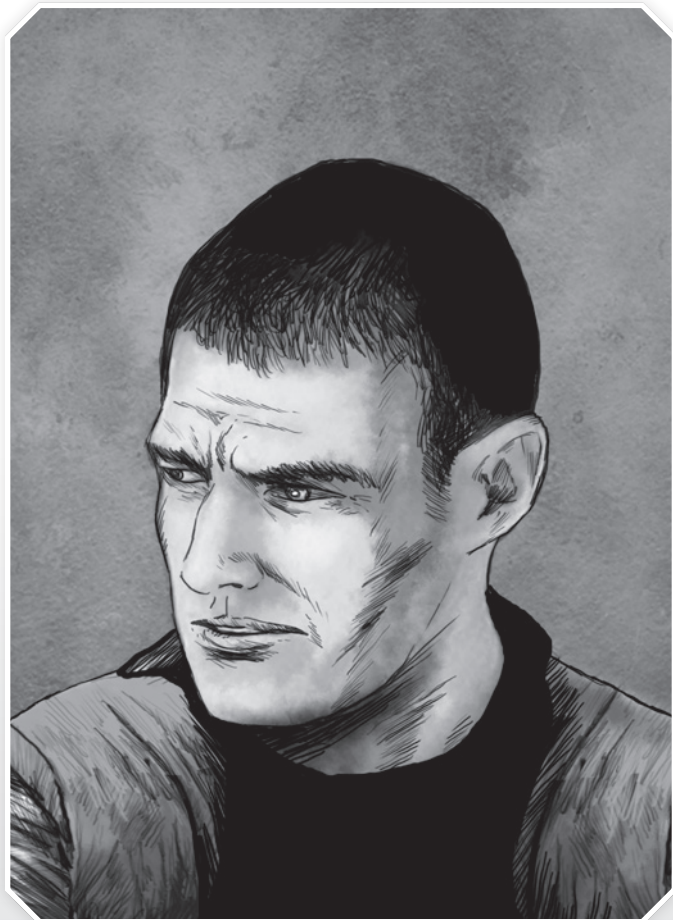
Tom Stancel is a Vegan Ranger born and bred. His parents were technicians with the Rangers' Delta Regiment, and his attendance at the Federated Suns' Sakhara Academy was paid for by the Rangers. His initial posting as a lance leader was with Beta Regiment, but he transferred to command Alpha Regiment's First Battalion in 3042. A consummate officer and leader, he quickly earned the confidence of General Douglas Sheridan, who many acknowledged as a hard man to impress. When, after taking command of Alpha Regiment

MAJOR PERSONAS

in 3047, Sheridan retired in 3048 Stancel was chosen as the Vegan Rangers' new general, despite his youth and the seniority of the Rangers' other colonels.

Despite the need for crack troops the Twelfth Vegan Rangers were held in the Sarna March during the Clan invasion, forming one of the lynchpins of the March's defenses. They rotated between several worlds in both the Capellan and the Sarna Marches during the years between Operation Revival and Operation Guerrero, and it was only the lack of available JumpShips that kept the Rangers from interceding in the March's defense. With the collapse of the Chaos March the Rangers fell back fully to the Capellan March, where the AFFC placed them to defend against Capellan expansion.

As the general of the three remaining Ranger regiments, Stancel was a careful and dedicated officer. As the AFFC began its slow adjustment to the presence of Archon Katherine Steiner-Davion on the throne in New Avalon, he began to try and secure the Rangers' logistical needs outside of normal AFFC channels. Her role in the abandonment of the Sarna March—and the deaths of many of Delta Regiment's warriors—meant that Stancel would not trust the Archon Princess to see to the Rangers' best interests. Unluckily for the Rangers, it appeared that Katherine reciprocated their feelings.



MARIAN HEGEMONY



SEAN O'REILLY

Rank/Title: Caesar of the Marian Hegemony

Born: 3016 (44 in 3060)

Sean O'Reilly was the only son of Emperor Marius O'Reilly, the leader of the Marian Hegemony for the early part of the Thirty-First Century. He was exactly what a scandalvid reporter might have expected from the son of an absolute ruler in a debauched realm like the Hegemony: a pure bacchanalian hedonist. Despite his father's efforts, few if any of those in power in the Hegemony looked forward to his ascension to the Emperor's throne, but that day came in 3048 when Emperor Marius was killed in a "climbing accident." Quiet rumors blamed the Emperor's death on his son, but those rumors were just as short-lived as those who spread them.

MAJOR PERSONAS

One of Sean's first acts was to declare himself Caesar, rather than Emperor, and begin sweeping reforms of Marian society. Although the Hegemony had always had a neo-Roman flair, Sean embraced it and brought it to the fore as never before. A petty man, part of his reforms were to increase the separation of power between the common people of the Marian worlds, the *plebs*, and the noble class of *patricians*. He was a man enamored of the magisterial trappings of ancient Rome, and with the power of his position he saw no reason not to do what he wanted.

In true Roman fashion, when discordance began to sound about his rule, Sean used his newly-expanded legions to conquer the small, neighboring Lothian League in 3054 and 3055. The powerful legions were more than a match for small defense forces of the Lothian worlds, and his victory there both removed much of the opposition Sean faced at home and prompted him to try testing the Magistracy of Canopus in 3057 and 3058. Although his raiding schemes were defeated by mercenary and Capellan interference, Sean was successful in greatly upgrading and expanding the Marian Hegemony Armed Forces.

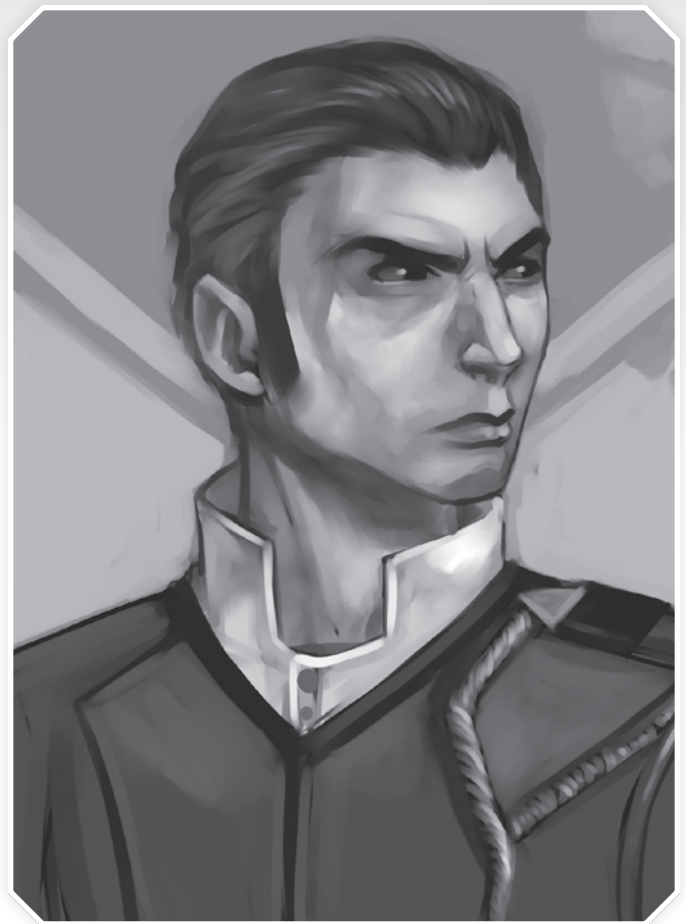
JULIUS O'REILLY

Rank/Title: *Legatus of II Legio Cataphractii*

Born: 3041 (19 in 3060)

Born from one of Sean O'Reilly's many mistresses, Julius O'Reilly was the only child Sean O'Reilly claimed as his own, despite that fact that Sean's hedonistic ways must have meant many unclaimed bastard children scattered throughout the Hegemony. Julius was a favorite of his grandfather Marius, so much so that when the Emperor threatened to remove Sean from power for his indiscretions Julius was named as his replacement. Marius' death soon after that both removed his immediate path to power, and a favorite grandfather.

Julius entered the *Collegium Bellorum* at an early age, displaying a keen intellect and unusual emotional maturity for one so young. He excelled during his years there, learning all that the academy's teachers could show him. Many of the instructors took note both of Julius' intellect, and of the way he seemed somewhat aloof from his father. While always the loyal son in public, canny observers could often detect a note of scorn in the young O'Reilly's voice whenever he spoke of his father. It wasn't until one of the son's instructors, General Ambrose Kelly, was arrested for making seditious comments that Sean fully realized the threat his competent son offered to his rule.



As soon as Julius graduated the Collegium his father assigned him to the Second Legion and ordered it into the Lothian district. A swell in guerilla and other resistance activities had the Marian Legions reinforcing their garrisons all across the former League. The young O'Reilly took his orders and went with the Legion, like a good soldier, but his performance in the anti-insurgency campaigns was far outside of a young officer's normal performance. Using a combination of diplomacy and tactics, Julius was able to end much of the resistance as well as cement his relationship with his officers and men in the legion. This relationship would soon pay dividends, as 3062 came to a close, for Julius' legions would not remain in the Lothian worlds.

CLAN JADE FALCON



ELIAS CRICHELL

Rank/Title: Khan of Clan Jade Falcon

Born: 2992 (66 at his death in 3058)

In a Clan renowned for its strict adherence to the warrior ethos of the Clans, Elias Crichell was something of an anomaly. Although he had the normal Clan trueborn's talents in the cockpit, his real skill lay in manipulating the politics of both the Jade Falcon Clan Council and the larger Grand Council of all the Clans. His rise to the Khan's post was more a result of political maneuvering than of any great combat victory, but his time in office was no less effective for its roots than any more capable warrior's might have been. The Jade Falcons have never wanted for capable warriors; Elias' skills lay in directing those very capable warriors in the direction he wished the Clan to go.

A devout Crusader, Elias Crichell was a confidant of Smoke Jaguar Khan Leo Showers, and the two of them together were instrumental in the drafting of Operation Revival. It took little political wrangling to get the Jade Falcon Clan behind the idea of invasion, as they'd always been amongst the most Crusader-minded,

and the active Falcons easily won a Revival invasion corridor. During the invasion Crichell wisely left most of the fighting to his Galaxy Commanders and saKhans. The Khan spent his efforts finding the best ways to help the Jade Falcons' efforts and hinder those of the other Clans. The defeat at Tukayyid was a bitter obstacle for him to overcome, but the rise of fellow politician Vandervahn Chistu to saKhan in the wake of Twycross gave Crichell an able, if ambitious, deputy.

Chistu was largely responsible for the conduct of the Falcons' side of the Refusal War, while Crichell concentrated on the Falcons' plans for a renewed invasion once the Wolves were defeated. To his credit, the Falcon's victory and his own politicking led to his election as ilKhan in 3058, but he was almost immediately slain by Wolf Khan Vlad Ward before he could lead the Clans in a resumption of the invasion.

RAVILL PRYDE

Rank/Title: Star Colonel of the Falcon Guards

Born: 3029 (31 in 3060)

Star Colonel Ravill Pryde received command of the Falcon Guards Cluster when they were rebuilt following their decimation on Tukayyid. A small, ugly man, Ravill was the product of a sci-



MAJOR PERSONAS

entist caste effort to mix Clan Wolf genes with Jade Falcon ones. The experiment appeared to have succeeded: Ravill tested out of his Trial of Position with flying colors, and won his Bloodname soon after. Although he didn't fight in Operation Revival, he made quite a name for himself in the Clan homeworlds—a name bright enough that he was brought into the Occupation Zone to rebuild the Falcon Guards.

Much about Ravill Pryde irked tradition-minded Jade Falcon warriors, but he was adept at using that same irk to goad them into greater displays of skill and bravery. Many times he deflected challenges from subordinates, or defeated them so quickly that they were forced to concede his superiority and, sometimes, learn the lesson of their defeat. His conflicts with legendary Star Commander Joanna, for instance, were frequent and violent, as the two strong-willed Falcon warriors butted heads.

Despite his uncommon attributes Ravill Pryde led the Falcon Guards well. During the Refusal War the Guards were sent to Twycross, to challenge the forces of the ancient Wolf Khan Natasha Kerensky. Under his command the Guards fought the elite Thirteenth Wolf Guards to a near-standstill, before the Guards retreated and Kerensky was killed.

In 3061 Pryde was forced to sponsor the Falcons' first freebirth contestant for the Pryde Bloodname. The fact that the applicant was Diana, daughter of legendary Falcon hero Aidan Pryde upon whom Ravill had modeled his career, did little to mitigate his shame, but even he was forced to concede her prowess when she claimed the Bloodname and, shortly after, defeated the Steel Viper Khan in combat.

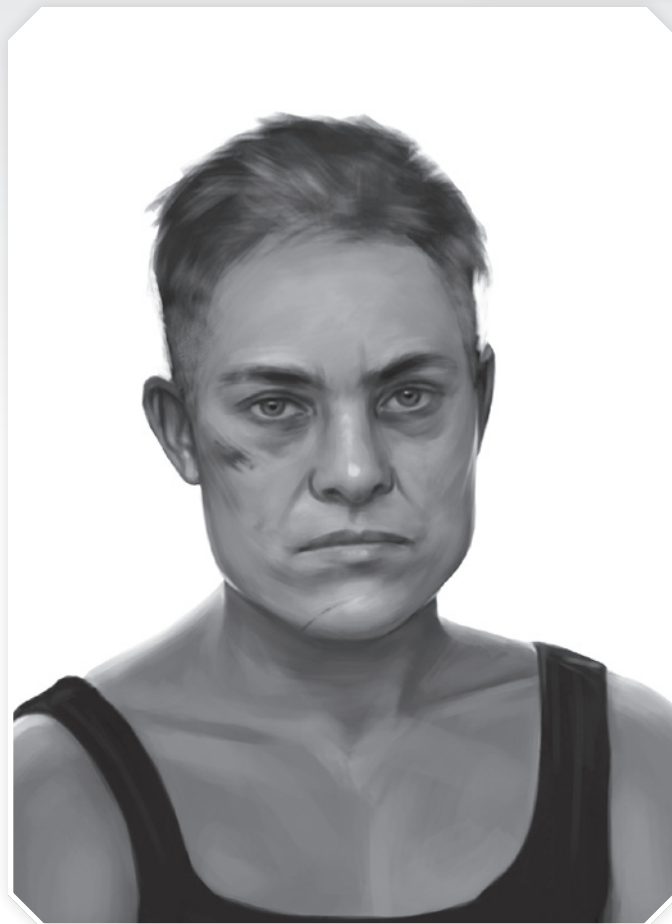
SAMANTHA CLEES

Rank/Title: saKhan of Clan Jade Falcon

Born: 3019 (41 in 3060)

Samantha Clees had fought her way to the rank of Galaxy Commander by the time of Operation Revival, despite several issues as a younger warrior. She was a fierce warrior and a skilled tactician, but her eye for the political realities of higher rank was not yet developed enough for her to be anything more than commander of a mid-list Galaxy. Despite that, her Galaxy was chosen for Operation Revival.

Samantha was something of an oddity in the Jade Falcons. Although she could toe the party line as well as any warrior, reviews of her combat actions and her drafted correspondence shows a surprising lack of adherence to codified Falcon doctrine. She was aware of "the book," of course, but analysis showed that she often discarded the recommended plan of action and improvised her own. It was this adaptability, more than anything else, that contributed her rapid rise through the ranks and her, after Marthe



Pryde's ascension of to the rank of Khan, own elevation to the rank of saKhan.

Coming to power shortly before the action with the Steel Vipers, Samantha Clees had little time to get used to her new responsibilities. She continued to lead Delta Galaxy, rather than change the command structure of another Galaxy in mid-action. Her troops performed well, supporting the flanks of Marthe Pryde's drive toward the confrontation with the Steel Vipers on Waldorff. She was present on-world when the Triasch Keshik was defeated, although her units were on the far side of Daemon City.

The most difficult part of the saKhan's responsibilities for Samantha Clees was always the mediator role she was forced to play between the Falcons' traditional intransigence and the new technologies and tactics that were emerging as a necessary part of warfare in the Inner Sphere. Like her Khan, she was totally committed to the Falcons retaining their Inner Sphere invasion corridor, even in the face of the Star League, and that commitment often led her to accept ideas and strategies she might have found distasteful.

CLAN GHOST BEAR

JAKE KABRINSKI

Rank/Title: Star Captain

Born: 3041 (19 in 3060)

A trueborn Elemental of Clan Ghost Bear, Jake Kabrinski earned his first notice amongst the Ghost Bears on the Clan Homeworlds planet Bearclaw before he earned his Bloodname. There, he and his Elemental Star were instrumental in stopping the advances of the Hell's Horses, and Jake's Star forced the Horses Khan Malavai Fletcher to retreat off the field. Soon after he won his Bloodname, as the Ghost Bears completed their relocation to the Inner Sphere and founded the Ghost Bear Dominion.

It was as a member of the all-Elemental Zeta Galaxy that Star Commander Jake Kabrinski was present on Alshain when the rogue Alshain Avengers regiments of the Draconis Combine Mustered Soldiery attacked. Jake won much glory in that attack by single-handedly defeating an Alshain Avenger *Atlas*. Soon after he successfully challenged for the rank of Star Captain and won a Trinary command position in a frontline Cluster, just in time for the Dominion's

counterattack into the Combine. As leader of a combined OmniMech and Elemental Trinary, Jake Kabrinski fought on several worlds.

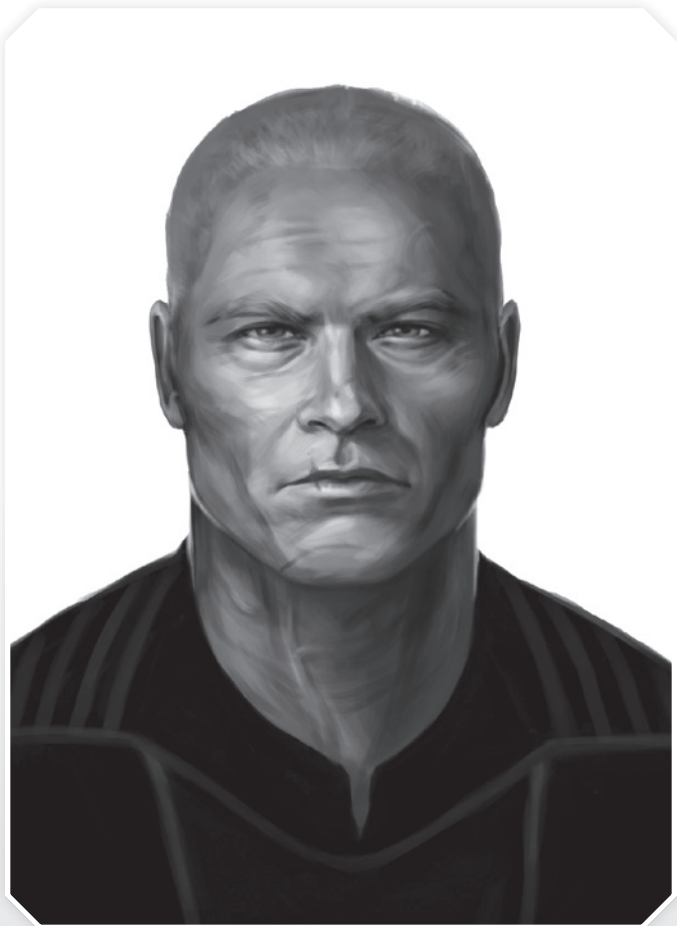
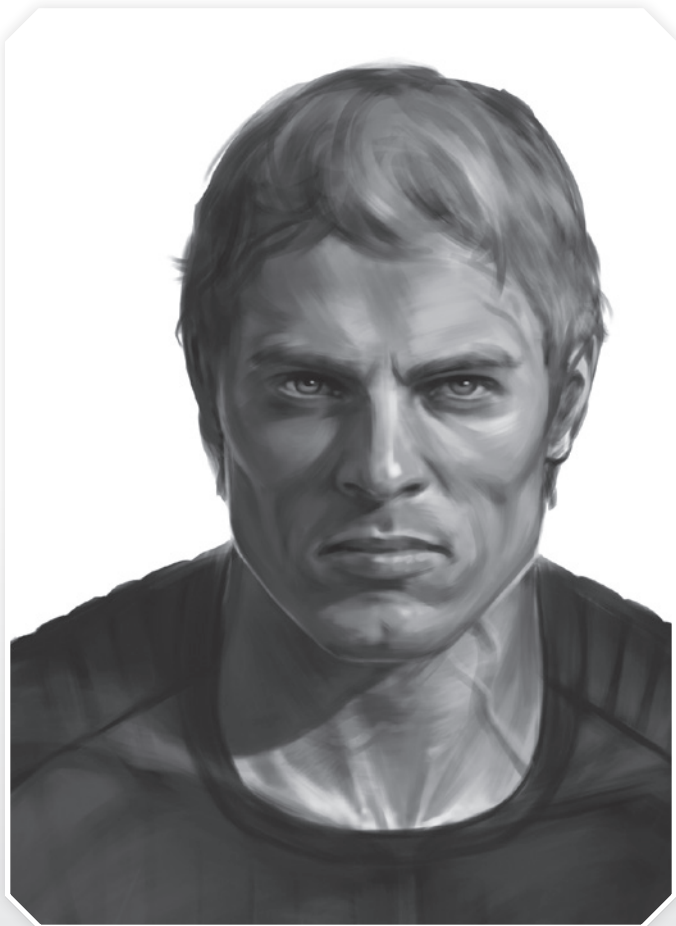
During these combats Jake faced both the DCMS and his own inner demons as a new commander. In particular, his inability to defeat a talented Combine DEST commando played havoc with his confidence, which forced his commanders to order his Trinary back into the Dominion for rest and refit. The trip had the opposite effect, however: the Ghost Bears under Jake's command encountered and captured a Combine WarShip over Courchevel and then defeated Khan Malavai Fletcher and the Hell's Horses again when they attacked into the Dominion's weakened rear. Jake's victory over Fletcher on Predlitz killed both his own demons and the Hell's Horses offensive, earning the Elemental *ristar* even more laurels.

BJORN JORGENSSON

Rank/Title: Khan of Clan Ghost Bear

Born: 3023 (37 in 3060)

Bjorn Jorgensson was born into a MechWarrior sibko, but his failure in his first 'Mech Trial of Position sent him for retraining as an aerospace pilot. It was in this role that Bjorn excelled, downing



MAJOR PERSONAS

three opposing fighters in his Trial of Position to claim the rank of Star Captain. His assignment to the 140th Striker Cluster placed him among the Bear forces deployed for Operation Revival, and he saw firsthand how the mistakes made by Khan Karl Bourjon cost the Ghost Bears. After winning Bourjon's position away from him, Bjorn Jorgensson led the Ghost Bears into the greatest transition of their existence: the relocation to the Inner Sphere.

An even-tempered man, Bjorn made a fine Khan when placed next to his fiery saKhan, Aletha Kabrinski. It was Bjorn's careful attention to strategic matters that corrected the Bears' supply situation during Operation Revival, and it was his careful planning that brought the entire Ghost Bear Clan to the Inner Sphere. His time in aerospace fighters made him a warrior who valued the virtue of patient watchfulness, and put it to good use.

When the Alshain Avengers attacked and the Ghost Bear touman erupted in revenge, Jorgensson did not even try to restrain them. He knew as well as any Ghost Bear the need for revenge, but he also directed the merchant caste's efforts to keep the haphazard assault supplied, and when the news came of the Combine's suggested challenge on Courchevel he fully supported it. The Bears didn't have any interest in conquering the Draconis Combine, and the combats had to be ended. His pride at the Ghost Bears' victory was as bright as any Bear warrior, even as he directed the retaliatory strikes that pushed the Hell's Horses back out of the Inner Sphere and punished the Wolves for their temerity in assisting the foolish Horses.

ALETHA KABRINKSI

Rank/Title: saKhan of Clan Ghost Bear

Born: 3018 (42 in 3060)

Aletha Kabrinski was the premier light OmniMech pilot of her Clan, and her lightning-quick temper and ferocity in combat seemed to suit the ultra-fast *Fire Moth* she piloted. She quickly earned a reputation as a master of delivering Elementals onto the battlefield with her striker Stars, which endeared her to the Elemental-heavy Clan. A *ristar* of the Clan, she displayed a surprisingly facile grasp of politics when she parlayed a role as Oathmaster into the position of saKhan after Theresa DelVillar was injured. It was Aletha Kabrinski who first challenged Karl Bourjon's competence as Khan, and she supported Bjorn Jorgensson's election to kaKhan fully.

After the peace was forced on the Clans at Tukayyid the aggressive Aletha worked with her Khan to find an advantage for the Ghost Bears. When Jorgensson revealed his plan to move the entire Clan to the Inner Sphere Kabrinski was shocked but excited. That sort of daring move appealed to her sense of tactics, and

she embraced the plan. While the Khan focused on the logistics of the move the saKhan prepared the Ghost Bear touman for the inevitable battles that would occur. Few among the Ghost Bears, even the Khan's most ardent supporters, refuse to acknowledge Kabrinski's obvious combat abilities, nor her leadership, and this role has made her the *de facto* combat commander of the touman.

Kabrinski's response to the Combine attack on Alshain was predictably violent, and the forces under her direct command cut greatly, bloody swaths through the DCMS border defenses. She was present on Courchevel when the Ghost Bears defeated the Combine representatives, but her victory there was cut short as she immediately took ship to the other side of the Dominion to help attack the Wolves and Hell's Horses.



CLAN SMOKE JAGUAR



RUSSOU HOWELL

Rank/Title: Galaxy Commander

Born: 3019 (41 in 3060)

Russou Howell was an effective, if not particularly flashy, Smoke Jaguar warrior who quickly became disillusioned after the Truce of Tukayyid. He was an effective warrior as a young man, but with the chance for easy combat removed by the Truce, and the prospect of fifteen years impatient waiting until the invasion could resume, Russou essentially gave up. The act that turned around his life was his victory over his sibmate Trent, who the Jaguars correctly believed betrayed the Clan. The illusion of Trent's death sent Russou into a professional resurgence, and personal tailspin. Trent, of course, survived the action and defected to ComStar, taking with him the Exodus Road.

Though only a Star Captain when he defeated Trent, Russou showed a streak of character that his superiors apparently appreciated. Soon he was advancing in rank all way to Galaxy Commander

in charge of the defenses of Huntress in the Homeworlds. Although he was increasingly turning to drink, he was also scourging corruption from the ranks of the two solahma Galaxies present on-world, but his efforts weren't enough to stop Task Force Serpent from capturing the world.

Certain that the Smoke Jaguars would never let the invasion of Huntress stand, Russou led his forces into an uncharacteristic guerrilla campaign, striking as they could against the Serpent regiments until reinforcements arrived from the Inner Sphere, in the person of Galaxy Commander Hang Mehta and her forces. Despite the unrest he and his solahma caused, the Jaguars were unable to defeat the Serpents before their own reinforcements, Task Force Bulldog, arrived from the Inner Sphere to finish the Jaguars off. Russou Howell disappeared into the jungles of Huntress, never to be seen again.

LINCOLN OSIS

Rank/Title: ilKhan of the Clans

Born: 3014 (46 in 3060)

Lincoln Osis was the first Jaguar Elemental to ever become Khan, a feat that would have marked him for history had that been



MAJOR PERSONAS

his only accomplishment. That it became just another footnote in his history is a testament to his tenacity and ability, and it was the Inner Sphere's good fortune that he was defeated when he was. Had he been allowed to live, and the invasion resumed as he planned, the maps of the Inner Sphere might look very different.

A Crusader amongst Crusaders, Lincoln Osis was the epitome of the Smoke Jaguars: powerful, ruthless, and utterly committed to conquer. His rise through the Smoke Jaguars' ranks was rapid and blood-filled, and he never hesitated to use any weapon, from knives to fists to politics, to achieve his goals. When he became the Smoke Jaguars' first Elemental Khan, he began to shape the Jaguars into an even more potent instrument of his will. His election to ilKhan after the death of Elias Crichton both removed one of his last obstacles to power and elevated him to a plateau where he could affect the paths of all the Clans.

Luckily for the Inner Sphere, Operation Bulldog erupted before he could put his plans into motion. Despite his rages, the Smoke Jaguars were quickly routed from the Inner Sphere. Blinded by his rage, and not a little shame, he tried to hide events from the Grand Council but was unsuccessful. When they finally learned to true extent of the Smoke Jaguars' predicament, the Grand Council voted to leave the Jaguars to their own devices. Disgusted, Osis took ship for Huntress to face the Inner Sphere invaders himself.

Wounded on Huntress by an assassin, Osis and his few remaining warriors faced Victor Steiner-Davion's forces during the Trials of Refusal over the invasion. They were the last of the Smoke Jaguar warriors, and with their defeat the Clan died along with the invasion they had precipitated.

HANG MEHTA

Rank/Title: Galaxy Commander

Born: 3024 (36 in 3060)

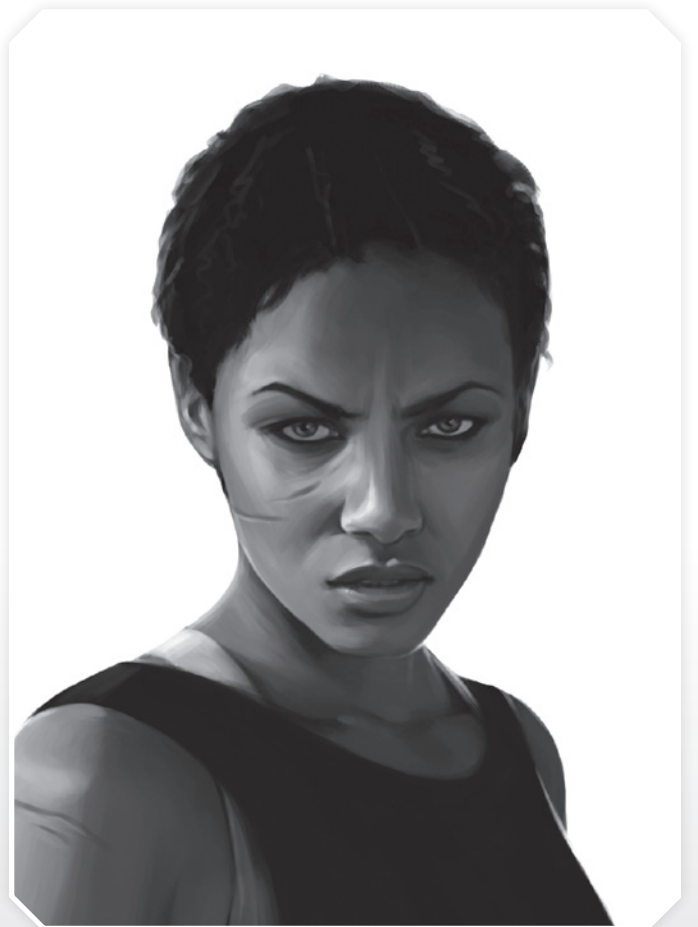
Hang Mehta was an aggressive warrior who commanded Delta Galaxy of the Smoke Jaguar's touman in the Inner Sphere at the time of Operation Bulldog. A small, wiry woman, she was nevertheless fierce in combat both unarmed and augmented. Under her command the Cloud Rangers were an aggressive Galaxy who attacked hard and fast, but were unable to stop the combined regiments of the Star League Defense Force from pushing them off their garrison worlds. During the long retreat toward Huntress she amalgamated and reconsolidated the Jaguar remnants into two scratch Galaxies.

Upon reaching Clan space Hang Mehta received terrifying news: the Inner Sphere had attacked Huntress directly and destroyed much of the Jaguars' home there. Ordered by ilKhan Osis to attack the Inner Sphere barbarians wherever she found them, she ordered her fleet and jumped for Huntress. After

a tough naval engagement at the jump point, she sent her DropShips toward the planet.

The troops of Task Force Serpent were ready and waiting for them, but they couldn't stand against the veteran fury of the troops who'd survived Operation Bulldog; the troops who'd spent months in JumpShips and DropShips with resentment and shame festering in their minds; the troops who'd returned home and found the enemy waiting. The Smoke Jaguar warriors under Hang Mehta's command tore into the Serpent forces and knocked them back on their heels. In a few short days the roles were reversed, as the Serpents tried to hold out against the crazed Jaguars. The arrival of Task Force Bulldog, in pursuit of the Jaguars, put an end to that.

With her forces defeated, and her Clan on the brink of extinction, Hang Mehta took the only path her pride left open to her; she declared a Trial of Grievance against a fellow warrior and died in the Circle of Equals, while there were still Smoke Jaguars left. Some sources claim this was an act of *bondsref*.



CLAN STEEL VIPER

BRETT ANDREWS

Rank/Title: saKhan of Clan Steel Viper

Born: 3028 (32 in 3060)

Brett Andrews made his reputation amongst the Steel Vipers as the Star Colonel of the Fourth Viper Guards. A caustic, irascible man, Andrews was very much a Clan warrior, very much a man in conflict with the rest of reality. Only his skill both in the cockpit and the political arenas of the Clan Council allowed him to stay alive and in command, and allowed him to win position as master of the Andrews Bloodhouse. He was the Steel Vipers' premier *ristar* during the interim period between the defeat at Tukayyid and the Vipers' ejection from the Inner Sphere.

In 3058 Brett Andrews, acting as the Khan's Champion, slew and then replaced saKhan Christopher Ahmed, becoming Perigard Zalman's chief lieutenant. The two men did not get along—Zalman, secure in his position as the Vipers' senior Khan, often clashed with his young and headstrong saKhan, but many assumed Zalman had arranged it that way. The younger Andrews had few qualms about speaking his mind in any setting, and the two made a good pair of leaders for the Vipers.



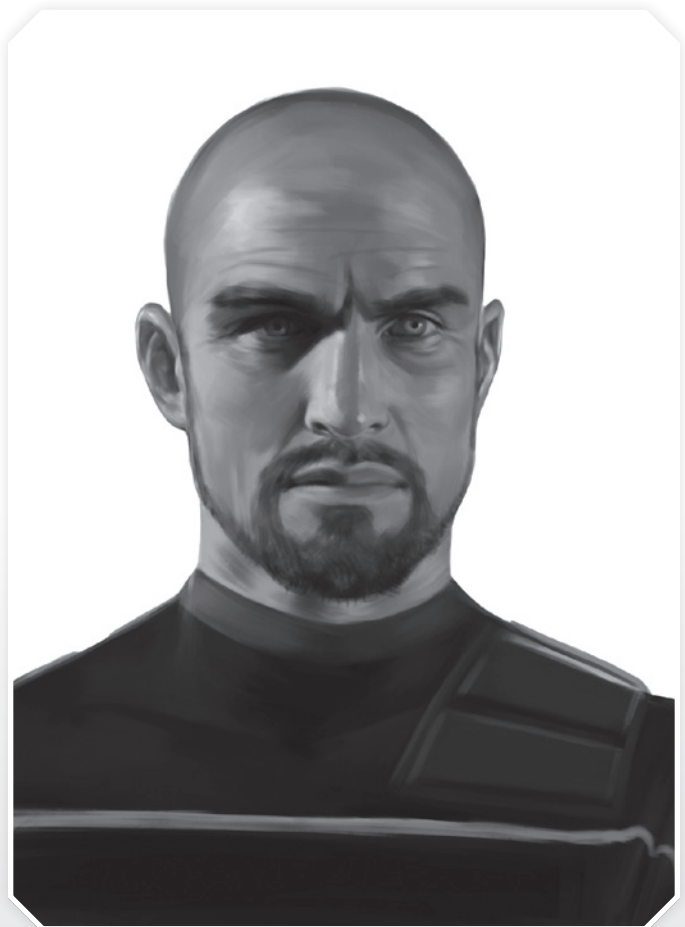
During the fighting against the Jade Falcons, Andrews led the forces that quickly crushed the first line of defenses. His optimistic reports helped push Khan Zalman into the quickly-launched second wave of attacks that most historians blame for overextending the Vipers and making them susceptible to Khan Marthe Pryde's counterattack. Andrews fell back with the rest of the Viper touman, and he was present when Jade Falcon freebirth Diana Pryde defeated Khan Zalman in single combat on Waldorff. During the long retreat to the Clan homeworlds many of the Vipers bruted Andrews to replace Zalman, but the wily Viper Khan succeeded in defending his position.

PERIGARD ZALMAN

Rank/Title: Khan of Clan Steel Viper

Born: 3019 (41 in 3060)

Perigard Zalman was a very skilled MechWarrior and an eloquent speaker, but his lack of self-confidence without the nearby support of a patron made him a somewhat querulous and indecisive Khan. Although he was respected as the master of the



MAJOR PERSONAS

Zalman Bloodhouse and as saKhan at Tukayyid, his elevation to senior Khan when Natalie Breen retired after that climatic battle forced a change into the lanky, tall man. Zalman led as well as one expected, but without the flair so common in other senior Clan Khans.

Despite his flaws Zalman oversaw the rebuilding of the Steel Viper touman after Tukayyid, and approved many of the aggressive actions taken by his younger saKhan, Christopher Ahmed. The saKhan led the Vipers to victory in several Trials of Possession against the Jade Falcons for worlds in their shared invasion corridor, which increased the Vipers' presence and strength in the Inner Sphere. It was only Ahmed's miscalculation in the politics of the Wolf-Jade Falcon Refusal War that distracted the Vipers enough that they couldn't capitalize on the Falcons' weakness, and once Ahmed was replaced with Brett Andrews Zalman was certain the error would not be repeated.

Like all Steel Vipers, Perigard Zalman disdained freebirths and continued the Steel Viper policy of not letting them serve in the warrior caste. When he learned that the Jade Falcons would be allowing a freeborn MechWarrior to compete for a Bloodname, he finally had the lever with which to set his plans in motion. He pushed Khan Marthe Pryde politically in the Grand Council even as his touman began surreptitious movements toward the Inner Sphere. When he arrived in the invasion corridor the Steel Vipers struck, capturing more than a dozen worlds from the Jade Falcons, but the Falcons would soon counterattack.

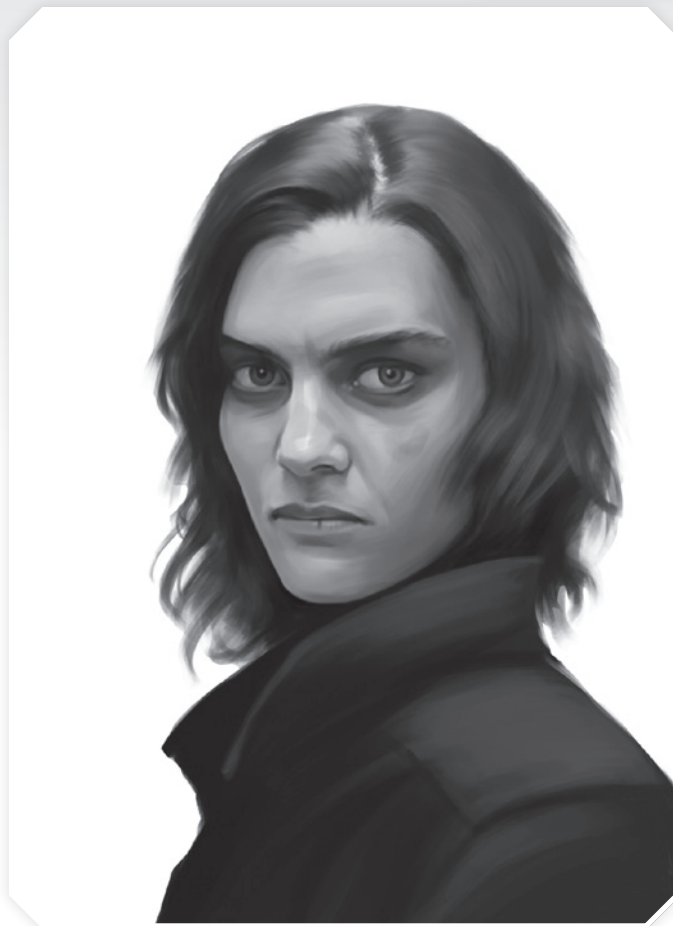
For Perigard Zalman the ultimate disgrace came on Waldorff, when he—the Steel Vipers' best MechWarrior—was defeated by the same Falcon freebirth he had railed against. As the Vipers retreated *en masse* toward the Homeworld, Zalman had to defend his position as Khan against several challenges, which he handily won.

DAWN

Rank/Title: Star Captain

Born: 3033 (27 in 3060)

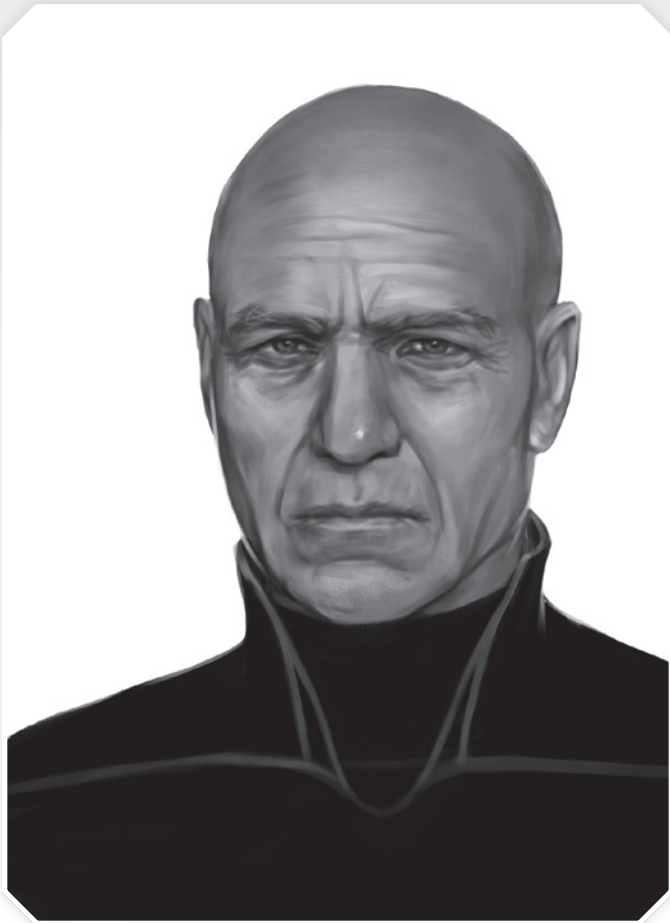
Dawn of the House of Moffat was a Steel Viper warrior who was present when the Fourth Viper Guards raided the Federated Commonwealth world of Cumbres in 3057. Although she fought with skill, her unit was defeated when the Twenty-fourth Lyran Guards were also attacked by an unidentified force. Because of her defeat—one of the first the Steel Vipers had suffered at the hands of the Inner Sphere since Tukayyid—Dawn was banished to the Inner Sphere by Brett Andrews and the Clan Council.



Arriving on Galatea, she fell in with a small mercenary group who'd also gathered to identify mysterious raiders striking across the Inner Sphere. Their journey ultimately led them into a through the Free Worlds League to the Periphery, where they found an actual descendent of Stefan Amaris the Usurper trying to build an army to reconquer the Inner Sphere. They defeated this madman and escaped—and Dawn returned to the Steel Vipers with her prize: the head of the Usurper's descendant.

With such a victory Dawn was allowed to test back into the warrior caste, where she rose to Star Captain's rank in the Viper Fusiliers. She fought many Trials of Grievance about her past loss and time in the Inner Sphere, but she remained devoted to her Clan and won her Bloodname in 3062. With her past reputation all but abjured, she fought her way to prominence during the Snow Ravens' ejection from Homer, quieting most of her naysayers and earning a place in the Steel Viper *Remembrance*.

CLAN NOVA CAT



SEVEREN LEROUX

Rank/Title: Khan of Clan Nova Cat

Born: 2978 (82 in 3060)

The eldest of the Clans' Khans, Severen Leroux was the leader of Clan Nova Cat for almost twenty-five years. An unexceptional cadet, Leroux barely tested into the warrior caste but excelled once he reached active duty. His rise to command rank was steady, if not meteoric, and he was the chosen successor of Nova Cat Khan Abram Radick. A deadly pilot, he chose a captured Jade Falcon *Scytha* as his fighter of choice as a statement to his Clan: he would use any tactic, any tool, to bring them to victory.

Leroux's age gave him experience and wisdom that was normally far outside the Clan norm. It was this wisdom that, after Tukayyid, prompted him to give greater weight to the premonitions of Biccon Winters, who warned that terrible but wonderful times were coming. It was these premonitions that allowed the Nova Cats to begin a limited dialogue with the Draconis Combine. This dialogue would culminate during Operation Bulldog, when Nova Cat Clusters allowed themselves to be defeated and claimed as *isorla* by the Star League before joining it.

Both the Nova Cats' Khans, Severen Leroux and Lucian Carns, were dedicated to the Cats' new role in the Star League. So dedicated were they that the Nova Cats fought in the Great Refusal on Strana Mechty against the Ice Hellions, defending the Star League's positions. Both Severen Leroux and Lucian Carns were slain in this action, but not before Khan Leroux himself downed Hellion Khan Asa Taney. Leroux's steadfast guidance and strong hand, along with his strident defense of the Nova Cats, so impressed the Clan that in a break in tradition not often seen, one of the Cat's WarShips was renamed *Severen Leroux* in his honor after his death.

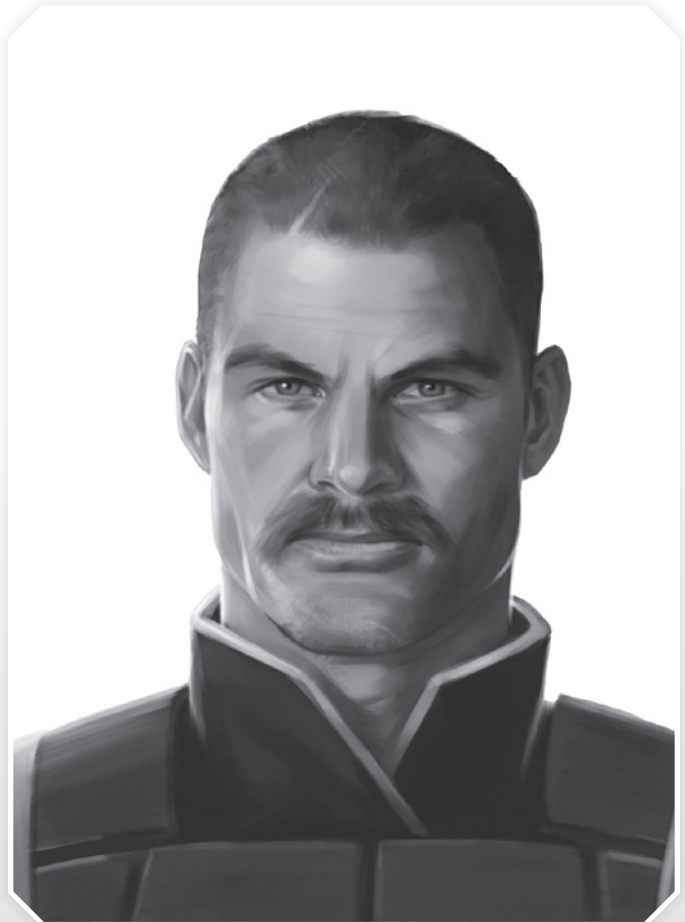
SANTIN WEST

Rank/Title: Khan of Clan Nova Cat

Born: 3031 (29 in 3060)

An Elemental *ristar* in Clan Nova Cat throughout most of their short participation in Operation Revival and the years following it, Santin West was one of the youngest Khans the Nova Cats had every elected. Succeeding a man nearly five decades his senior, Santin West brought an entirely new style of young, vibrant leadership to the Nova Cats at a time when they desperately needed it.

A Nova Cat hero of Luthien, and also the destroyer of the Smoke Jaguars' Tau Galaxy just prior to Operation Bulldog, Santin West became Khan in time to preside over the retreat of the Nova



MAJOR PERSONAS

Cats from the Clan Homeworlds and their painful integration into the Draconis Combine. A firm believer in the Star League, and in the Nova Cats' home in the Irece Prefecture, West walked a tight-rope of balancing the necessary independence of the Nova Cats with the needs of their new allies and neighbors. His acceptance of Minoru—formerly Minoru Kurita, son of Coordinator Theodore Kuritia—as Oathmaster of the Nova Cats led many of the Nova Cats to do the same.

As the Cats settled into their role as members of the Star League and citizens of the Draconis Combine, West made sure to keep his Clan active. The Tau Galaxy deployed to the St. Ives Compact as peacekeepers during the conflict there, making them the first Clansmen to ever travel so deeply into the Inner Sphere. Khan West also encouraged the pairing of DCMS regiments and Nova Cat Clusters throughout the Irece Prefecture, and it was a Nova Cat Cluster who first sounded the alarm about the Alshain Avengers, although they were too late to stop them. The Nova Cats fought well during the Combine-Dominion War, but Khan West wisely allowed the DCMS to handle as much of the conflict as possible in order to keep the relations between the Nova Cats and the Ghost Bears cool.

CLAN WOLF

ULRIC KERENSKY

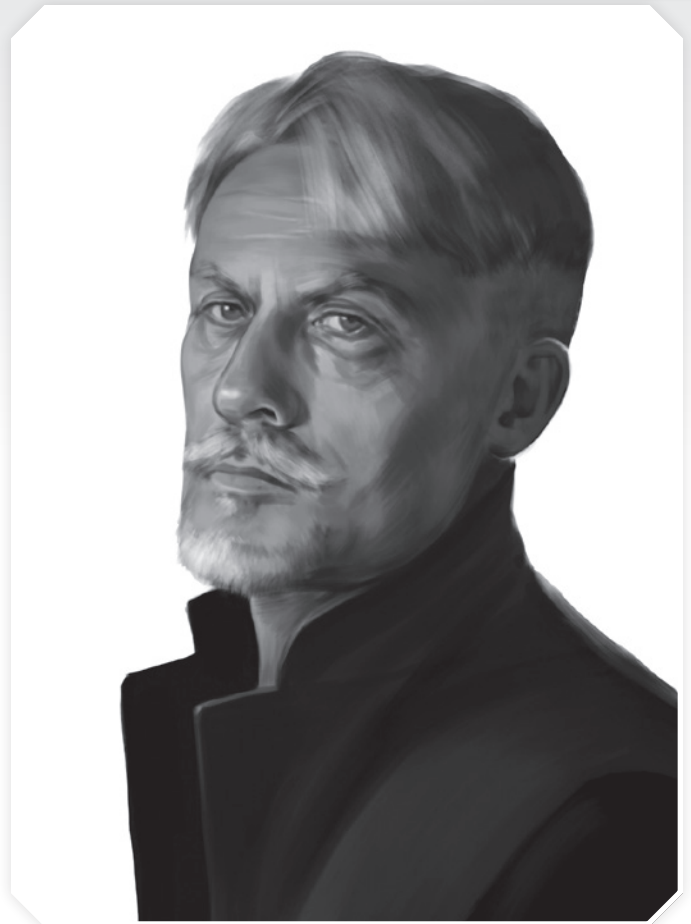
Rank/Title: ilKhan of the Clans

Born: 2997 (60 at his death in 3057)

Ulric Kerensky was a standout Khan in a Clan of standout Khans. He led the Wolf Clan through Operation Revival, despite being a Warden, to a virtuoso performance that left the Wolves in the lead when the invasion halted at Tukayyid. Despite the other Clans' horrendous losses on that pastoral world, the Wolves succeeded in capturing both of their objectives, and Ulric Kerensky—as ilKhan—succeeded in halting the invasion he'd opposed.

During the next five years he spent nearly every waking moment protecting the Truce of Tukayyid and preventing the other Clans from abrogating it. As ilKhan his authority was unmatched, but as a Clansman he was vulnerable and in 3057 he was charged with several crimes before the Wolf Clan Council. Although those charges were easily defeated, a further charge of genocide against the Clans was forwarded to the Clan Grand Council for hearing. Ulric's decision to allow that charge to face the Grand Council was a calculated decision to avoid having such a vote rip the increasingly-divided Wolf Clan apart. The result of the Grand Council's vote was, of course, the Trial of Refusal between the Wolf Clan and the Jade Falcon Clan that quickly became known as the Refusal War.

Reduced in rank to Star Colonel, Ulric led one of the three prongs of the Wolf advance into the Jade Falcon Occupation Zone. Around himself he gathered all of the most ardent Crusaders in the



Wolf Clan, including Star Captain Vlad of the Wards. He threw his Clusters against the strongest of the Jade Falcons' defenses, grinding them to dust but also grinding down his own Crusaders. As a final stroke he and his force jumped to Wotan and attacked the Jade Falcon capital. There, despite the valiant fight of his Wolves, Ulric Kerensky was killed by a dishonorable ambush led by Falcon Khan Vandervahn Chistu, and the Refusal War ended.

VLAD WARD

Rank/Title: Khan of Clan Wolf

Born: 3026 (34 in 3060)

One of Vlad's first actions in the Inner Sphere was to destroy Phelan Kell's *Wolfhound*. That event established the rivalry that would drive both men—and their Clan—apart. Vlad of the Wards was one of Clan Wolf's most ardent Crusaders, which made him an outcast amongst the predominantly Warden Clan. He found confidants like Conal Ward and Dirk Radick, fellow Crusaders who had managed to gain prestige and rank despite the efforts of first Ulric, and then Natasha Kerensky. And always, he looked for ways to deal with Phelan Kell.

When the Refusal War erupted Vlad and his Eleventh Wolf Regulars were sent with Star Colonel Ulric Kerensky's task force. Vlad was a Crusader but he was also a Wolf, and he fought as hard

MAJOR PERSONAS



for the Refusal as he had for the invasion. He spent much of his time with Ulric Kerensky, finally coming to respect the man just before his death on Wotan. Vlad's 'Mech was buried under rubble in the same ambush, and when he emerged days later he found the Wolves had been Absorbed by the Jade Falcons. As the only Wolf warrior remaining he challenged the Absorption and killed Falcon Khan Vandervahn Chistu. The Wolf Clan was reborn, with Vlad Ward at its head.

His immediate task was to rebuild the Wolf Clan's shattered touman, and to do that he needed time. He used cagey Trials and political alliances to keep the other Clans distracted while he rebuilt destroyed Clusters and trained new warriors. He enticed the Jade Falcons into attacking the Lyran Alliance, and later the Hell's Horses into attacking the Ghost Bears. Each time the Wolves lost precious resources, but they survived, and grew stronger in the end. His newly-Crusader Wolves began to build a slightly less-hostile relationship with Marthe Pryde's more open-minded Jade Falcons, and the Wolves managed to fight the Star League Defense Force to a draw during the Great Refusal. Vlad agreed to hold his Clan to the terms of the Truce of Tukayyid, but few doubted that come May 3067 the Wolves would leap once again toward Terra.

RANNA KERENSKY

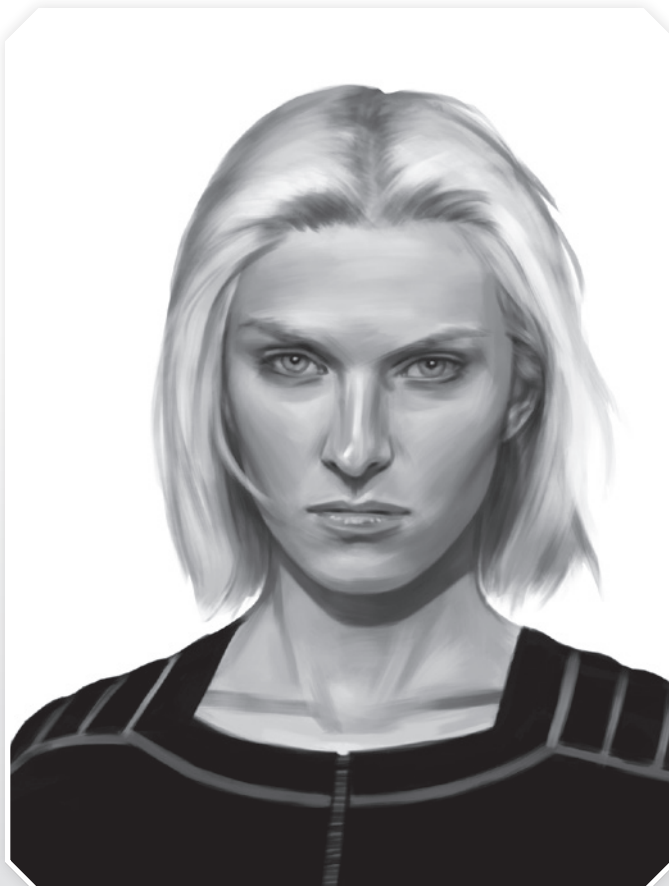
Rank/Title: Star Colonel of the Fourth Wolf Guards

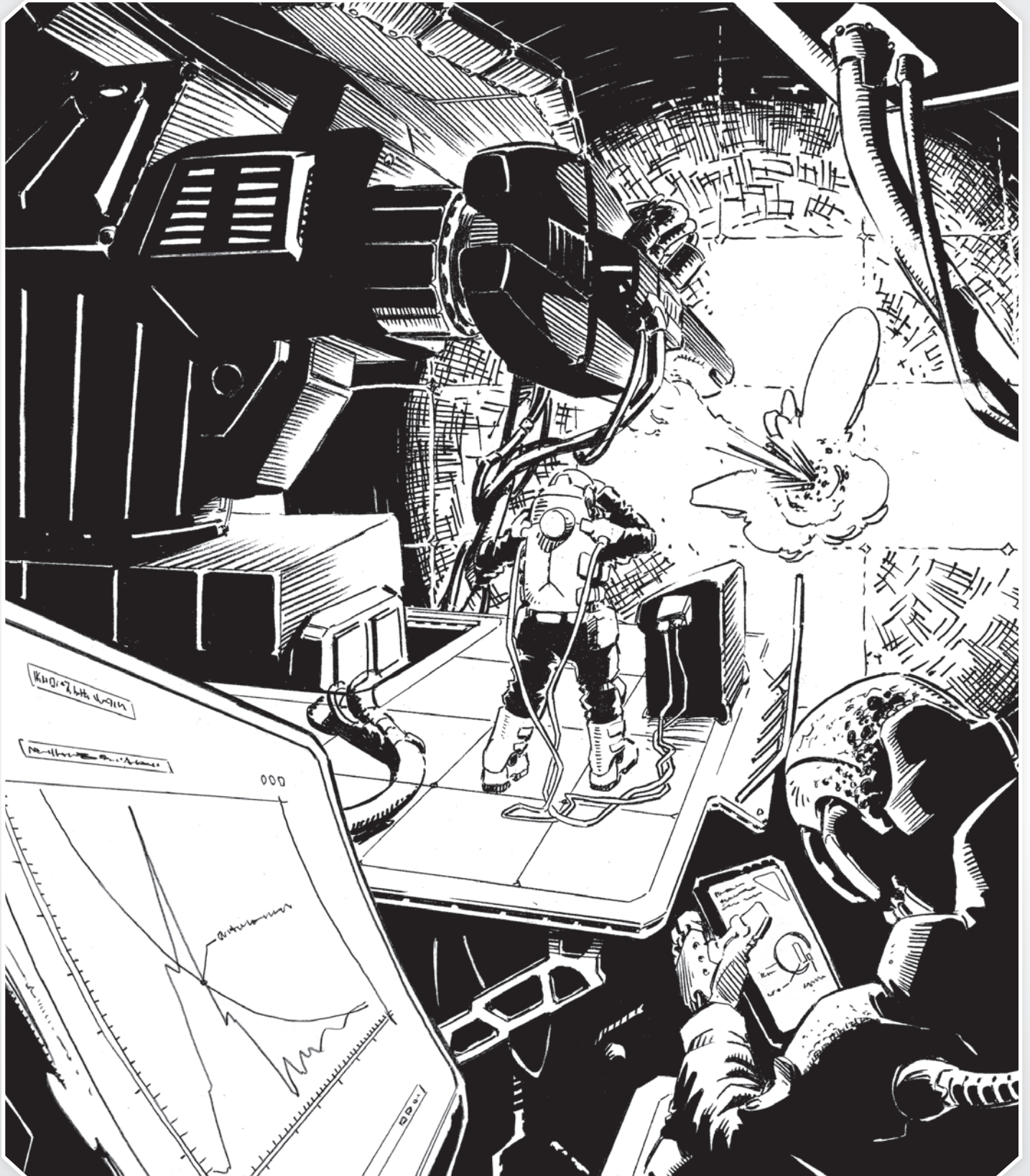
Born: 3026 (34 in 3060)

A sibmate of Vlad Ward, Evantha Fetladral, and Carew Nygren, Ranna was assigned to shepherd newly-captured Phelan Kell through his indoctrination into the Clan ways. The two quickly became romantically linked and surprised most observers by staying together for decades. A talented assault OmniMech pilot and leader of warriors, Ranna was a fitting match for the Wolf-in-Exile Khan.

During the Refusal War Ranna fought with Phelan Kell and his Warden Wolves, and accompanied him into the Inner Sphere. She was a staunch Warden and supported the Exiled Wolves' mission in the Lyran Alliance to the fullest. Her calming effect on Phelan Kell was often more valuable to him than her skill on the battlefield, as she several times kept him from exploding in bouts of ill-temper. She is a canny warrior, using her *Masakari's* massive firepower when necessary but also surprising her enemies with the eighty-five ton OmniMech's superb speed for a machine of its mass.

Slender, with near-white hair, Ranna is the genetic granddaughter of the legendary Natasha Kerensky, and it was she who won the Black Widow's Bloodname after Natasha was killed on Twycross during the Refusal War. She soon tested to the rank of Star Colonel and took command of the Exiles' Fourth Wolf Guards Assault Cluster, the premier Cluster of the Exile Wolves' Alpha Galaxy. The Fourth Guards were commonly rotated among garrison posts along the Lyran-Jade Falcon border, often dealing with the raids and challenges that came with it.





MUSEUM TECHNICA

Although the Inner Sphere had been slowly unlocking the secrets of the Star League technology unearthed in the Helm memory core, the arrival of the Clans fantastically accelerated the pace. Nothing spurs innovation like a life-or-death struggle, and the rate of the Clans' advances told the Inner Sphere's strategists that they'd quickly consume the entire Sphere if they weren't stopped. Many of them turned to weapons suppliers and industrial consortiums to come up with miracle weapons to stop the invaders, and many of those suppliers responded. The latter Clan invasion was a true renaissance of technological innovation and adaptation.

PRODUCTION DIRECTED

In the Inner Sphere the Clans' arrival spurred the manufacturers of 'Mechs and armored vehicles to develop new chassis and weaponry to face the invaders. The Truce of Tukayyid did nothing to slow this pace; if anything, it only increased it as the decreasing tempo of combat operations meant more organization and resources directed to research and development. As captured Clan technology disseminated through the Inner Sphere, every realm scrambled to duplicate, if not improve on, the technological bounty of Kerensky's children.

NEW WEAPON TECHNOLOGIES

The cornucopia of knowledge found in the Helm memory core meant that while the Inner Sphere's theorists and technicians were already familiar with much of what the Clans brought to the battlefield, they could not duplicate it. With examples salvaged from destroyed Clan 'Mechs, or with theories based on observed performance, they were often able to do just that. Although most of the technologies were poor imitations, suffering from increased mass penalties or diminished performance when compared to Clan models, they closed the technology gap between the Inner Sphere and the Clans.

ER Lasers

The extended-range laser had been known in one class—the large—during the heyday of the Star League, and it was one of the first Star League-era weapons brought back into production even before the Clans arrived. When they did make their appearance, however, observers were shocked to see that they'd successfully managed to create extended-range versions of the small and medium-class weapons as well. Inner Sphere manufacturers immediately began crash programs to copy these weapons. Difficulties in lensing and heat dissipation stymied many researchers, but finally Diverse Optics, a leading laser weaponry manufacturer in the Free Worlds League market, managed to create workable weapons in 3058. Though they cannot match the Clan versions' greater damage potential, and they suffer from the same added heat dissipation issues as the classic ER large laser, both the ER medium and ER small lasers quickly found a home on Inner Sphere combat equipment.

Light/Heavy Gauss Rifle

The Gauss rifle has since its inception represented the ultimate in low-heat, long-range weaponry—the so-called killer app of BattleMech weaponry. Only its large mass and limited ammunition capacity has kept it from replacing automatic cannons completely. Like most other weaponry, of course, the Clans managed to reduce by a full twenty percent the mass penalty in their Gauss rifles, which spurred the Inner Sphere's weapons manufacturers to try and do the same. The Free Worlds League's Imperator Automatic Weaponry was the only firm to successfully bring a twelve-ton Gauss rifle to market, but it achieved that feat by sacrificing damage potential. The Free Worlds League Military—and many other buyers across the Inner Sphere—accepted the loss in destructive power to gain the added range the light Gauss rifle offers.

In the Lyrans Alliance, where the traditional Steiner mindset of “bigger is better” reasserted itself in the wake of the secession, designers went the other direction. Deciding that they couldn't offset the Clans' mass advantage, they instead attempted to increase the damage the round would cause. Accepting an ever greater mass penalty, the Lyrans engineers' heavy Gauss rifle causes even greater kinetic damage across short ranges, although it sacrifices both range and damage to do so.

Ultra Autocannons

The KWI Ultra class-five autocannon was a breakthrough in autocannon technology, and the Star League Defense Force embraced it. Brought back out of the mists of time by the Helm memory core, the armies of the Successor States also welcomed it, as the class-five autocannon was a common weapon on Succession War-era BattleMechs. When the Clans arrived and displayed their command of Ultra cannonry ranging all four accepted cannon classes, the Inner Sphere devoted considerable resources to following suit.

The first cannon beyond class-five brought to market was Imperator's class-ten in 3057, followed by the class-two and finally Defiance Industries' massive class-twenty model. Although they are, like most Inner Sphere models, heavier class-for-class than the Clan models, their performance and damage capabilities are nearly identical.

LB-X autocannons

The class-ten light barrel, extended range automatic cannon was a breakthrough in autocannon technology when it was first introduced, and the Clans were able to further refine and deploy the technology in every autocannon class. In fact, their mastery of it was so well entrenched that they used it in place of a standard autocannon in nearly every instance.

The Inner Sphere was able to reclaim the LB-10X autocannon from the Helm memory core, but it wasn't until examples from

the Clan battlefields were salvaged that they were able to bring the class-five model to market. Popular as a refit-kit component, the demand for the class-five weapon quickly led to the production of the class-two and the huge class-twenty cannons, of which the Defiance Disintegrator is the standout. Like the Ultra cannons produced in the 3050s and 60s, the Inner Sphere versions are somewhat heavier and shorter-ranged than their Clan counterparts.

OmniMechs

The versatility of the Clan OmniMech was one of the force multipliers that let them capture world after world during Operation Revival without using the massive armies the Inner Sphere had needed during the Fourth Succession War. The omni technology used in OmniMechs turned the BattleMech from a valuable but specialized instrument of war to a fully-adaptable one. A *Hunchback* that's run out of ammunition for its autocannon is essentially a fifty-ton paperweight; a *Stormcrow* with dry ammunition bins can shift them out for laser weaponry. An *Archer* is a powerful support BattleMech, but it can only be a close-in brawler with difficulty; a *Mad Dog* could be a close-attack 'Mech one day, and a long-range support one the next. One 'Mech that can perform the roles of four frees up incredible logistical space during a campaign.

The Inner Sphere's adaptation to OmniMechs was slow and disjointed, but none of the Successor State armies would ignore them. The Draconis Combine's near laser-like focus on the Clans meant they were fielding their own light OmniMechs as soon as late 3052, while the Federated Commonwealth would dither and wait until nearly 3062 to do so. By the outbreak of the Federated Commonwealth Civil War every realm was producing at least one OmniMech chassis, and most several, including signature machines like the Lyran Alliance's *Hauptmann* assault OmniMech or the Capellan Confederation's medium *Men Shen*.

OmniFighters

Utilizing the same technological theory as the OmniMech, the OmniFighter debuted as the Clans' modular aerospace support. Just as adaptable as the OmniMech was, the OmniFighter freed up significant precious logistical space on the Clans' carriers and displayed the awesome firepower that could be packed into their frames.

The Inner Sphere delayed much longer in developing OmniFighters than they did OmniMechs, for the simple reason that demand was not so great. The same doctrine that declared OmniMechs the better of BattleMechs translated to fighters, but the aerospace forces of the Inner Sphere were much smaller and used to much more specific missions. Still, by the end of the 3050s and the beginning of the 3060s each of the Inner Sphere realms was devoting resources to OmniFighters such as the Lyran Alliance's *Eisensturm*, the Federated Commonwealth's *Dagger*, and the Free Worlds League's *Shiva*.

Light Engines

The Star League-era extralight engine offered significant mass savings at the cost of space and vulnerability. The Clans' refinement of this technology allowed them to reduce both its size, and concurrent vulnerability, while keeping its savings in mass. The Inner Sphere, who had just recovered XL engines when the Clans invaded, immediately set to trying to match this technology, but only partially succeeded.

On Outreach, Blackwell Industries engineers were able to match the Clan XL engine's size but were unable to match its reduction in mass. Although it offered a significant reduction in mass from the standard fusion engine, the light engine was not as light as the extralight, although it did fit into a smaller space. This technology was quickly stolen and copied, first in the Lyran Alliance but later throughout the Inner Sphere.

Medium-Range Missiles

DCMS engineers at Luthien Armor Works' Shigunga Missiles Division unveiled their medium-range missile (MRM) launcher system in 3058. Basing their efforts on prototype "dead-fire" missiles under development at the time, MRMs were intended to deliver a less expensive, homegrown weapon aimed at saturation fire in the mid-range bracket. Eschewing targeting and guidance systems for smaller, unguided projectiles, the MRM system was essentially a giant step backward in terms of missile technology. Operating on the theory that quantity has a quality all its own, they managed to create launchers that would double the missile throw-weight of traditional Inner Sphere long-range missile launchers at the cost of accuracy and range.

Available in class-ten, -twenty, -thirty, and class-forty launchers, the MRM is an effective middle-ground between the traditional long-range missile and the shorter-legged, stronger-punched short-range missile.

Streak Short-Range Missiles

Despite the nomenclature, both the long and short-range missile launchers in use on modern battlefields are wildly inaccurate. Because of this, they are noted ammunition hogs, and most missile boats, as support-oriented combat craft are called, are loaded down with ammunition. The Streak short-range missile of the Star League was a quantum-leap forward in SRM technology, despite being limited only to the smallest, two-tube launcher. The Clans, as with so much else, were finally able to adapt the Streak technology to the standard four- and six-tube models, and the Inner Sphere was quick to follow suit. First available from Guided Technologies in the Draconis Combine, the Streak SRM 4 and Streak SRM 6 launchers allow every flight of missiles fired to hit the target with every round, although the launchers are fifty percent heavier than standard short-range missile launchers.

Special Missile Munitions

Even as the Inner Sphere's weapons designers were scrambling to match or overcome the Clans' staggering technological advantage, the munitions suppliers were experimenting with what could be fired through standard long-range and short-range missile launchers to improve the versatility of the weapons. These manufacturers correctly reasoned that it's far faster, and far more logistically supportable, to change the rounds in the tube than the tube itself. The Free Worlds League, who had always had an institutional love affair with the missile launcher, led the way with these munitions.

Although specialized munitions had often been used before, even during the technological dead zone of the Succession Wars, but it wasn't until the Clans arrived and forced the armies of the Inner Sphere to fully recognize the value of combined arms and versatile tactics that they standardized such matters. Soon nearly every missile-maker in the Sphere was turning out long-range missile incendiary warheads, designed to begin fires at long range; or smoke-filled short-range missile warheads, designed to quickly provide cover for tactical withdrawals or advances. The Free Worlds League even successfully put a round fitted with a magnetic-pulse warhead into limited production—this missile had the capacity to discharge and overcome even a BattleMech's electrical systems, temporarily disabling it.

Autocannon Special Munitions

Even as missile-makers were perfecting their variety of custom-purpose warheads, munitions industries in the Federated Commonwealth were toying with autocannon rounds to do many of the same things. The rise of the new classes of both Ultra and LB-X autocannons threatened the industry of many conventional cannon makers and munitions assemblers, and much of the seed money for new styles of autocannon rounds came from established cannon foundries like Mydrion and Imperator, who didn't wish to see all of their existing business dry up.

The Federated Commonwealth was the logical choice for much of this research, both because it had many manufacturers already used to experimental processes and because the realm's military had a historical affinity for automatic cannons. Soon such custom-made rounds as precision ammunition, which used technology similar to Streak missile guidance to actually partially correct the flight of each round, or armor-piercing rounds which used special materials and construction to penetrate the toughest BattleMech armor. Just as with the new models of missile warheads, ammunition assemblers were fitting autocannon cassettes with all manner of warhead.

Other Advances

The plethora of experimentation and advancement wasn't confined to these ideas. Experimental equipment just reaching the prototype stage in 3052 soon came into its own. The Combine fully

deployed its C3 computer systems and pioneered the development of advanced PPC weaponry. ComStar unveiled its powerful C3i Level II integration system and managed to mimic the Clans' Mech-mounted anti-personnel pod. New types of armor and structure for both BattleMechs and combat vehicles appeared and gained use. The popular Narc missile beacon system was upgraded. Perhaps most telling, in 3062 the NAIS was finally able to reverse engineer the fearsome Clan targeting computer even as Federated Suns manufacturers were debuting the rotary autocannon. Even in the Periphery, new bundles of unguided rocket pods appeared. The Inner Sphere, in short, took advantage of every possible angle of technological advancement to reach parity with the Clans.

INFECTED VICTORY

One of the few advantages the Inner Sphere possessed at the beginning of Operation Revival was the Helm memory core. Not the data within, which the Clans had already surpassed, but the possession of it and the beginnings of industry-wide upgrades. The nations of the Inner Sphere were already on the path to change, already experimenting and implementing new ideas and new technologies. The arrival of the Clans only intensified that effort. They had already been learning in theoretical terms—now they fully devoted themselves to it as a practical matter.

The Clans, though, were still fighting largely with the technology they'd developed during their Golden Century or soon after. The OmniMech was a mature technology for them, and they hadn't had a true breakthrough or original concept in decades. The shock of the defeat at Tukayyid, combined with the certain knowledge that the Inner Sphere was deliberately developing weapons specifically to oppose them, nudged the Clans' scientists into taking their own private experiments into more practical realms.

NEW WEAPON TECHNOLOGIES

Although the Clans' technological advance had stagnated, the much higher starting point and comfort their scientist caste had with much of the extant technology meant that their advances came much more quickly. Within just a few short years the Clans had adapted a number of experimental technologies into useful weapon systems, as well as begun a program of new construction to replace the staggering losses taken on Tukayyid and the Refusal War, not to mention the Burrock Absorption in Clan space.

ProtoMechs

Certainly the most radical new technology the come out of the latter Clan invasion was Clan Smoke Jaguar's ProtoMech. These units, between battlesuits and BattleMechs in scale, were an entirely new combination of a number of Clan technologies. Piloted by warriors of the aerospace fighter phenotype, and only useable though the invasive and corrosive enhanced imaging system, the ProtoMech presented a challenging new angle to combat amongst the Clans.

Massing anywhere between two and nine tons, the ProtoMech combines the group operations of an Elemental Point with the firepower of a light BattleMech. Several different models were present when the forces of Task Force Serpent first met them on Huntress, and the technology soon spread to a number of Clans. Each Clan had adapted the ProtoMech to its own tactical inclinations, and some—like the Blood Spirits—embraced the ProtoMech as a way to make them strong despite chronic resource shortages.

ProtoMech pilots are amongst the most fanatical of Clan warriors. Each of them must undergo the implantation of enhanced imaging circuitry, as the ProtoMech's controls must connect directly with the pilot's nervous system. There is little to no chance of this technology ever making its way to the Inner Sphere, as few if any Inner Sphere governments could countenance the almost certain death-sentence the EI implants cause.

New Battle Armor

The development of the Elemental battlesuit by Clan Wolf forever changed the face of infantry warfare, but the Clans had pushed little past the everyman Elemental suit since its inception, as the general-purpose nature of the battlesuit suited their own internal method of warfare perfectly. After combat in the Inner Sphere, of course, new tactics were called for. The plethora of custom-purpose battlesuits that soon filled Inner Sphere battle armor squads led the Clans to return to some of the earliest ideas in armored infantry, and to field several new kinds of battle armor in their toumans.

The most distinctive of these suits is the Undine, a suit custom-built for combat underwater. It uses a special underwater maneuvering unit to provide thrust, which gives it uncommon speed beneath the waves. Equally at odds with the generality of the Elemental suit is the Sylph, which uses powerful jets to thrust itself through the air in the largest jump radius of any battlesuit deployed.

The most popular of the new battlesuits is undoubtedly the powerful Gnome assault battle armor, deployed most visibly by the Hell's Horses against the Ghost Bears as the last of the Bears fled the homeworlds. The Gnome is one of the deadliest battlesuits ever deployed, rivaling some Inner Sphere light BattleMechs or Clan ProtoMechs in firepower. The expense of the Gnome limited its deployment, but it could soon be found in the assault Points of several Clans. Other new suits, both specialized and general-purpose, climbed into the Clan toumans as well as the Inner Sphere responded with new and more powerful battlesuits of their own.

Totem 'Mechs

Although they are hardly a new concept, it wasn't until after Operation Revival that the Clans began to reactivate and deploy so-called totem 'Mechs with any great frequency. A totem 'Mech is a 'Mech—usually a BattleMech, but sometimes an OmniMech—designed as a pseudo-avatar of the Clan's totem animal. Using special molds and often advanced equipment, these 'Mechs are

designed to be as psychologically daunting as they are physically. Powerful examples like Clan Hell's Horses' *Thunder Stallion* illustrate the breed perfectly—even if the Horses themselves deny the *Thunder Stallion's* heritage.

Although building 'Mechs to reflect the culture of its builders is far from a Clan concept—the Capellans' *Yu Huang* or the Draconis Combine's *Hatamoto-Chi* are evidence of Inner Sphere powers doing the same thing—the decision to build and deploy such 'Mechs shows a departure from traditional Clan manufacturing of recent years. One only has to look at the near-uniform and utilitarian design of their frontline OmniMechs to see how Clan designers of the pre-Revival era thought. Wasting the resources necessary to add purely cosmetic affectations to 'Mechs such as the *Mandrill* and the Ghost Bears' *Kodiak* is a remarkable return to more Golden Century attitudes.

Clan Vehicles

Because none of the invading Clans deployed them during Operation Revival, the Inner Sphere believed for a long while that the Clan did not operate combat vehicles. The period of building up that exploded into the Refusal War, as well as the necessary reinforcement of the Jade Falcon and Wolf toumans with pretty much anything that would shoot that followed that conflict, proved to the Inner Sphere the error of that belief.

Each of the Clans, both homeworld and invader, deploys conventional combat vehicles in their toumans, but only the Hell's Horses place them in frontline combat positions with any regularity. The majority of Clan vehicles, which are just as powerful and capable as one might expect from Clan technology, are deployed with second-line or solahma forces. As the Clans brought provisional garrison Clusters forward following Tukayyid, the Inner Sphere began to build a database of performance statistics on Clan vehicles—a process that would only be completed when the Inner Sphere bargained for access to Clan histories after the victory at Huntress.

After the Refusal War Clan combat vehicles played a much larger role in the frontline toumans of both Clan Jade Falcon and Clan Wolf, although the more adaptable Wolves accepted far more vehicles into their Clusters than the hidebound Jade Falcons did. The Ghost Bears have spread many combat vehicles through their garrison Clusters across the Dominion, and the Nova Cats brought an appreciable number into the Star League's service after Operation Bulldog.

Heavy Lasers

Developed by the Star Adders in 3059, the first heavy lasers to see combat in the Inner Sphere were deployed by the Ghost Bears against the Draconis Combine during the abortive Combine-Dominion War. The heavy laser is one of the standout achievements of the scientist castes' attempts to leap past the Inner Sphere's toiling engineers and provide the Clans' warriors with better weapons than they had during Operation Revival.

Utilizing a brute-force approach that Lyran engineers would have understood, the Star Adders strengthened and enlarged most of the components of a standard laser to build a stronger, more damaging beam than had ever been constructed for ground-based use before. Available in all three standard laser classes—small, medium, and large—they are deliriously powerful weapons, rivaling even particle projector cannon for firepower. Their lasing systems inflict targeting problems that frustrate warriors familiar with laser weaponry, but the possible damage done more than offsets this disadvantage.

Advanced Tactical Missiles

The advanced tactical missile system was a natural outgrowth of the modular pod technology that makes the OmniMech and OmniFighter possible. In 3054 Clan Coyote scientists carried the idea of 'Mechs that can meet any necessary battlefield role into missile launchers, attempting to build one launcher that could fire missiles capable of covering any battlefield need—a sort of OmniMissile. In this role, the ATM succeeds brilliantly.

Capable of firing three types of missiles—an extended-range version that outpaces the standard long-range missile, a standard ATM that melds the longer range of an LRM with the larger warhead of an SRM, and high-explosive warheads that mimic the range profile of a short-range missile with larger, more damaging warheads. The launchers are slightly heavier than standard Clan LRM batteries, and the mix of possible munitions generally means much greater ammunition magazines than normal OmniMech complements, but the versatility of the system usually means the mass penalty can be paid by removing superfluous weapons from the OmniMech's configuration.

Light TAG

The first Federated Commonwealth analysts to study the reports of Clan tactics and apparent ground strategy quickly concluded that they shunned field artillery, in either tube or missile form, in favor of direct and personal attacks. Warriors facing the Wolf Clan were surprised when the Wolves used massive Arrow IV missile artillery against them. Subsequent engagements with the Jade Falcons confirmed that they too retained the use of missile artillery, and the AFFC adapted its doctrine to counter this powerful, if sparing, use.

As with most other Clan electronics, the Clan version of target acquisition gear is comparable in most respects to the Star League-era equipment of the same name, but the Clans also field a smaller, shorter-range version for use in lighter, faster units. The Wolf Clan, interested in overcoming the electronic edge they might face in another conflict with ComStar, developed light TAG to free up mass for defensive equipment while retaining a spotter capability. Although it commands a shorter range than a full-size TAG unit, the Clans' light TAG is exceedingly useful to those Star Captains willing to employ artillery.

Light Probe

The Star League-era Beagle Active Probe was one of the best electronic reconnaissance platforms ever designed, so effective that the Star League Defense Force commissioned a vehicle of the same name to do little more than carry the probe into combat. The Clans, as with so much else, refined their own active probe to a more compact, efficient model, but with space at such a premium amongst light reconnaissance units even that mass penalty is too much. To rectify this, the Clans developed the light active probe after Tukayyid.

Massing only half a ton, the light active probe was most likely developed to counter the ambush tactics favored by Inner Sphere infantry teams. With an effective range of only 90 meters, the light active probe is useful only for last-minute warnings or positional security, but within that range it is just as effective as a full-size active probe.

Other Advancements

Although they came to it late, the Clan scientist caste threw themselves at the problem of defeating the Inner Sphere's newest weapons and building the next generation of equipment for their warrior caste brethren. Advances like the micro-scale lasers used on ProtoMechs appeared in general production, as did different scales of the venerable machine gun. Many advances entered the prototype stage during the late Clan invasion, but it would be few enough years before newer, more powerful weapons and equipment emerged from the foundries of the Clan occupation zones.

DEATH FROM ABOVE

Of all the technologies and equipment lost to the Successor States during the Succession Wars, none were more balance-altering than the megaton-scale combat WarShips deployed by the Star League Defense Force. These massive combat vessels were the ultimate means of projecting combat power, able to burn off the population of entire cities from orbit, safe from retribution. Their demise during the Second Succession War was a large part of what made the continual skirmishing of the Third Succession War possible—and ensured that humanity, whatever conventions it might adopt, could not burn itself out of the galaxy.

Of course, like all such Star League technologies, the Clans never lost the capacity to build or maintain WarShips, and when they returned to the Inner Sphere in Operation Revival they brought great flotillas of the behemoths along with them. The presence of these mighty ships meant that the Inner Sphere's nascent WarShip programs, little more than theoretical exercises, were put into crash construction programs.

BATTLEWAGONS

WarShips amongst the Clans, aside from a few Clans who retained the doctrine of their use, quickly became icons of power, rather than instruments of it. Many Clans put their WarShips into

mothballs, or quickly bid them out of Trials, because their expense represented too great a risk to the waste-conscious, resource-starved Clan sensibilities. Clans like the Snow Ravens adapted well, becoming the preeminent aerospace Clan and keeping their WarShips as honorable parts of the touman, but the other Clans let them become, often through simple inertia, marginalized.

Their presence in the flotillas of Operation Revival were meant to both escort the many transport JumpShips and to cow Inner Sphere populations. Wolf's Dragoons had already reported, before their defection, that no combat JumpShips remained in the Inner Sphere navies, but the Clans had hoped that some few might have been missed. Star Admirals drilled their crews as hard as any ground-based Star Colonel, in the hopes of seeing some honorable combat, but the time of the massive leviathans had passed in the Inner Sphere.

By the midpoint of Operation Revival the WarShip had become unnecessary and even unwelcome in the bids of the invading Clans. The breaking point came when the Smoke Jaguar WarShip *Sabre Cat* bombarded the city of Edo on Turtle Bay in retaliation for guerilla activity—killing millions and earning the enmity and scorn of the entire Inner Sphere. Led by Clan Wolf, the remaining Clans quickly bid away all WarShips, making their presence in the Inner Sphere all but superfluous.

WarShips remained, of course. Despite the freak killing of the ilKhan Leo Showers by a Rasalhague pilot's ramming attack, they retained their awesome durability. Their extensive communications and command facilities made them natural platforms for Galaxy Commanders and other senior officers deployed in attacks on the Inner Sphere or other Clans. And, of course, the presence of another Clan's WarShips in the occupation zones always meant the threat of a Trial of Possession using the massive vessels loomed constantly.

THE INNER SPHERE RESPONSE

Even before Kerenksy's children returned the major powers of the Inner Sphere were toying with the concept of combat WarShips. Data recovered from the Helm memory core meant that the weaponry and systems needed could be constructed again, although none of the realms retained the knowledge to build the massive intersystem engines necessary to move them. Only ComStar retained that knowledge, and Primus Waterly flatly refused to discuss its dissemination to Inner Sphere powers.

The arrival of the Clans bootstrapped all these programs, as did the events of the mid-3050s. The Federated-Commonwealth,

already planning the development of the *Fox*-class corvette before the Clan invasion, kicked the program into high gear. The Draconis Combine began several crash development groups that quickly brought the vessels that would become *Kyushu*-class frigates and *Kirishima*-class cruisers to fruition. The final stumbling block was overcome in 3056 when, while suffering from the loss of income resulting from Operation Scorpion, ComStar finally allowed the sale of WarShip-grade interplanetary engines from the Rolls-Royce facilities in the Terran system.

The Free Worlds League Military, receptor of all the accumulated military technology knowledge of the Armed Forces of the Federated Commonwealth and the Draconis Combine Mustered Soldiery through arms production, quickly ramped the League's massive industrial capacity toward WarShip production. They were aided by the Word of Blake, who provided increasingly more important information that allowed the League's WarShip production program to quickly outstrip both the AFFC and DCMS naval budgets. Newly-designed hulls like the *Impavido*-class destroyer and the massive *Thera*-class aerospace carrier were intended to provide League naval superiority, and the Blakists further helped by revealing the location of derelict Star League WarShips suitable for salvage and reconditioning.

Other realms quickly gained the capacity to build WarShips as the economic boom of the 3050s continued. The Capellan Confederation, first partnered with the Free Worlds League on the *Impavido* project, quickly debuted their own home-built *Feng Huang*-class heavy cruiser. The Lyrans secession gave the LAAF access to both the *Fox* corvette and the wherewithal to build the mighty *Mjolnir* battlecruisers. In the Federated Commonwealth the AFFC responded with the *Avalon*-class heavy cruisers, and more hulls and classes were planned when the resurrection of the Star League Defense Force interrupted schedules.

Worlds hosting naval construction yards such as Galax in the Federated Commonwealth and Alarion in the Lyrans Alliance, Necromo in the Capellan Confederation or Loyalty in the Free Worlds League, quickly gained the prestige and military protection enjoyed by longtime BattleMech suppliers like Defiance Industries of Hesperus II and Kallon Industries on Talon. Even as the Clans were defeated the sheer power of the WarShip meant that the Inner Sphere would continue to build and crew them, and not even the revelation of ComStar's hidden WarShip fleet could dissuade them. Those ships and their incredible firepower would soon come to the fore, as the Federated Commonwealth tore itself apart.

ERA TRACKS



CLAN INVASION CAMPAIGN: 3053-3062

Era Report: 3062 provides a campaign framework that allows players and gamemasters to run either Clan or Inner Sphere forces through the late Clan invasion period of 3053-62. Each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may repair and rearm their units in between each track and also choose what direction they wish their force to take. Players may use the Random Assignment Tables on pp. 146-150 to build the force they have decided to play, or can use their own custom force structures.

Because the player group decides which route to take between tracks, this campaign can be replayed often, with different tracks, forces, and even outcomes every time. Additionally, players can choose to just play a track as a stand-alone game if they desire. Ultimately, the route, gameplay and depth of detail are up to each group of players.

Record Sheets: The *Clan Invasion Campaign: 3053-62* assumes that players have access to the *BattleTech Introductory Box Set* and *Total Warfare*, the Tournament rules reference. Many more units are available in resources such as *Technical Readout: 3055 Upgrade*, *Technical Readout: 3058 Upgrade*, *Technical Readout: 3060* and the many *Record Sheets* PDFs and print books available at your local game store.

www.classicbattletech.com: This is the official website for *BattleTech*, where players can get the lowdown on what's happening in the *BattleTech* universe, be the first to preview new products, download exclusive *BattleTech* files, and exchange ideas with other fans from around the world and more!

TRACKS

There are two types of tracks in the Clan Invasion campaign: Mission and Touchpoint.

A *Mission* track is recognizable by the title of the track, where the mission profile is simply stated—i.e. "Recon" is a generic track focused on reconnaissance. Mission tracks may be played as many times as the players wish.

A *Touchpoint* track deals with a specific event that occurs during the invasion and is playable by either Clan or Inner Sphere forces. All Touchpoint tracks do not need to be finished to complete the campaign, but they do bring a level of detail to the campaign and players will find their campaign experience that much richer if used. Once a Touchpoint track has been used, it may not be repeated during the course of the campaign.

Both Mission and Touchpoint tracks follow the same format, though more detail is given in Touchpoint tracks. Each track contains Game Set-Up information, Warchest cost, Options, Objectives, the base Warchest reward and any Special Rules in use.

Game Set-Up gives details on how to set up the battlefield, including the starting locations for both sides. The player's opposition is also detailed, with instructions on which portion of the Random 'Mech Assignment Tables (see pp. 146-150) to use and a

small table to use to determine the total number of units. Players are not required to use these tables or forces unless specified by the track—they are there only to provide a quick reference for those players who prefer to get started quickly.

The *Warchest Point System* (see p. 113) describes in detail how many Warchest Points (WP) a track costs, additional difficulty options with corresponding bonus WP and the basic objectives the players must meet to win that track's WP. Track bonuses only accrue if the players attain at least one Objective. The WP reward gained is listed at the end of the objective's description. The reward is only achieved if the Objective is completed. Objective rewards can accumulate.

The *Next Track* section of the Touchpoint tracks indicates the next track options from which the players may choose. Because the Mission tracks are designed to be reusable as many times, in as many campaigns, as the players like, they do not include Next Tracks. Touchpoint tracks also include a brief fictional introduction (to help "set the mood") and an in-universe report that sets up the situation. Depending on which type of force the players are using (Clan or Inner Sphere) they'll want to follow one of the Next Track options for their faction.

PLAYER FORCE SIZE

A player's force may be the Attacker or Defender in each track, as defined in the track's description. A suggested size will be indicated for the players to use—it is up to them to select the units they feel are best suited for each Mission or Touchpoint. For added enjoyment, players may opt to track their own player-units and create a realistic "campaign" feel. At the discretion of the gamemaster, additional units may be added, but in consequence, additional units may be added to their opposing forces for a semblance of fair play.

For help in creating and balancing larger force sizes, see the *Chaos Campaign* free PDF download from www.classicbattletech.com.

OPPOSING FORCES

Each track will indicate how to determine the composition and type of the opposing force. If the player's force size is within the recommended size listed, no modifications are required to increase the opposing force's size. However, if the gamemaster chooses to increase the player's allotted force, he should also increase the size of the opposing force to keep the game as balanced as possible. For help in creating and balancing larger force sizes, see the *Chaos Campaign* free PDF download from www.classicbattletech.com.

There are three types of Inner Sphere forces: Militia, House, and Mercenary. Clan forces will be either Frontline or Second-Line forces. The type of force determines the skill level of the opposition. For each track, the Force Composition Table will indicate the type of force to be used. To determine that force's skills, refer to the following table, unless the track specifies otherwise.

Opposing force composition is rolled from one of the tables included in the tracks themselves.

▽ PLAYING YOUR GAMES

The *Clan Invasion Campaign: 3053-3062* has been designed to carry small player-character units through battles set during the late Clan Invasion era, but players are not required to follow it exactly. Instead, players and gamemasters should feel free to adjust or adapt the tracks and rules as they see fit to enrich their own games.

For instance, most tracks are built to not involve units larger than a lance or company, Star or Binary. This is to keep the size of the games to a manageable level and increase the speed of gameplay and progression through the campaign. If players wish to use larger units, or add more complexity to their games, we encourage them to visit www.classicbattletech.com and download the free *Chaos Campaign* rules set in PDF, which expands on the Tracks and Warchest system used here. *Chaos Campaign* includes a more robust and detailed structure for using Warchest points in between tracks and provides more realistic campaign play.

Players using larger forces may wish to use the Random Assignment Tables and Force Composition Tables found in *Total Warfare* to quickly generate lances and Stars, companies and Trinaries, and assign them applicable Skill Levels. These resources can be added to the existing *Clan Invasion Campaign* without taking away from the gameplay modeled within it.

Clan players should review *Playing as the Clans* (p. 150) to read the in-depth descriptions of the various Clan Honor Levels and fighting practices found in *Total Warfare* (p. 272) as well as refer to the sourcebooks *Wolf Clan*, *Jade Falcon Clan*, *Invading Clans*, *Field Manual: Crusader Clans*, *Field Manual: Warden Clans*, and *The Clans: Warriors of Kerensky* for a wealth of information about the historical events of the latter Clan invasion and the styles and histories of the Clans involved.

The most basic rule of any of these system is to have fun; whether you choose to follow the simplified rules presented in *Era Report: 3062* or adapt the more detailed rules of *Chaos Campaigns* or even construct a full-fledged *A Time of War* role-playing campaign is up to you and your gaming group, and we encourage you to choose whichever option you desire.

▽ FORCE COMPOSITION TABLE

FORCE TYPE (INNER SPHERE)	FORCE TYPE (CLAN)	SKILLS
Militia	—	Gunnery 5, Piloting 5*
Mercenary	Second-Line	Gunnery 4, Piloting 4*
House	Frontline	Gunnery 3, Piloting 4*

* Clan players should reduce the Piloting/Gunnery skills of Green, Regular, and Veteran warriors by 1 (only one skill—either Piloting OR Gunnery—may be reduced in this way).

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

FORCED WITHDRAWAL

Most military forces will not fight to the last man. Instead, once they have taken appreciable amounts of damage, they will begin to retreat. The forced withdrawal rules help simulate this situation. Players are free to play any of the scenarios without the forced withdrawal rules; the scenarios are enjoyable to play as described under *Types of Scenarios* (see p. 258, *TW*). However, the forced withdrawal rules add variety for enjoyable replay, heighten the human element and bind players to the warriors represented by the playing pieces in a game.

Under forced withdrawal, crippled units must retreat from the battlefield when damage has rendered them useless or they are in imminent danger of being destroyed (see *Crippling Damage*, below). A unit making a forced withdrawal must move toward its home map edge as designated by a scenario. However, a unit need not spend Running, Flanking or Maximum Thrust MP; it can also move backward if the controlling player wishes. Also, a unit equipped with MASC need not engage that system when forced to withdraw.

Withdrawing units may still attack an enemy unit that closes within range of a weapon or physical attack. The following guidelines cover the many circumstances that may occur. Within these guidelines, the gamemaster's decision is final. If no gamemaster is present and players cannot come to a consensus, simply roll 1D6 to determine a resolution and get back to play. All players should agree to the use of the forced withdrawal rules in a given scenario before play begins.

Crippling Damage

Any unit that suffers crippling damage must withdraw from the map board. (Clan units must follow Clan honor rules if they are being used (see p. 273, *TW*). Crippling damage is defined as follows:

A 'Mech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its

sensors. Internal structure damage in either three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage if that location still has front armor), or four or more pilot hits, also render a 'Mech crippled, as does the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.

With the exception of infantry, all of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage.

A ProtoMech is considered crippled if all its weapons are lost to damage or ammunition depletion, or if the pilot suffers four or more hits. A ProtoMech Point will not begin to withdraw until three or more of its component ProtoMechs are crippled or destroyed, in which case the entire Point must withdraw.

A vehicle is considered crippled if it loses all its armor in a single location or if all its weapons are destroyed.

An aerospace unit is considered crippled if it suffers a critical hit to its engine or fuel tank; if all its weapons are destroyed; if it loses more than half its original Structural Integrity; or if its pilot/crew suffers four or more hits.

A conventional infantry platoon is considered crippled if it loses 75 percent (round down) or more of its troopers.

A battle armor unit (Point or squad) is considered crippled if it loses half or more (round up) of its members.

Vehicles and 'Mechs that are immobilized—usually through motive, leg or gyro damage—are shut down and typically abandoned (though abandonment places the crew at the mercy of the battlefield). Only the most fanatical crews or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element to keep fighting.

SALVAGE

Salvage is the taking of destroyed/crippled equipment remaining on the battlefield at the end of a track. In general, and unless a track's special rules state otherwise, players who achieve at least one Objective in a track may claim all battlefield salvage in any area where their forces participated.

Players may not claim salvage after battles in which they did not participate or were forced to withdraw (see *Forced Withdrawal*, above). Salvage may be sold using the Warchest system (see, p. 3, *Chaos Campaigns*).

OFF-MAP MOVEMENT

Some forces are proficient in tactical movement behind the lines of combat. Commands with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. A player may only use this ability if the scenario type allows for it.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running MP rating (rounding fraction up). The result is the minimum number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

WARCHEST POINT SYSTEM

The *Warchest Point System* is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers or acquire a BattleMech or other combat unit.

The complete rules for the Warchest Point System can be found in the free PDF download *Chaos Campaigns* (see http://www.classicbattletech.com/downloads/ChaosCampaign_Rulebook.pdf) or in *Blake Ascending* (see pp. 136, BA). Additional special campaign expansion rules are found below.

WP-BASED CAMPAIGN PURCHASABLE SPECIAL ABILITIES

These rules may only be used if both players agree to their use beforehand. Either player may purchase these abilities; players may spend WP to block the other player from using a special ability by

expending 1.5 times the WP cost. Both the purchasing player's and the blocking players' WP pools are reduced.

Special Abilities purchased in this way are only retained for one track or scenario; players wishing to re-use them (assuming they are allowed by the track or scenario) must purchase them anew for each use.

Players may either roll randomly or pay larger WP costs to purchase specific advantages. In addition, in any track where a player succeeds in completing the first objective, he or she should roll 2D6. On a result of 8 or greater, he or she may roll once on the *Random Purchasable Special Ability Table* at no cost.

When rolling for Purchasable Special Abilities randomly, the rolling player must pay 50 WP per roll (to the allowable maximum listed in the track or scenario) regardless of the roll's outcome. If a player rolling randomly rolls an ability he or she lacks the WP to purchase, the roll is wasted and may not be re-rolled.



RANDOM PURCHASABLE SPECIAL ABILITY TABLE

ROLL	WP COST	SPECIAL ABILITY
2	200	Sabotage
3	200	Eyes in the Sky
4	100	Turncoat
5	300	Elite Character
6	100	Overrun Combat
7	100	Off-Map Movement
8	100	Banking Initiative
9	500	Marksman
10	400	Windfall
11	500	Breakdown
12	500	Cowards

SABOTAGE

The controlling player may reduce the opposing player's force by ten percent of its number of units (rounding down). This reduction is taken before play is begun, but after all units are chosen. The controlling player may choose which units are removed from play. Such units removed are not included in tallying any bonus or objective totals, and may not be salvaged.

EYES IN THE SKY

Regardless of the instructions for game setup in the track or scenario, the controlling player may force his or her opponent to deploy all of the opposing player's units in advance of the controlling player. This ability always negates any *Hidden Units* (see p. 259, *TW*) or *Off-Map Movement* (see p. 192, *TO*) special advantages that occur before gameplay begins. Only units deployed at the start of play under more than Level 2 (fully submerged) may remain hidden.

TURNCOAT

The controlling player may choose one of the opposing player's units and assume control of it before gameplay begins. The unit will deploy and begin play as one of the controlling player's units rather than the opposing player. The controlling player may choose any unit he or she can match in comparable weight: for instance, if the controlling player has no assault 'Mechs in his or her initial force, he or she may not suborn an opposing player's assault 'Mech.

ELITE CHARACTER

The controlling player may add one elite character and unit from *BattleTech's* fictional canon. For instance, a player fighting in the Sarna March during Operation Guerrero in 3057 on the Federated Commonwealth side might add Solaris gladiator Larry Acuff. Units

and characters added in this way receive elite Skill Levels (Piloting 3, Gunnery 2) and may use any published unit accessible to his or her faction, regardless of availability. In addition, characters may be granted two special pilot abilities from *A Time of War*.

OVERRUN COMBAT

The controlling player may add the Overrun Combat special ability to his or her entire force (see p. 193, *TO*).

OFF-MAP MOVEMENT

The controlling player may add the Off-Map Movement special ability to his or her entire force. (see pp. 192-193, *TO*).

BANKING INITIATIVE

The controlling player may add the Banking Initiative special ability to his or her entire force (see p. 192, *TO*).

MARKSMAN

The controlling player may add the Marksman special combat ability (see p. 220, *AToW*) to twenty-five percent of his force (rounding down).

WINDFALL

If the controlling player successfully completes the primary objectives of the track or scenario, the WP reward for those objectives is doubled. If the track objectives are not completed, the controlling player still receives fifty percent of the WP reward.

BREAKDOWN

The controlling player may assign one critical hit to fifty percent (round down) of the opposing player's force. To assign the hit, roll on the unit's Front Hit Location table, then roll on the Critical Hit Table for that location. Re-roll any critical hits that would cause ammunition explosions or cause the unit to be destroyed. Any damage caused by the hit (Gauss rifle capacitor discharge, for example) should be applied, unless it would cause the unit to be destroyed.

COWARDS

If at any time the controlling player destroys one of the opposing player's units, whichever of the opposing player's units is closest to the opposing player's home map edge will immediately retreat as if it had been Forced to Withdraw. If more than one unit is destroyed per turn, a like number of units must withdraw. Destroyed infantry and battle armor units do not count toward this ability.

WP-BASED STRATEGIC MOVEMENT

Players wishing to build and continue to use units across several worlds or battles can use the following rules to transport their units from planet to planet. This system of WP-based movement and transport does not replace or modify any of the existing transport rules found in *Field Manual: Mercenaries, Revised*, *Strategic Operations*, or *Interstellar Operations*. They simply offer a simplified campaign model.

ERA TRACKS

For the purposes of these rules it is assume that the player group may possess, locate, or hire sufficient DropShips and JumpShips to move their force. Players wishing to add more authenticity should consult the rules mentioned above as well as *Technical Readout: 3057, Revised* for DropShip and JumpShip carrying capacities.

To move a unit between two planets that are 1 jump apart, simply total all the necessary WP and deduct it from the unit's available WP pool. Units may enter WP-debt to move between worlds.

Jared is moving his unit from the planet Thorin to the planet New Earth, which are 1 jump apart. His force consists of 10 BattleMechs, 6 aerospace fighters, and 12 Heavy Vehicles (25 WP x 10 BattleMechs = 250 WP; 25 WP x 6 aerospace fighters = 150 WP; 20 WP x 12 Heavy Vehicles = 240 WP. 250 WP + 150 WP + 240 WP = 640 WP) and will cost 640 WP per jump to move. As the move is only 1 jump, Jared deducts 640 from his unit's WP pool and begins his campaign on New Earth.

For players tracking travel time, assume two standard weeks (14 days) per jump to allow for travel time to and from the jump points of each star system. Any additional jumps beyond one add 1 week (7 days).



WP-BASED STRATEGIC MOVEMENT TABLE

UNIT TYPE	WP COST PER JUMP
'Mech	25
Fighter	25
Heavy Conventional Vehicle (50 tons or more)	20
Light Conventional Vehicle (49 tons or less)	10
Support Vehicle (101 tons or more)	Tonnage/5
Battle Armor Squad	5
Infantry Platoon	5

HOW TO USE THE CAMPAIGN

This campaign is designed to be played with a minimum of two players—one player uses either the Attacker or the Defender force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a single person gamemaster (GM) to spearhead track setups and answer any rules questions that arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare*, *Tactical Operations*, or *Strategic Operations*. An ideal example is using the buildings rules from *Total Warfare* during certain tracks, or the advanced weather and environment rules from *Tactical Operations* and *Strategic Operations*. If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided by either group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

Each of the three Mini-Campaigns included in *Era Report: 3062* include a brief introductory Setup section.

THE MINI-CAMPAIGNS

The Tracks section of *Era Report: 3062* is divided into two separate sections: the Mission Tracks, which can be used in any campaign the player-group desires (including those outside of this book), and the Touchpoint Tracks of each mini-campaign. Because of the sheer diversity of conflicts during 3052-3062, a unified campaign course is impossible; therefore, three smaller campaign groups comprising three representative conflicts have been created.

Unlike most other campaign supplements, it is difficult to play all of the mini-campaigns (or sometimes even all of their tracks) with a single player unit. Instead, we encourage players and gamemasters to use the Touchpoint tracks as a springboard for a custom-built campaign, using additional Mission tracks to build a fun and enjoyable storyline with which to frame your gaming sessions.

For players who prefer Inner Sphere-only games, *Mini-Campaign: Operation Guerrero* offers combat between the Federated Commonwealth, the Free Worlds League, and the Capellan Confederation. Players who prefer Clan-based games might enjoy playing the *Mini-Campaign: Refusal War*, between Clan Jade Falcon and Clan Wolf. Finally, for players with Clan versus Inner Sphere preferences, *Mini-Campaign: Operation Bulldog* covers the second Star League's ejection of the Smoke Jaguars from the Inner Sphere.

RUNNING YOUR GAMES

While players and gamemasters are free to design and play these tracks (and the campaigns as a whole) however they wish, a basic method may be played to give players some feel for the actual events of the Clan Invasion. The beginning enumerated in *The Setup* before each mini-campaign offers one way to launch your player groups into the campaigns; certainly enterprising gamemasters and players can find their own ways in, and the *Next Track* section of each offers suggestions of where to take the player-character groups after they've finished that track. The *Mission* tracks may be combined, replayed, or skipped in any order you wish: since they represent experiences rather than specific engagements there will be little repetition.

MISSION: PROBE

The enemy has been sighted along our axis of advance, but that is about all we know. No one can tell us if there are more of them than us, or if they are heavier, or if they are even all pink bunnies with floppy ears. So we have to go out and poke at them with a stick, like they were a bloody great pig we wanted to lead around by the nose. As if that's always a survivable decision.

Sometimes you get the pig to follow you where you want—and sometimes, you get a boar with tusks who doesn't care at all what you want, he just wants you to stop poking him on the snout with that stick. It's only another klick or so to the initial—please, oh please let this one not be a boar. I'd really like to come back with the rest of the unit and do this right.

GAME SET-UP

The Attacker places two mapsheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to six units. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) anytime after Turn 5.

Defender

The Defender is a portion of the enemy force. Roll 1D6 to determine the composition of the Defender's force.

The Defender sets up all but one unit on the half of the battlefield closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of Turn 7.

WARCHEST

Track Cost: 75 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Sensor Storm: add +1 to all To-hit rolls due to heavy sensor interference.

OBJECTIVES

1. **Destroy!** Destroy all of the Defender's medium BattleMechs. (Reward: 150)

Special Rules

The following rules are in effect for this track:

Commander

One of the units of the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 2. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.

Forced Withdrawal

The Defender is spread thin elsewhere and follows the *Forced Withdrawal* rules (see p. 112) once half of its force is destroyed or crippled. If the defending force is a Clan force, assume the opposition is educated enough to offer *hegira*.

Salvage

The *Salvage* rule (see p. 113) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
3	2 Light, 2 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	1 Light, 3 Medium*	2 Light, 3 Medium*	Mercenary/Frontline
5	4 Medium	1 Light, 4 Medium*	House/Frontline
6	3 Medium, 1 Heavy	5 Medium	House/Frontline

* if both players agree up to three light 'Mechs can be replaced with battle armor Points or squads, or two light 'Mechs with two medium vehicles each.

MISSION: AMBUSH

Here they come.

I don't know why they're advancing without decent scouts out—and I don't really care, either. If they want to just walk in under our guns, when we've got the terrain prepared and our systems zeroed and clear lines of retreat, that's just fine with me. My momma didn't raise me to stop people from helping me, and I figure it's about the best help I'm going to get to let these fine people who came here to kill me walk right into our trap. Of course, they got guns, too. And if they're in our range, then we're inside theirs.

But we get to shoot first. And, hopefully, laugh last.

GAME SET-UP

The Attacker places two mapsheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to eight (ten for Clan players) units. Two-thirds of the Attacker's force begin the game anywhere on the Attacker's-side mapsheet as Hidden Units (see p 259, *TW*). The remaining units begin play within three hexes of the Attacker's home map edge.

Defender

The Defender is a portion of the enemy force. Roll 1D6 to determine the composition of the Defender's force.

All units of the Defender's force begin the scenario within five hexes of the center of the two mapsheets.

WARCHEST

Track Cost: 100 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+25 Rain: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall.

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. **Destroy!** Destroy at least half of the Defender's force. **(Reward: 150)**

2. **Too Easy.** At least seventy-five percent of the Attacker's force must survive. **(Reward: 150)**

Special Rules

The following rules are in effect for this track:

Forced Withdrawal

The Defender is spread thin elsewhere and follows the *Forced Withdrawal* rules (see p. 112) once half of its force is destroyed or crippled. If the defending force is a Clan force, assume the opposition is educated enough to offer *hegira*.

Salvage

The *Salvage* rule (see p. 113) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light, 4 Medium*	5 Light, 5 Medium*	Mercenary/Frontline
2	3 Light, 5 Medium*	3 Light, 5 Medium, 2 Heavy*	Mercenary/Frontline
3	3 Light, 3 Medium, 2 Heavy*	2 Light, 4 Medium, 4 Heavy	Mercenary/Frontline
4	2 Light, 2 Medium, 4 Heavy	5 Medium, 3 Heavy, 2 Assault	House/Frontline
5	2 Medium, 4 Heavy, 2 Assault	3 Medium, 4 Heavy, 3 Assault	House/Frontline
6	2 Medium, 3 Heavy, 3 Assault	2 Medium, 4 Heavy, 4 Assault	House/Frontline

* if both players agree up to three light 'Mechs can be replaced with battle armor Points or squads, or two light 'Mechs with two medium vehicles each.

MISSION: RAID

There is little more satisfying than a good, old-fashioned objective raid. Go in, deal with the garrison, and take what you want. Get out before their reinforcements get to you, and get away while they are dealing with the mess you made. The basic plan hasn't changed in more than a thousand years, when our ancestors on Old Terra rode around on horses and raided each others with spears and bows and sharpened rocks. BattleMechs just make it a lot easier.

Of course, sometimes they don't want to give up what you want so easy. That just means you have to convince them a little harder.

GAME SETUP

The Defender places four mapsheets in any legal position and designates one edge as the Defender's home edge. The Defender should place 1D6 Medium (CF 45) buildings of Level 1 height at least 10 hexes from the Defender's home edge.

Attacker

The Attacker consists of a portion of the player force. The Attacker may use up to four (five for Clan players) units. The Attacker must enter from the opposite edge as the Defender's home map edge, not more than four hexes from the edge of the sheet. This edge is then designated the Attacker's home edge.

Defender

The Defender is a small garrison force. To determine the Defender's Force Composition, roll 1D6 on the following table. Add +1 to the roll result if the previous track engaged a militia force.

The Defender must deploy within five hexes of a building.

WARCHEST

Track cost: 100 WP

Optional Bonuses:

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

OBJECTIVES

1. **Get the Loot.** In order for the raid to be a success, an attacking 'Mech or vehicle must spend two consecutive turns adjacent to one of the Defender's buildings without moving or firing. Any 'Mech or vehicle that then escapes the mapsheet has escaped with its booty. At least half the Attacker's units must complete this task. **(Reward: 125)**

2. **I Want it All!** Destroy, disable, or Force to Withdraw the Defender's force. **(Reward: 125)**

SPECIAL RULES

The following rules are in effect for this track:

Off-Map Movement

The Attacker may assign up to half its force with Off-Map Movement orders (see pp. 192-193, TO). This may only occur once during the Track.

Forced Withdrawal

Both sides are spread thin elsewhere and follow the *Forced Withdrawal* rules (see p. 112). If the defending force is a Clan force, assume the opposition is educated enough to offer *hegira*.

Salvage

If the Attacker succeeds, each 'Mech with at least one functioning hand actuator that escapes with its booty yields a +25 WP bonus to the track rewards. Vehicles that escape do not earn this reward.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light*	5 Light*	Militia/Second-Line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-Line
3	3 Light, 1 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	2 Light, 2 Medium	3 Light, 2 Medium*	Mercenary/Frontline
5	1 Light, 2 Medium, 1 Heavy	2 Light, 3 Medium	House/Frontline
6	2 Medium, 1 Heavy, 1 Assault	1 Light, 2 Medium, 2 Heavy	House/Frontline
7	1 Medium, 2 Heavy, 1 Assault	3 Medium, 2 Heavy	House/Frontline

* if both players agree up to three light 'Mechs can be replaced with battle armor Points or squads, or two light 'Mechs with two medium vehicles each.

MISSION: RECON

This ought to show the bloody scouts who's boss. They're always lording around the base, telling anyone who'll listen that they can sneak in under the CO's wife's covers if they wanted to. The sneaky little fools are always stealing things from our kits in garrison, or laying out the straight skinny like it was the word from on high. Where are they today, huh?

Hiding in their camo pajamas, that's where. Today the big boys are out, full-on recon lances and real jocks driving them. It was just too hot to risk their prissy butts, so the CO sent us out to have a look-see around and report back. Because he knows he can trust us to get the intel we need, not just what's safe to get.

GAME SET-UP

The Defender places two mapsheets in any legal position.

Attacker

The Attacker consists of a small portion of the player force and may use up to four (Inner Sphere) or five (Clan) units. The Attacker chooses his forces first and may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force and is determined after the Attacker has chosen his forces. To determine the Defender's Force Composition, roll 1D6 on the following table. Add +1 to the roll if the previous track engaged a militia force.

The Defender sets up half of his force (rounded down) on the board. The rest of the Defender's force enters from their home edge on the beginning of Turn 3.

WARCHEST

Track Cost: 75 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+25 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. ID / Scan all of the Defender's force. Scanning must be done within 4 (6 if the unit mounts an active probe) hexes of an enemy unit at the end of the Movement phase and in lieu of any attack. Once all Defenders have been scanned, the Attacker should retreat off his or her home map edge. **(Reward: 75)**

2. Why Wait? At least half of the Defender's force must be destroyed, disabled, or Forced to Withdraw. **(Reward: 100)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are spread thin elsewhere and follow the *Forced Withdrawal* rules (see p. 112). If the defending force is a Clan force, assume the opposition is educated enough to offer *hegira*.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light*	5 Light*	Militia/Second-Line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-Line
3	3 Light, 1 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	2 Light, 2 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
5	1 Light, 2 Medium, 1 Heavy*	2 Light, 3 Medium*	House/Frontline
6	2 Medium, 1 Heavy, 1 Assault	1 Light, 2 Medium, 2 Heavy	House/Frontline
7	1 Medium, 2 Heavy, 1 Assault	3 Medium, 2 Heavy	House/Frontline

* if both players agree one light 'Mech can be replaced with an Elemental Point, battle armor squad, or infantry platoon.

MISSION: DEFEND

We've got to hold them here. The rest of the unit is depending on us, and if we have to pull back it'll be twenty kilometers of rout before we can get up to stop them again. That's can't happen. We have to show them that this little objective is just too tough for them. We have to show them that they'll have much more luck going around the other way, and letting those other boys deal with them.

The CO told us there were auxiliaries working on fallback positions behind us. Maybe if we have to displace we can make it to those, but I don't want to try. It's too far, and Kipling was right. Running doesn't get you anything but dead.

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges to enter his force from, designating one as his home edge.

Attacker

The Attacker is a portion of the planetary invader's (or defender's) force attacking the player's force. To determine the Attacker's Force Composition, roll 1D6 on the following table.

The Attacker selects two-thirds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn of the Attacker's choice between Turns 4 and 12, as long as at least one operational unit remains on the battlefield.

Defender

The Defender is a portion of the player's force. The Defender may choose up to eight (Inner Sphere) or ten (Clan) units and must choose his units before the Attacker determines his.

The Defender begins the game with all units on the battlefield. No unit may be within eight hexes of either of the Attacker's chosen edges.

WARCHEST

Track Cost: 200 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+100 High Winds: Apply a +2 To-hit modifier to all ballistic and missile weapons-fire, as well as a +2 modifier to all Piloting Skills Rolls. When rolling on the Missile Hits Table, subtract 4 from the die roll; on a modified result of less than 2, the missile attack misses the target.

+100 Surprised! The Defender rolls initiative with a -4 modifier for the first ten turns.

OBJECTIVES

1. **Select Destruction.** Destroy or Force to Withdraw all of the Attacker's force that entered the game on Turn 1. (**Reward: 300**)

2. **Cutting off the Head.** Cripple or destroy the enemy commander's BattleMech. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's force follows the *Forced Withdrawal* rules (see p. 112).

Salvage

The *Salvage* rule (see p. 113) rule is in effect if both Objective 1 is met.

Commander

One of the units on the Attacker's force is a field commander. The Attacker selects one unit of his force and assigns it a Gunnery Skill Level of 3 and Piloting Skill Level of 3. If the unit containing the commander is destroyed, the Attacker must apply a -2 modifier to all subsequent Initiative rolls.

ATTACKER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light, 4 Medium*	5 Light, 5 Medium*	Mercenary/Frontline
2	3 Light, 5 Medium*	3 Light, 5 Medium, 2 Heavy*	Mercenary/Frontline
3	3 Light, 3 Medium, 2 Heavy*	2 Light, 4 Medium, 4 Heavy*	Mercenary/Frontline
4	2 Light, 2 Medium, 4 Heavy	5 Medium, 3 Heavy, 2 Assault	House/Frontline
5	2 Medium, 4 Heavy, 2 Assault	3 Medium, 4 Heavy, 3 Assault	House/Frontline
6	2 Medium, 3 Heavy, 3 Assault	2 Medium, 4 Heavy, 4 Assault	House/Frontline

* If both players agree one medium 'Mech can be replaced with an Elemental Point, battle armor squad, or infantry platoon.

MISSION: ASSAULT

Here we go. It's time to show these buggers why they don't want to stand against us. Every time we go into the attack, every time we push out a recon lance or our scouts get turned away, the frustration has built a little. It's past time to vent that frustration, I think. We're going to teach these guys a lesson in what they don't keep us from what we want.

BattleMechs are war machines, and this is war. Nothing ever designed has been so effective at helping someone get what they want from someone who doesn't want to give it up, and we're going prove it again in just a few minutes.

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges to enter his force from, designating one as his home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to twelve units (ten for Clan forces) but need not choose his units before the Defender determines his.

The Attacker selects two-thirds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between Turns 4 and 12, as long as at least one operational unit remains on the battlefield.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Mission: Recon* or *Mission: Probe* immediately prior to this track.

WARCHEST

Track Cost: 300 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+50 Night Combat: A lack of ambient light degrades the ability to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+100 Elite Defenders: Assign half of the Defender's units with Piloting 3 and Gunnery 2 Skill Levels.

OBJECTIVES

1. Hammer. Cripple or destroy at least two-thirds of the Defender's force. **(Reward: 300)**

2. Flawless Victory. Achieve Objective 1 without losing more than twenty-five percent of the Attacker's force. **(Reward: 100)**

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 113) is in effect if the Attacker achieves the first objective.

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 2. If the unit containing the commander is destroyed, the Defender must apply a -2 modifier to all subsequent Initiative rolls.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light, 4 Medium*	5 Light, 5 Medium*	Militia/Second-Line
2	3 Light, 5 Medium*	3 Light, 5 Medium, 2 Heavy*	Mercenary/Second-Line
3	3 Light, 3 Medium, 2 Heavy*	2 Light, 4 Medium, 4 Heavy*	Mercenary/Frontline
4	2 Light, 2 Medium, 4 Heavy	5 Medium, 3 Heavy, 2 Assault	House/Frontline
5	2 Medium, 4 Heavy, 2 Assault	3 Medium, 4 Heavy, 3 Assault	House/Frontline
6	2 Medium, 3 Heavy, 3 Assault	2 Medium, 4 Heavy, 4 Assault	House/Frontline
7	1 Medium, 4 Heavy, 3 Assault	1 Medium, 5 Heavy, 4 Assault	House/Frontline
8	4 Heavy, 4 Assault	6 Heavy, 4 Assault	House/Frontline

* if both players agree one medium 'Mech can be replaced with two Elemental Points, battle armor squads, or infantry platoons. 1 heavy 'Mech can be replaced with two heavy vehicles.

MISSION: FLANK

We've got them now. They're too focused on the main action, and not watching their flanks. We're going to hit them like a maul hits wood—just wait and watch the chips fly. The Old Man always used to tell us "You shoot what's in front of you, boys, but you watch what's coming at your flank too." One guy unloading an assault gun at the enemy in front of him can be taken out with a man and a club from the side, if it's handled right.

And, Lord knows, we're going to handle it right.

GAME SET-UP

The Attacker places two map sheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to four (or five for Clan players) units. Half of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) during the Movement Phase any time after Turn 5.

If all the attacking units are destroyed anytime before Turn 4, the reinforcement arrives at the beginning of the following turn.

Defender

The Defender is a portion of the enemy force. To determine the Defender's Force Composition, roll 1D6 on the following table. If this track was not immediately preceded by *Mission: Assault* or *Mission: Defend*, add +2 to the roll results.

The Defender sets up all units on the half of the playing area closest to the Defender's home edge.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

+100 Elite Defenders: Assign half of the Defender's units with Piloting 3 and Gunnery 2 Skill Levels.

+50 Blowing Sand: Apply a +1 To-hit modifier to all energy and pulse weapon attacks.

OBJECTIVES

1. Destroy! Destroy all of the Defender's medium and/or heavy BattleMechs. Voided by Objective 2. (**Reward: 150**)

2. No quarter. Cripple/destroy all of the Defender's forces. Replaces Objective 1 if completed. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is spread thin elsewhere and follows the Forced Withdrawal rules (see p. 112).

Salvage

The *Salvage* rule (see p. 113) is in effect if the Attacker completes at least one objective.



DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
3	2 Light, 2 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	1 Light, 3 Medium*	2 Light, 3 Medium*	Mercenary/Frontline
5	4 Medium	1 Light, 4 Medium*	House/Frontline
6-8	3 Medium, 1 Heavy	5 Medium	House/Frontline

* If both players agree up to three light 'Mechs can be replaced with battle armor Points or squads, or two light 'Mechs with two medium vehicles each.

MISSION: HOLD-THE-LINE

It's a different thing when your back is to the wall.

We've run all we're going to run. There's nowhere else left to run to, and besides we're tired of it. You could hear it in the CO's voice when he gave the orders. "We're done running, boys and girls," he said. "Find a spot, learn to love it. We're not moving again."

They'll just keep coming, of course. Unless we can make enough of them dead to convince them we're not worth the cost. I don't know how many that will take, either. No one does. All's that can be done is that we just keep killing them until we find out what that number is.

Or until they kill us all, of course.

GAME SET-UP

The Attacker places two map sheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small force. Half of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) during the Movement Phase any time of the Attacker's choice after Turn 5. To determine the Attacker's unit composition, roll 1D6.

If all the attacking units are destroyed before Turn 4 the reinforcement arrives at the beginning of the following turn.

Defender

The Defender is a portion of the player force, and can use up to eight units (ten for Clan players). The Defender sets up all but one unit on the half of the playing area closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of Turn 4.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Blowing Sand: Apply a +1 To-hit modifier to all energy and pulse weapon attacks.

OBJECTIVES

1. Hold the Line! Keep all of the Attacker units from getting closer than four hexes to the Defender's home edge for fifteen turns. **(Reward: 150)**

2. Escape. At least one-third of the Defender's force must retreat off the Defender's home map edge after Turn 15. **(Reward: 100)**

SPECIAL RULES

There are no special rules for this track.



ATTACKER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light, 4 Medium*	5 Light, 5 Medium*	Militia/Second-Line
2	3 Light, 5 Medium*	3 Light, 5 Medium, 2 Heavy*	Mercenary/Second-Line
3	3 Light, 3 Medium, 2 Heavy*	2 Light, 4 Medium, 4 Heavy	Mercenary/Frontline
4	2 Light, 2 Medium, 4 Heavy	5 Medium, 3 Heavy, 2 Assault	House/Frontline
5	2 Medium, 4 Heavy, 2 Assault	3 Medium, 4 Heavy, 3 Assault	House/Frontline
6	2 Medium, 3 Heavy, 3 Assault	2 Medium, 4 Heavy, 4 Assault	House/Frontline

* If both players agree up to three light 'Mechs can be replaced with battle armor Points or squads, or two light 'Mechs with two medium vehicles each.

MISSION: TRIAL OF POSITION

I will not be held back any longer. A warrior does not tarry when his course is clear: I must take what I want, what I deserve. And these foundlings will not hinder me.

GAME SET-UP

The Attacker places one map sheet in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker is of one of the player characters who wishes to advance in rank and prestige. He sets up within three hexes of his home edge.

Defender

The Defender is up to three opponents to the player character's Trial. To determine the opponents' number roll 1D6. On a result of 1-4 there is one Defender; on a result of 5, two Defenders; on a result of 6, three Defenders. Roll 1D6 twice for each Defender—once for Mass, and once for Experience.

The Defenders set up within three hexes of the Defender's home edge.

WARCHEST

Track Cost: 50 WP

Optional Bonuses: None



DEFENDER MASS AND EXPERIENCE TABLE

1D6	MASS	EXPERIENCE
1	Light	Second-Line
2	Light	Second-Line
3	Medium	Frontline
4	Heavy	Frontline
5	Heavy	Frontline
6	Assault	Frontline

Experience: For every two successfully completed Trials of Position, the character may improve one Skill Level by 1 point. Alternately, in *A Time of War* campaigns, with the gamemaster's approval the player character may advance one Rank.

OBJECTIVES

1. Victory! Cripple or destroy all of the Defenders. (**Reward: 150**)

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

This track must be fought according to Honor Level 1 (see p. 267 TW).

MISSION: TRIAL OF GRIEVANCE

I will not tolerate this any further. I am not a laborer, to be ordered about. I am not a technician, to spend my hours tinkering and repairing. I am not a scientist, to ponder the imponderable for all the days of my life. I am a warrior.

I will not tolerate it.

GAME SET-UP

The Attacker places one map sheet in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker is an aggrieved member of the player's unit. The Attacker begins play within two hexes of the Attacker's home edge.

Defender

The Defender is the aggrieving party. To determine the Defender's unit, roll on the Random Assignment Table (p. 149) for the appropriate Clan, and use identical Skill Levels to the Attacker.

WARCHEST

Track Cost: 25 WP

Optional Bonuses: None

OBJECTIVES

1. Victory! Cripple or destroy the enemy. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

This Track must be fought according to Honor Level 1 (see p. 267, TW). If any of the player unit's 'Mechs violate *zellbrigen*, the Trial is forfeited.

MINI-CAMPAIGN: OPERATION GUERRERO

The invasion of the Sarna March and its collapse into the Chaos March were just one amongst several tumultuous events of 3057. Players wishing to fight the battles between the Free Worlds League, the Capellan Confederation, and the Federated Commonwealth may use the tracks and rules presented here.

THE SETUP: FEDERATED COMMONWEALTH

The surprise attack on the Federated Commonwealth's Sarna March by the combined forces of the Free Worlds League and the Capellan Confederation was a smashing success. The Armed Forces of the Federated Commonwealth, distracted by the Clan threat and comfortable in the knowledge that they were the most powerful military in the Inner Sphere, discounted the few intelligence reports that showed the CCAF and FWLM going to a higher state of readiness. The AFFC knew it had already beaten both the Marik and the Liao armies in the Fourth Succession War, and it wasn't about to let some second-rate military scare its focus away from the threat to the Lyran districts.



Campaign Rules

When rolling randomly to determine Federated Commonwealth forces on any of the Force Composition tables, players should replace any Type result of "Mercenary" with "Militia." When a result of "House" is rolled, roll 1D6; on a 5 or 6 the "House" Type is kept—otherwise treat it as a "Mercenary" result.

THE SETUP: FREE WORLDS LEAGUE

The regiments of the Free Worlds League Military that attacked into the Federated Commonwealth were fighting for two reasons: to regain their own institutional honor for the loss of so many worlds to the Federated Commonwealth in the Fourth Succession War, and to avenge the treacherous replacement of Joshua Marik with a double to hide the news of his death from Thomas Marik. Their strategy was built around a very limited set of objectives, and they had precise intelligence on their foes' weakness.



Campaign Rules

When rolling randomly to determine Free Worlds League forces on any of the Force Composition tables, players should replace any Type result of "Militia" with "Mercenary." When a result of "Mercenary" is rolled, roll 1D6; on a 5 or 6 the "Mercenary" Type is kept—otherwise treat it as a "House" result.

THE SETUP: CAPELLAN CONFEDERATION

For the Capellan Confederation Armed Forces units involved in the Marik-Liao Offensive (or, as the Capellans termed it, the Liberation) the attacks were about little more than revenge. The Capellan military had remained weak in numbers after the Fourth Succession War simply because the Confederation's limited economy couldn't support a larger force. Supported by mercenaries hired by the Strategios or seconded from Marik service, the Liao regulars flooded into the Sarna March to support uprisings on a score of worlds, desperate to destroy the hated Davion infrastructure there.

Campaign Rules

When rolling randomly to determine Capellan Confederation forces on any of the Force Composition tables, players should replace any Type result of "Militia" with "Mercenary." When a result of "House" is rolled, roll 1D6; on a 5 or 6 the "House" Type is kept—otherwise treat it as a "Mercenary" result.



TOUCHPOINT: GAN SINGH



What do you mean, there's 'Mechs coming in? What do you expect me to do, ignore the mobs of dirty Liao collaborators running around setting fire to the city? I don't care what you do to stop these mystery 'Mechs—I've got my duty, damn you! I've got two brigades of infantry out on riot suppression and security missions. I don't have anything available stop a BattleMech column. Where'd they come from, anyway? I thought the only 'Mechs on-planet were the Count's Own? Is it them? Are they coming to help? What?

What do you mean, they already shot up the Count's Own?

What else can go wrong?

Very soon we will have overcome the Davion imperialists and opened the city's doors to the Chancellor's agents. The leader of the mercenary company claims to be from Styk, not the Confederation, but it doesn't matter. We'll let these mercenaries overcome the Count's paltry 'Mech force and cow the planetary militia regiments into submission. Then we'll just have to deal with these mercenaries when they're out of their 'Mechs. They can't be buttoned up all the time, can they?

Then, upstart "Styk Commonality" or not, we'll return Gan Singh to the Confederation's embrace and do our duty to the Chancellor and his divine ancestors.

SITUATION

Mughal
Gan Singh
Chaos March
28 October 3057

As Capellan and Marik forces and sponsored mercenaries invaded the distributed defenses of the Sarna March, many of the worlds near the Terran Corridor managed to fight off the Capellan-backed uprisings only to find themselves abandoned by the Armed Forces of the Federated Commonwealth. AFFC garrisons were spread too thin, and further hampered by the retreat of Lyran regiments to the newborn Lyran Alliance. On Gan Singh, the uprising caused enough commotion that when mercenaries contracted by nearby Styk arrived to help Gan Singh into independence, the mercenaries were able to easily defeat the local Count's noble retainers.

The mercenaries then went on to exterminate the Capellan partisans, correctly guessing that they'd be next on the Capellans' list once they dealt with the locals.

GAME SETUP

Recommended Terrain: Flatlands, Light Urban (see p. 263, *TW*)

Arrange four mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

The Attacker is the mercenary company Cardiff's Crushers, hired by the Styk Commonality to help Gan Singh join it in independence. When rolling randomly for units, use the Periphery and Merc column (see p. 147).

Defender

The Defender is the Count's Own Guards, a small force of the local nobleman's soldiers. When rolling randomly for units, use the FC column (see p. 146). For every 'Mech the Guards deploy (to a maximum of four) they should also deploy two medium vehicles.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+50 Rain: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall.

+50 Hot Time: Players should use the Fire and Smoke rules (see pp. 43-48, *TO*).

OBJECTIVES

1.) Line 'Em Up, Knock 'Em Down. Destroy, Cripple, or Force to Withdraw 100 percent of the enemy force. **(Reward: 300)**

2.) Cut Off the Head. Cripple or destroy the enemy commander. **(Reward: 100)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*).

Commander

One of the units on each side is a field commander. Selects one unit and assign it a Gunnery Skill Level of 2 and Piloting Skill Level of 3 (unless all units already have better Skill Levels). If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative rolls.

ERA TRACKS

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

AFTERMATH

The destruction of the Count's Own Guards more or less meant the end of active resistance to the Crushers on Gan Singh. Although there were scattered other forces on-planet, deserters from the First Federated Commonwealth Regimental Combat Team and

even a lost company from the Third Donegal Guards, they were too far away to stop things when the government joined the Styk Commonality. The Crushers remained as garrison until their contract expired and they boosted for newer contracts.

Gan Singh would remain a part of the Styk Commonality for as long as the Commonality existed, before eventually returning to the bosom of the Capellan Confederation many years later.

NEXT TRACK

Any *Mission* track or *Touchpoint: Liao*

TOUCHPOINT: LIAO



Look, I'm not concerned about what the rumor mill says—there's no way the Commonwealth is going to pull out of the FC. That'd be like Albion seceding from New Avalon. It's just not going to happen—what?

What do you mean, inbound DropShips with Capellan transponders? How many? How did they get this deep in the March without us hearing about it sooner? Are we or are we not the damn Liao Sarna March Militia? Isn't it our job to know these things!?

Hit the alert, then. Let's get everyone up and see what Sonny-boy's goons want on his family's old stomping grounds. Maybe we'll have to remind them it ours now, and they can't have it back.

My uncle Nestor died on Liao when the Blue Star Irregulars destroyed his lance. He was the only other member of my family to earn a place in Lu Sann, before myself. I have looked up to his memory since I was old enough to read the after-action reports and understand what his stand on Liao meant. And now, through the port, I look down on the world where he met his end. The ancestral homeworld of my Chancellor and his sires.

The very fact that this planet hosts a "Sarna March Militia" is an affront to the Chancellor's honor, and we will wipe that stain clean. He knows the value of his world, and the value of his own honor—he must, or else why would he send all of his Warrior Houses to reclaim this world? No honorless mercenaries or half-trained conscripts. We will repay his trust in us. I will make Uncle Nestor's sacrifice meaningful again.

SITUATION

Liao

Sarna March

Federated Commonwealth

18 September 3057

The capture of the planet Liao during the Fourth Succession War by the Thirty-Third Avalon Hussars and the Blue Star Irregulars had been a coup for the AFFS. Liao, the ancestral homeworld of the ruling family of the Confederation, was a bright star in the Davion bonnet and a significant morale victory. Its prominence to the newly-captured worlds of the Sarna March meant that it retained much of its historical authority under Davion and Steiner rule, even hosting a March Militia unit.

When the Liberation began, one of the CCAF's first targets was Liao. The Chancellor, aware that moral victories could cut both ways, dispatched all eight of his elite Warrior Houses to the planet with orders to recapture it at all costs. Taking possession of Liao would be a signal to every world around it of the Confederation's vigor and its resumption of authority over them. All that stood in the Warrior Houses' way was the Liao Sarna March Militia.

GAME SETUP

Recommended Terrain: Flatlands, Badlands (see p. 263, *TW*)

Arrange six mapsheets in any legal configuration. The Attacker and Defender both choose three mapsheets and alternate placing them. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

Recognized as the elite of the Capellan Confederation Armed Forces, the Warrior Houses want for nothing in the Capellan procurement scheme. When rolling units randomly, use the Capellan Confederation column (see p. 146). For every four units rolled, the Capellan player may choose one unit from the list without rolling.

The Attacker should be 150% of the Defender's strength.

Defender

The Defender is the Liao Sarna March Militia. When rolling randomly for units, use the FC column (see p. 146). In any result where the choice for upgraded versions is made, choose the older model. For every 'Mech the March Militia deploy they should also deploy two medium or one heavy vehicles.

The Defender chooses his or her forces first.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+100 Surprised! The Defender rolls initiative with a -4 modifier for the first ten turns.

+50 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

OBJECTIVES

1.) Payback. Destroy, Cripple, or Force to Withdraw 100 percent of the Defender's force without losing more than fifty percent of the Attacker's force. **(Reward: 300)**

2.) Cut Off the Head. Cripple or destroy the enemy commander. **(Reward: 100)**

3.) Costly Victory. Destroy more than fifty percent of the Attacker's force. **(Reward: 200)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, TW).

Commander

One of the units on each side is a field commander. Selects one unit and assign it a Gunnery Skill Level of 2 and Piloting Skill Level of 3 (unless all units already have better Skill Levels). If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative rolls.

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

AFTERMATH

The capture of Liao during the first wave of the Liberation was a shot in the arm for the morale of the Capellan armed forces. The further recapture of nine worlds in the first wave, with very little opposition, pushed the CCAF to overextend itself despite the mercenary support forwarded by Thomas Marik. Although they were successful in pushing into the vacuum created by the withdrawal of the Lyran forces suborned by Katherine Steiner-Davion, they remained too few to consolidate their gains and the region collapsed into the Chaos March.

NEXT TRACK

Any Mission track or Touchpoint: Woodstock

TOUCHPOINT: WOODSTOCK



The kids are celebrating. The idiots. They think it's exciting that someone's coming to shoot at us.

It's been two hours since we got the warning, and the commandant sent the alert to get the Reserve Militia up. I spent the first hour in the head, looking at my hand shaking and trying not to think about Quarrel. It's not the bloody Steel Vipers coming in, but it's the Liaos, and despite what the kids're out there shouting it's not going to be a walkover. I'm hoping it's mercenaries, myself. They'll at least know when to stop. If it's Liaos we'll have to watch for hardcores.

The Clans are bad enough. I don't want to fight another bunch of nutjobs.

Easy money.

That's what the colonel said. Gubser isn't much of an officer, but she's led the Bandits for a while and we've done pretty well in Marik service. Sending us way the hell over to the backwater of the Federated Commonwealth is a bit of a stretch, but the transfer cleared the bank and we've all got bills. Besides—the only thing Woodstock has to put against us a militia regiment. Sure, they've got 'Mechs, but they're piloted by retirees and kids just out of diapers. How much of a threat can they be?

SITUATION

Woodstock

Sarna March

Federated Commonwealth

24 September 3057

Woodstock was one of the many worlds that the Chancellor's generals directed the mercenaries supplied by the Free Worlds League to attack in their stead. With too few regiments for all their needs, they offered near-unprecedented autonomy to senior mercenary regiments. The First Smithson's Chinese Bandits were sent to secure the vital food processing facilities on Woodstock, and with only an untested militia regiment to oppose them there was little chance of serious opposition.

Of course, overconfidence is the root of hubris.

GAME SETUP

Recommended Terrain: Woodlands, Badlands (see p. 263, *TW*)

Arrange four mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

Smithson's Chinese Bandits were an experienced if uninspired mercenary regiment. When rolling units randomly, use the Periphery and Mercenary column (see p. 147). For every four units rolled, the Attacker may choose one unit from the Free Worlds League list without rolling.

The Attacker should be 100% of the Defender's strength.

Defender

The Defender is the Woodstock Reserve Militia. When rolling randomly for units, use the FC column (see p. 146). In any result where the choice for upgraded versions is made, choose the older model.

The Defender chooses his or her forces first.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

-50 Surprised!: The Defender rolls initiative with a -4 modifier for the first ten turns.

+100 Elite Defenders: Assign fifty percent of the Defender units with Elite skills (Gunnery 2, Piloting 3).

+100 Living Legend: Assign the Defender 1 WHM-7M Warhammer piloted by Larry Acuff (Piloting 2, Gunnery 1) in addition to any other forces.

OBJECTIVES

1.) Good Service. Destroy, Cripple, or Force to Withdraw 75 percent of the Defender's force without losing more than fifty percent of the Attacker's force. (**Reward: 300**)

2.) Cut Off the Head. Cripple or destroy the enemy commander. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*).

Commander

One of the units on each side is a field commander. Selects one unit and assign it a Gunnery Skill Level of 2 and Piloting Skill Level of 3 (unless all units already have better Skill Levels). If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative rolls.

If the Living Legend Optional bonus is used, Acuff should be considered the Defender's commander.

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

AFTERMATH

The Chinese Bandits landed on Woodstock and advanced, overconfident of victory against the untested Militia regiment. When they made contact, they were shocked and defeated by the surprisingly competent Militia regiment, who'd been leavened with a number of experience veterans of the Clan invasion in the early 3050s. The Militia managed to crush the Bandits, forcing the survivors to escape to the Bandits' second regiment on Nanking. For their sterling service, the Woodstock Reserve Militia was equipped with DropShips and sent to Nanking to pursue the Chinese Bandits.

NEXT TRACK

Any *Mission* track. Or begin the next mini-campaign.

MINI-CAMPAIGN: REFUSAL WAR



The Trial of Refusal fought against the condemnation of ilKhan Ulric Kerensky between Clan Wolf and Clan Jade Falcon quickly escalated past the mark of any traditional Trial of Refusal. Observers everywhere quickly dubbed it the Refusal War, as the Wolves and the Jade Falcons went after each other with every resource at their disposal. Tensions between the two Clans had been high during their entire existence; with an opportunity to finally strike the killing blow, warriors on both sides went for the throat.

Campaign Rules

As this conflict was essentially a gigantic Trial between two Clan combatants, every effort should be taken to maintain the combat at traditional Clan honor levels (see p. 273, *TW*). Although both sides broke with *zellbrigen* many times during the conflict, attempting to honor the ways of Clan combat will add much to the richness of the experience.

THE SETUP: CLAN WOLF

Clan Wolf, despite having recently been embroiled in intra-Clan politics, pulled together as a Clan to fight the Jade Falcons. Formed into three main task forces, each led by a Khan or former Khan of the Wolves, they cut great swaths through the Jade Falcon Occupation Zone before being stopped or escaping. Each of the Wolf warriors, regardless of his or her personal feelings about the charges that brought Ulric Kerensky before the Grand Council, wanted to defend the Clan and hurt the Jade Falcons.

Campaign Rules

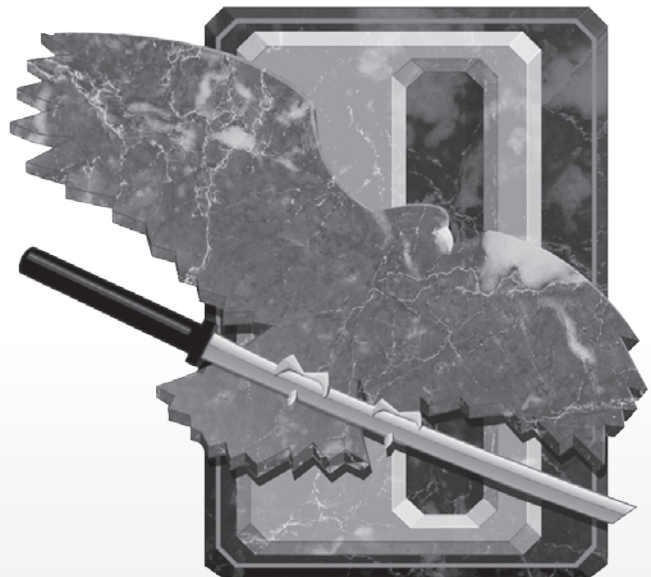
When rolling randomly to determine Clan Wolf forces on any of the Force Composition tables and a result of "Second-Line" appears, roll 1D6; on a 5 or 6 the "Second-Line" Type is kept—otherwise treat it as a "Frontline" result.

THE SETUP: CLAN JADE FALCON

The Jade Falcons, always staunch opponents of the Wolves, were determined and delighted to win the honor of being the Grand Council's champions in the Trial of Refusal against the Wolves. Although they were unprepared for the ferocity and suddenness of the Wolf assault, individual units of the Clan fought well and as a whole they responded well and were soon fighting the Wolves on more even terms. Despite their prickly sense of honor and the limits that placed on them, they were successful in defeating the Wolves and killing both Ulric and Natasha Kerensky.

Campaign Rules

When rolling randomly to determine Clan Jade Falcon forces on any of the Force Composition tables and a result of "Second-Line" appears, roll 1D6; on a 4, 5 or 6 the "Second-Line" Type is kept—otherwise treat it as a "Frontline" result.



TOUCHPOINT: COLMAR



One wonders about the Grand Council's competence, that they allowed the Jade Falcons to win the bidding to oppose our Trial of Refusal. Surely any other Clan could have put up a better fight, but if they are just going to let us triumph in our Trial then I have little else to do but bow to their wishes. And kill Jade Falcons, of course.

Colmar is hardly an important world, and no one in the Three-Five-Two expects to have much opposition from the Twelfth Falcon Regulars. But it is important to begin our path to victory somewhere, and Colmar is as good as any other Jade Falcon world in that regard. We will crush these soon-to-be-solahma and we will move on, and we will destroy Falcon Clusters wherever we find them. This is a Trial of Refusal, after all.

And every Wolf refuses the Jade Falcons. In all things.

The Wolves will be stopped here.

Star Colonel Oriega told us of the dogs' treacherous attacks on other worlds in our occupation zone, but I am not concerned about those attacks. A warrior's duty is the fight in front of him, before all other concerns, and the 352nd Assault Cluster will be a difficult fight. They are a frontline Cluster, for all that they were nearly shattered on Tukayyid. If the Com Guards can defeat them surely we can too.

The decrepit Wolf Khan, Natasha Kerensky, actually tried to bid her own batch of solahma warriors, the so-called Thirteenth Wolf Guards. As if we would deign to fight her ancient geezers. We are Jade Falcon, not children.

SITUATION

Marakaa Valley

Colmar

Jade Falcon Occupation Zone

24 September 3057

Colmar was the first world where the combat between Jade Falcon and Wolf occurred, and it was a hard-fought but inevitable victory for Clan Wolf. The 352nd Assault Cluster was a far superior unit to the provisional garrison warriors of the Twelfth Falcon Regulars, and they showed that superiority in a short, crushing battle. The requirements of the Trial, that the Wolves bid fewer troops than the Falcons, did little to offset this victory—if anything, it helped the Wolves, who took fewer losses than they might have otherwise.

GAME SETUP

Recommended Terrain: Wetlands, Badlands (see p. 263, *TW*)

Arrange four mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

The 352nd Assault Cluster is an elite Wolf Cluster, comprised of younger warriors who rose to rank during the post-Tukayyid rebuilding. When rolling randomly for units, use the Wolf column (see p. 149). For every four units rolled, the fifth should be an Elemental Point.

The Attacker should be 75% of the Defender's strength.

Defender

The Defender is the Twelfth Falcon Regulars, a veteran Jade Falcon provisional garrison Cluster. When rolling randomly for units, use the Jade Falcon column (see p. 149). Two out of every five units rolled should be an Elemental Point.

The Defender chooses his or her forces first.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+100 Zellbrigen: Both sides fight the scenario adhering to Level 1 Honor rules (see p. 273, *TW*).

+100 Overdrive: Use the Advanced Movement Rules (see pp. 18-22, *TO*).

OBJECTIVES

1.) Good Service. Destroy or Cripple 75 percent of the Defender's force without losing more than fifty percent of the Attacker's force. **(Reward: 300)**

2.) Bondsmen. If an Elemental Point enters a hex where a destroyed Defender unit is, roll 1D6. On a result of 3-6, the Point captures the pilot (crew) and makes them bondsman. **(Reward: 20 per captured unit** (vehicle crews count as one unit regardless of number of crewmen))

3.) Push them Back. Destroy for Cripple 75 percent of the Attacker's force. **(Reward: 300)**

SPECIAL RULES

The following rules are in effect for this track:

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

AFTERMATH

Objective observers, had there been any, would have expected the outcome, but only the Wolves were satisfied by the destruction of the Twelfth Falcon Regulars. The Regulars resisted to the last warrior and were destroyed, although a number of warriors survived to be made bondsmen. The Wolves repaired their damage and moved on, first to Dompair and then toward Sudeten, where the task force split into two, each led by a Wolf Khan.

NEXT TRACK

Any Mission track or Touchpoint: Twycross

TOUCHPOINT: TWYXCROSS



There is a lot of history down there. And all of it is bad for the Jade Falcons. Soon we will add to that.

It is somewhat fitting that their foolish Khan posted the Falcon Guards to Twycross to stop us. Sending that tainted unit to one of the few worlds where we are not bound to the rules of the Trial of Refusal just gives us an opportunity to destroy their OmniMechs here instead of on Wotan.

The Khan says the wind here speaks to her. She says she can hear the ghosts of the original Falcon Guards, sneering at the new eaglets that claim their name. She says the old Guards are taunting the new, preferring even Wolves to their replacements. I do not know if she is right.

She might be old enough to hear ghosts, if there are such things.

How I hate the sand of this world.

Twycross. Why would the Wolves come here, drive the Steel Vipers away and face four of our Clusters with the tattered remnants of their own? Khan Chistu's intelligence reports have been very clear—the Wolves have been winnowed down destroying the garrison Clusters on so many of our worlds. Even now resistance on those worlds threatens our hegemony, but the Wolves must be dealt with first. The Grand Council's vote must be upheld.

But Kerensky's great white rear end, I wish it had been on some other world.

SITUATION

Plain of Curtains

Twycross

Steel Viper Occupation Zone

7 December 3057

Khan Natasha Kerensky's challenge to the Jade Falcons on Twycross was surprising for a number of reasons, not the least of which was that Twycross was a Steel Viper possession. Kerensky's clearance of the Vipers off the planet allowed its use for the challenge to the Jade Falcons, and Khans Chistu and Crichell had to reply. They sent three garrison Clusters and the Falcon Guards to deal with the Black Widow, before she reached them on their capital at Wotan.

Which was exactly what Khan Kerensky had intended from the start. After her forces had pummeled the Falcons, she ordered them to withdraw while she remained behind, intent on decapitating the Falcon leadership.

GAME SETUP

Recommended Terrain: Flatlands, Badlands (see p. 263, TW)

Arrange two mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

ERA TRACKS

Attacker

The Attacker is Khan Natasha Kerensky. She pilots a *Daishi Widowmaker*, and possesses Piloting 0, Gunnery 0 skill levels. She may begin play anywhere within four hexes of her home map edge.

Defender

Only the warriors of the Falcon Guard Cluster were deemed worthy of meeting Khan Kerensky's challenge. The Falcon Guards are elite Jade Falcon warriors, and should roll on the Jade Falcon column when determining units randomly (see p. 149).

Roll 1D6. The result is the number of OmniMechs the Jade Falcons will send against Khan Kerensky.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

+100 Zellbrigen: Both sides fight the scenario adhering to Level 1 Honor rules (see p. 273, *TW*).

+300 Diabolis: Much of the fighting on Twycross was done within a giant, permanent sandstorm known as the Diabolis. The storm couples tornado-force wind and blowing sand. All units apply a +3 To-hit modifier to all direct-fire ballistic weapon attacks and a +3 To-hit modifier to all direct-fire and pulse energy weapon attacks; missile weapon attacks cannot be made. Apply -2 Walking/Cruising MP and a +3 modifier to all Piloting/Driving Skill Rolls.

OBJECTIVES

Widomaker. Destroy or Cripple 100 percent of the Defender's force. **(Reward: 300)**

or

2.) Legend-Killer. Destroy or Cripple 100 percent of the Attacker's force. **(Reward: 300)**

SPECIAL RULES

There following special rules are in effect for this track:

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

AFTERMATH

Khan Kerensky waited in the Great Gash for the Jade Falcon officers to come and face her, certain that her prestige would make the most senior officers challenge her one after the other. After a near-century of life and continual combat, she had little doubt in her ability to defeat them. To her surprise, her challenger was a simple Star Commander, Joanna, without even a Bloodname. They battled, and the Black Widow was slain.

Her troops, however, were already bound for Wotan.

NEXT TRACK

Any Mission track or Touchpoint: Wotan

TOUCHPOINT: WOTAN



There are two Jade Falcon Khans down there, even now. I wonder if they will both come out to fight? I wonder if the weakling Falcon Khans even have the balls to come out of the Grand Council chamber and deal with real Clansmen? Maybe we will find out.

It has been a hard path to get here—an honorable one, full of Wolf victories that will put all of us into The Remembrance of the Wolves—but now we are here and facing another tough fight. I do not know if we have enough to do the job, but we must. If we can deal with the Falcons here it will be over. We will have won the Refusal. If.

Like petulant children, the Wolves are.

Challenge their authority and what do they do? Challenge the whole Grand Council of the Clans. It is just one more confirmation of their hubristic assertion of being the foremost of Clans, as if the Kerensky's choice to join their blood to the Wolf Clan somehow made them the best of Clansmen.

I will crush this nonsense here. On Wotan, where I am strongest and the Wolves are weakest, I will cut out this cancer of the Wolf Clan. Ulric Kerensky is all that remains—that crone Natasha is dead on the sands of Twycross and the bloodwhelp Phelan has fled to his kin in the Inner Sphere. Ulric Kerensky is all that remains, and I will deal with him here, in Borealtown, once and for all.

SITUATION

Borealtown

Wotan

Jade Falcon Occupation Zone

10 December 3057

On Wotan the Refusal War ended. The Wolf Clan, having slashed its way through the entire Jade Falcon invasion corridor, had swept up to deal with the Falcons' throat. saKhan Vandervahn Chistu had gathered the elite remnants of the Falcons' *touman* to greet the Wolves, and the two forces fell upon each other in and around the capital city of Borealtown. Khan Kerensky and saKhan Chistu were looking for each other, having already arranged a challenge before the Wolves dropped. Kerensky hoped to deal the Falcons a crippling blow before he dealt with Elias Crichell, the Falcons' senior Khan.

saKhan Chistu, an ambitious man, had no intention of letting things progress that far.

GAME SETUP

Recommended Terrain: Light Urban (see p. 263, *TW*)

Arrange two mapsheets in any legal configuration. The Defender should choose one map edge as the Defender's home map edge. The opposite edge will be the Attacker's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

Pieces of two of the Wolves' task forces fought on Wotan, but the Eleventh Wolf Regulars were perhaps the most organized of the Tau provisional Galaxy. When determining units randomly, players should roll on the Wolf column (see p. 149). One in every five Wolf units should be an Elemental Point.

The Attacker should be 75% of the Defender's strength.

Defender

The Defenders are four frontline Jade Falcon Clusters. When rolling randomly for units, use the Jade Falcon column (see p. 149). Two out of every five units rolled should be an Elemental Point. Fifty percent of the Jade Falcon units should deploy before the start of play using Hidden Unit rules (see p. 259, *TW*).

The Defender chooses his or her forces first.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+100 Zellbrigen: Both sides fight the scenario adhering to Level 1 Honor rules (see p. 273, *TW*).

+100 This is It: Use the Self-Destruct and Called Shot Rules (see p. 78, *TO*).

OBJECTIVES

1.) End-All. Destroy or Cripple 100 percent of the Defender's force without losing more than fifty percent of the Attacker's force.

(Reward: 300)

2.) Bondsmen. If an Elemental Point enters a hex where a destroyed Defender unit is, roll 1D6. On a result of 3-6, the Point captures the pilot (crew) and makes them bondsman. **(Reward: 20 per captured unit** (vehicle crews count as one unit regardless of number of crewmen))

SPECIAL RULES

The following rules are in effect for this track:

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

Zeus' Thunder

In any turn where the initial Jade Falcon hidden forces remain hidden, roll 2D6 before the Movement Phase. On a result of 8 or better, the Jade Falcon player may call for a 20-round Arrow IV artillery barrage targeted on the largest Wolf 'Mech present. Assume the nearest Jade Falcon 'Mech is acting as spotter, and use the artillery rules (see pp. 182-193, *TO*) to determine how many rounds hit and where they scatter. All 20 rounds land in the following turn.

AFTERMATH

The Wolves' drive to Wotan would long be studied in military texts across the Inner Sphere and Clan space, but that drive was ultimately unsuccessful. The Wolf Khans Ulric and Natasha Kerensky were killed, and the Wolf *touman* was all but shattered. That they had shattered the Jade Falcon *touman* in the doing meant that they had won a victory of sorts, but the sundering the Clans made even that notional victory pointless. Two Wolf Clans emerged from the Refusal War, Khan Phelan Kell's Wolf-in-Exile Clan and Khan Vlad Ward's Crusader Wolves.

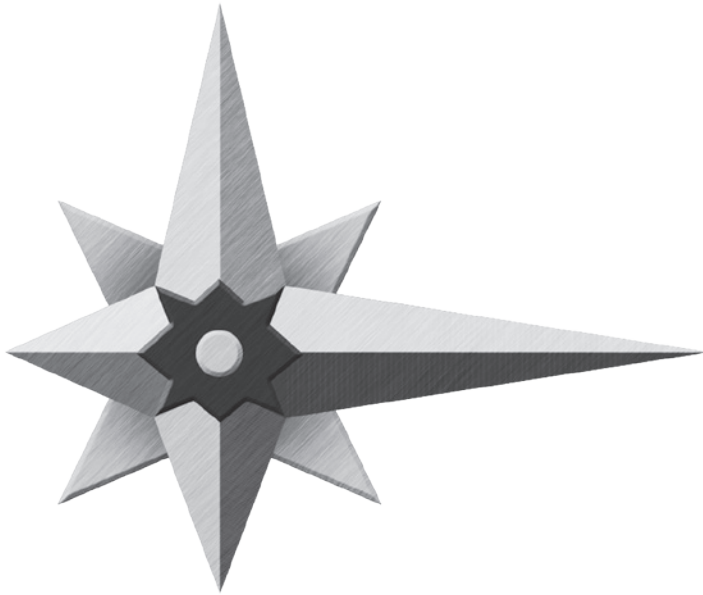
The Jade Falcons, losing both of their Khans in short succession, underwent a change of leadership and emerged tougher than ever. New Khan Marthe Pryde began the rebuilding of her *touman* as best she could, readying her Clan for the resumption of the invasion.

NEXT TRACK

Any *Mission* track. Or begin the next mini-campaign.

MINI-CAMPAIGN: OPERATION BULLDOG

The second Star League's combined assault on the Smoke Jaguar and Nova Cat occupation zones was the largest combined-nation assault in the history of the Successor States, absent the mammoth campaigns of the originals Star League Defense Force. Regiments from every Inner Sphere nation, as well as a number of elite mercenary units and even a Periphery regiment, came together in the Draconis Combine and attacked the Smoke Jaguars, determined to remove them from existence in a Trial of Annihilation intended to shock the Clans into taking the Inner Sphere seriously. The attacks succeeded more quickly than anyone had dared hope, and the Star League task force quickly pursued the retreating Smoke Jaguars into the Periphery while their adjuncts saw to the reconstruction of the liberated Combine worlds and the integration of the Nova Cats.



THE SETUP: THE INNER SPHERE

The regiments of the Star League Defense Force were fighting with a pride that few of them had even imagined they could feel. Added to that was the natural desire to complete their duties in as professional manner as possible to show their former enemies and current allies their skill. Already known as some of the most elite regiments in the Inner Sphere, the SLDF-flagged regiments fought well and bravely against a skillful foe. It was the sheer mass of the Inner Sphere's attacks that shattered the Smoke Jaguars' contingency plans, but it was the skill and enthusiasm of the Inner Sphere soldier that made that mass so massive.

Campaign Rules

Because of the elite nature of the Star League-flagged units involved, all rolls on the Force Composition Type tables should be ignored and the "House" column used in all cases.

THE SETUP: CLAN SMOKE JAGUAR

The Smoke Jaguars, of all the Invading Clans, were the staunchest Crusaders and believers in the Clans' superiority and the Inner Sphere's inferiority. They were the most martial, and the harshest occupiers, of any Clan and the decision to annihilate them brought sincere satisfaction to every Inner Sphere soldier. Still, they were elite troops and fought individually well, but the sheer size of the force arrayed against them made it impossible to survive and retain their occupation zone. Many Jaguars, unable to cope with the idea of retreat from Inner Sphere forces, fought to their death rather than withdraw.

Campaign Rules

When rolling randomly to determine Clan Smoke Jaguar forces on any of the Force Composition tables and a result of "Second-Line" appears, roll 1D6; on a 4, 5 or 6 the "Second-Line" Type is kept—otherwise treat it as a "Frontline" result.



TOUCHPOINT: TARAZED



These surats call themselves the Star League. As if painting an insignia on your 'Mechs and sewing a patch on your shoulder makes one a soldier of the Star League. There is no Star League—there is only a rabble of Inner Sphere barbarians with delusions of grandeur.

And now they have come to Tarazed. Many of them. It is no trouble. It merely saves us the hassle of going to their worlds to kill them. Anyone with the sheerchutzpah to impersonate the noble Star League in front of its true inheritors deserves a more ignominious death than death in battle, but needs must.

Then we will punish them for their presumption.

I am living the dream of my fathers.

I am a soldier of the Star League. How many generations of my ancestors once dreamed of sitting on the throne of the Star League? How many of them dreamed simply of its reestablishment for its own sake, if not for their own power? And here I am, sitting in a 'Mech cockpit getting ready to go and enforce the new Star League's will against those who've perverted its memory.

No one will miss the Smoke Jaguars. No one. We will wipe them from the face of the galaxy, and their stain will be forever erased. Then the ghosts of Edo on Turtle Bay might find some peace. Then the ghost of everyone killed in their damnable invasion might have some peace, if we succeed in stopping it. That's a goal worth fighting for.

Worth dying for, even.

SITUATION

Krychek Mountains

Tarazed

Smoke Jaguar Occupation Zone

28 May 3059

The first wave of Operation Bulldog assaults leapt into Smoke Jaguar systems along the Draconis Combine border within hours of each other in the last weeks of May 3059. On Tarazed the task force led by Kai Allard-Liao of the St. Ives Compact offered the Jaguars a batchall that gained them safe conduct to the planet's surface. This would prove a mistake to the Jaguars, who didn't realize the sheer size of the Inner Sphere force arrayed against them.

Of course, it didn't hurt the Inner Sphere's chances that they were the first instances of the reborn Star League that the Jaguars had seen, and their collective disgust at the very idea of the Inner Sphere reforming the Star League meant that they weren't seeing anything by sunsights.

GAME SETUP

Recommended Terrain: Mountain (see p. 263, *TW*)

Arrange four mapsheets in any legal configuration. The Defender should choose one map edge as the Defender's home map edge. The opposite edge will be the Attacker's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

Led by Kai Allard-Liao, Champion of Solaris and Victor of the Great Gash on Twycross, the First St. Ives Lancers, Second Genyosha, and the Third Donegal Guards RCT arrayed themselves against the Smoke Jaguars. Players determining forces randomly may roll (by lances of 4) on the Lyran Alliance, Draconis Combine, or Capellan Confederation columns (see p. 146).

The Attacker should be 200% of the Defender's strength. 50% of the Attacker's force may deploy before play begins as Hidden Units (see p. 259, *TW*).

Defender

The Defenders are the Seventh Jaguar Dragoons Cluster. When rolling randomly for units, use the Smoke Jaguar column (see p. 149). Two out of every five units rolled should be an Elemental Point.

The Defender chooses his or her forces first.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

–**50 Surprised!** The Defender rolls initiative with a –4 modifier for the first 5 turns.

+**100 This is It:** Use the Self-Destruct and Called Shot Rules (see p. 78, *TO*).

OBJECTIVES

1.) End-All. Destroy or Cripple 100 percent of the Defender's force without losing more than fifty percent of the Attacker's force. (**Reward: 300**)

2.) Bondsmen. If a unit enters a hex where a destroyed Defender unit is, roll 1D6. On a result of 3-6, the unit captures the pilot (crew) and makes them bondsman. (**Reward: 20 per captured unit** (Elemental Points may not be captured)).

SPECIAL RULES

The following rules are in effect for this track:

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

Duel

If both players agree, the Attacker should roll 1D6; on a result of 4 or higher, both players may choose one champion apiece from the forces selected for battle to fight a duel. Whichever player destroys the other's unit first wins and receives the Rewards for both objectives.

AFTERMATH

The Seventh Jaguar Dragoons represented both the best of the Smoke Jaguars and the worst. They were skilled warriors and fought hard, but they were unable to get past their instinctive hatred of the Inner Sphere's adoption of the Star League banner to see that they were outclassed from the start. Kai Allard-Liao's victory in a duel between himself and a Jaguar Star Commander netted the Star League forces the only real prisoners from the Cluster—the rest fought to near-annihilation.

Which was the Star League's goal, of course, so they could hardly complain.

NEXT TRACK

Any Mission track or Touchpoint: Matamoras

TOUCHPOINT: MATAMORAS



I hate this world. It is ugly. It is drab. And I am a simple man, so that is saying something.

The upstarts calling themselves the Star League—my stomach turns at the very thought—are striking at us from the Draconis Combine. So we have struck back at the Draconis Combine on worlds like this one, worlds where the Watch tells us they have gathered their logistics. If we can halt their damnable invasion we can counterattack and recapture our worlds from them.

If we can halt their invasion. The defenders of this planet refused our batchall, and now refuse battle. They let their civilians fight for them. I am not sure which is more abhorrent—that the Inner Sphere claim the mantle of the Star League or that they let their laborers take up arms against trueborn warriors.

There goes another one. How many is that we've passed, now?

It is difficult, being samurai, to let these teki pass. They are trespassing on our world, and we should be out striking them down, but our orders are clear: hold in place and refuse battle until reinforcements arrive. Scuttlebutt is a regiment of the Ryuken is coming, but what help does Toyama's Regiment need with Ryuken? We were soldiers when they were still babes in their mothers' carriages.

But orders are orders. Our time will come. We will not always hide. We will drive the teki from Matamoras, and soon from the rest of our worlds. Soon, from the very Inner Sphere as well.

SITUATION

Matamoras

Pesht Military District

Draconis Combine

27 July 3059

The Star League's strategists, when they were planning Operation Bulldog, anticipated that the Smoke Jaguars would counterattack into the Combine—the Star League's logistical rear area—to try and relieve the pressure on the Jaguars' threatened occupation zone. The strategy it was built upon was ancient, and the SLDF planners took it into account when they arranged their defenses.

When the expected attack fell on Matamoras in the form of the Nineteenth Striker Cluster, the combined DCMS and SLDF garrisons

retreated behind fortifications and refused battle. The Nineteenth advanced and offered battle again and again, but the garrison was biding its time, pinning the Nineteenth down. When the reinforcements arrived, in the form of Ryuken regiment, they crushed the Clan force beneath them.

GAME SETUP

Recommended Terrain: Light Urban (see p. 263, TW)

Arrange two mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

While the Second Night Stalkers and the First Free Worlds League Guards pinned the Smoke Jaguars in place, the Ryuken-yon dropped directly into the Smoke Jaguar's midst and attacked. Players determining forces randomly may roll (by lances of 4) on the Draconis Combine or Free Worlds League columns (see p. 146).

The Attacker should be 125% of the Defender's strength. They may deploy within six hexes of their home map edge.

Defender

The Defenders are the Nineteenth Striker Cluster. When rolling randomly for units, use the Smoke Jaguar column (see p. 149). Two out of every five units rolled should be an Elemental Point.

The Defender chooses his or her forces first, and deploys anywhere within ten hexes of their home map edge.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+100 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Rain: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall.

OBJECTIVES

1.) Vengeance. Destroy or Cripple 100 percent of the enemy's force without losing more than fifty percent of the Attacker's force. **(Reward: 300)**

2.) Bondsmen. If a unit enters a hex where a destroyed unit is, roll 1D6. On a result of 3-6, the unit captures the pilot (crew) and makes them bondsman. **(Reward: 20 per captured unit (Elemental Points may not be captured)).**

SPECIAL RULES

The following rules are in effect for this track:

Airdrop

At the agreement of both players, the Attacker may choose to deploy his or her units via Atmospheric Drop (see pp. 22-23, SO) at the start of play.

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

Salvage

The *Salvage* rule (see p. 113) is in effect if the Attacker achieves the first objective.

AFTERMATH

The trap that sucked the Nineteenth Striker Cluster to Matamoras was very effective for the Star League Defense Force. A handful of Jaguar 'Mechs and Elementals escaped on largely empty DropShips and JumpShips, and those results were identical on most of the worlds the Jaguars attacked. The Star League forces on each world salvaged what they could, processed their few new prisoners, and advanced to their next duty station.

Most analysts believed the Smoke Jaguars had shot their only bolt with the counterattack, and only defensive operations were in the Clan's future. Time would prove them right.

NEXT TRACK

Any Mission track or Touchpoint: Bangor

TOUCHPOINT: BANGOR



At last they have come here. Many of the worlds around us had been struck, of course. And our partner Cluster never returned from Combine space. So it is only fitting that three entire regiments of Inner Sphere barbarians come to face one small garrison Cluster. As if we were such a great threat to them, tired old warriors that we are.

But we are warriors—and we must remember that. Our duty has not altered, simply because time has passed. We will defy these Inner Sphere surats as best we can, until it is time for us to retreat aboard the DropShips and rejoin the rest of the Clan. Galaxy Commander Corbett—Khan Corbett, some say—has placed orders against total commitment. We are too valuable as Jaguar warriors to throw away on lost causes.

When did duty become a lost cause? When did honor?

Ha! Dream Team, indeed.

As if the entire operation were based around Victor Davion's personal presence. Let the Davion prince go to Schuyler and fight his own Jags. We are House Dai Da Chi. We do not tremble at the sight of an enemy. We will deal with this garrison Cluster just as easily as Davion and his sycophants deal with theirs.

We approach Bangor in company with a Wolf-in-Exile Cluster and a regiment of the Draconis Combine, and although the House Master had coordinated with them like a proper Star League officer, we will remain on guard. The Combine warriors can be counted on to fight as hard as anyone in the act of freeing their occupied soil. We did no less on Liao two years ago. But the Clan Cluster will bear watching.

Clansmen breed true; it is programmed into their very iron wombs.

SITUATION

Bangor

Smoke Jaguar Occupation Zone

10 August 3059

By the time of the third wave of Operation Bulldog, the SLDF command had noticed a slight change in the operations of the Jaguars. Though their counterattack had failed, they were still fighting more cautiously than they had been previously. Jaguar forces, when faced with overwhelming force, were more and more often sacrificing small units to allow the larger Clusters to escape deeper into the Smoke Jaguar Occupation Zone. Many officers feared they were preparing massive defensive bastions that would be near-impregnable on their Periphery-edge worlds, but follow-on missions failed to locate them.

GAME SETUP

Recommended Terrain: Flatland, Coastal (see p. 263, *TW*)

Arrange four mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

At the players' discretion, either the Attacker or the Defender's listed forces may be replaced with a player-character unit or detachment of comparable size.

Attacker

The SLDF task force assigned to Bangor was the Second Dieron Regulars, the First Wolf Legion Cluster, and the Warrior House Dai Da Chi. Players determining forces randomly may roll (by lances of 4 or Stars of 5) on the Draconis Combine, Wolf, or Capellan Confederation columns (see p. 146).

The Attacker should be 125% of the Defender's strength. They may deploy within five hexes of their home map edge.

Defender

The Defenders are the Fifty-First Garrison Cluster. When rolling randomly for units, use the Smoke Jaguar column (see p. 149). Two out of every five units rolled should be an Elemental Point.

The Defender chooses his or her forces first, and deploys anywhere within nine hexes of their home map edge.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+100 Sensor Storm: add +1 to all To-hit rolls due to heavy sensor interference

+100 This is It: Use the Self-Destruct and Called Shot Rules (see p. 78, *TO*).

OBJECTIVES

1.) Vengeance. Destroy or Cripple 50 percent of the Defender's force without losing more than twenty-five percent of the Attacker's force. (**Reward: 300**)

2.) Bondsmen. If a unit enters a hex where a destroyed Defender unit is, roll 1D6. On a result of 3-6, the unit captures the pilot (crew) and makes them bondsman. (**Reward: 20 per captured unit** (Elemental Points may not be captured)).

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Smoke Jaguars are operating under Forced Withdrawal rules (see p. 258, *TW*). In addition, the entire Jaguar force will attempt to retreat off of the mapsheets via their home map edge following any turn where the total of their destroyed forces exceeds twenty-five percent.

Purchasable Special Abilities

If both players agree, either side may choose and purchase one special unit ability from the Random Purchasable Special Ability table (see p. 114).

Salvage

The *Salvage* rule (see p. 113) is in effect if the Attacker achieves the first objective.

AFTERMATH

The Fifty-First managed to blunt the Second Dieron's first few advances, but were stymied by the cautious advance of the Wolf Legion, who refused all attempts at batchall and zellbrigen and simply fired at any Jaguar unit that appeared. It wasn't until the Capellan Warrior House screamed directly into the flank of the Jaguar column retreating from an engagement with the Wolf Legion that the Fifty-First was forced to do battle. The Capellans fought fanatically, as one would expect the most martial of Warrior Houses to do, but were unable to complete the Fifty-First's destruction before an Omega Nova of BattleMechs and Elementals held them off long enough for the remaining two Binaries or so of garrison warriors to withdraw off-world.

Across the Jaguar occupation zone this pattern was repeated, as the Smoke Jaguars quit the Inner Sphere in the face of the Star League Defense Force's assault. Prince Davion and Precentor Martial Focht quickly marshaled their forces and pursued them toward Huntress, and the final confrontation with the Smoke Jaguars.



PLAYING THE LATE CLAN INVASION ERA

The latter part of the Clan Invasion era (3053 to 3062) was an interesting period in the *BattleTech* universe. Having survived the tumult of the initial invasion by uniting against the common foe, the Inner Sphere could have been poised to defeat any resumed invasion by the end of the original Truce of Tukayyid. Of course, in a universe where war is a way of life and old enmities are centuries old, fifteen years of peace proved impossible. No sooner had the fighting stopped on the Clan fronts than the Great Houses once more conspired against one another and conflicts raged anew.

The following special rules allow players to add the unique flavor of the late Clan Invasion era to their *BattleTech* war games and role-playing campaigns. All of these rules are considered Advanced and optional, and thus players and gamemasters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*BattleTech Rules*—covers rules most appropriate for the tabletop war game defined by *Total Warfare* (TW), and *Tactical Operations* (TO). The second—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War* (AToW). Players may use either of these rule sets individually (or both, concurrently) with the modifications described here.

BATTLETECH RULES

The following rules for the late Clan Invasion era cover war game campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

GENERAL BATTLETECH RULES

In the later years of the Clan Invasion, most Clans behaved in strict adherence to their codes of conduct but few expected the same from their Spheroid opponents. To reflect this, unless a Track or campaign rule specifically states otherwise, the player controlling any Clan forces may decide to use all or none of the rules for the Clans that are defined in the *Creating Scenarios* chapter of *Total Warfare*, specifically the rules for generating Clan forces (see p. 266, TW), using Bidding (see p. 266, TW), and using Clan Honor in combat (see pp. 273-275, TW). Note that all Clans will use their pre-Invasion level of interpreting honor in conflicts with each other. Against Inner Sphere forces, the post-Invasion levels of honor apply to all Clans after 3052.

Clans Smoke Jaguar and Burrock

Two of the Clans not featured in recent rulebooks—Burrock and Smoke Jaguar—do not appear in *Total Warfare's* rules because both are effectively extinct in the "present" time of the mid-3070s. However, both were active Clans prior to 3060, with the Smoke Jaguars numbering among the first of the invaders, while the Burrocks were active in the Clan Homeworlds until their absorption by Clan Star Adder in 3059). When determining the level of interpretation of Clan honor for forces under these colors using the Clan Honor Interpretation Table (see p. 274, TW), consider Clan Burrock Opportunistic (pre-Invasion) and Liberal (post-Invasion). Clan Smoke Jaguar is Strict (pre-Invasion) and Opportunistic (post-Invasion).

Furthermore, when assigning units to Burrock and Smoke Jaguar forces in this period, use the Smoke Jaguar columns shown on p. 149 in this book. Burrock units use the Home Clans column.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the period 3053-3062. These rules are designed for compatibility with the special commander abilities found in *Tactical Operations*. References to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat, are found in the same section (see pp. 191-193, TO).

Federated Commonwealth

The following rules reflect special command abilities for some of the AFFC's most noteworthy regiments.

First Federated Suns Armored Cavalry: When randomly assigning 'Mech forces, apply a -2 modifier when rolling to determine Random Lance Weight (see p. 265, TW). The Armored Cavalry may make use of the Off-Map Movement and Banking Initiative special abilities.

First Robinson Rangers: Prior to the start of any battle, the player controlling the First Rangers should divide his or her entire force into two separate groups, each fielding the same number of units. The player may devote one of these groups to the battle, leaving the second group in reserve. So long as this reserve group is kept off-map, the First Rangers gain a +2 Initiative bonus. Once any elements of the second group enter the board before the first group is destroyed, the entire First Robinson force may make use of the Sprinting movement ability (see p. 18, TO), but lose the +2 Initiative bonus.

Fifth Syrtis Fusiliers: The Fifth Fusiliers are subject to a -1 initiative penalty, but all their long-range weapon attacks receive a -1 to-hit modifier. The Fifth's infantry forces apply their -1 to-hit modifier to both weapon and anti-'Mech attacks (see p. 220-223, TW).

Davion Heavy Guards: When randomly assigning 'Mech forces, apply a +3 modifier when rolling to determine Random Lance Weight (see p. 265, TW). In addition, the Guards may also use the Forcing the Initiative, Banking the Initiative, and Overrun special abilities (see pp. 191-193, TO).

All AToW characters assigned to the Heavy Guards gain 2-TP Good Reputation and Well-Connected/New Avalon traits as long as they remain in the Heavy Guards. If they leave for any reason, these Traits are lost. AToW characters assigned to the Armor Brigade also gain 5 XP per month in either their Tactics/Land or Strategy Skills.

Lyran Alliance

The following rules reflect special command abilities for some of the LAAF's most noteworthy regiments

Third Royal Guards: All characters assigned to the Royal Guards receive the Compulsion/Pro-Katherine (-1 TP) and Well-Connected/LAAF (+1 TP) Traits. All members of the Guard must have a Wealth Trait of +2 TP (or higher), or the Title Trait (at any level).

The Third gains a +1 Initiative bonus for every four units fielded that do not move onto the map at the start of the game. At the end of each turn after the first, roll 2D6. If the result is equal to or lower than the turn number, the withheld 'Mechs can enter the map through the Third's home map edge.

The Third's aerospace pilots also receive a -1 modifier to all Piloting Skill Rolls for atmospheric Special Maneuvers (see pp. 84-85, TW).

Sixth Lyran Guard: At the beginning of the game, the Sixth player must designate a command unit and roll 1D6. The result is the number of times during the game that the player controlling the Sixth can re-roll one of his own dice rolls or force the opponent to make a re-roll. No more than one re-roll may be made during any single turn. If the command unit is destroyed, any unused re-rolls are immediately lost.

All of the Sixth's infantry are trained in anti-Mech operations (see p. 220-223, *TW*). Additionally, members of the Thirty-First Lyran Commando Regiment are equipped with ECM/Camo sneak suits (see pp. 317-318, *TO*) and may deploy using the Hidden Units rules (see p. 259, *TW*).

Third Donegal Guards: The Third Donegal Guards gain a +1 Initiative bonus in scenarios taking place on flatlands terrain.

First Alarion Jaegers: The Alarion Jaegers may use the Off-Map Movement special ability (see p. 192, *TO*) and gain a +1 Initiative bonus at the beginning of any turn in which the enemy force is currently using improved positions or controls gun emplacements.

All *AToW* characters assigned to the Alarion Jaegers receive a -1 TP Reputation Trait.

Draconis Combine

The following rules reflect special command abilities for some of the DCMS's most noteworthy regiments.

Izanagi Warriors: As the personal honor guard of the Coordinator, the members of the Izanagi Warriors are just as deadly outside their BattleMechs as in them. Unit warriors receive double the standard Skill Point awards for the uses of the Unarmed Combat, Blade, and Throwing Weapons skills.

Second Legion of Vega: Every member of the Second Legion receives a +2 Initiative bonus when fighting in mountain, urban, or wooded terrain. However, all Second Legionnaires receive a -1 Initiative modifier when operating in flatlands terrain.

Second Night Stalkers: The Second receives a +1 Initiative bonus during all night operations.

In addition, all Second Night Stalkers can outflank units of the same general class or smaller, effectively exerting a "zone of control" that the other unit cannot enter (see p. 193, *TO*).

If several Night Stalker units employ this flanking maneuver against a single target, they can effectively trap the enemy unit. However, outflanked opponents can jump their 'Mechs over the restricted hexes.

Fourth Arkab Legion: During the first three turns of battle, unit members may Force the Initiative for one turn (see p. 192, *TO*). However, the controlling player must announce his or her use of this option before any Initiative dice rolls are made.

Additionally, any unit member with a Gunnery Skill Target Number of 3 or less can perform a weapon attack during the Movement Phase of a Combat Turn instead of moving. All such attacks receive a +1 To-hit modifier, but if the target has not moved when the attack is made, no movement-based To-hit modifiers apply. Damage from such attacks is applied at the end of the Movement Phase, so any weapons damaged by the attack cannot be used during the standard Weapon Attack Phase of the turn.

ComStar

The following rules reflect special command abilities for some of the Com Guard's most noteworthy divisions.

Ninety-First Division: The Ninety-First is well disciplined and trained in a wide range of combat styles. Opposing units suffer a -1 Initiative penalty and the division cannot be the target of Forced Initiative. In BattleForce scenarios reduce the morale target numbers for the Ninety-first by two.

321st Division: The 321st begins any scenario with only a half-load (round down) of ammunition.

When deployed against Capellan units, the 321st may use the following Blocking movement: If a 'Mech starts its Movement Phase next to an enemy 'Mech that has not yet moved in that Phase, it may opt to block the other 'Mech's movement instead of moving itself. The enemy 'Mech may not use Running movement and must reduce its Walking movement rate by 1 MP during that Phase. If the ComStar 'Mech makes any attacks in that turn, it suffers attacker movement modifiers as though it had used Running movement.

472nd Division: Invader Galaxy is organized in Clan fashion, so the Star 'Mech/Weight Composition Table (see p. 265, *TW*) is used rather than the Level II 'Mech/Weight Composition Table. Furthermore, the Galaxy is equipped with a significant amount of salvaged Clan technology. When randomly assigning 'Mechs, roll 1D6 for each Star and subtract 1 from the result. This number of 'Mechs may be chosen from any one of the Clan Assignment Tables (see pp. 149-150).

Word of Blake

The following rules reflect special command abilities for some of the WoB Militia's most noteworthy divisions.

First Division: True Devotion may achieve "tactical surprise" when acting as the scenario attacker. To achieve tactical surprise, the division's controlling player rolls 2D6 and subtracts 6. The resulting number is the number of enemy units prevented from deploying at the start of the scenario (to a maximum of half, rounding down, of the defending forces). Roll 1D6 during the End Phase of each Combat Turn for each unit not initially deployed. On a result of 5 or 6, the unit may enter the mapsheet at its home map-edge during the Movement Phase of the following turn.

When acting as scenario defender, up to half (round down) of True Devotion's units may deploy under Hidden Unit rules (see p. 259, *TW*).

Fifth Division: The Chosen favor extremely flexible tactics and thus gain a +1 Initiative bonus in all terrain. This bonus is lost if the battle takes place in high or low gravity (see p. 55, *TO*).

Tenth Division: Members of the Shooting Stars are constantly looking over their shoulder for ROM agents, and so are unlikely to show any personal initiative. This results in an overall -1 penalty to Initiative rolls.

Magistracy of Canopus

The following rules reflect special command abilities for some of the MAF's most noteworthy regiments.

First Canopian Light Horse: The First Canopian Light Horse may use the Overrun Combat special ability. In addition, at the beginning of every fifth turn in a scenario, the First Light Horse receives a cumulative +1 Initiative bonus.

Third Canopian Fusiliers: When generating random MechWarrior skills, the controlling player may roll on the Veteran column of the Random Skills Table (see p. 273, *TW*). In addition, during any turn in which the Third Fusiliers win the Initiative, they may move half of their current units (round down) after all opponent units have moved.

Raventhir's Iron Hand: When randomly assigning 'Mechs to the Iron Hand, make a 1D6 roll any time a roll produces a result of 12. If the 1D6 result is a 6, the player may choose any 'Mech, regardless of weight class, that appears on the Periphery, Capellan Confederation, Federated Commonwealth, or Free Worlds League Random Assignment Tables (see pp. 146-147). If the 1D6 roll produces any other result, the player must accept the original roll result of 12.

PLAYING IN 3062

In any scenario where the Iron Hand is the defender, the unit may use the Off-Map Movement and Overrun special abilities. However, the unit's opponent receives a +1 Initiative bonus for the entire scenario.

Free Worlds League

The following rules reflect special command abilities for some of the FWLM's most noteworthy regiments.

First Knights of the Inner Sphere: The Gold Knights favor extremely flexible tactics and thus gain a +2 Initiative bonus in all terrain. Furthermore, the unit may Force the Initiative and Overrun (see pp. 192-193, *TO*) opponents.

The unit's chivalrous nature prevents unit members from shooting foes in the back. Therefore, Gold Knights will not fire on a unit if the attack would enter through the target's rear hex-side—unless the target unit has declared at attack against the firing unit in the current turn.

First Orloff Grenadiers: Members of the First Grenadiers have considerable skill in urban operations and gain a +2 Initiative bonus in urban terrain. They also gain a +2 Piloting Skill bonus when forced to make a Piloting Skill Roll for skidding on pavement. If fighting in flatland or wetland terrain outside of an urban environment, however, the First Orloff suffers a -1 Initiative penalty instead.

Second Oriente Hussars: The "Crazy Second" often uses erratic movements to confuse its opponents. To use this tactic, at the start of the turn the Second's controlling player must declare his or her intention to use it and specify which units will employ the tactic. Any unit using erratic movement must move at least 2 hexes. Any opposing unit trying to attack an erratically moving Hussar unit receives a +1 To-hit modifier. However, any Hussar unit using erratic movement receives an additional +1 to-hit modifier for all attacks and Piloting Skill actions.

When operating in units of company size or smaller, the Second receives a +1 Initiative bonus.

Third Sirian Lancers: The Third Lancers receive a +1 Initiative bonus when acting as the attacker in a hide-and-seek or extraction scenario.

Capellan Confederation

The following rules reflect special command abilities for some of the CCAF's most noteworthy regiments.

Harloc Raiders: In any scenario where the Raiders are the defenders, up to 50 percent of their units (round down) may begin the scenario hidden (see p. 259, *TW*). However, if the Second Battalion is defending in urban terrain, up to 75 percent of the units may begin the scenario hidden.

The Harloc Raiders may use the Banking Initiative special ability (see p. 192, *TO*).

House Hiritsu: House Hiritsu may use the Banking Initiative special ability (see p. 192, *TO*). When Banking Initiative, a House Hiritsu player may forfeit and then Bank Initiative on a one for one basis instead of the standard two for one. No more than two Initiatives may be "banked" in this manner.

Dynasty Guard: The Dynasty Guard may ignore any special ability of an opposing force if it would impose negative Initiative penalties on the Guard. If they are reduced to one-third of their starting force, they lose the ability to ignore Initiative modifiers produced by enemy units.

To represent the Dynasty Guard's incessant search for new equipment, one Guard 'Mech in every full lance deployed may choose to mount any single Inner Sphere weapon on his 'Mech. The added weight and critical space of the weapon must be made up for by removing other components; however, there is no risk of losing design integrity.

Mercenaries

The following rules reflect special command abilities for some of these noteworthy mercenaries.

Avanti's Angels: Any mercenary force fighting against this command must inform the Angels' commander of any specialties its members have, after which the Angels' tailored fighting style gives its commander two options. The first option is to take a general +2 Initiative bonus. The second is to take a +1 Initiative bonus, *and* apply a one-point penalty to any special ability employed by the opposing unit that generates a modifier.

If forced into a defensive position—by losing more than half of their starting units, rounding down—the Angels lose all bonuses *and* suffer a -2 Initiative penalty. This penalty is cumulative with any bonuses the enemy unit receives.

Crater Cobras: The Crater Cobras receive a +2 Initiative bonus against the Ghost Bears and a +1 Initiative bonus against any other Clan force, and they do not succumb to any form of intimidation by Clan or Inner Sphere forces. Clan units must accept any challenge for an Honor Duel at Level 2 rules of engagement when challenged by a Cobras unit.

When attacking any building, the Cobras receive an additional -1 to-hit modifier.

Arcadians: When randomly rolling to determine force composition, the Arcadian commander may choose to roll on the Federated Commonwealth's Random Assignment Table instead of using the Mercenaries table (see p. 146). The Arcadians can make use of Off-Map Movement (see p. 192, *TO*). The First Arcadian Air Wing receives a -1 to-hit modifier for all all-to-ground attacks.

Northwind Highlanders: The Highlanders may ignore the special abilities of their opponents (if possible) once per scenario (provided they apply during that scenario); the controlling player determines if and when this ability is used.

First Kearny Highlanders: The First is the ultra-conservative unit of the Highlanders and is renowned for refusing to give ground no matter what the cost. If the First is outnumbered 4 to 1 or more at the beginning of any turn and does not lose a single unit during that turn, its opponent must retreat at the fastest possible speed toward his home map edge. He may still direct weapon attacks at Highlander units. If the First loses half of its remaining units in one turn (rounding up) before the last enemy unit has retreated off the map, the enemy may cease retreating. However, enemy units already removed from the map remain out of play.

Second Kearny Highlanders: The impassioned Second is known for its burning desire to succeed. This imperative never to fail gives the Second's warriors a +1 modifier added to the dice roll when making Consciousness Rolls. Additionally, when deploying a force of more than four units, the controlling player of the Second must designate a commander. The Second gains a +1 Initiative bonus every turn the commander's unit is not destroyed. If at any time the commander's unit is destroyed, the Second suffers a -2 Initiative penalty for the subsequent three turns, but also receives a -1 to-hit modifier to all weapon attacks. No Second Kearny unit may retreat from the playing area for five turns following the destruction of its commander's unit; after that time, the units may retreat normally.

MacLeod's Regiment: Members of this regiment receive a -2 Initiative penalty at all times. However, because of the unit's confusing fighting style, units opposing MacLeod's Regiment receive an additional +1 to-hit modifier when making attacks.

Additionally, anytime a MacLeod's force faces an opponent with two or more special abilities that apply during a scenario, the Highlanders' controlling player rolls 1D6 at the beginning of any desired turn. On a result of

5 or 6, MacLeod's mimics one of those abilities for the rest of the scenario, starting in the following turn. When the roll is made and which ability is "stolen" is at the discretion of the controlling player of MacLeod's Regiment, but the roll must be made at the beginning of a turn; i.e. the controlling player cannot wait for his opponent to announce his intention to use his ability and then attempt to "mimic" it. This roll can only be made once per scenario.

Stirling's Fusiliers: The Fusiliers are cunning and innovative tacticians. Every time the Fusiliers win three consecutive Initiative rolls, the Fusiliers player chooses half his force, rounding down, and moves them at the end of the Movement Phase after all other units have been moved; these units do not count when determining Unequal Numbers of Units (see p. 39, *TW*).

Northwind Hussars: The Northwind Hussars did not exist prior to 3059 and cannot be used in any scenario set before that year.

Against any Clan force, the Hussars' intimate knowledge of how to counteract Clan tactics gives them a +2 Initiative bonus. Furthermore, when randomly assigning 'Mechs to the Hussars, for every two full lances, before determining weight class, the player may choose to roll once on the Random Assignment Table for Secondary Invading Clan (see p. 149), and once on the Random Assignment Table for ComStar/Word of Blake units (see p. 147).

Marian Hegemony

The following rules reflect special command abilities for some of the Marian Legions' most noteworthy regiments.

I Legio Martia Victrix: I Legio receives a +2 Initiative bonus when fighting as the defender. If a unit is targeted by multiple enemy units and is in partial cover, the I Legio unit may force the opponent to roll on the Hit Location of his choice (Left, Right, of Front/Rear) if the attack succeeds, regardless of the direction of attack.

II Legio Cataphractii: II Legio receives a +1 Initiative bonus, as well as the Overrun and Force the Initiative special abilities (see pp. 192-193, *TO*).

Cohors Morituri: The controlling player may choose to take a +1 penalty to all to-hit numbers or a -1 Initiative penalty throughout the game; in exchange, the unit receives any two of the special command abilities listed on p. 191-193, *TO*. The player must make this decision before play starts.

Clan Jade Falcon

The following rules reflect special command abilities for some of the Clan's most noteworthy Clusters.

Turkina Keshik: Warriors of the Turkina Keshik are among the best Clan Jade Falcon has to offer. As such, each may re-roll a single failed Piloting roll or missed to-hit roll once per battle. Furthermore, if one of the Jade Falcon Khans is present during the engagement, the Jade Falcon side gains a +1 Initiative bonus and may re-roll Initiative twice during the battle.

Eighth Falcon Talon: If Samantha Clees is in command of the Eight Falcon Talon forces in a battle, they gain a +2 Initiative bonus while her 'Mech remains operational. However, if she is eliminated, the Talon suffers a -2 Initiative penalty.

In addition, any time the Eighth Falcon Talon faces Clan Wolf forces, roll 2D6 every turn. On a result of 8+, 1D6 Talon 'Mechs will go berserk and fire all weapons in range at the closest Clan Wolf 'Mech, regardless of penalties or *zellbrigen*. This effect lasts only one turn but is repeatable.

305th Assault Cluster: Bloodied on Coventry, the rebuilt 305th Assault Cluster has an intimidating presence, and as such gains a +2 Initiative bonus unless outnumbered 2-to-1 or worse. The unit favors aggressive tactics and may use Overrun Combat rules (see p. 192, *TO*).

First Falcon Jaegers: Any time the First Falcon Jaegers are commanded by Rard Hoyt, the Cluster receives a +2 Initiative bonus.

When choosing random Star types, the player controlling the First Falcon Jaegers may replace one Star of any weight with an aerospace Star of equivalent weight.

Clan Ghost Bear

The following rules reflect special command abilities for some of the Clan's most noteworthy Clusters.

First Rasalhague Bears: The First Rasalhague Bears contain so many Inner Sphere bondsmen that the unit is exceptionally good at countering Inner Sphere tactics. Any special unit ability that an Inner Sphere opponent has because they are facing a Clan opponent is negated. Also, against Inner Sphere opponents, the First Rasalhague Bears need not follow any of the Clan honor rules, and gain an additional +1 Initiative bonus.

Third Bear Guards: The ilKhan's Shield is widely feared and respected as one of the most elite Clusters in the Clans. When facing Clan opponents, the enemy force suffers a -1 Initiative penalty and loses any terrain-based special unit abilities for the duration of the battle. In addition, the Third Bear Guards are immune to Overrun and Force the Initiative rules.

Fourteenth Battle Cluster: Against mercenary opponents, the Maulers gain the Overrun Combat and Forcing the Initiative abilities (see pp. 191-192, *TO*), and cannot retreat regardless of honor levels used. However, their rage also results in a -1 Initiative penalty.

Clan Smoke Jaguar

The following rules reflect special command abilities for some of the Clan's most noteworthy Clusters.

267th Battle Cluster: The warriors of the 267th Battle Cluster are adept at combined-arms operations. To reflect this, whenever the player controlling the 267th deploys both Elementals and 'Mechs at the start of a scenario, he or she receives a +2 Initiative bonus. If the 267th fields only 'Mechs (or only Elementals) at the start of a scenario, however, they suffer a -1 Initiative penalty.

Seventh Jaguar Dragoons: The Seventh Jaguar Dragoons are masters of the running battle. Whenever two or more Stars of the Dragoons are present in a scenario, up to half of them at one time may use the Off-Map Movement special ability. In addition, Dragoon MechWarriors only suffer a +1 Attacker to-hit modifier for using Running movement, rather than the customary +2 to-hit modifier.

Second Jaguar Guards: The Striking Cats often function as Beta Galaxy's troubleshooter Cluster; they field 'Mechs, Elementals and aerospace fighters. Because they are prepared for almost any eventuality, the Second Guards are immune to Force the Initiative and Overrun Combat.

Clan Steel Viper

The following rules reflect special command abilities for some of the Clan's most noteworthy Clusters.

Fourth Viper Guards: When randomly determining forces for the Fourth Viper Guards, at least one Star in each Trinary must contain Elementals. Further, the troops of the Fourth Guards hate Spheroid troops and reduce their short-range to-hit numbers by 1 against such foes. Their fury also results in the Guards suffering a -1 Initiative penalty.

Viper Fusiliers: The Viper Fusiliers can never be forced to withdraw until at least half of the units that begin a battle have been destroyed or disabled, but neither may they voluntarily withdraw until this condition or the scenario objectives are met.

423rd Assault Cluster: In any scenario where the 423rd Assault Cluster deploys at least a Trinary or more of units, they receive a +2 Initiative bonus for every turn that at least fifteen units are operational. If the number of operational units falls below fifteen, the 423rd suffers a -2 Initiative penalty.

PLAYING IN 3062

Clan Nova Cat

The following rules reflect special command abilities for some of the Clan's most noteworthy Clusters.

First Nova Cat Guards: The First Nova Cat Guards gain a +1 to-hit modifier whenever making an aimed shot; this modifier is cumulative with a Targeting Computer, both for making aimed shots or when using the Targeting Computer to attack a specific location. In addition, the First Nova Cat Guards receive a +2 Initiative bonus when facing Inner Sphere opponents.

Forty-Sixth Nova Cat Cavaliers: The Forty-Sixth Nova Cat Cavaliers have trained extensively to deal with infantry; all leg and swarm attacks against units of Delta Galaxy receive a +1 to-hit modifier. Additionally, when a 'Mech is successfully swarmed, he does not have to make a Piloting Skill Roll to intentionally go prone to shake off his assailants, but may do so automatically. However, the 'Mech still takes damage as from an accidental fall and must still make an additional Piloting Skill Roll to avoid pilot damage as in an accidental fall (see p. 41, TW).

Nova Cat Lancers: To represent the Lancers' adaptive tactics, beginning with the Movement Phase of Turn 5, one turn out of every five turns the opponent of the Lancers may be forced to move all of his units first if he loses Initiative; after which the Lancers player may move all of his units. The rest of the turn progresses normally.

Clan Wolf

The following rules reflect special command abilities for some of the Clan's most noteworthy Clusters.

First Wolf Assault Cluster: In any scenario set before 3058, the player controlling the First Wolf Assault Cluster must apply a -3 roll modifier to all units determined using the Random Assignment Tables, replacing any modified result of 1 or less with an Elemental Point. After 3058, this rule no longer applies.

Third Wolf Guard Battle Cluster: (note: this unit did not exist prior to 3058) A young Cluster, the newly-tested trueborns of the Third Wolf Guards Battle Cluster are so zealous in battle that they receive a +2 Initiative bonus any time they are fighting under Level 1 Honor Rules. Their zeal, however, is so distracting that they receive a -1 to-hit penalty any time the Initiative bonus is in effect.

Seventh Battle Cluster: In any turn in which the Seventh Battle Cluster kills or cripples more 'Mechs than it loses, it gains a +1 bonus to Initiative the following turn. This is a cumulative modifier; if the unit gains the bonus in three consecutive turns, it has a +3 Initiative modifier. The Seventh maintains the Initiative bonus in turns where neither side gains an advantage in kills or cripples, but if the unit loses more 'Mechs than the opponent, it loses the Initiative bonus and must begin again at a bonus of 0.

Thirteenth Wolf Guards: The Wolf Spiders may Force the Initiative (see p. 192, TO).

RANDOM UNIT ASSIGNMENT TABLES

When randomly determining the unit assignment for combat forces in the late Clan Invasion era, the Random Assignment Tables beginning on p. 146 replace the equivalent tables found in *Total Warfare* and *A Time of War*.

INNER SPHERE UPGRADES

The Random Assignment Tables provided in this book reflect the typical unit types available to military forces in the 3053 to 3062 time period, but the explosion of technologies and manufacturing that followed the Clan invasion meant that new equipment flooded every state's military. The continual threat of the Clans meant that no static period was ever reached and this whirlwind escalated, opening the door to an explosion of production and progress for Inner Sphere arms makers.

To reflect this uncertainty, any Inner Sphere unit on the Random Assignment Table that is noted with an asterisk (*) also has two model designations available for play. The designation to the left of the slash indicates the older chassis, while the number to the right of the slash is the upgrade available for that roll. To determine which model the may be used, the controlling player must make a special 2D6 roll after the unit is selected. If this "Upgrade Check" equals or exceeds the target number indicated in the Upgrade Check Table below for the year of play and the player's faction, the upgraded model (to the right of the slash) can be used. Otherwise, the player must choose the older model (designated on the left of the slash). For any scenarios set after 3057, use the advanced model.

While generating a DCMS recon lance for a scenario set in the year 3055, Jared rolls a 5 for a Light BattleMech under the DC column. This roll yields the following result: PNT-9R/PNT-10K Panther [35], which indicates that Jared has obtained a Panther for his lance, but that it could be an older PNT-9R model, or the upgraded PNT-10K model. To find out which one he may use, Jared makes a second 2D6 roll and compares the result of his roll—a 5—against the Upgrade Check Table, cross-referencing the year of play (3055), with his faction of choice (DC). Because his roll was 5, it falls below the 6 or higher needed to obtain the newer PNT-10K Panther. Jared must use the older PNT-9R Panther instead.*

OMNIMECHS

When randomly rolling an OmniMech, OmniFighter, or OmniVehicle, the controlling player may choose any configuration identified as Prime, A, B, C, or D for the 'Mech's initial weapons load.

EQUIPMENT AVAILABILITY

Because of the sheer number of vehicles and equipment built during the 3053-3062 time period, a combined and accurate random assignment table is impossible. Players wishing historical accuracy should take note of what *Technical Readout* (*Technical Readout 3050 Upgrade*, *Technical Readout 3055 Upgrade*, *Technical Readout 3057 Revised*, *Technical Readout 3058 Upgrade*, or *Technical Readout: 3060*) their equipment is published in, and use those years listed in the title as a guidelines for when given equipment became available. Units marked as (PP) originally featured in *Technical Readout: Project Phoenix*, but have since been re-published in *Technical Readout: 3085*.

UPGRADE CHECK TABLE

YEAR	DC	FC/LA	CC	FWL	SIC	P/M	CS/WOB/FRR
3053	10	11	12	12	12	12	9
3054	9	10	11	10	11	12	9
3055	7	9	10	9	10	11	8
3056	6	8	9	7	8	10	7
3057	5	6	8	6	7	9	6

Affiliation Codes: DC = Draconis Combine (Kurita); FC = Federated Commonwealth (Davion); LA = Lyran Alliance (Steiner) CC = Capellan Confederation (Liao); FWL = Free Worlds League (Marik); P/M = Periphery and Merc; CS = ComStar; WOB = Word of Blake; FRR = Free Rasalhague Republic; SIC = St. Ives Compact. These same codes are used on the Random Assignment Tables shown on pp. 146-150

PLAYING IN 3062

RANDOM ASSIGNMENT TABLE: INNER SPHERE (3053-3062)

LIGHT BATTLEMECHS	2D6	DC	FC AND LA	CC AND SIC
	2	HM1 Hitman [30] (3055U)	NTK-2Q Night Hawk [35] (3058U)	JA-KL-1532 Jackal [30] (3055U)
	3	JR7-D/JR7-K Jenner [35]* (3039/3050U)	JVN-10N/JVN-10P Javelin [30]* (3039/3050U)	D9-G9 Duan Gung [20] (3060)
	4	OW-1 Owens [35] (3058U)	GRM-01B Garm [35] (3060)	RVN-3L Raven [35] (3050U)
	5	PNT-9R/PNT-10K Panther [35]* (3039/3050U)	ALM-7D Fireball [20] (3055U)	UM-R60/UM-R63 UrbanMech [35]* (3039/3050U)
	6	RTX1-O Raptor [25] (3058U)	WLF-1/WLF-2 Wolfhound [35]* (3039/3050U)	RVN-3L Raven [35] (3050U)
	7	RTX1-O Raptor [25] (3058U)	COM-2D/COM-5S Commando [25]* (3039/3050U)	RVN-3L Raven [35] (3050U)
	8	KBO-7A Kabuto [20] (3060)	VLK-QA/VLK-QD Valkyrie [30]* (3039/3050U)	SDR-5V/SDR-7M Spider [30]* (3039/3050U)
	9	JR7-D/JR7-K Jenner [35]* (3039/3050U)	DRT-3S Dart [25] (3055U)	UM-R60/UM-R63 UrbanMech [35]* (3039/3050U)
	10	SDR-5V/SDR-7M Spider [30]* (3039/3050U)	BH-K305 Battle Hawk [30] (3055U)	ZPH-1A Tarantula [25] (3055U)
	11	SDR-9K Venom [35] (3055U)	SPR-5F Specter [35] (3058U)	WSP-1L/WSP-3M Wasp [20]* (3039/PP)
	12	PNT-C Panther [35] (3050U)	TLN-5W Talon [35] (3058U)	CSK-1A Cossack [20] (3060)
MEDIUM BATTLEMECHS	2D6	DC	FC AND LA	CC AND SIC
	2	BJ2-O Blackjack [50] (3058U)	F59-O Firestarter [45] (3058U)	MS1-O Men Shen [55] (3060)
	3	DMO-1K Daimyo [40] (3055U)	END-6Q Enfield [50] (3058U)	SNK-1V Snake [45] (3055U)
	4	KIM-2 Komodo [45] (3055U)	STH-1D Stealth [45] (3055U)	HUR-WO-R4L Huron Warrior [50] (3055U)
	5	WVR-7K Wolverine [55] (PP)	BJ-1/BJ-2 Blackjack [45]* (3039/3050U)	VND-1R/VND-3L Vindicator [45]* (3039/3050U)
	6	F59-O Firestarter [45] (3058U)	SNT-04 Sentry [40] (3060)	VND-1R/VND-3L Vindicator [45]* (3039/3050U)
	7	GRF-1N/GRF-1DS Griffin [55]* (3039/PP)	ENF-4R Enforcer/ENF-6M Enforcer III [50]* (3039/3060)	VND-1R/VND-3L Vindicator [45]* (3039/3050U)
	8	PXH-1K/PXH-3K Phoenix Hawk [45]* (3039/PP)	HCT-3F/HCT-5S Hatchetman [45]* (3039/3050U)	BJ-1/BJ-3 Blackjack [45]* (3039/3050U)
	9	SR1-O Strider [40] (3058U)	CN9-A/CN9-D Centurion [50]* (3039/3050U)	HBK-4G/5M Hunchback [50]* (3039/3050U)
	10	WFT-1 Wolf Trap [45] (3050U)	NGS-4S Nightsky [50] (3055U)	SNK-1V Snake [45] (3055U)
	11	LNX-9C Lynx [55] (3058U)	BSW-52 Bushwacker [55] (3058U)	HUR-WO-R4L Huron Warrior [50] (3055U)
	12	BSN-3K Bishamon [45] (3060U)	BTZ-3F Blitzkrieg [50] (3060)	MS1-O Men Shen [55] (3060)
HEAVY BATTLEMECHS	2D6	DC	FC AND LA	CC AND SIC
	2	BHKU-O Black Hawk KU [60] (3058U)	FLC-8R Falconer [75] (3055U)	THR-1L Thunder [70] (3055U)
	3	MTR-5K Maelstrom [75] (3058U)	RFL-3N/RFL-5D Rifleman [60]* (3039/3050U)	ON1-K/ON1-M Orion [75]* (3039/3050U)
	4	QKD-4G/QKD-5K Quickdraw [60]* (3039/3050U)	AXM-1N Axman [65] (3050U)	JN-G8A Jingga [65] (3060)
	5	CPLT-C1/CPLT-K2 Catapult [65]* (3039/3050U)	CES-3R Caesar [70] (3050U)	TSG-9H Ti Ts'ang [65] (3060)
	6	NDA-1K No Dachi [70] (3060)	GAL-1GLS Gallowglas [70] (3055U)	CPLT-C1/CPLT-C3 Catapult [65]* (3039/3050U)
	7	DRG-5K Grand Dragon [60] (3050U)	JM6-A JagerMech/JM6D3 JagerMech III [65]* (3039/3060)	CTF-1X/CTF-3L Cataphract [70]* (3039/3050U)
	8	DRG-5K Grand Dragon [60] (3050U)	PTR-6M Penetrator [75] (3055U)	GHR-5H/GHR-5J Grasshopper [70]* (3039/3050U)
	9	DAI-01 Daikyu [70] (3055U)	CES-3R Caesar [70]* (3050U)	JN-G8A Jingga [65]* (3060)
	10	DRG-1G/DRG-5N Grand Dragon [60]* (3039/3050U)	MDG-1A Rakshasa [75] (3055U)	ANV-3M Anvil [60] (3055U)
	11	SJA-7D Shugenja [70] (3060)	BGS-2T Barghest [70] (3060)	HEL-3D Helios [65] (3060)
	12	AV1-O Avatar [70] (3058U)	BHKU-O Black Hawk KU [60] (3058U)	WR-DG-02FC War Dog [75] (3055U)
ASSAULT BATTLEMECHS	2D6	DC	FC AND LA	CC AND SIC
	2	TSH-7S Tai-Sho [85] (3060)	MAD-4A/MAD-5A Marauder II [100]* (3039/PP)	STC-2D Striker [80] (3058U)
	3	OBK-M10 O-Bakemono [80] (3058U)	PPR-5S Salamander [80] (3055U)	AWS-8Q/AWS-9M Awesome [80]* (3039/3050U)
	4	HTM-27T Hatamoto-Chi [80] (3050U)	AWS-8Q/AWS-9M Awesome [80]* (3039/3050U)	MR-V2 Cerberus [95] (3055U)
	5	GUN-1ERD Gunslinger [85] (3055U)	GUN-1ERD Gunslinger [85] (3055U)	AS7-D/AS7-K Atlas [100]* (3039/3050U)
	6	AS7-K Atlas [100] (3050U)	VTR-9B/VTR-9K Victor [80]* (3039/3050U)	Y-H9G Yu Huang [90] (3060)
	7	HTM-27T Hatamoto-Chi [80] (3050U)	ZEU-6S/ZEU-9S Zeus [80]* (3039/3050U)	STK-3F/STK-5S Stalker [85]* (3039/3050U)
	8	MAL-1R Mauler [90] (3050U)	AS7-D/AS7-K Atlas [100]* (3039/3050U)	Y-H9G Yu Huang [90] (3060)
	9	CRK-5003-2 Katana [85] (3050U)	VTR-9B/VTR-9K Victor [80]* (3039/3050U)	AS7-D/AS7-K Atlas [100]* (3039/3050U)
	10	AKU-1X Akuma [90] (3060)	BNC-3E/BNC-5S Banshee [95]* (3039/3050U)	AWS-8Q/AWS-9M Awesome [80]* (3039/3050U)
	11	NG-C3A Naginata [95] (3055U)	HA1-O Hauptmann [95] (3060)	PLG-3Z Pillager [95]* (3058U)
	12	SDR-O Sunder [90] (3058U)	DVS-2 Devastator [100] (3058U)	T-IT-N10M Grand Titan [100] (3055U)

PLAYING IN 3062

RANDOM ASSIGNMENT TABLE: INNER SPHERE (3053-3062)

LIGHT BATTLEMECHS	2D6	CS, WOB AND FRR	FWL	PERIPHERY AND MERC
	2	SDR-9K Venom [35] (3055U)	ZPH-1A Tarantula [25] (3055U)	THE-S Thorn [20] (3039)
	3	RTX1-O Raptor [25] (3058U)	EGL-1M Eagle [25] (3060)	HER-1A/3S Hermes [30]* (3039/3050U)
	4	HER-1S Hermes [30] (3050U)	JA-KL-1532 Jackal [30] (3055U)	PNT-9R/PNT-10K Panther [35]* (3039/3050U)
	5	THE-N Thorn [20] (3050U)	HER-1A/HER-3S Hermes [30]* (3039/3050U)	JR7-D/JR7-K Jenner [35]* (3039/3050U)
	6	HER-3S Hermes [30] (3050U)	SDR-5V/SDR-7M Spider [30]* (3039/3050U)	JVN-10N/JVN-10P Javelin [30]* (3039/3050U)
	7	MCY-97 Mercury [20] (3050U)	HMR-3M Hammer [30] (3055U)	LCT-1V/LCT-3M Locust [20]* (3039/PP)
	8	THE-N Thorn [20] (3050U)	HMR-3M Hammer [30] (3055U)	WSP-1A/WSP-3M Wasp [20]* (3039/PP)
	9	MON-66 Mongoose [25] (3050U)	LCT-1V/LCT-3M Locust [20]* (3039/PP)	FS9-H/FS9-S Firestarter [35]* (3039/3050U)
	10	HSR-200-D Hussar [30] (3050U)	WSP-1A/WSP-3M Wasp [20]* (3039/PP)	VLK-QA/VLK-QD Valkyrie [30]* (3039/3050U)
	11	MCY-97 Mercury [20] (3050U)	EGL-2M Eagle [25] (3060)	MONO-67/MON-66 Mongoose [30]* (3039/3050U)
	12	JA-KL-1532 Jackal [30] (3055U)	FNHK-9K Falcon Hawk [35] (3058U)	WLF-1/WLF-2 Wolfhound [35]* (3039/3050U)
MEDIUM BATTLEMECHS	2D6	CS, WOB AND FRR	FWL	PERIPHERY AND MERC
	2	BEO-12 Beowulf [45] (3060)	FS9-O Firestarter [45] (3058U)	PXH-1/PXH-3M Phoenix Hawk [45]* (3039/PP)
	3	STN-3L Sentinel [40] (3050U)	APL-1M Apollo [55] (3055U)	CN9-A/CN9-D Centurion [50]* (3039/3050U)
	4	CRB-27 Crab [50] (3050U)	CDA-3M Cicada [40] (3050U)	VND-1R/VND-3L Vindicator [45]* (3039/3050U)
	5	WVE-5N Wyvern [45] (3050U)	SHD-2H/SHD-5M Shadow Hawk [55]* (3039/PP)	HBK-4G/HBK-5M Hunchback [50]* (3039/3050U)
	6	KTO-19 Kintaro [55] (3050U)	TBT-5N/TBT-7M Trebuchet [55]* (3039/3050U)	GRF-1N/GRF-3M Griffin [55]* (3039/PP)
	7	CRB-27 Crab [50] (3050U)	WVR-6R/WVR-7M Wolverine [55]* (3039/PP)	DV-6M/DV-7D Dervish [55]* (3039/3050U)
	8	STN-3L Sentinel [40] (3050U)	HER-2S/HER-5S Hermes II [40]* (3039/3050U)	WVR-6R/7D Wolverine [55]* (3039/PP)
	9	CRB-27 Crab [50] (3050U)	HBK-4G/HBK-5M Hunchback [50]* (3039/3050U)	VND-1R/VND-3L Vindicator [45]* (3039/3050U)
	10	BCN-3R Buccaneer [55] (3060)	BCN-3R Buccaneer [55] (3060)	HCT-3F/HCT-5S Hatchetman [45]* (3039/3050U)
	11	INI-02 Initiate [40] (3060)	TR1 Wraith [55] (3055U)	STH-1D Stealth [45] (3055U)
	12	KTO-19 Kintaro [55] (3050U)	BJ2-O Blackjack [50] (3058U)	MHL-X1 Marshal [55] (3060)
HEAVY BATTLEMECHS	2D6	CS, WOB AND FRR	FWL	PERIPHERY AND MERC
	2	YMN-6Y Yeoman [60] (3060)	ANV-3M Anvil [60] (3055U)	FLS-7K Flashman [75] (3039)
	3	FLS-8K Flashman [75] (3050U)	WR-DG-02FC War Dog [75] (3055U)	ON1-K/ON1-M Orion [75]* (3039/3050U)
	4	CHP-1N Champion [60] (3050U)	YMN-6Y Yeoman [60] (3060)	RFL-3N/RFL-5M Rifleman [60]* (3039/PP)
	5	LNC25-01 Lancelot [60] (3050U)	TDR-5S/TDR-7M Thunderbolt [65]* (3039/PP)	CRD-3R/CRD-5M Crusader [65]* (3039/PP)
	6	GLT-3N Guillotine [70] (3050U)	TMP-3M Tempest [65] (3055U)	TDR-5S/TDR-7M Thunderbolt [65]* (3039/PP)
	7	BLK-6-KNT Black Knight [75] (3050U)	ON1-K/ON1-M Orion [75]* (3039/3050U)	ARC-2R/ARC-4M Archer [75]* (3039/PP)
	8	FLS-8K Flashman [75] (3050U)	CPLT-C1/CPLT-C3 Catapult [65]* (3039/3050U)	WHM-6R/WHM-7M Warhammer [70]* (3039/PP)
	9	BMB-12D Bombardier [65] (3050U)	MAD-3M/MAD-5M Marauder [75]* (3039/PP)	MAD-3R/MAD-5D Marauder [75]* (3039/PP)
	10	LNC25-01 Lancelot [60] (3050U)	GLT-5M Guillotine [70] (3050U)	CPLT-C1/CPLT-K2 Catapult [65]* (3039/3050U)
	11	TYM-1A Toyama [70] (3060)	HRC-LS-9000 Hercules [70] (3055U)	GAL-1GLS Gallowglas [70] (3055U)
	12	HEL-3D Helios [60] (3060)	P1 Perseus [75] (3060)	WR-DG-02FC War Dog [75] (3055U)
ASSAULT BATTLEMECHS	2D6	CS, WOB AND FRR	FWL	PERIPHERY AND MERC
	2	BLR-2C BattleMaster [85] (PP)	ALB-3U Albatross [95] (3055U)	AS7-D/AS7-K Atlas [100]* (3039/3050U)
	3	KGC-000 King Crab [100] (3050U)	BLR-1G/BLR-3M BattleMaster [85]* (3039/PP)	BNC-3S/BNC-5S Banshee [95]* (3039/3050U)
	4	CRK5003-1 Crockett [85] (3050U)	T-IT-10M Grand Titan [100] (3055U)	VTR-9B/VTR-9K Victor [80]* (3039/3050U)
	5	HGN-732 Highlander [90] (3050U)	GOL-1H/GOL-3M Goliath [80]* (3039/PP)	MR-V2 Cerberus [92] (3055U)
	6	THG-11E Thug [80] (3050U)	AS7-D/AS7-K Atlas [100]* (3039/3050U)	ZEU-6S/ZEU-9S Zeus [80]* (3039/3050U)
	7	HGN-732 Highlander [90] (3050U)	AWS-8Q/AWS-9M Awesome [80]* (3039/3050U)	STK-3F/STK-5M Stalker [85]* (3039/3050U)
	8	THG-11E Thug [80] (3050U)	MR-V2 Cerberus [95] (3055U)	BLR-1G/BLR-3M BattleMaster [85]* (3039/PP)
	9	CRK5003-1 Crockett [85] (3050U)	SRC-5C Sirocco [95] (3060)	CGR-1A9/CGR-3K Charger [80]* (3039/3050U)
	10	KGC-000 King Crab [100] (3050U)	STK-3F/STK-5M Stalker [85]* (3039/3050U)	BKW-7R Black Watch [85] (3060)
	11	KGC-000 King Crab [100] (3050U)	LGB-7Q Longbow [85] (3058U)	AWS-8Q/AWS-9M Awesome [80]* (3039/3050U)
	12	VKG-2F Viking [90] (3060)	GRN-D-01 Grand Crusader [80] (3055U)	T-IT-10M Grand Titan [100] (3055U)

PLAYING IN 3062

RANDOM ASSIGNMENT TABLE: INNER SPHERE (3053-3062)

AEROSPACE FIGHTERS	2D6	DC	FC AND LA	CC AND SIC		
	2	CHP-W7 Chippewa [90] (3039)	THB-D36 Thunderbird [100] (3075)	F-700 Riever [100] (3039)		
	3	LTN-G15 Lightning [50] (3039)	CHP-W7 Chippewa [90] (3039)	TR-7 Thrush [25] (3039)		
	4	S-4 Sai [40] (3039)	F-92 Stingray [60] (3039)	LTN-G15 Lightning [50] (3075)		
	5	EGL-R6 Eagle [75] (3075)	LCF-R16 Lucifer [65] (3039)	TR-11 Transit [50] (3039)		
	6	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	TR-13 Transgressor [75] (3039)		
	7	SL-21 Sholagar [35] (3039)	SPR-D6 Sparrowhawk [30] (3039)	TR-11 Transit [50] (3039)		
	8	SL-15 Slayer [80] (3039)	SYD-Z4 Seydlitz [25] (3039)	TR-7 Thrush [25] (3039)		
	9	SL-17 Shilone [65] (3039)	CNT-1D Centurion [30] (3075)	F-700 Riever [100] (3039)		
	10	S-4 Sai [40] (3039)	CSR-V14 Corsair [50] (3039)	CNT-1D Centurion [30] (3075)		
	11	SL-17 Shilone [65] (3039)	STU-D6 Stuka [100] (3039)	EGL-R6 Eagle [75] (3075)		
	12	SL-15 Slayer [80] (3039)	EST-R6 Eisensturm [95] (3060)	TRK-1A Troika [75] (3060)		
	AEROSPACE FIGHTERS	2D6	CS, WOB AND FRR	FWL	PERIPHERY AND MERC	
2		RPR-100 Rapier [85] (3050U)	TR-13 Transgressor [75] (3039)	EGL-R6 Eagle [75] (3075)		
3		IRN-SD1 Ironsides [65] (3050U)	CSR-V14 Corsair [50] (3039)	CHP-W5 Chippewa [90] (3039)		
4		GTHA-500 Gotha [60] (3050U)	F-11 Cheetah [25] (3039)	SL-21 Sholagar [35] (3039)		
5		RGU-133E Rogue [40] (3050U)	F-700 Riever [100] (3039)	LTN-G15 Lightning [50] (3075)		
6		ZRO-114 Zero [35] (3050U)	TR-11 Transit [50] (3039)	F-11 Cheetah [25] (3039)		
7		SWF-606 Swift [25] (3050U)	F-92 Stingray [60] (3039)	CNT-1D Centurion [30] (3075)		
8		SPD-502 Spad [30] (3050U)	F-11 Cheetah [25] (3039)	SPR-D6 Sparrowhawk [30] (3039)		
9		THK-63K Tomahawk [45] (3050U)	SV-O Shiva [75] (3060)	SB-27 Sabre [25](3075)		
10		HCT-213B Hellcat II [50] (3050U)	F-92 Stingray [60] (3039)	SL-17 Shilone [65] (3039)		
11		HMR-HD Hammerhead [75] (3050U)	F-94 Stingray [60] (3039)	SL-15 Slayer [80] (3039)		
12		AHB-443 Ahab [90] (3050U)	F-700 Riever [100] (3039)	THB-D36 Thunderbird [100] (3075)		
INNER SPHERE VEHICLES		2D6	LIGHT	MEDIUM	HEAVY	ASSAULT
	2	Yellow Jacket Gunship [30] (3058U)	Regulator Hovertank [45] (3068U)	Zhukov Tank [75] (3058U)	Alacorn Mk VI Tank [95] (3058U)	Demolisher Tank [80] (3039)
	3	Striker Light Tank [35] (3058U)	Goblin Tank [45] (3058U)	Patton Tank [65] (3039)	SturmFeur Tank [85] (3039)	Rhino [80] (3050U)
	4	Mantis Attack VTOL [15] (3060)	Hetzer Wheeled Assault Gun [40] (3039)	Po Heavy Tank [60] (3058U)	Mantis Schrek PPC Carrier [80] (3039)	Marksman [65] (3050U)
	5	Hunter Support Tank [35] (3058U)	Drillson Hovertank [50] (3039)	Manticore Tank [60] (3058U)	Partisan Tank [80] (3058U)	Magi [70] (3050U)
	6	Saladin Assault Hovertank [35] (3039)	Maxim Hover Transport [50] (3058U)	Pike Support Vehicle [60] (3039)	Demolisher II Tank [100] (3060)	Burke 75] (3050U)
	7	Saracen Hovertank [35] (3039)	Vedette Tank [50] (3058U)	LRM Carrier [60] (3058U)	Ontos Tank [95] (3058U)	Lightning [35] (3050U)
	8	Hawk Moth Gunship [25](3060)	Myrmidon Tank [40] (3060)	SRM Carrier [65] (3058U)	Heavy LRM Carrier [80] (3060)	Chaparral [50] (3050U)
	9	Pegasus Scout Hovertank [35] (3058U)	Condor Hovertank [50] (3039)	Bulldog Tank [60] (3039)	Schrek PPC Carrier [80] (3039)	Demon [60] (3050U)
	10	Scorpion Tank [25] (3039)	Gladius Hovertank [40] (3060)	Von Luckner Tank [75] (3039)	Partisan Tank [80] (3058U)	Fury [80] (3050U)
	11	J. Edgar Hovertank [25](3039)	Light SRM Carrier [40] (3060)	Pilum Tank [70] (3058U)	Behemoth Heavy Tank [100] (3039)	Manticore Tank [60] (3058U)
	12	Cavalry Attack Helicopter [25] (3058U)	Fulcrum Hovertank [50] (3058U)	Tokugawa Tank [60] (3058U)	Challenge X MBT [90] (3058U)	Alacorn Mk VI Tank [95] (3058U)

Note: ComStar and Word of Blake vehicle forces may roll three times on the ComStar column per Level II formation (regardless of weight class)

PLAYING IN 3062

RANDOM ASSIGNMENT TABLE: THE CLANS (3053-3062)

LIGHT BATTLEMECHS	2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
	2	Pack Hunter [30] (3060)	Fire Falcon [25] (3058U)	Koshi [25] (3050U)	Hankyu [30] (3058U)	Piranha [20] (3058U)	Vixen [30] (3055U)
	3	Uller [30] (3050U)	Dasher [20] (3050U)	Dasher [20] (3050U)	Locust IIC [25] (PP)	Hankyu [30] (3058U)	Snow Fox [20] (3060)
	4	Koshi [25] (3050U)	Cougar [35] (3060)	Puma [35] (3050U)	Puma [35] (3050U)	Hankyu [30] (3058U)	Locust IIC [25] (PP)
	5	Koshi [25] (3050U)	Cougar [35] (3060)	Dasher [20] (3050U)	Koshi [35] (3050U)	Dasher [20] (3050U)	Peregrine [35] (3055U)
	6	Puma [35] (3050U)	Uller [30] (3050U)	Dasher [20] (3050U)	Dasher [20] (3050U)	Koshi [25] (3050U)	Uller [30] (3050U)
	7	Puma [35] (3050U)	Uller [30] (3050U)	Dasher [20] (3050U)	Uller [30] (3050U)	Puma [35] (3050U)	Dasher [20] (3050U)
	8	Puma [35] (3050U)	Cougar [35] (3060)	Puma [35] (3050U)	Uller [30] (3050U)	Uller [30] (3050U)	Koshi [25] (3050U)
	9	Koshi [25] (3050U)	Puma [35] (3050U)	Dasher [20] (3050U)	Uller [30] (3050U)	Uller [30] (3050U)	Icestorm [25] (3060)
	10	Uller [30] (3050U)	Koshi [25] (3050U)	Puma [35] (3050U)	Koshi [25] (3050U)	Koshi [25] (3050U)	Baboon [20] (3055U)
	11	Dasher [20] (3050U)	Dasher [20] (3050U)	Uller [30] (3050U)	Puma [35] (3050U)	Piranha [20] (3058U)	Piranha [20] (3058U)
	12	Cougar [35] (3060)	Baboon [20] (3055U)	Dasher [20] (3050U)	Peregrine [35] (3055U)	Jenner IIC [35] (3055U)	Hankyu [30] (3058U)
MEDIUM BATTLEMECHS	2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
	2	Pouncer [40] (3055U)	Black Lanner [55] (3058U)	Great Wyrn [45] (3060)	Grendel [45] (3058U)	Grendel [45] (3058U)	Hunchback IIC [40] (3058U)
	3	Phantom [45] (3055U)	Black Hawk [50] (3050U)	Fenris [45] (3050U)	Black Hawk [50] (3050U)	Battle Cobra [40] (3058U)	Griffin IIC [55] (PP)
	4	Ryoken [55] (3050U)	Fenris [45] (3050U)	Dragonfly [40] (3050U)	Fenris [45] (3050U)	Ryoken [55] (3050U)	Goshawk [55] (3055U)
	5	Black Hawk [50] (3050U)	Dragonfly [40] (3050U)	Dragonfly [40] (3050U)	Dragonfly [40] (3050U)	Black Hawk [50] (3050U)	Fenris [45] (3050U)
	6	Fenris [45] (3050U)	Dragonfly [40] (3050U)	Ryoken [55] (3050U)	Ryoken [55] (3050U)	Dragonfly [40] (3050U)	Black Hawk [50] (3050U)
	7	Fenris [45] (3050U)	Ryoken [50] (3050U)	Dragonfly [40] (3050U)	Ryoken [55] (3050U)	Dragonfly [40] (3050U)	Dragonfly [40] (3050U)
	8	Fenris [45] (3050U)	Ryoken [55] (3050U)	Dragonfly [40] (3050U)	Ryoken [55] (3050U)	Black Hawk [50] (3050U)	Fenris [45] (3050U)
	9	Black Hawk [50] (3050U)	Black Hawk [50] (3050U)	Dragonfly [40] (3050U)	Black Hawk [50] (3050U)	Ryoken [55] (3050U)	Ryoken [55] (3050U)
	10	Dragonfly [40] (3050U)	Fenris [45] (3050U)	Black Hawk [50] (3050U)	Fenris [45] (3050U)	Fenris [45] (3050U)	Dragonfly [40] (3050U)
	11	Phantom [40] (3055U)	Grendel [45] (3058U)	Ursus [50] (3060)	Ryoken [55] (3050U)	Shadow Cat [45] (3058U)	Hellhound [50] (3055U)
	12	Arctic Wolf [40] (3060)	Stalking Spider [50] (3060)	Stooping Hawk [55] (3060)	Shadow Cat [45] (3058U)	Nobori-nin [50] (3058U)	Shadow Hawk IIC [50] (PP)
HEAVY BATTLEMECHS	2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
	2	Matador [60] (3060)	Night Gyr [65] (3058U)	Matador [60] (3060)	Rifleman IIC [65] (PP)	Nova Cat [70] (3060)	Galahad [60] (3055U)
	3	Mad Cat [75] (3050U)	Mad Cat [75] (3050U)	Thor [70] (3050U)	Loki [65] (3050U)	Vulture [60] (3050U)	Viper [75] (3055U)
	4	Vulture [60] (3050U)	Vulture [65] (3050U)	Loki [65] (3050U)	Loki [65] (3050U)	Mad Cat [75] (3050U)	Thor [70] (3050U)
	5	Mad Cat [75] (3050U)	Thor [70] (3050U)	Vulture [60] (3050U)	Mad Cat [75] (3050U)	Thor [70] (3050U)	Vulture [60] (3050U)
	6	Loki [65] (3050U)	Loki [65] (3050U)	Vulture [60] (3050U)	Thor [70] (3050U)	Vulture [60] (3050U)	Loki [65] (3050U)
	7	Mad Cat [75] (3050U)	Thor [70] (3050U)	Vulture [60] (3050U)	Mad Cat [75] (3050U)	Loki [65] (3050U)	Vulture [60] (3050U)
	8	Mad Cat [75] (3050U)	Thor [70] (3050U)	Grizzly [65] (3058U)	Vulture [60] (3050U)	Thor [70] (3050U)	Mad Cat [75] (3050U)
	9	Thor [70] (3050U)	Vulture [60] (3050U)	Thor [70] (3050U)	Loki [65] (3050U)	Vulture [60] (3050U)	Thor [70] (3050U)
	10	Mad Cat [75] (3050U)	Mad Cat [75] (3050U)	Mad Cat [75] (3050U)	Loki [65] (3050U)	Loki [65] (3050U)	Mad Cat [75] (3050U)
	11	Linebacker [65] (3055U)	Loki [65] (3050U)	Cauldron-Born [65] (3058U)	Vulture [60] (3050U)	Mad Cat [75] (3050U)	Grizzly [70] (3058U)
	12	Orion IIC [75] (3060)	Linebacker [65] (3055U)	Vulture [70] (3050U)	Thor [70] (3050U)	Nova Cat [70] (3060)	Guillotine IIC [65] (3060)
ASSAULT BATTLEMECHS	2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
	2	Canis [80] (3060)	Turkina [95] (3058U)	Kodiak [95] (3058U)	Behemoth [100] (3055U)	Canis [80] (3060)	Marauder IIC [85] (PP)
	3	Masakari [85] (3050U)	Warhammer IIC [80] (PP)	Kingfisher [90] (3058U)	Gladiator [95] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)
	4	Daishi [100] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)	Kraken [100]* (3055U)
	5	Gladiator [95] (3050U)	Man O' War [80] (3050U)	Masakari [85] (3050U)	Man O' War [80] (3050U)	Daishi [100] (3050U)	Masakari [85] (3050U)
	6	Daishi [100] (3050U)	Gladiator [95] (3050U)	Kingfisher [90] (3058U)	Masakari [85] (3050U)	Masakari [85] (3050U)	Kingfisher [90] (3058U)
	7	Man O' War [80] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)	Daishi [100] (3050U)	Masakari [85] (3050U)	Naga [80] (3055U)
	8	Man O' War [80] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)	Man O' War [80] (3050U)
	9	Gladiator [95] (3050U)	Daishi [100] (3050U)	Kingfisher [90] (3058U)	Daishi [100] (3050U)	Daishi [100] (3050U)	Phoenix Hawk IIC [80] (PP)
	10	Daishi [100] (3050U)	Daishi [100] (3050U)	Gladiator [95] (3050U)	Masakari [85] (3050U)	Masakari [85] (3050U)	Daishi [100] (3050U)
	11	Man O' War [80] (3050U)	Masakari [85] (3050U)	Gladiator [95] (3050U)	Daishi [100] (3050U)	Daishi [100] (3050U)	Warhammer IIC [80] (PP)
	12	Highlander IIC [85] (3060)	Turkina [95] (3058U)	Supernova [100] (3058U)	Kingfisher [90] (3058U)	Thunder Stallion [85] (3060)	Blood Asp [90] (3060)

Note: Secondary Invader Clans include Clans Steel Viper, Nova Cat, and Diamond Shark; Home Clans include all of the Clans that did not take part in the initial Clan Invasion.

RANDOM ASSIGNMENT TABLE: THE CLANS (3053-3062)

AEROSPACE FIGHTERS	2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
	2	Visigoth [60] (3055U)	Vandal [30] (3055U)	Bashkir [20] (3055U)	Kirghiz [100] (3055U)	Jengiz [80] (3055U)	Kirghiz [100] (3055U)
	3	Jagatai [70] (3055U)	Visigoth [60] (3055U)	Visigoth [60] (3055U)	Bashkir [20] (3055U)	Jagatai [70] (3055U)	Avar [35] (3055U)
	4	Batu [40] (3055U)	Bashkir [20] (3055U)	Kirghiz [100] (3055U)	Jagatai [70] (3055U)	Visigoth [60] (3055U)	Vandal [30] (3055U)
	5	Jengiz [80] (3055U)	Batu [40] (3055U)	Sulla [45] (3055U)	Turk [50] (3055U)	Batu [40] (3055U)	Batu [40] (3055U)
	6	Visigoth [60] (3055U)	Scythia [90] (3055U)	Jengiz [80] (3055U)	Sulla [45] (3055U)	Turk [50] (3055U)	Turk [50] (3055U)
	7	Jagatai [70] (3055U)	Visigoth [60] (3055U)	Visigoth [60] (3055U)	Jagatai [70] (3055U)	Visigoth [60] (3055U)	Jagatai [70] (3055U)
	8	Jengiz [80] (3055U)	Jagatai [70] (3055U)	Sulla [45] (3055U)	Batu [40] (3055U)	Jagatai [70] (3055U)	Visigoth [60] (3055U)
	9	Jagatai [70] (3055U)	Scythia [90] (3055U)	Visigoth [60] (3055U)	Sabutai [75] (3055U)	Kirghiz [100] (3055U)	Sulla [45] (3055U)
	10	Kirghiz [100] (3055U)	Jagatai [70] (3055U)	Turk [50] (3055U)	Visigoth [60] (3055U)	Sulla [45] (3055U)	Bashkir [20] (3055U)
	11	Bashkir [20] (3055U)	Kirghiz [100] (3055U)	Jengiz [80] (3055U)	Bashkir [20] (3055U)	Avar [35] (3055U)	Jengiz [80] (3055U)
	12	Vandal [30] (3055U)	Jengiz [80] (3055U)	Kirghiz [100] (3055U)	Jengiz [80] (3055U)	Vandal [30] (3055U)	Scythia [90] (3055U)

AEROSPACE FIGHTERS	2D6	LIGHT	MEDIUM	HEAVY	ASSAULT	BATTLE ARMOR	PROTOMECH
	2	Anhur Transport [30] (3060)	Ares Medium Tank [40] (3060)	Oro Heavy Tank [60] (3060)	Huitzilopchtli Assault Tank [85] (3060)	Slyph (3058U)	Minotaur [9] (3060)
	3	Asshur Artillery Spotter [20] (3060)	Ku Wheeled Tank [50] (3060)	Ishtar Support Tank [65] (3060)	Mars Assault Vehicle [100] (3060)	Gnome (3058U)	Gorgon [8] (3060)
	4	Donar Assault Helicopter [21] (3060)	Hachiman Support Tank [50] (3060)	Oro Heavy Tank [60] (3060)	Huitzilopchtli Assault Tank [85] (3060)	Gnome (3058U)	Centaur [5] (3060)
	5	Donar Assault Helicopter [21] (3060)	Ares Medium Tank [40] (3060)	Oro Heavy Tank [60] (3060)	Mars Assault Vehicle [100] (3060)	Elemental (3058U)	Siren [3] (3060)
	6	Mithras Light Tank [25] (3060)	Hachiman Support Tank [50] (3060)	Ishtar Support Tank [65] (3060)	Mars Assault Vehicle [100] (3060)	Elemental (3058U)	Satyr [4] (3060)
	7	Odin Scout Tank [20] (3060)	Ku Wheeled Tank [50] (3060)	Oro Heavy Tank [60] (3060)	Mars Assault Vehicle [100] (3060)	Elemental (3058U)	Harpy [2] (3060)
	8	Zorya Light Tank [35] (3060)	Ares Medium Tank [40] (3060)	Ishtar Support Tank [65] (3060)	Mars Assault Vehicle [100] (3060)	Elemental (3058U)	Centaur [5] (3060)
	9	Svantovit IFV [35] (3060)	Ares Medium Tank [40] (3060)	Oro Heavy Tank [60] (3060)	Huitzilopchtli Assault Tank [85] (3060)	Elemental (3058U)	Hydra [6] (3060)
	10	Svantovit IFV [35] (3060)	Hachiman Support Tank [50] (3060)	Ishtar Support Tank [65] (3060)	Mars Assault Vehicle [100] (3060)	Gnome (3058U)	Roc [7] (3060)
	11	Indra Infantry Transport [35] (3060)	Ares Medium Tank [40] (3060)	Oro Heavy Tank [60] (3060)	Huitzilopchtli Assault Tank [85] (3060)	Gnome (3058U)	Gorgon [8] (3060)
	12	Shamash Recon Vehicle [11] (3060)	Epona Pursuit Tank [50] (3060)	Athena Combat Vehicle [75] (3060)	Mars Assault Vehicle [100] (3060)	Undine (3058U)	Minotaur [9] (3060)

Note: Secondary Invader Clans include Clans Steel Viper, Nova Cat, and Diamond Shark; Home Clans include all of the Clans that did not take part in the initial Clan Invasion.



ROLE-PLAYING RULES

The following rules for the Late Clan Invasion Era cover role-playing campaigns using the core rules primarily found in *A Time of War*.

FALLEN FACTIONS

Several factions ceased to exist during the late Clan invasion years. Players creating or using characters based on these factions should note the dates and adjust either character creation or advancement accordingly.

The St. Ives Compact, a splinter realm in existence since the end of the Fourth Succession War, was successfully re-conquered by the Capellan Confederation in 3062.

In the Clan Homeworlds, Clan Burrock was accused of dealing with the Dark Caste and Absorbed by the Star Adder Clan in 3059.

In the Inner Sphere and Clan Homeworlds, Clan Smoke Jaguar was Annihilated by the second Star League in 3060.

In the Periphery, the Marian Hegemony successfully conquered the smaller Lothian League in 3055.

RIISING FACTIONS

The following factions came into existence during the late Clan invasion, and use their existing faction abilities and rules as found in *A Time of War*.

Clan Wolf-in-Exile formed after Clan Wolf was splintered in the Refusal War (3057).

Word of Blake formed after splitting from ComStar in 3052.

The Second Star League formed in late 3058, as a pan-Inner Sphere alliance to defeat the Clans once and for all.

PLAYING THE CLANS

The Clans of Kerensky provide very interesting gameplay opportunities to *BattleTech* players. Their culture, technology, and objectives are unique compared to the other factions. This same uniqueness can also make it counterintuitive to get full enjoyment out of including them in your own games. While the Battle Value system (see p. 302, *TM*) is an ideal tool to create balanced games using Clan vs. Clan or Clan vs. Inner Sphere style pick-up games, and the basic combat rules for Bidding, Clan Honor, and Clan dueling rules (*zellbrigen*) are covered in *Total Warfare* (see the Creating Scenarios chapter, pp. 257-275, *TW*), this guide offers the further depth for role-playing Clan forces in 3062-era games.

Clan Culture

The first thing to understand as a player when using the Clans—either in *BattleTech* or role-playing campaigns—is that the Clan culture (mostly represented by Clan warriors) focuses on four main concepts: success, honor, an aversion to waste, and the rightness of the mighty. Put succinctly, the Clans seek success in an honorable fashion, using the minimum of resources—and, when in doubt, only the mightiest can claim the moral high ground.

Success and Honor: While success—particularly military success—is seen as the ultimate goal for any Clan warrior, the Clans temper their interpretation of “success” with an honor code that serves as their sense of ethics. A successful action is generally regarded as meaningless (or at least tainted) if the means to achieve success are seen as dishonorable. To the Clans, the sense of honor sets humanity apart from lesser life forms, and those who are actively dishonorable pursue a society that is inherently barbaric, wasteful and detrimental to mankind as a species. To the Clans, the ends do not *always* justify the means, if honor must be sacrificed along the way. However, this code is not absolute: When the goal of the Clan is at stake, personal honor can be sacrificed for the benefit of the whole (awarding, on some level, an even greater honor). As a result, some Clansmen have been known to make “ethical sacrifices” when they believe the potential gains for their Clan outweigh their own personal honor.

Aversion to Waste: Hailing from the resource-starved Clan Homeworlds, the Clans developed a strong sense of conservation. Wasting precious resources without cause or just gain is seen as deviant and irresponsible behavior, an affront to the needs of the Clan and the needs of all Clan society. The sense of being part of a greater whole encourages Clansmen to contemplate the effects of wasteful thoughts and actions on their productivity and efficiency, and their impact on the whole of the Clan. Thus, the frivolous expenditure of resources, the practice of overkill, is not seen as merely sub-optimal—it is morally *wrong*.

Might Makes Right: The Clan sense of justice is not very intuitive to most Inner Sphere denizens. The Clans respect accomplishment above anything else, but—regardless of the merits of a case or situation—the strongest are those who also claim the weight of moral authority in Clan society. When honor is tainted, or conflicts arise between Clansmen, disputes can be resolved (and honor restored) through strength. When Clansmen battle each other to resolve such matters, the victorious combatant is deemed to be the one who is right, and the defeated is expected to accept this judgment. In this way, the Clans maintain their societal order and chain of command.

The outcome of a Trial extends beyond the mere practicality of accepting military defeat; to the Clans, the victorious party *deserved* his victory. This allows Clan society to adapt to changes in leadership at every level, and even manages their sense of patriotism. While Clansmen can appear extremely fanatical to their respective Clans and castes, this loyalty often transfers immediately to any leader who can prove his worth in honorable combat; in victory, the new leader also wins the loyalty of the defeated. For the Clans, acrimonious feelings are seen as childish and counterproductive; feuds are settled by the honorable Trial. This mindset helps individual Clansmen at every level of society consider themselves a component of something far greater than themselves, and—when followed—keeps Clan society functioning with a machine-like efficiency.

Exceptions: As with any human culture, the above represents the ideal goals that the Clans pursue. In practice, many tend to violate these tenets either individually or as a whole. Indeed, some Clan customs themselves violate these tenets—such as the Clans’ Trial of Bloodright, in which vast quantities of war material are destroyed or expended without any

direct military or economic advantage. These contradictions have cost the Clans what could have been a much larger military, but to the warriors of Kerensky, such waste is mandated by a final underlying goal: to produce the greatest warriors in human history.

Expressing Clan Culture in Gameplay

In gameplay, a Clan character should seek to prove his superiority as honorably as possible. This includes efforts to reduce the scope of the engagement and reduce waste, such as by “bidding down” forces to a point where skill—not numbers—becomes the deciding factor. To the Clans, being able to crush an enemy with overwhelming force proves nothing. It degrades the warrior, and it degrades his opponent. Such tactics are usually left to the *solahma*, who are expected to fight enemies the Clans consider dishonorable.

In a board game, this will usually express itself by having the Clan side bid down its available forces until it either matches the importance of the objective that is being defended, or until the Clan force matches the opposing side in a material sense. The ideal is to bid below the forces of the opponent to showcase the superiority of the attacking Clan. This can happen on an individual level. A 75-ton *Timber Wolf* engaging a 45-ton *Phoenix Hawk* will do nothing to prove the MechWarrior’s skill or honor, but if the Clansman fights with additional handicaps, the honor may be reclaimed (such as “bidding down” to only using walking movement and a single ER medium laser).

From that baseline, the next objective is success. If the Clan side bid down at the outset, but is now at risk of losing, they will usually sacrifice personal honor in favor of achieving success by breaking the winning bid. There are usually two stages of this: breaking the bid to the next highest bid, or breaking the bid all the way back to the original bid. In the former instance, some honor and esteem may be retained if this bid was close. In the latter instances, the loss of esteem may be such that the attacking Clan may be better off withdrawing, should his opponent offer him *hegira* (safe passage to withdraw).

Note that with regard to bidding down available weaponry, there might not be any bids beyond the first and final one, unless the Clan warrior is competing with one of his fellow warriors to make the challenge. In such a case, the MechWarrior would be compelled to delay the breaking of his bid as long as possible without jeopardizing his ability to win. To use the example above of the *Timber Wolf* and *Phoenix Hawk*, the *Timber Wolf* pilot might tolerate significant damage including the loss of an arm prior to breaking his bid and bringing all his weapons to bear.

In general, a Clan’s opening bid will usually be appropriate to the task at hand, just in case it is necessary to break the bid later, and in case the opponent does not offer *hegira*.

In rare instances, the objective is so valuable or important that succeeding at it will eclipse any cost to pursuing that objective honorably and with minimal waste. The more valuable the objective, the more likely a Clan warrior is to break the rules.

Which means that in most cases using *Total Warfare*, the Clan warrior will stick to the rules, not because he fears “breaking the law”, but because violating those rules will reflect poorly on him, not his opponent.

On the role-playing level, things are not that different. Faced with unarmed opponents, a Clan warrior might bid away weaponry. Differences appear with regard to the probability of second-line troops in a typical role-playing setting. Unarmed infantry rarely engage in duels. *Solahma* troops are interested in defeating the opponent at any means unless they’re suicidal, seeking death-by-enemy.

CREATING CHARACTERS IN THE LATE CLAN INVASION

Although the core rules found in *A Time of War* may be used to play characters in a broad range of eras, it is difficult to communicate the subtle nuances of the various time periods of *BattleTech* history in just one rulebook. To reflect these subtle differences, the following rule modifications apply to creating *A Time of War* characters in the early Clan Invasion era, and may be used for any characters created from roughly 3053 through 3062.

▽ AFFILIATIONS

AFFILIATION: CAPELLAN CONFEDERATION (HOUSE LIAO)/LATE CLAN INVASION

Module Cost: 125 XP (150 XP for St. Ives Compact)

The decade immediately following the Clan invasion was the decade of the Capellan Confederation's rebirth. Revitalized by the new Chancellor's programs, the realm concluded treaties with two Periphery nations and reclaimed the breakaway St. Ives Commonality.

The following Module data replaces that of the Capellan Confederation as presented in *A Time of War*, and applies to all Capellan and St. Ives Compact characters created for campaigns set in the late Clan Invasion era.

Primary Language: Mandarin Chinese

Secondary Languages: Russian, Cantonese, Vietnamese, English

Fixed XPs: [Attributes] WIL (+75 XP); [Traits] Exceptional Attribute/EDG (+75 XP), Compulsion/Paranoia (–150 XP); [Skills] Language/Any Capellan Secondary (+20 XP), Perception (+15 XP), Protocol/Capellan (+15 XP)

Sub-Affiliations

Capella Commonality: [Attributes] EDG (+55 XP); [Traits] Wealth (+10 XP); [Skills] Language/Any FedSuns (+5 XP), Negotiation (+5 XP)

Liao Commonality (after 3057): [Attributes] INT (+50 XP), WIL (+50 XP); [Traits] Compulsion/Paranoia (–50 XP), Reputation (–50 XP); [Skills] Language/Choose Any FedSuns or Lyran (+25 XP), Protocol/Choose either FedSuns or Lyran (+20 XP), Arts/Any (+15 XP), Martial Arts (+15 XP)

Sian Commonality: [Attributes] WIL (+85 XP); [Traits] Compulsion/Hatred of Non-Capellans (–155 XP), Citizenship (+50 XP), Connections (+40 XP); [Skills] Interest/Capellan History (+20 XP), Perception (+10 XP), Protocol/Capellan (+15 XP), Language/Any Capellan Secondary (+10 XP)

St. Ives Compact (3062 or earlier): [Attributes] EDG (+25 XP); [Traits] Compulsion/Paranoia (+100 XP), Reputation (–100 XP), Wealth (+55 XP); [Skills] Language/Any FedSuns (+15 XP), Protocol/Capellan (–15 XP), Protocol/FedSuns (+15 XP), Arts/Any (+5 XP)

Affiliations

The Affiliations rules described below replace those as featured in *A Time of War*. Affiliations present in *A Time of War* that are not discussed here are unaffected by the era of play and characters may be created from those basic rules without modification. These Affiliations rules apply primarily to the use of the Life Modules form of character creation, but can also serve as a guide for creating characters using the Points-only method.

Victoria Commonality: [Attributes] WIL (+35 XP); [Traits] Connections (+50 XP), Wealth (–50 XP); [Skills] Language/Any (+15 XP), Negotiation (+10 XP), Martial Arts (+15 XP)

Flexible XPs: None

Notes: Child labor is legal in the Confederation, so Capellan characters may take the Civilian Job Stage 4 module in place of a Stage 2 module (advancing immediately to age 18 in the process).

Capellan characters may not take the Military School Stage 2 module or *any* Stage 3 module unless they also purchase the Citizenship Trait.

The St. Ives Compact is actually a separate state between the years 3029 and 3062, but due to its cultural ties to the Confederation, characters from this realm must be created as Capellans with the St. Ives Compact Sub-Affiliation. St. Ives Compact characters may take any Life Modules expressly reserved for Federated Suns and Lyran Alliance characters.

AFFILIATION: DRACONIS COMBINE (HOUSE KURITA)/LATE CLAN INVASION

Module Cost: 150 XP

House Kurita's rigid society is patterned strongly on the ideals of feudal Japan and allows for very few exceptions. An overriding belief in the superiority of Combine honor and the destiny of Kurita dominion over all has produced a society that is harsh and distrustful of all *gaijin* (outsiders), while idolizing principles of decorum and personal honor.

When creating characters from the Draconis Combine in the early Clan Invasion era, follow all of the rules presented in *A Time of War*, but note the following minor changes:

New Samarkand (Galedon) District Sub-Affiliation: Prior to 3070, the New Samarkand District of the Draconis Combine was known as the Galedon District.

Pesht District: For characters created prior to 3062, replace Compulsion/Hatred of Clans (–100 XP) with Compulsion/Hatred of Federated Commonwealth (–100 XP)

▽ AFFILIATIONS

AFFILIATION: FEDERATED COMMONWEALTH (HOUSE STEINER-DAVION)

Module Cost: 125 XP (150 XP for Sarna March)

When creating characters from the Federated Commonwealth, players must first select a “parent state” (Lyran Commonwealth or Federated Suns), and use the data for that state from *A Time of War* (remembering that the Lyran Alliance was known as the Lyran Commonwealth prior to 3030). In addition, a new Sub-Affiliation—the Sarna March—is presented below as an option for Lyran-affiliated characters. (Characters from the Tamar Pact region of the Lyran Alliance can no longer be created after 3052.)

After choosing and applying the appropriate data, Federated Commonwealth characters must then apply the Additional Fixed XPs appropriate to their “parent state” as listed below before proceeding to Stage 1. Federated Commonwealth characters from either “parent state” can make use of Life Modules specifically assigned to the other “parent state” until 3057. Players should note that the Lyran secession separated the two realms, so their characters should identify with their parent state after that date.

Additional Fixed XPs (Lyran Commonwealth): Compulsion/Pro-Steiner (–50 XP); [Skills] Language/Any one FedSuns Language (+10 XP), Protocol/FedSuns (+15 XP)

Additional Fixed XPs (Federated Suns): Compulsion/Pro-Davion (–50 XP); [Skills] Language/Any one Lyran Language (+10 XP), Protocol/Lyran (+15 XP)

Additional FedCom Sub-Affiliation

Sarna March (prior to 3057): INT (+50 XP); [Traits] Reputation (–25 XP); [Skills] Language/Any one Capellan, FedSuns, Lyran (+15 XP), Protocol/Capellan, FedSuns or Lyran (+10 XP), Arts/Any (+10 XP)

AFFILIATION: FREE RASALHAGUE REPUBLIC/LATE CLAN INVASION

Module Cost: 100 XP

The Free Rasalhague Republic of the later Clan invasion was essentially a shattered realm protected by the presence of huge Com Guard armies on its seven worlds. The people lucky enough to remain the few Rasalhague worlds still free were at once defiant but pessimistic—no one could really see any way the realm could avoid being swallowed up by the Clans once the Truce of Tukayyid expired.

When creating Rasalhagian characters for the late Clan Invasion era the following data replaces the Free Rasalhague Republic Stage 0 Module found in *A Time of War*.

Primary Language: Swedish

Secondary Languages: English, Japanese, Swedenese, German

Fixed XPs: [Attributes] WIL (+50 XP), EDG (–25 XP), Negotiation (+15 XP), Interest/Any (+10 XP)

SUB-AFFILIATIONS

Free Republic: [Attributes] INT (+25 XP), WIL (+50 XP), EDG (+50 XP); [Traits] Compulsion/Hatred of Mercenaries (–50 XP); Compulsion/Hatred of Clans (–75 XP) [Skills] Language/Any one Lyran or Draconis (+15 XP), Martial Arts (+10 XP), Protocol/Lyran or Draconis (+10 XP), Small Arms (+15 XP)

Clan War Expatriate: [Attributes] WIL (+100 XP), EDG (+100 XP); [Traits] Compulsion/Hatred of Clans (–150 XP), Wealth (–50 XP); [Skills] Language/Any one Lyran or Draconis (+15 XP), Martial Arts (+10 XP), Protocol/Lyran or Draconis (+10 XP), Small Arms (+15 XP)

Ghost Bear Occupation Zone: [Attributes] WIL (+50 XP); [Traits] Introvert (–25 XP), Reputation (–50 XP); [Skills] Protocol/Clan Ghost Bear (+10 XP), Interest/Any (+10 XP), Negotiation (+10 XP), Martial Arts (+20 XP), Melee Weapons (+15 XP), Small Arms (+10 XP)

Flexible XPs: None

Notes: Rasalhague characters with the Free Republic sub-affiliation reflect those who remain within the unconquered portion of the Republic. Expatriate Rasalhagians are those who fled to neighboring states in the face of the Clan invasion. Ghost Bear Occupation Zone Rasalhagians are those who now live under Ghost Bear rule and may only take the Stage 1 and 2 modules permitted to Clan freeborns.

Any Rasalhague-born characters who join a mercenary command automatically receive –100 XP in the Reputation Trait.

AFFILIATION: MAJOR PERIPHERY/LATE CLAN INVASION

Module Cost: 100 XP

The major Periphery realms of the late Clan Invasion era primarily covered the Taurian Concordat, Magistracy of Canopus, and the Outworlds Alliance, with the Marian Hegemony a close second. The Elysian Fields, Greater Valkyrate, and Oberon Confederation were all crushed in the Clan invasion.

When creating characters from any of these Major Periphery affiliations, use the standard rules and data presented in *A Time of War* (including all Fixed XPs), with the modifications described as below based on the Sub-Affiliation of choice.

Major Periphery Sub-Affiliations

Circinus Federation: Create Circinus Federation characters as per *A Time of War* rules.

Magistracy of Canopus: [Secondary Languages] Greek, Romanian, Spanish, Urdu; [Attributes] CHA (+100 XP), WIL (+10 XP), EDG (+65 XP); [Traits] Gregarious (+50 XP), Illiterate (–30 XP), Reputation (–145 XP), Wealth (+25 XP); [Skills] Streetwise/Magistracy (+15 XP), (+15 XP to either one of the following: Acting or MedTech)

▽ AFFILIATIONS

Marian Hegemony: [Primary Language] English; [Secondary Languages] French, German, Greek, Latin, Spanish, Swedish; [Attributes] WIL (+100 XP); [Traits] Compulsion/Paranoid (–25 XP), Connection (+20 XP), Reputation (–175 XP), Toughness (+125 XP); [Skills] Interest/Marian History (+15 XP), Interest/Roman History (+10 XP), Martial Arts (+10 XP), Protocol/Marian (+10 XP), Strategy (+5 XP), Streetwise/Hegemony (+10 XP)

Outworlds Alliance: Create Outworlds Alliance characters as per *A Time of War* rules.

Taurian Concordat: Create Taurian Concordat character as per *A Time of War* rules.

Note: In the late Clan Invasion era, the Fronc Reaches and the Calderon Protectorate had still yet to form, and thus cannot be selected as Sub-Affiliations.

AFFILIATION: THE CLANS/LATE CLAN INVASION

Module Cost: 75 XP (50 XP for the Homeworld Clans)

The warrior societies founded by Nicholas Kerensky believe in the ultimate form of “might makes right.” Having ritualized warfare to minimize its devastating impact on their resource-starved societies, the Clans grew more sophisticated and lethal during their centuries in exile until, in 3049, they launched an invasion of the Inner Sphere aimed straight toward Terra—a crucible that would change them forever.

Clan characters created between 3053 and 3062 (the end of the Clan Invasion era) use the same rules as presented in *A Time of War*, but with the following modified Sub-Affiliations. Note that some Clans identified as Invading Clans in *A Time of War* may be listed as Homeworld Clans in the late Clan Invasion and vice versa. (Also, even though *all* Clans were technically “Homeworld Clans” prior to 3048, the differences between them remain generally applicable for the purposes of character creation):

Sub-Affiliations (Invading Clans)

Diamond Shark: Create Diamond Shark characters as per *A Time of War* rules.

Ghost Bear (3053-3062): [Attributes] STR (+25 XP), BOD (+25 XP); [Traits] Compulsion/Hate Hell's Horses (–50 XP), Compulsion/Hate Mercenaries (–50 XP), Equipped (+20 XP), Exceptional Attribute/Strength (+50 XP), Patient (+40 XP), Slow Learner (–50 XP), Wealth (+15 XP); [Skills] Art/Any (+10 XP), Protocol/Ghost Bear (+10 XP), Streetwise/Rasalhague (+5 XP)

Jade Falcon: Create Jade Falcon characters as per *A Time of War* rules.

Nova Cat (3053-3060): [Attributes] EDG (+100 XP); [Traits] Enemy/Draconis Combine (–50 XP), Enemy/Smoke Jaguars (–50 XP), Reputation (–80 XP), Sixth Sense (+100 XP); [Skills] Interest/Nova Cat Vision Quest (+15 XP), Protocol/Draconis Combine (+5 XP), Protocol/Nova Cat (+10 XP)

Smoke Jaguar (3060 and earlier): [Attributes] RFL (+50 XP), WIL (+50 XP), CHA (–25 XP), EDG (–50 XP); [Traits] Combat Sense (+100 XP), Compulsion/Hate Nova Cats (–100 XP), Compulsion/Jaguar Arrogance (–100 XP), Reputation (+100 XP); [Skills] Leadership (+15 XP), Protocol/Smoke Jaguar (+10 XP)

Steel Viper (3053-3062): [Attributes] INT (+75 XP), WIL (+100 XP), CHA (–50 XP); [Traits] Compulsion/Clan Honor (–100 XP), Compulsion/Hate Jade Falcons (–150 XP), Connections (+80 XP), Equipped (+50 XP); [Skills] Negotiation (+10 XP), Protocol/Steel Viper (+15 XP), Survival/Any (+20 XP)

Wolf: Create Wolf Clan characters as per *A Time of War* rules.

Sub-Affiliations (Homeworld Clans)

Blood Spirit (3053-3062): [Attributes] BOD (+25 XP), WIL (+100 XP), CHA (–50 XP); [Attributes] Combat Sense (+50 XP), Compulsion/Blood Spirit Fanaticism (–75 XP), Compulsion/Hate Clan Burrock (–25 XP), Compulsion/Hate Star Adder (–50 XP), Equipped (–65 XP), Exceptional Attribute/WIL (+150 XP), Introvert (–50 XP); [Skills] Interest/Clan History (+25 XP), Martial Arts (+15 XP), Small Arms (+15 XP), Protocol/Blood Spirit (+10 XP)

Burrock (3059 and earlier): [Attributes] INT (+75 XP), WIL (–65 XP); [Traits] Compulsion/Clan Honor (+50 XP), Connections (+50 XP), Equipped (+25 XP), Reputation (–100 XP); [Skills] Negotiation (+10 XP), Perception (+10 XP), Protocol/Burrock (+10 XP), Streetwise/Clan (+10 XP)

Cloud Cobra: Create Cloud Cobra characters as per *A Time of War* rules.

Coyote: Create Coyote characters as per *A Time of War* rules.

Fire Mandrill: Create Fire Mandrill characters as per *A Time of War* rules.

Goliath Scorpion: Create Goliath Scorpion characters as per *A Time of War* rules.

Hell's Horses: [Attributes] STR (+25 XP), BOD (+25 XP); [Traits] Compulsion/Hate Ghost Bears (–100 XP), Compulsion/Hate Invading Clans (+100 XP), Introvert (–30 XP); [Skills] Melee Weapons (+10 XP), Navigation/Ground (+15 XP), Protocol/Hell's Horses (+15 XP), Survival/Desert (+15 XP)

Ice Hellion: Create Ice Hellion characters as per *A Time of War* rules.

Snow Raven (3053-3062): [Attributes] INT (+20 XP), CHA (+10 XP); [Traits] Compulsion/Paranoia (–30 XP), Raven Pride (–75 XP), Connections (+50 XP), Equipped (+55 XP); [Skills] Negotiation (+15 XP), Protocol/Snow Raven (+15 XP), Zero-G Operations (+15 XP)

Star Adder (3053-3062): [Attributes] INT (+50 XP), WIL (+75 XP), CHA (–70 XP); [Traits] Combat Sense (+50 XP), Compulsion/Adder Arrogance (–50 XP), Compulsion/Clan Honor (–50 XP), Equipped (+15 XP), Reputation (+25 XP); [Skills] Leadership (+10 XP), Perception (+10 XP), Protocol/Star Adder (+10 XP)

▽ AFFILIATIONS

Note: In addition to the above rules, no Clan character may choose any ProtoMech Training Skills or Fields, nor may they take the ProtoMech Training Life Modules, prior to 3060.

Clan Nova Cat is abjured by the Clans in 3060; for Nova Cats created after 3060, use the standard *A Time of War* rules.

Clan Burrock characters created after 3059 must instead choose the Clan Star Adder Affiliation. No Clan Smoke Jaguar characters may be created after 3060.

Clan Wolf (in-Exile) may not be selected as an Affiliation until after 3057.

AFFILIATION: COMSTAR/WORD OF BLAKE/ LATE CLAN INVASION

Module Cost: 50 XP + XP cost of "birth" Affiliation

Originally a neutral, interstellar pseudo-corporation that rose from the ashes of the first Star League, ComStar established an unassailable empire based on its complete control of the interstellar HPG communications network. Transforming itself into a quasi-religious order, ComStar monitored and subtly manipulated events across the Inner Sphere while cloaking itself in mystery. The Clan Invasion would ultimately shatter the Order, but before the fateful events of 3052 ComStar's pseudo-mysticism, professed neutrality, and unquestioned control of interstellar communications made them a monolithic force few dared to trifle with.

The rise of the Word of Blake in the wake of the reforms of 3052 created a new competing order based in the Free Worlds League that would soon recapture Terra away from ComStar and establish themselves as an interstellar power. They retained and even embellished the mysticism that ComStar cast off, making them very attractive to many in the Inner Sphere who were looking for something to believe in.

Primary Language: English

Secondary Languages: Any from nearest state

Fixed XPs: [Traits] Compulsion/Paranoid (–25 XP), Enemy (–75 XP), Equipped (+100 XP), Rank (+50 XP), Reputation (–100 XP); [Skills] Communications/Conventional (+10 XP), Interest/Writings of Jerome Blake (+10 XP), Protocol/Nearest state (+10 XP), Language/Any (+10 XP)

Sub-Affiliations

ComStar: [Attributes] INT (+30 XP), WIL (–20 XP); [Traits] Connections (+75 XP), Enemy/Word of Blake (–100 XP), Reputation (+50 XP); [Skills] Protocol/ComStar (+10 XP), Protocol/Nearest state (+5 XP), Technician/Any (+10 XP)

Word of Blake: [Attributes] WIL (+50 XP), CHA (–50 XP); [Traits] Compulsion/Paranoid (–40 XP), Connections (+100 XP), Enemy/ComStar (–100 XP), Equipped (+50 XP); [Skills] Interest/

Writings of Jerome Blake (+15 XP), Negotiation (+10 XP), Protocol/Nearest state (+5 XP), Protocol/Word of Blake (+10 XP), Technician/Any (+10 XP)

Flexible XPs: None

Notes: Characters with a ComStar/Word of Blake affiliation may not possess the Extra Income or Property Traits. When choosing this affiliation, the character must also select a second "birth" affiliation (few people are born to either order).

AFFILIATION: SECOND STAR LEAGUE/ LATE CLAN INVASION

Module Cost: 200 XP + XP cost of "birth" Affiliation

When the Inner Sphere reestablished the Star League in 3059 to deal with the Clan threat, most citizens in the Inner Sphere rejoiced, but the Second Star League was not the monolithic centralized government that the first Star League was. It was more of a voluntary association, open to any but forcing itself on none. It was primarily a military alliance, and it attracted soldiers far out of proportion with other segments of society.

Players wishing to create characters in the Second Star League should choose an existing childhood and initial training paths from *A Time of War*, with the following modifications

Primary Language: English

Secondary Languages: Any from parent state

Fixed XPs: [Attributes] WIL (+50 XP), CHA (–50 XP), EDG (–50 XP); [Traits] Compulsion/Public Service (–100 XP), Connections (+50 XP), Equipped (+100 XP), Rank (+50 XP), Reputation (+100 XP); [Skills] Protocol/SLDF (+25 XP), Protocol/Parent state (+10 XP), Language/Any (+10 XP), Negotiation (+5 XP)

Sub-Affiliations: There were no sub-affiliations for the Second Star League

Flexible XPs: None

Notes: As a primarily military alliance, only characters who are on active duty with a state that is an active member of the Second Star League may choose this affiliation. Characters choosing the Second Star League affiliation must also select a "birth" affiliation (as nobody was born into Second Star League). The Second Star League's member states during the latter part of the Clan Invasion period were the following Affiliations: Capellan Confederation, Clan Nova Cat, Clan Wolf (in-Exile), ComStar, Draconis Combine, Federated Suns, Free Rasalhague Republic, Free Worlds League, Lyran Alliance, St. Ives Compact.

Life Modules

All of the Life Modules described in *A Time of War* may be used for character creation in the late Clan Invasion era, but given the conflicts fought during the period players should pay close attention to historical dates.

Final Adjustments

When completing character creation for games set in the late Clan Invasion, be mindful of the setting and the developments surrounding it, as some details in the *A Time of War* base rules can still potentially create inconsistencies. Among the key differences:

- The initial years of the Clan Invasion, for example, were a period of shock for the Inner Sphere. Thus intense hatreds toward the Clans developed after the Tukayyid Truce in 3052, making anti-Clan Compulsion Traits common among players of this era.
- Likewise, as the Word of Blake faction was just emerging, and their gradual build-up toward the Jihad could not have been apparent. (Indeed, ComStar was still seen as a largely benevolent—if somewhat mystical—Order prior to Tukayyid, and many in its ranks considered service with the organization akin to a higher calling.) Thus, any Compulsions of hatred or paranoia toward the Word of Blake are unlikely in this period.
- The St. Ives Compact, though technically Capellan, was in a state of “cold war” with its motherland until it was reclaimed, while simultaneously relying on the Federated Suns for protection. Thus, St. Ives characters created prior to 3062 should have more FedCom-friendly Traits and Skills than Capellan-friendly. (Examples include any hate- or fear-based Compulsions, as well as Language, Protocol, and Streetwise Skills.)
- The Second Star League created excitement throughout the Inner Sphere, but few citizens actually understood what power it held. The new League lacked the massive standing Star League Defense Force of the original, and when the Second League did deploy military forces they were almost always House troops with a different shoulder patch—which didn’t endear the new League to those it was forced to occupy. Representatives of the Star League would be greeted by cautious and uninformed enthusiasm.

ECONOMIC ADJUSTMENTS FOR THE CLAN INVASION ERA

The buying power of the C-bill has been remarkably resilient over the centuries, but even so, the time of the early Clan Invasion was one of great flux. When purchasing equipment for a new character or later on in a campaign, it is important to modify the price and availability accordingly. It is likewise important to note how the era affects salaries and pricing relative to the standards of the core rulebooks.

The tables provided here translate this into an easily understood format.

Salary Adjustments

In the late Clan invasion, salaries for most professions were lower than they are in the post-Clan period. To reflect this, the Salary Multipliers Table provides a multiplier value to Inner Sphere (and Periphery) salaries, which applies to the base salaries outlined in *A Time*

of War, as well as any other money-raising endeavors the player’s character has in place (including the proceeds from the character’s Wealth and Extra Income Traits).

The Salary Multipliers Table is broken down by general professional classes and is designed for compatibility with both the Salary and Price Tables that have been published in the Handbook series as well as the military salaries outlined in *A Time of War* (see p. 335, *AToW*). If questions regarding where a character’s profession falls among these general classes, the gamemaster must decide what is best for the era.



SALARY AND PRICE TABLE (LATE CLAN INVASION ERA)

SALARY MULTIPLIERS (3055-3062)

Employment Type	Salary Multiplier
Civilian, Slave/Servant	0.70
Civilian, Minimum Wage	0.85
Civilian, Blue Collar	0.85
Civilian, White Collar	0.95
Civilian, Medical/Technical	+0.05*
Paramilitary, Police/Security	0.95
Paramilitary, Militia	0.95
Military, Enlisted	0.95
Military, Officer	0.98
Military, Medical/Technical	+0.06*
Battle Armor Infantry	+0.5

PRICE MULTIPLIERS (3055-3062)

Item Classification	Price Multiplier
Melee and Archaic Weapons	1.00
Small Arms and Support Weapons	1.05
Heavy (Vehicular) Weapons	1.20**
Explosives	0.90
Personal Armor	0.90
Electronics	1.05
Power Packs and Rechargers	1.10
Miscellaneous Gear	1.00
Health Care	0.95
Prosthetics	1.10
Drugs and Poisons	1.05
Personal vehicle, Civilian	1.00
Personal Vehicle, Paramilitary/Police	1.10
Personal Vehicle, Military	1.05

* For bleeding edge technology (such as battle armor design and maintenance), apply an additional +0.15 to the Salary Multipliers.

** For bleeding edge technology (such as battle armor weapons), apply an additional +0.15 to the Price Multiplier.

PLAYING IN 3062

Purchasing Equipment in the Late Clan Invasion Era

When purchasing equipment in the late Clan Invasion period, the first thing to verify is that the item exists in the era. This can be accomplished by consulting the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or by finding the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*). An item with an extinction date before 3053 or an introduction date after 3062 (identified for many items in *TechManual*) or which have an availability code of X for the Clan Invasion era (the third letter in the standard Equipment Availability ratings) indicates an item that cannot be found in the late Clan Invasion era.

Once availability is known, the player must then find the item's price and apply the appropriate price multiplier as shown on the Salary and Price Multipliers Table (Late Clan Invasion). This establishes the basic availability and cost of the item. Situational conditions may still affect this base price, but these can be resolved by the gamemaster as he sees fit.

Currency Conversion: Players who are using alternative currencies in this period (other than the common C-bill) may find their exchange rates in the Currency Conversion Table (3055-3062). Simply multiply the amount of the foreign currency by the value under the Equivalent C-bill column to find the C-bill value of the player's currency.

CURRENCY CONVERSION TABLE (3055-3062)

AFFILIATION	CURRENCY	C-BILL
<i>Major Powers</i>		
Capellan Confederation	yuan	0.45
Draconis Combine	ryu	0.85
Federated Commonwealth/Suns	kroner	0.95
Lyran Alliance	kroner	0.95
Free Worlds League	eagle	0.90
<i>Minor Powers</i>		
Free Rasalhague Republic	krona	0.35
St. Ives Compact	yuan	0.40
<i>Major Periphery States</i>		
Circinus Federation	skull	0.01
Magistracy of Canopus	dollar	0.08
Marian Hegemony	talent	0.06
Outworlds Alliance	escudo	0.05
Taurian Concordat	bull	0.15
<i>Minor and Deep Periphery Powers</i>		
The Clans	kerensky	6.50**

* For gameplay purposes, Minor Periphery and Deep Periphery power currency notes exchange at 1D6x0.01 C-bills.

** For comparison only; in the late Clan Invasion era, there was no proper exchange between the Clans and the Inner Sphere.

MAJOR PERSONALITIES OF THE LATE CLAN INVASION

The following special rules cover the use of the many major personalities featured in this book, the leaders and warriors who helped shape the times. As it is beyond the scope of this sourcebook to fully detail these characters' statistics for use in *A Time of War* games, should the need arise, gamemasters are encouraged to provide any relevant game stats to complement these special rules and abilities described below.

Modifiers and Skill Levels: When *A Time of War* modifiers are described in these personalities rules, the modifiers provided presume an average of 6 for any relevant Attributes, or as an effective combination of Skill level and Linked Attribute modifiers for any relevant Skills. Furthermore, when a general Skill level (Green, Regular, Veteran, or Elite) is used to describe a character's capabilities in a given field (MechWarrior, Infantry, and so forth), a rating of Green means an average Skill level of 0 to 1 for the relevant Skills, while a rating of Regular indicates Skill levels of 2 to 4; 5 to 6 is the Skill level for Veterans, and 7+ describes an Elite level of Skill. Remember that these are *average* Skill level values that apply across the entire relevant Skill field; for variety, the gamemaster may opt to raise one of the Skills at the expense of another in the same field.

Victor Steiner-Davion: The Archon-Prince of the Federated Commonwealth, Victor is seen more like his father than his mother. When present in a combat situation, Victor is considered an Elite-level MechWarrior and receives the Combat Intuition Special Ability (see p. 225, *AToW*). He also receives a +4 modifier on all Morale Checks, and a +5 Skill roll modifier for Leadership, Protocol, and Tactics (reduced by 2 points if dealing with Lyran-born forces, and by 4 if dealing with characters from hostile realms).

Despite his political failings, Victor nevertheless commands the absolute loyalty of anyone he personally befriends (including Galen Cox, Kai Allard-Liao, Omi Kurita, and Hohiro Kurita). If Victor and any of his friends are together (in battle or socially), they all receive a +2 roll modifier on all WIL-related Action Checks.

Caradoc Trevena: Doc Trevena rose from company command in the Tenth Skye Rangers to the rank of general in the new Star League Defense Force based on his performance during and after the Battle of Coventry, where he showed acumen and judgment far in advance of what is expected of company-grade officers. While only a Veteran-level MechWarrior, he receives a +6 bonus to all Strategy rolls, as well as a +2 bonus to all Tactics rolls.

Bishop Sortek: A soldier's soldier amongst the elite Davion Brigade of Guards, Bishop Sortek is a Veteran-level MechWarrior who possesses the In For Life/Davion Guards Trait (see p.120, *AToW*) as well as a +3 bonus to all CHA rolls relating to the Davion Brigade of Guards. He also possesses a -2 TP Compulsion/Hatred of the Lyran Alliance after 3057.

Andrew Redburn: Andrew Redburn is one of the preeminent soldiers of the Federated Suns' Capellan March, second only to Morgan Hasek-Davion in recognition. He is an excellent officer and warrior, and receives a +4 bonus to all Training and Tactics skill rolls. In addition, after 3060 he also suffers from a -2 TP Compulsion/Hatred of Politics.

Katherine Steiner-Davion: Second child of Hanse Davion and Melissa Steiner, Katherine (or Katrina, as she styles herself) is a politician second to none. As such, she receives a +8 bonus to all Protocol, Negotiation, and CHA rolls. She also possesses a -9-TP Dark Secret/Murdered her Mother Trait, as she was ultimately responsible for the assassination of Archon Melissa Steiner-Davion.

Like her mother, she eschews direct violence, and so suffers from the Combat Paralysis Trait (see p. 110, *AToW*).

Nondi Steiner: An excellent general who rose to prominence during the Fourth Succession War, Nondi Steiner is the very definition of a Steiner loyalist. A Veteran-level MechWarrior, she often takes to the field with her troops, and her command lance receives a +5 bonus to all WIL checks. In addition, she receives +6 bonuses to all Strategy and Leadership rolls, but suffers from a -4 TP Compulsion/Hatred of Davion.

Hermione Aten: Although not currently in line for the throne of the Isle of Skye, Hermione Aten is nonetheless an attentive noblewoman who keeps her responsibilities to the Isle foremost in her mind. She receives a +3 bonus to all Protocol and Negotiation rolls, and a +1 bonus to all Leadership rolls. In addition, any CHA related rolls receive a +2 bonus, and Herminone possesses the Extrovert Trait.

Alicia Savinson: Alicia Savinson is a hardcore Lyrans Intelligence Corps officer, having risen to her present rank from the rolls of Loki, the Lyrans terrorist unit. A deadly woman, she receives +8 bonuses to all Unarmed Combat, Melee, and Small Arms rolls, as well as +4 bonuses to all Leadership, Tactics, and Interrogation rolls. She also possesses the In For Life/Lyrans Intelligence Corps Trait (see p.120, *AToW*).

Theodore Kurita: Unlike many of the recent Coordinators of the Draconis Combine, Theodore Kurita rose to power in near-opposition to his father, the previous Coordinator, which instilled in him a true understanding of alternative methods. While he is as much samurai as Takashi was, he doesn't allow the strictures of bushido to limit him in his leadership. A Veteran-level MechWarrior, his presence in any scenario negates any offensive special abilities used by his opponents. In addition, he receives the Tactical Genius pilot ability (see p. 225, *AToW*).

In role-playing games, Theodore receives a +6 bonus to all WIL rolls, as well as +5 bonuses to all Strategy, Tactics, and Leadership rolls.

Narimasa Asano: Narimasa Asano has few ambitions in life beyond serving the Dragon as a warrior. He is completely devoted to his position and his responsibilities, and his devotion to the Combine is unimpeachable. An Elite-level MechWarrior, Asano possesses the Tactical Genius and Combat Intuition special pilot abilities (see p. 225, *AToW*). In addition, he receives a +6 bonus to all Leadership, Negotiation, Protocol, and Tactics rolls, as well as a +4 bonus to all Strategy rolls, and is immune to Morale checks.

Ninyu Kerai-Indrahar: As the adopted son of the Smiling One, ISF Director Subhash Indrahar, Ninyu Kerai is one of the most feared men in the Draconis Combine. A consummate combatant, Kerai was a MechWarrior in his youth with Theodore Kurita, and retains Veteran-level MechWarrior skills. In personal combat, he receives a +9 bonus to all Unarmed Combat, Melee, and Small Arms rolls, as well as the Combat Sense Trait (see p. 110, *AToW*).

As Director of the Internal Security Force Ninyu's resources are effectively unlimited, giving him a 6-TP Well-Equipped Trait as well

as 5-TP Connections to the Kurita family and the yakuza. He possesses Elite-level experience in any Special Operations fields, and a 4-TP Compulsion/Loyal to House Kurita.

Hiroo Yamaguchi: *Oyabun* of the yakuza of Luthien, the Black Pearl of the Draconis Combine, Yamaguchi is the *de facto oyabun* of *oyabuns* in the *semeiyoshi-rengo*, the federation of yakuza gangs. As such, he has 9-TP Connections to any yakuza in the Draconis Combine, and a 5-TP Connection to any organized crime in neighboring realms. He receives +8 bonuses to all Perception, Negotiation, and Protocol rolls, and is immune to coercion.

In addition, he is a Regular-level MechWarrior, although he doesn't take to the cockpit very often. As a yakuza *oyabun*, he has a 6-TP In For Life/Yakuza Trait.

Anastasius Focht: Once an ambitious scion of the Steiner family, now living under an assumed identity and a new life within ComStar, Anastasius Focht commands the most powerful military force since the Star League and has the resources of ComStar's vast communications, intelligence and military command network at his disposal, effectively operating as a 9-TP Connections Trait (see pp. 111-112, *AToW*). Focht's military expertise translates to a +9 Skill roll modifier in Strategy and Tactics, and his command of the Star League Defense Force during Operation Bulldog offsets his poor political skills, granting a +7 to Negotiation and Protocol Skills. A trained MechWarrior who has kept himself honed for battle, Focht is of Veteran-Skill in combat, and also possesses the Combat Intuition and Tactical Genius special pilot abilities (see p. 225, *AToW*). (Focht is also missing his right eye and has eschewed any replacement for it; as a result, he suffers from a -4 TP Poor Vision Trait.)

Padraig O Bhaoil: ComStar's preeminent JumpShip captain, O Bhaoil built his reputation and skill aboard Explorer Corps exploration JumpShips away from base for years at a time. Because of his acclimatization to zero-gravity, he suffers from a -2 TP Handicap/Low Gravity, but is an Elite-level JumpShip pilot.

Basing the Corps on the distant Columbus outpost, O Bhaoil revitalized the Explorer Corps for their new role as hunters of the Clan Homeworlds. He receives a +4 bonus to all Administration, Protocol/ComStar, and Leadership rolls, as well as a +3 bonus to all Strategy/Interstellar rolls.

Lisa Koenigs-Cober: One of the Com Guards' most effective officers, Precentor Koenigs-Cober has had to learn a number of new roles in her position as commander of the Invader Galaxy. An Elite-level MechWarrior, Koenigs-Cober receives the Marksman and Maneuvering Ace special pilot abilities (see pp. 222-23, *AToW*), as well as +4 bonuses to all Tactics and Leadership rolls. In addition, diligent effort had allowed her to gain +2 bonuses to all Protocol, Negotiation, and Administration rolls, as well as a +3 bonus to all CHA rolls.

William Blane: Former ComStar Precentor of Gibson, and current spokesperson for the Word of Blake, Blane is a skilled politician. He receives +5 bonuses to all Acting, Negotiation, Protocol, and Administration skill rolls, as well as possessing the Extrovert Trait. His connections in the Free Worlds League offer him a 6-TP Connections Trait, as well as 2-TP Equipped. As a senior Blakist, he also has a 5-TP In For Life/Word of Blake Trait.

Demonia Aziz: Often considered the mother of the Word of Blake, Demonia Aziz is a fanatical devotee to the pseudo-religious Order created by Conrad Toyama and supported by centuries of ComStar practice. When she left ComStar in 3052 she fled to the Free Worlds League, where the Word of Blake was founded. Although she is not a warrior, her beliefs make her incorruptible against the Word of Blake—which translates to a 9-TP In For Life/Word of Blake. In addition, she receives +4 bonuses to all Acting and Negotiation skill rolls.

Alexander Kernoff: Precursor ROM of the Word of Blake, Kernoff's zealotry is only matched by his cunning and ruthlessness. He receives +6 bonuses in Unarmed Combat, Acting, and Interrogation skill rolls, as well as a +3 bonus to all Morale checks. He suffers from a -4 TP Compulsion/Distrust of Others, reflexively taking absolutely nothing said to him at face value.

Emma Centrella: A talented leader and experience warrior, Emma Centrella is a Veteran-level MechWarrior. She receives +3 bonuses to all Strategy rolls, and possesses Natural Aptitude for both Negotiation and Acting. Her time as Magestrix has only honed her natural leadership skills, granting her a +4 bonus to all Leadership and Protocol skill rolls.

Danai Centrella: Eldest daughter of Emma Centrella, Danai is a warrior and leader before all other things. This translates to her having Elite-level MechWarrior and Officer skills, as well as a +4 bonus to all Tactics and Leadership rolls. Unfortunately, she also suffers from the Impatience Trait.

Jenni Elliot: A friend of the Magestrix, Jenni Elliot works best in the background. She possesses 6-TP Connections in the Magistracy, and is a skilled marksman with Elite-level Scout field skills. She gains +4 bonuses to all Interrogation, Negotiation, and Protocol skill rolls, but suffers from the Introvert trait (see p. 121, *AToW*).

Thomas Marik: Thomas Marik has an uncanny knack for politics in the Free Worlds League. He has a +7 Skill roll modifier in Leadership and Negotiation, the latter of which qualifies as a Natural Aptitude. In the late Clan Invasion, he is a Regular-rated MechWarrior, but shows a disdain for actually engaging in 'Mech combat more than absolutely necessary. Marik also has deep contacts in the Word of Blake, which provide him with the equivalent of a 9-TP Connections Trait.

Heather Alexander: The Free Worlds League's Minister of Defense is a canny politician and leader. An Elite-level Officer, she receives +3 bonuses to all Strategy and Leadership rolls, and her connections in the League Parliament grant her a 6-TP Connections trait. For all her cunning, she is a loyal officer with a -3-TP Compulsion/Loyal to House Marik trait.

Christopher Halas: The Grand Duke of Oriente is a powerful man in his own right and nobody's fool—anyone attempting to use the Acting skill against him automatically fails. Although he hasn't been a MechWarrior for decades, he remains a Veteran-level Officer and maintains 7-TP Connections throughout the League.

Sun-Tzu Liao: Sun-Tzu Liao might be the most capable Chancellor the weak Capellan Confederation has ever produced. He is a very skilled politician, with Natural Aptitude in Leadership and Negotiation skills. Although he is only a Regular-level MechWarrior, he is a Veteran-level officer and receives +2 bonuses to all Administration and Protocol skill rolls. He suffers from an acute fear of being as mad as his parents, which manifests as an Introvert Trait (see p. 121, *AToW*).

Ion Rush: Grand Master of all the Warrior Houses, Ion Rush is an Elite-level MechWarrior and Officer whose connections to the CCAF and the Warrior House Orders grants him 6-TP Connections. A skilled strategist, he receives +4 bonuses to all Leadership and Strategy skills rolls. His involvement in the deaths of Romano Liao and Tsen Shang, however, saddles him with a -4-TP Dark Secret.

Aris Sung: One of the most outstanding officers in the Capellan Warrior Houses, Aris Sung is a Veteran-level MechWarrior and Officer who possesses the Maneuvering Ace and Marksman special pilot abilities. Although he suffers from a -2-TP Compulsion/Loyalty to House Liao, he receives +3 to all EDG rolls and is immune to Morale checks.

Marcus GioAvanti: A skilled mercenary commander, Marcus is an Elite-level MechWarrior and a Veteran-level Officer. He possesses the Dodge and Marksman special pilot abilities, but his loyalty to his comrades is reflected in a -2-TP Compulsion/Loyal to Friends.

While he is present in any scenario, his mercenaries are immune to Force the Initiative or Overrun Combat, but if his 'Mech is destroyed or disabled the Angels suffer a -3 Initiative penalty.

William MacLeod: A career Northwind Highlanders officer, MacLeod is a Veteran MechWarrior and an Elite Officer. Under his command the Highlanders are immune to all Bank the Initiative and Force the Initiative attacks, and he receives +4 bonuses in all Tactics/Ground and Strategy skill rolls. A defiant Northwind patriot, he suffers from a -3 TP Compulsion/Independent Northwind, which sometimes clouds his judgment.

Tom Stancel: A skilled and experienced officer, Stancel is an Elite-level MechWarrior and Officer who leads his troops from the front. He possesses the Dodge and Tactical Genius special pilot abilities, as well as +3 bonuses to all Leadership and Strategy skill rolls.

The loss of Delta Regiment during Operation Guerrero created incredible resentment for Katherine Steiner-Davion and her Lyran Alliance, which manifests itself as a -4-TP Compulsion/Hatred of House Steiner.

Ulric Kerensky: Ulric Kerensky is an Elite-level Clan MechWarrior who also boasts an Elite level of experience as an Officer (even though Clan training does not generally produce the Officer Field). He is also an expert at "reading people", and thus has a +9 Skill roll modifier in Leadership and Negotiation, as well as a +7 in Acting and Interrogation. When in combat, Ulric's presence allows his command Star to automatically succeed at any Morale Check, and provides the Wolf Clan force with a +2 Initiative roll modifier. Ulric himself also possesses the Demoralizer and Tactical Genius Special Pilot Abilities (see p. 225, *AToW*).

Vlad Ward: A skilled Clan Wolf warrior who became Khan of the Wolves after the Refusal War. He is an Elite-level MechWarrior who possesses the Combat Intuition and Dodge special pilot abilities, as well as +6 bonuses in all Leadership and Strategy skill rolls.

His strong belief in the Crusader point of view manifests as a -5-TP Compulsion/Crusader and a -2-TP Compulsion/Hatred of Wardens. He is totally committed to the primacy of Clan Wolf, which makes him immune to Morale checks.

Ranna: A skilled Clan Wolf warrior, and paramour of Clan Wolf-in-Exile Khan Phelan Kell, Ranna is an Elite MechWarrior who possesses the Marksman and Combat Intuition special pilot abilities, as well as Natural Aptitude/Gunnery. Like her genetic grandmother, Natasha Kerensky, she is a dangerous opponent in a 'Mech.

Elias Crichell: Elias Crichell is a Veteran-level Clan MechWarrior, but it is his political ambitions that truly define him and he has a strong sense of self-preservation, which enables him to make a "Tactical Retreat" from battle, even under the highest Honor Levels. (Crichell can therefore retreat, even if scenario rules would otherwise forbid such actions, if more than half of the Jade Falcon force—rounding up—is destroyed or disabled in battle.) Crichell receives a +8 Skill roll modifier in Negotiation and a +7 in Acting, and can be regarded as a 5-TP level Connections Trait to any Jade Falcon character who works for him.

Ravill Pryde: Leader of the Falcon Guards Cluster after Tukayyid, Ravill Pryde is an unconventional Jade Falcon warrior. A Veteran-level MechWarrior and Officer, his experience grants him a +2 bonus in all Strategy and Tactics rolls, but his odd appearance and partly-Wolf heritage cause him to sufferer -2 penalties to all Leadership Rolls. His hatred of freebirths, in particular Diana, daughter of Falcon hero Aidan Pryde, manifests as a -3-TP Compulsion/Hatred of Freebirths.

Samantha Clees: A successful, if simple, Clan commander, Samantha Clees is an Elite-level MechWarrior and Officer whose dogged determination results in a +4 bonus to all WIL checks. Her lack of patience is manifested in an Impatience Trait, but her ferocity in battle causes any forces under her command in a scenario to receive a +2 Initiative bonus.

Jake Kabrinski: A *ristar* in the Ghost Bears, Jake Kabrinski is a skilled and Elite-level Elemental, but his rise to Star Captain's rank has proven he is somewhat unused to command of an entire Star. He possesses the Dodge special pilot ability, which manifests as a +4 To-hit modifier for his Elemental Point, but suffers from a -2-TP Compulsion/Hatred of Clan Hell's Horses.

Bjorn Jorgensson: Despite having the physique of a small Elemental (BOD and STR Attribute scores of 7, at least), Bjorn Jorgensson is an aerospace fighter pilot with a Veteran-level experience rating. He also possesses an excellent (but cautious) sense of strategy (Strategy Skill roll modifier of +7), which allows any Bears' force he commands to choose its starting side first in any engagement (even if scenario rules declare otherwise), but applies a -1 Initiative roll modifier to the entire force for the duration of the battle.

Aletha Kabrinski: Although she hails from a predominantly Elemental bloodline (with the BOD and STR Attribute scores of 9 to prove it), Aletha Kabrinski is a MechWarrior of Elite-level experience. She prefers light BattleMechs, and receives a +1 roll bonus to Piloting Skill rolls when operating any 'Mech under 40 tons. In addition, she receives the Hot Dog, Maneuvering Ace, and Speed Demon Special Pilot Abilities. Her aggression, still untamed during the latter years of the Clan Invasion, translates to an Impatient Trait, and also imposes a -2 Initiative roll modifier in any combat scenario she commands where the mission is defensive in nature.

Russou Howell: Russou Howell was an uninspiring Clan Smoke Jaguar warrior until the death of Jez Howell and the disgrace of his friend Trent brought him a Bloodname and the fast-track to command of the garrison Galaxies on Huntress. A Veteran-level MechWarrior, Howell suffers from a -2-TP Compulsion/Alcohol and a -4-TP Compulsion/Hatred of Freebirths.

Whatever his flaws, he is a dedicated officer who receives a +3 bonus to all Tactics/Ground and Interrogation skill rolls.

Lincoln Osis: Lincoln Osis is large even for an Elemental (translating to a BOD Attribute score of 10, and a STR score of 9). He is an Elemental and Officer of Elite-level experience (despite the fact that Clan training protocols do not normally offer an Officer Field), and has the Natural Aptitude/Leadership Trait. However, he is also impatient and prone to rages, and thus not only possesses the Impatient Trait, but also a -4-TP Compulsion/Berserker Trait that may trigger any time he finds himself in a losing situation (such as when suffering 50 percent losses in a combat scenario, or when insulted during a tense debate). When raging in combat, Osis receives a +1 Skill roll modifier to all relevant attack Skills. Outside of combat, Osis' rage applies a -2 roll modifier to all Skill checks involving INT or CHA.

Hang Mehta: One of the fiercest of Smoke Jaguar Galaxy Commanders, Hang Mehta's hatred of the Inner Sphere manifests as a -4-TP Compulsion/Hatred of the Inner Sphere. In addition, she claims the Berserker Trait and Combat Intuition special pilot abilities, but suffers a -2 penalty to all skill rolls when her force is outnumbered by Inner Sphere opponents due to her rage.

Brett Andrews: Long noted as a *ristar* in Clan Steel Viper, Brett Andrews' ascension to the rank of saKhan has only fueled his ambitions. An Elite MechWarrior, Andrews has trouble dealing with the rest of the Clan outside his own Bloodhouse, and so suffers a -2 penalty to all Negotiation rolls when dealing with characters not of the Andrews Bloodhouse. In combat he receives the Marksman and Dodge special pilot abilities.

Perigard Zalman: A more conservative and confident leader than Breen, Perigard Zalman is also a MechWarrior of Veteran-level experience, but he suffers from the Impatient Trait and poor strategic planning (receiving a +4 Skill roll modifier in Strategy at best). He possesses a +6 Skill roll modifier in Leadership, and provides a +1 Initiative roll modifier to any Steel Viper force he commands in combat.

Dawn: Dawn's unique status as a Steel Viper who was exiled and returned after slaying the last descendant of Stefan Amaris grants her a +4 TP Reputation. In addition, she is a Veteran-level MechWarrior who possesses the Dodge and Maneuvering Ace special pilot abilities.

Severen Leroux: A charismatic Clan leader, Leroux is an Elite-level Clan aerospace pilot fighter with the Natural Aptitude/Tactics Trait (and a Skill roll modifier of +8 in both Tactics/Ground and Tactics/Air). He also possesses the Tactical Genius Special Pilot Ability (see p. 225, *AToW*).

Santin West: Santin West's place in the history of Clan Nova Cat is assured as the Khan who led his Clan into the reborn Star League. An Elite Elemental and Officer, West receives +6 bonuses to all Tactics/Ground, Strategy, and Leadership rolls, and +4 bonuses to all Negotiation and Protocol rolls. He also possesses the Combat Intuition special pilot ability.

Sean O'Reilly: Whether or not Sean O'Reilly actually had his father Marius murdered is unimportant; the perception in the Marian Hegemony of his doing so marks him with a -4-TP Reputation. A Veteran-level MechWarrior, Sean has the Gregarious and Slow Learner Traits. His abuse of the Marian treasury gives him the Wealth Trait.

Julius O'Reilly: Almost the antithesis of his father in every way, Julius is quickly gaining the respect of the entire Marian Hegemony. A shrewd observer, Julius receives +3 bonuses to all Negotiation, Administration, Acting, and Interrogation skill rolls. He is a Veteran-level MechWarrior with the Marksman and Combat Intuition special pilot abilities.