

BATTLETECH®

THE KILL HOUNDS

1652

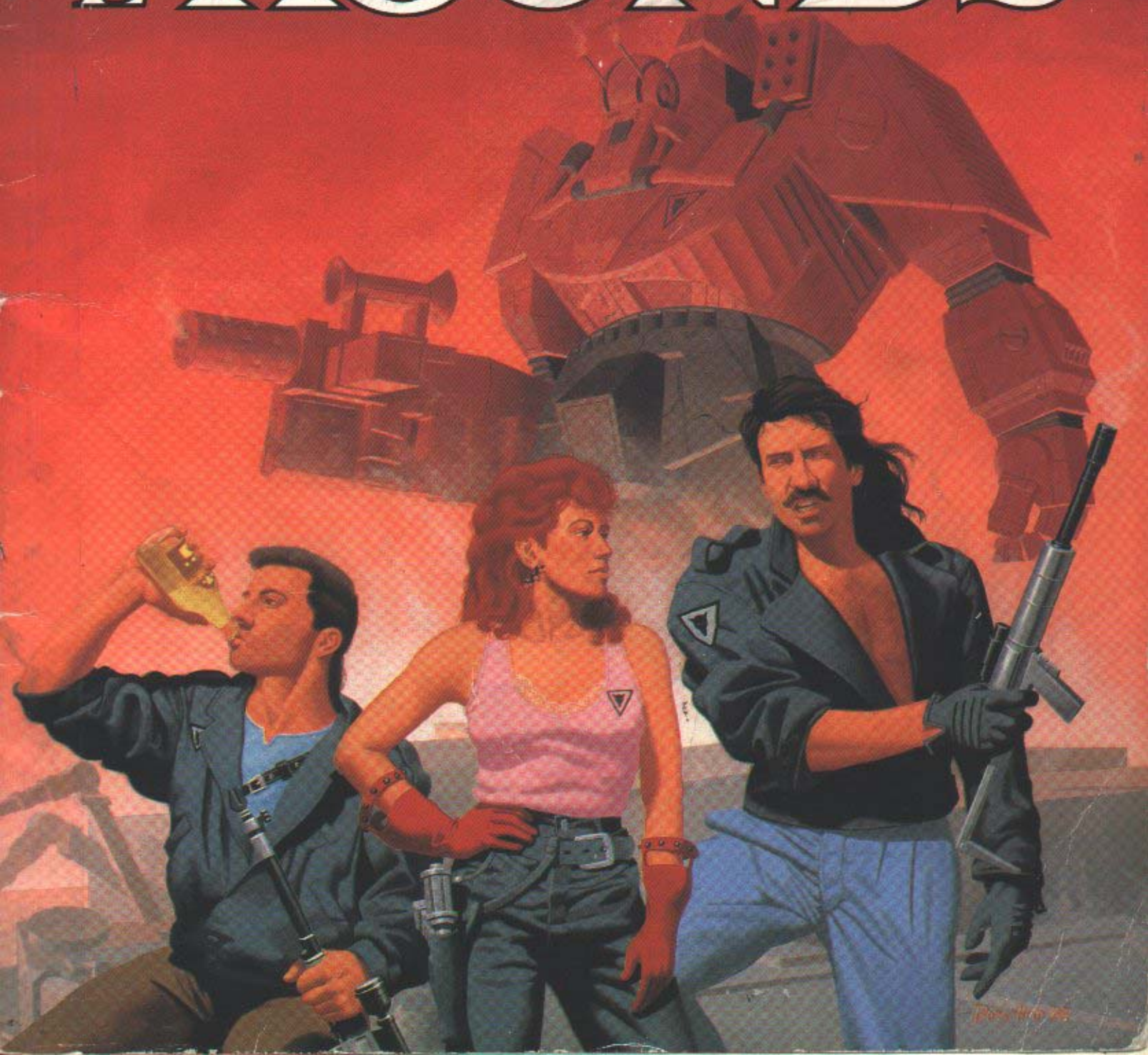


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INTRODUCTION

Few believed the Kell Hounds mercenary regiment would survive more than six months when the young brothers Morgan and Patrick Kell began to organize the unit in 3010. With ample financing and judgment beyond their years, the Kells hired the best mercenaries of Galatea and proved the skeptics wrong. The Kell Hounds went on to become one of the most respected and feared units in the Inner Sphere, terrorizing Periphery pirates and becoming such a thorn against the Draconis Combine that Coordinator Takashi Kurita grew obsessed with their destruction.

The Kell Hounds were there on Mallory's World when Ian Davion died to save his men. They became the stuff of legend after Morgan Kell and Yorinaga Kurita dueled in a pivotal battle. The mystical nature of that battle had such a profound effect on Morgan Kell that he dismembered his regiment and joined a monastery. The Kell Hounds survived. The death of Patrick Kell on Styx in 3027 again tested the Kell Hounds. Morgan Kell returned from exile and rebuilt the unit, which continues to grow stronger.

HOW TO USE THE SCENARIOS

Each of the scenarios in this book re-creates a battle or encounter in which the Kell Hounds mercenary unit participated. Several of the scenarios are interrelated, representing various phases of a single, continuous battle or campaign. Players may keep track of the results of one engagement to determine the forces for one following.

The scenario rules include all information necessary to understand and play the game situation. Each scenario begins with a personal account of the engagement and ends with a brief historical framework for the battle.

The **Game Set-Up** sections provide special game information needed to play the scenarios, including instructions on how to lay out the mapsheets, directions for special terrain features, and suggestions on the appropriate **BattleTech** rules to use. In some cases, there are also suggestions for using **CityTech** and/or **AeroTech** rules to make play more exciting or challenging.

Attacker and **Defender** forces for each scenario are described in detail. This information includes damage, problems, or special abilities of any 'Mechs or forces at the start of the battle. Also noted is each 'Mech's starting position on the map, or where and when it enters if the 'Mech arrives after the battle has already begun.

Several scenarios include ground forces for one or both sides. Some rules may allow the player to choose a mix of vehicles and/or troops, up to a stated number of tons.

The **Victory Conditions** are described next. These determine the outcome of the encounter, and vary from scenario to scenario. In combat, it is rare that an action continues until one side is obliterated. For this reason, the **Victory Conditions** usually list special objectives for one or both opponents. As in actual combat, both sides may claim victory in some engagements, based solely on whether or not tactical objectives were won.

Finally, if the scenario uses rules not covered in the general **BattleTech** rules, they are discussed as **Special Rules**.

The Modified Skill Roll Targets for the *Gunnery* and *Piloting* skills of each member of the Kell Hounds are the base targets for any combat rolls. These can be further modified by range, terrain, and action, depending on the combat situation. The full range of **MechWarrior** skills can be used to help determine the outcome of any encounter involving this unit.

All other MechWarriors in the scenarios have regular **BattleTech** *Gunnery* and *Piloting* Skill Levels, which are used normally in the game. If specific skill levels are not given, assume a *Piloting* Skill Level of 5 and a *Gunnery* Skill Level of 4.

Two scenarios in this set use **BattleForce** rules, and two use **MechWarrior** rules. Players should familiarize themselves with the respective game systems before attempting to play these scenarios. The format for these scenarios is similar to those for the **BattleTech** scenarios.

KELL HOUNDS

BRIEF HISTORY

If the road to Hell is indeed paved with good intentions, some of the contractors must be founders of mercenary units in the Successor States. With all the best intentions, countless units have announced their presence to the universe, only to end up either ignored or ridiculed. Within six months, most of these units dissolve in a flood of red ink or barely survive by accepting marginal assignments with unscrupulous patrons.

Occasionally, though, a mercenary unit formed from whole cloth manages to prosper. A grizzled MechWarrior intelligent enough to have outlived his peers usually commands these successful units, selecting its assignments with care. Twenty years ago, most military establishments simply added up the ages of the top two officers to calculate the strength of a mercenary unit. The rule of thumb ranked anything under 70 as less threatening than a group of toddlers touring a 'Mech bay.

In 3010, the birth of a new unit broke all those conventions when two brothers, ages 24 and 22, pooled their resources and started their own mercenary regiment. They named their unit the Kell Hounds, and mercenary warfare has never been the same.

In a universe where mercenary units usually start as companies and take a lifetime to build their skills and reputation, the Kell Hound regiment landed on its feet running. Mercenaries who first saw Morgan and Patrick Kell on their recruiting run to Galatea thought that these two "boys" had to be crazy. When rumors that they were offering above-scale wages began to spread, most veterans concluded that these two youngsters from Arc-Royal in the District of Donegal had "more pence than sense."

Bit by bit, the Kells' background became known. Arthur Luvon, the late husband of Archon Katrina Steiner, had been their cousin. Upon his death from cancer in August 3010, the Kells inherited a great deal of money, which they immediately decided to use to realize their dream of commanding a mercenary unit.

GALATEA, 3010

Arriving on Galatea in early October, the brothers passed the word that they were recruiting for a unit, but they did not hire any MechWarriors for awhile. After feeding their wage scales into the rumor mill, they concentrated on interviewing and hiring the best Techs and astechs they could find. Besides the promise of higher pay, the Kells enticed Techs by pointing out that their family owned the Eire BattleMech Company on Arc-Royal, which would provide easy access to parts to fix 'Mechs. This promise was like water to a man in the desert, and it lured some Techs away from their current merc units, which were also on Galatea for recruiting.

By the third week in October, the Kells had corralled enough Techs and astechs to service a regiment. The mercenaries on Galatea knew only too well that a new

merc regiment had trouble finding an employer, and most ended up disbanding within their first year. Everyone assumed that MechWarriors who signed with the Kells would get a couple months' pay, have their 'Mechs rebuilt by top-notch Techs and with new parts, and then be kicked loose as the unit collapsed. It looked like easy duty with many rewards.

The Kells, however, were not hiring just anyone. They actually checked references. Most MechWarriors who fudged their references only added a month or two of "transit time" to their duty logs to make their employment history with a unit seem longer and more stable. One man, Addison Garlett, bragged that he would "take these greenies for a rebuild of my *Marauder*, and then deal with them if they complain about it." To build up his chances, Garlett wrote on his duty log that he had served with Katrina Steiner's Fifteenth Lyran Guards on Hesperus II.

Morgan Kell found Garlett at The Powder Keg, a tavern well-known as a place where mercenaries came to be seen. Only 24 years old and with none of the scars of a veteran MechWarrior, Morgan looked like a puppy in the midst of a wolf pack. He wore a black jumpsuit with red sleeves and had his name embroidered in red over his heart. The inverted black triangles marking his rank as Colonel were plainly visible against the sleeves' scarlet. Some patrons chuckled to see what rank this whelp had awarded himself even before he had a unit to command.

Morgan smiled easily. "Mr. Garlett?"

Addison leaned back in his chair, raising his legs until his boots rested on the table top. "Yeah, kid?" he answered.

Morgan pulled a sheet of paper from his hip pocket. "It says here that you served with the Fifteenth Lyran Guards on Hesperus II. It says you served with Katrina Steiner."

Garlett, whose clothes were patched together from uniforms of half a dozen mercenary units, stuck out his jaw. Hooking his thumbs beneath the lapel of his Hsien Hotheads jacket, he smiled crookedly. "That's right, boy."

Morgan shrugged sheepishly. "She says you're a liar."

Garlett swung to his feet and cocked his fists, but never got a chance to throw a punch. Morgan's roundhouse right flew faster than anyone in the room could follow, smacking Garlett on the chin. The mercenary's jaw broke with a sharp crack, echoed a second later by the collapse of the table where he landed.

HEIMDALL

Morgan and Patrick Kell are members of Heimdall, a secret organization that started as a fraternity and grew into a political movement in the Lyran Commonwealth. Named for the Norse god who opposed Loki, it was created as an alliance of powerful people in the Lyran Commonwealth to exert pressure on the Archon to curb abuses by Loki, a secret branch of the Lyran Intelligence Corps. The members of Heimdall have always considered themselves "loyal opposition," though some have taken refuge in the Free Worlds League, the Federated Suns, or certain *Yakuza* havens in the Draconis Combine.

The Duke of Donegal has always been a member. Though the date of Heimdall's birth cannot be pinpointed, it is assumed that the Duke was a charter member. When Archon Alessandro Steiner became oppressive, Heimdall activated cells all over the Commonwealth to help refugees escape the Archon's wrath. Arthur Luvon, Katrina Steiner's future husband, was a member of Heimdall. When Archon Alessandro Steiner learned of the connection, he sent out assassins after Arthur in 3005. A Heimdall cell helped both Arthur and Katrina escape Poulso and Alessandro's assassins. Morgan Kell went with them, and the three remained in hiding for a year.

Morgan crumpled the paper and tossed it onto Garlett's unconscious form. "Listen up, you 'Mech lice. My brother and I are hiring warriors, not chiseling vagrants who figure the Kell Hounds to be a paid vacation and a pit stop. You can join up and be part of something great, or you can sit here and tell others you could have been a Kell Hound." Morgan glanced down at Garlett. "I'm sure he'd enjoy the company."

Recruiting for the Kell Hounds went much more smoothly for the brothers after that, but the Kells continued to reject many candidates not up to their standards. They wanted experience and stability, but not so many years with one unit that a warrior was locked into one mode of thinking. Most of the mercenaries they hired were natives to the District of Donegal, but some came from as far away as the Capellan March of the Federated Suns. "They want talent, balls, and the brains to know when to use which" was the way one MechWarrior summed up what the brothers seemed to be looking for.

In November 3010, the Kell Hounds informed the various government representatives on Galatea that their regiment was ready for employ. Though they had no combat experience as a unit, the Kell Hounds did have a full contingent of 18 AeroSpace Fighters and a complete regimental complement of 72 'Mechs and MechWarriors for both 'Mech battalions. (Jump Infantry made up the Third Battalion.) They had their own transport, an old *Overlord* Class DropShip that they named the *Lugh*. They had contracts with other DropShip owners to move anything the *Lugh* could not handle, which meant separate ships would be needed for the Second 'Mech Battalion and the infantry.

The retainer they sought was high, but everyone assumed a prospective employer would bargain this fledgling regiment down. It came as a shock when the Lyran Commonwealth hired the Kell Hounds without questioning their price. Political enemies assumed Katrina Steiner hired the unit out of sentiment for her late husband. Other observers noted that the Kell Hounds had bargained with all five realms and might not be reliable for the Lyran Commonwealth, despite the Kells' ties to the Steiners.

RAID ON CASTOR

In 3011, the Kell Hounds arrived on Tharkad, the capital of the Lyran Commonwealth, where they became part of the planetary garrison. The duty could not have been easier, but as the year wore on, the troops complained of the boredom, the lack of action, and the coldness of Tharkad City. Wanting to test their unit's skills, Morgan and Patrick decided to ask the Archon for another assignment.

It was at this time that they became acquainted with Cranston Snord and his Irregulars, another mercenary unit employed by House Steiner. Snord's Irregulars had earned Katrina Steiner's gratitude and admiration in the Battle of Wing in 3005, when they handed the Thirtieth Marik Militia a humiliating defeat. Since then, the Marik unit had tried to cover their shame with the boast that the Irregulars had been lucky to escape with their lives. The Irregulars were also known for their commander's never-ending quest for lost treasures and artifacts from mankind's past glory days.

When Snord learned of recent Lyran Intelligence reports that the Thirtieth Marik Militia was scheduled for maneuvers on Castor, it seemed like a lucky coincidence. His own intelligence had turned up rumors that a priceless collection of Fabergé Eggs was also somewhere on that world.

Snord had come to Tharkad to request permission to raid Castor, but he struck up a friendship with the Kells before he could get an audience with the Archon. The three MechWarriors put their heads together and soon came up with a plan for a campaign that would give the Irregulars a chance to silence the Thirtieth, give Snord a shot at the Fabergé Eggs, and give the Kell Hounds the combat experience they craved. When they presented the plan to the Archon, she agreed, adding a fourth objective of her own: the mercenaries must find and destroy a rumored stockpile of illegal atomic weapons on Castor.

On June 7, Snord's JumpShip appeared at Castor's nadir jump point and headed for the planet at 1G. The ship had been in transit for seven days of an eight-day journey, boldly broadcasting its identity. The Kell Hounds' hired JumpShip had meanwhile arrived at a pirate point just beyond Castor's VI's most distant moon.

The Thirtieth Marik Militia had not bothered to alert the Marik High Command to the invasion, expecting to surprise only a measly company. When the Kell Hounds also showed up, the Militia's commander, Colonel Ruger Nage, almost sent out an alarm. When he learned that the ships belonged to "Katrina Steiner's lap dogs," he decided not to bother summoning reinforcements. First, he intended to destroy the Kell Hounds, then he would punish the Irregulars.

The Kell Hounds had not really been idle during their year and a half of easy duty. Rather, they had trained and drilled intensively to weld the regiment into fighting form. Clearing the DropShips quickly, the Kell Hound fighters picked off a Marik recon lance searching for the regiment's main body, then the AeroWing gave the regiment its own scouting report. In the words of Major Seamus Fitzpatrick, "They're coming in like a drunken sailor headed for a brothel—ready and willing, but hardly able and not walking straight."

Nage arranged his battalions so that the First and Second were driving forward like the prongs of a fork, while the Third Battalion brought up the rear in case Snord's Irregulars tried a strike from behind, as on Wing. The thrust was aimed two kilometers east of the Kell Hound position, where the Marik scout lance had last reported them. Sliding along the Militia's western flank, the Kell Hounds withdrew toward the north and west. Then, when the Third Battalion came into sight, Morgan Kell led his warriors into action.

At the head of the Second 'Mech Battalion, Morgan crashed his troops into half of the spearhead. When the Militia's First 'Mech Battalion reported that it had engaged the enemy, Nage held his Second 'Mech Battalion in place, expecting to be attacked in moments. His hesitation, though it did not appear crucial at that point, lost him the battle.

Lieutenant-Colonel Patrick Kell drove his First 'Mech Battalion into the Militia's Third Battalion. Because the Third Battalion had been told to expect an attack from the Irregulars, the unit first reported that Snord had struck them from behind. Confident that the Third could handle Snord's company, Nage ordered the battalion's Second Company to encircle the Irregulars while the other two companies engaged them head-on. That move allowed the Kell Hounds to split the Third Battalion and virtually destroy the Second Company.

When Nage realized he had been tricked and that only one of the two Kell Hound battalions had engaged his First Battalion, he ordered his Second Battalion on a flanking maneuver designed to sandwich the Kell Hounds. Knowing that the company on the inside of the wheeling move would reach its destination quicker than the company on the outside of the formation, he held up the rest of the battalion until the outer company reported it was in place to strike.

The outer company never made it. Cranston Snord's Irregulars ambushed it as it swept around through some woods. The Irregulars ate through that company like gluttons at a bake sale, then started nibbling on Nage's own Command Company. In the meantime, the Kell Hounds' First 'Mech Battalion had pushed the Militia's Third Battalion so far that the Third found itself back to back with the First Militia Battalion.

Faced with a major defeat, Nage split his own company loose from the battle, and made a drive for the hidden atomic weapons depot. He planned to use the illegal weapons to destroy the two merce-

nary units and blame the detonation on the carelessness of one of Snord's scavengers.

Seeing Nage's Company breaking off, Snord reported to Morgan Kell that he had routed the Thirtieth Marik Militia and that his men were going off to search for the Fabergé Eggs. Morgan Kell knew about the Irregulars' eccentricities, but none of his briefings suggested that Colonel Nage would turn tail and run. Kell guessed that Nage was headed for the atomic weapons.

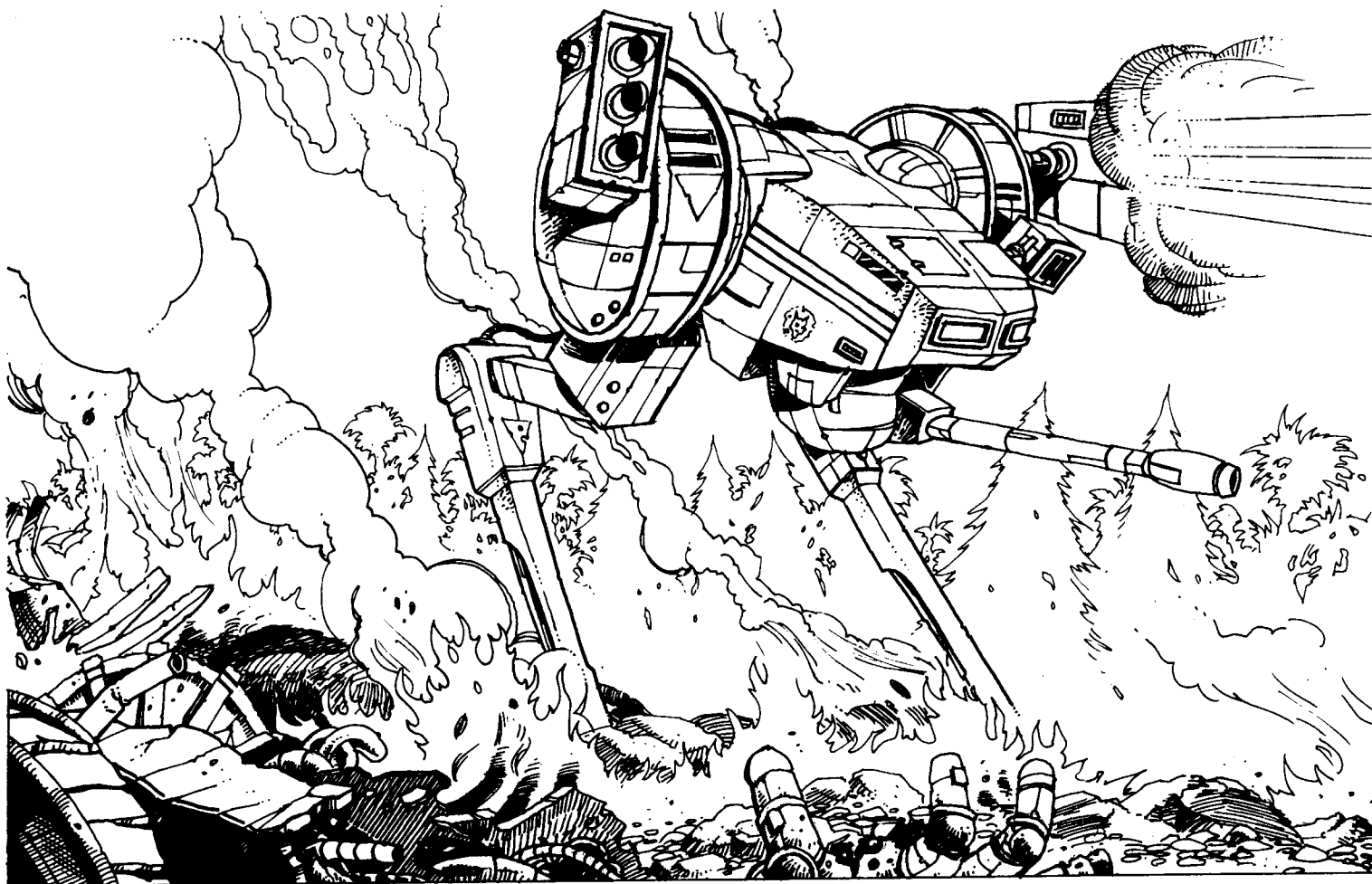
Nage raced to the northwest, past where the Kell Hounds' First 'Mech Battalion was pounding the Militia's Third Battalion. Morgan Kell radioed his concerns to his brother, Patrick, who sent Major Salome Ward and her company, the Relentless Wolves, after Nage.

The Relentless Wolves brushed aside all opposition as they pursued Nage. Aided by the Second Battalion's Long Range Recon Patrol Lance, the Wolves kept track of Nage's every move. The LAMs of Captain Jeremiah Youngblood, commander of the LRRP Lance, scouted ahead of Nage's line of

travel and spotted what they presumed to be the atomic storehouse. The LAMs attacked the depot, setting it afire. Seeing smoke rising from the site and knowing he could never find and assemble the weapons before the Relentless Wolves caught up, Nage turned toward the nearest city.

Nage abandoned his 'Mech at the edge of Alfagemini City and eluded the Wolves by disguising himself as a priest. In an incredible stroke of bad luck, however, Nage was discovered and captured in the city's huge open market by Cranston Snord, who had been searching for the Fabergé Eggs. Nage killed himself when the mercenaries left him behind to answer to his superiors for the destruction of his command.

The Thirtieth Marik Militia, which had been created in 2980, remained only a paper unit from the defeat at Castor until after the civil war. It was later restructured into a light 'Mech unit full of new recruits. Because the Militia was still a relatively new unit at the time of the Battle for Castor, the mercenaries eagerly salvaged its equipment, and the Irregulars added nine Fabergé Eggs to their museum at Clinton.



GO TO HELL, HEROES

The Kell Hounds returned to Tharkad in the fall of 3012 as heroes, but their luster quickly faded as the Estates General discussed renewal of their contract, which was to expire in December. Frederick and Alessandro Steiner used their mouthpieces in the Estates General to accuse Katrina Steiner of nepotism and extravagant expenditure for mercenaries.

The Archon's supporters pointed to the Castor raid as a huge success, but other representatives minimized its significance. As one said, "Hey, even a blind seliogramth finds a lychee nut from time to time. The Kell Hounds haven't really proven themselves. They're just lucky." Debate grew hot and heavy. When the media showed the brothers Kell as guests at an elegant social event, the public began to wonder whether the mercenaries were, in fact, overpaid. What the critics did not mention was that the party was the centennial birthday celebration for their and Arthur Luvon's grandmother.

Katrina Steiner was determined to stand behind the Hounds when Morgan

Kell surprised her with the news that the regiment had accepted a job in the Federated Suns. The contract would run until December 3016 and included a 15 percent pay increase. Prince Ian Davion's willingness to pay top dollar quieted most of the Kell Hounds' remaining detractors.

RENDEZVOUS WITH DEFEAT

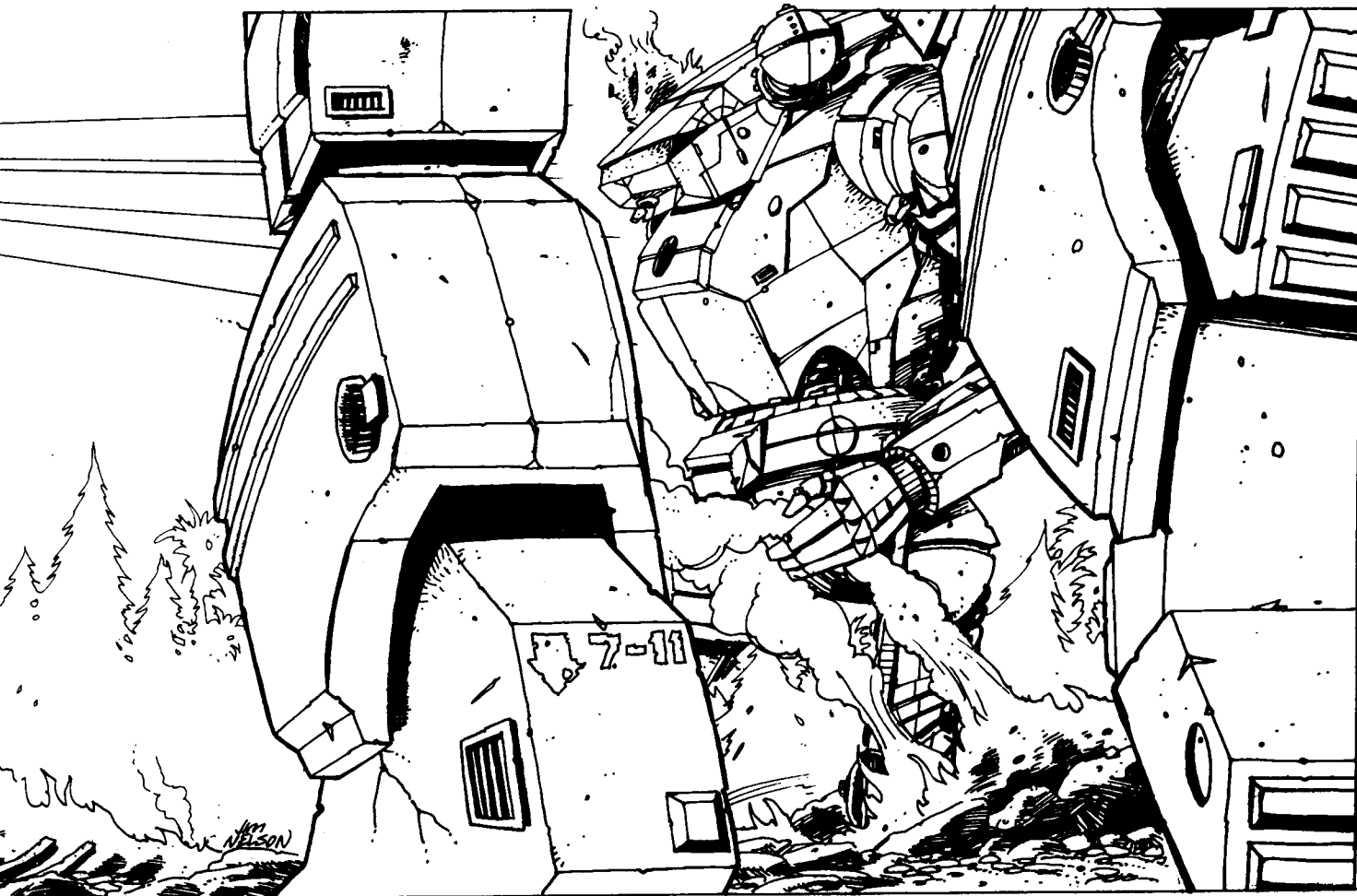
Assigned to garrison the agricultural planet Mara against occasional raids by the Draconis Combine, the Kell Hounds arrived there in February 3013. Things had been quiet for some time, but troop buildups in the Dieron Military District had Prince Ian Davion concerned. His fears were realized in May when the Combine dropped the Ninth Sun Zhang Academy Cadre onto Mara in what appeared to be a full invasion.

The attack was really a probe to prepare for a later invasion and a training exercise for the Sun Zhang MechWarriors. The Kurita Internal Security Force also wanted to gather data on this new mercenary unit, whom they assumed the Cadre would destroy without difficulty.

When the Cadre landed, they met no resistance. The attack went like clockwork, with the instructors holding the Cadre together as they traveled from agrocenter to agrocenter for a week, accepting surrenders as they went. Though they heard just enough about the Kell Hounds to be wary, the Cadre felt contempt for mercenaries.

Six days into the invasion, the DropShip *Lugh* blasted off the planet and sped for the zenith jump point and the waiting Kurita JumpShip *Tsume*. Broadcasting a message that they had mutinied, the *Lugh's* crew told the *Tsume* that they expected the Kell Hounds to be destroyed. In return for a safe passage to Galatea, they offered their DropShips to the Kuritans.

The JumpShip crew saw this as a golden opportunity. Students at Sun Zhang were bound to service in one of the Cadres until they earned their way out by an act of skill or bravery. JumpShip crews, however, seldom had that chance and often only matriculated after five or ten years of service aboard a "student" craft. They welcomed the *Lugh's* surrender.



On Mara, the Cadre took heart from the JumpShip's message about the impending surrender, but it also increased their irritation with the Kell Hounds. With the enemy avoiding them, their chances for glory were nil. The Cadre therefore split into three battalions and went hunting.

The Cadre's First Battalion met a Kell Hound company in the rolling hills about 25 kilometers south of Wheaton, but the Kell unit melted away when pressed. Hungry for victory, the Cadre commander split his unit and ordered half of it to swing wide to trap the enemy company. It was a tactical stroke that would have made George Armstrong Custer proud.

The Kell Hounds' two 'Mech Battalions waited for the Cadre to trail Ward's Relentless Wolves into a broad valley. The arrival of only half a battalion caused some initial dismay, but the battle plan did not change. The Kell Hounds let the Cadre string itself out along the valley as the swifter 'Mechs raced after the Wolves, then they fell on the Kuritans like a hawk swooping on a field mouse.

The battle revealed a great deal about the Kell commanders' tactics and approach to war. The 'Mechs equipped for long-range combat, such as Morgan Kell's *Archer*, hammered the Kurita 'Mechs designed for close combat. The Kell Hound 'Mechs better suited to infighting, like Ward's *Wolverine* or Patrick Kell's *Thunderbolt*, waded into the Cadre.

The Cadets, inexperienced and still blinded by dreams of personal glory, reacted poorly to this calculated assault. A taunt by a Kell Hound drew a single warrior away from his supporting fire even though this exposed the Cadre to two or three Kell Hounds. The Cadre commander tried to withdraw his troops, but their line of retreat forced them through curtain after curtain of LRM fire. The Kell Hounds destroyed his command.

That night, as the Cadre worked itself into a frenzy over the losses, the Cadets received word that the *Lugh* was docking with the *Tsume*. Pleased that their unit would regain some respect, the Cadre took pride in the DropShip's capture. The soldiers applauded their crewmates and promised to fill the *Lugh's* belly with salvaged 'Mechs from the Kell Hounds.

The *Tsume's* crew worked feverishly to open the docking bay into the *Lugh*. The *Lugh's* crew had overridden the pressurization-equalization circuit and had filled the *Lugh's* airlock with an anesthetic gas to a pressure of 10 atmospheres. When the cadets opened the passage to the *Lugh*, the anesthetic flooded the JumpShip. All but two of the 22 crewmembers present for the surrender were incapacitated by the anesthetic. The other two crewmembers secured the Bridge against the invaders, but enough gas seeped in to knock them out before they could destroy anything.

Captain Janos VanderMeer (affectionately known as "that old pirate") took command of the *Tsume*. He ordered the solar collector furled, and appeared to be readying the *Tsume* to leave Mara space. In a wide-beam broadcast, he announced that the *Tsume* was now renamed the *Cucamulus* (hound of the Irish war god) and that it would be leaving soon.

The Cadre troops tried to retreat to their DropShip landing points but found the Kell Hounds had anticipated the move and had cut them off. The DropShips diverted to the secondary rendezvous points and linked up with their troops, frustrating the Kell Hounds' attempts at capturing some DropShips.

Trying to recapture the *Tsume*, the Kurita DropShips burned out of the Mara system at 2.5 Gs. When they arrived at the zenith jump point, however, VanderMeer had already jumped the *Tsume* to another point in the Mara system. The Cadre's leaders suddenly realized what sort of trap they had fallen for. If they went after the JumpShip again, it would jump beyond their reach once more.

The Kell Hounds paid for a ComStar message to Luthien asking for a JumpShip to pick up the Cadre survivors. The Kell Hounds bragged that they could easily escape any Combine invasion. Such insolence would normally have brought on a Kurita strike, but Coordinator Takashi Kurita was preoccupied with plans for his invasion of Mallory's World.

The Cadre troops were recovered without further incident.

DEATH OF A PRINCE

A mostly desolate place ravaged by war, Mallory's World is infamous for the battles fought there. The long list of the men and machines that never returned from Mallory's World reinforces the vision of a graveyard world where the skeletons of dead 'Mechs and their pilots litter the landscape. The hand of death lies heavy on this place.

—From *Hell's Anvil: Mallory's World* 3013–16 by Jay Mitchell, New Avalon Military Institute Press, 3018

Frequent raids had given the Draconis Combine a good picture of the defenses of Mallory's World, both in numbers of troops and in reaction patterns. The ISF became uneasy, however, when it suddenly lost track of a number of Federated Suns military units. Though the ISF did not know it, Prince Ian Davion was readying his troops for an invasion of Halstead Station, where he hoped to capture the huge new Kurita warehouses. With the intention of learning where the missing Davion units were, the ISF persuaded the Coordinator to invade Mallory's World.

Prince Ian interrupted his planning to respond to the invasion, descending on the Combine's troops on October 3, 3013, barely two weeks after the Kurita strike. His Fourth Davion Guards faced stiff competition from the Second Sword of Light, but broke the Kurita siege of Colterville by mid-month. The Prince then moved the Fourth Guards into the planet's desert region to track down the Second Sword, relying on the Seventeenth Avalon Hussars to keep House Kurita's Twenty-fourth Dieron Regulars off their back. Attempting one of their famous close assaults, the Seventeenth Avalon Hussars ended up being mauled by the Twenty-fourth Dieron Regulars. They fell back, leaving Prince Ian's flank open.

Ian Davion, who had left three regiments in the hands of his brother Hanse, refused to call up his own reserves. He wanted to leave them committed to a strike at Halstead Station, and made this point very clear in a series of heated exchanges with his brother. When the Prince pointed out that the Halstead strike would relieve the pressure on Mallory's World, Hanse reluctantly agreed. In a return concession, Prince Ian said he would ask for the nearest mercenary unit, which happened to be the Kell Hounds, to back up his troops.

It took the Kell Hounds ten days to arrive, in which time things had gone from bad to worse. The Twenty-fourth Dieron Regulars had slipped to the north and cut the Fourth Davion Guards off from Mallory's temperate zones. Air drops kept the Fourth Davion Guards supplied until a raid by the Twenty-fourth heavily damaged the Guards' air support. As a result, the Fourth Guards moved into the desert and began a desperate game of hide-and-seek with the Second Sword of Light.

Ian Davion, after days of a running battle in a labyrinth of desert plateaus and wadis, was trapped in a deep canyon that narrowed to a point where only one 'Mech could pass at a time. Knowing that the Kell Hounds were on the way, Prince Ian used his *Atlas* to hold off the Second Sword of Light. After defeating a series of four 'Mechs, Prince Ian's *Atlas* faced the *Warhammer* of Yorinaga Kurita. It was in this desolate place that Ian Davion fought his last battle.

Before the Kuritans could capture the Prince's body, however, the Kell Hounds arrived after two days of near-constant marching. They attacked the Second Sword of Light while elements of the Fourth Davion Guards recovered Davion's body. The Kell Hound AeroWing drove the Kurita fighters from the sky but allowed the Second Sword to retreat. The Kell Hounds withdrew to Colterville along with the remnants of the Fourth Davion Guards, and October closed with a stalemate on Mallory's World.

For killing Prince Ian Davion, Yorinaga Kurita was elevated to the rank of *Tai-sa* and given command of the Second Sword of Light, the Coordinator's own regiment. It was for that reason that Yorinaga, like all his predecessors, did not receive the rank of *Tai-sho*, or general. (After 3016 and the disgrace of the unit, the new Second Sword of Light commander did receive the rank of *Tai-sho* in an effort to distance the Coordinator from the scandal.) The Second Sword of Light was withdrawn from Mallory's World during this change of command. As a gesture of contempt for the Kell Hounds, the Kurita High Command sent in the Second Legion of Vega to help the Twenty-fourth Dieron Regulars keep their foothold on the world.

BATTLE OF HALSTEAD STATION

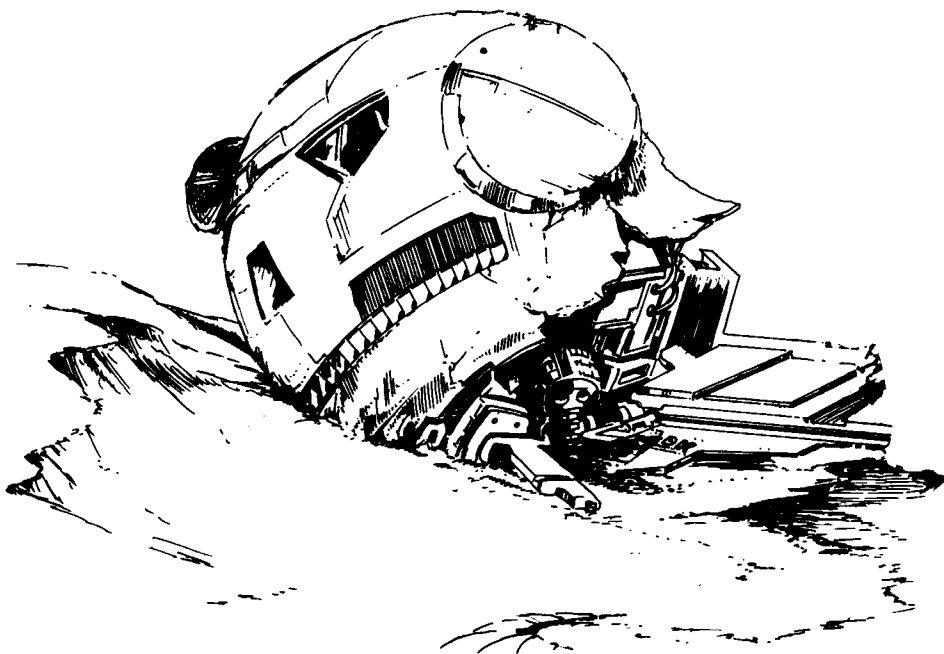
Hanse Davion, meanwhile, had learned from MIO agents that Kurita construction crews on Halstead Station had located the remains of a Star League university, with a huge library vault among the ruins. Though the Combine reinforced the world after the discovery, Prince Hanse pushed ahead with his invasion rather than securing Mallory's World. In a series of tactically unorthodox and brilliant moves, Davion and his men reached the depot. The Davion 'Mechs scooped up huge sacks full of Star League-era books from the vault, burned what they could not carry, and tried to rendezvous with their DropShips. While Kurita fighters prevented a pickup, Coordinator Takashi Kurita led the Second Sword of Light on a hunting mission for Hanse Davion.

Though greatly outnumbered, the First Davion Guards, led by Prince Hanse, made a daring escape from Halstead Station when AeroSpace Fighters arrived from the Federated Suns to provide a break for the DropShips. While Halstead Station preoccupied the Combine's leader, Morgan and Patrick Kell persuaded General Eugene Drivers, the Davion commander on Mallory's World, to strike while the Kuritans' attention was elsewhere. They let word slip that the regrouped Seventeenth Avalon Hussars were planning revenge on the Twenty-

fourth Dieron Regulars. The Regulars, who had not been reinforced or resupplied because of the action on Halstead Station, searched the planet for supplies, including commandeering the meager allotment meant for the Second Legion of Vega.

As the Twenty-fourth Dieron Regulars waited for the assault, the Kell Hounds, the Fourth Davion Guards, and the Seventeenth Avalon Hussars hammered the Second Legion of Vega. The Legion did not have a chance, even if it had been a seasoned fighting unit instead of a collection of misfits and rejects. In close-assault formation, the Hussars dropped in. As the Legion retreated in good order from that strike, the Kell Hounds and Fourth Davion Guards hit from both flanks to shatter them.

Realizing he had been made a fool, the Commander of the Twenty-fourth Dieron Regulars tried to redeem himself by leaving his defensive positions to attack Colterville. His troops dropped into the same position the Second Sword of Light had used when it besieged the city. When the Twenty-fourth discovered that the fortifications had been filled with booby traps, the unit began to withdraw toward its old defensive positions as the Kell Hounds and the Fourth Davion Guards pressed in. The Seventeenth Hussars, however, got to the Twenty-fourth's emplacements in a quick and precise drop.



MALLORY'S WORLD CAMPAIGN

The Twenty-fourth, caught between a rock and a hard place, retreated off the planet. Takashi Kurita, angered by Hanse Davion's escape from Halstead Station and the defeat on Mallory's World, gathered his forces for a counterattack. Soon the Twenty-fourth Dieron Regulars, the Ninth Benjamin Regulars, and the Second Sword of Light returned to the fray. Hanse Davion reinforced the world with the First Robinson Rangers as a direct slap at the Combine. By doing so, he put the Coordinator in a position where he could only lose face if he withdrew from the fight. The Rangers, heir to the name of another unit that had been hunted down and destroyed by the Combine, itched to engage Kurita troops.

Hanse Davion realized the Combine could bring more pressure to bear on Mallory's World, and so he launched a number of smaller attacks on weak worlds in nearby parts of the Combine. The Kell Hounds' First 'Mech Battalion, under Patrick Kell, went to Murchison on one of these attacks, but it also had a secret mission.

Unknown to Hanse Davion or Takashi Kurita until later, not all of the Star League books on Halstead Station had burned. An MIO agent learned of their existence after a sharp-eyed ISF Colonel gathered up the singed books from the center of the pile and sent them toward Murchison. The Colonel's plans were unknown, but the Kell Hounds never gave him a chance to carry them out. Patrick Kell set up an elaborate ruse that captured the Colonel's *Union* Class DropShip with the books on board.

The war on Mallory's World remained a stalemate for the next year as both sides built up supplies for a long campaign. In command of all Combine forces on Mallory's World was Yorinaga Kurita. Through carefully planned raids and feints, he learned much about his enemy and its positions. Because the enthusiasm of the young mercenary leaders had infected the other defenders on the world, *Tai-sa* Kurita decided in early 3016 to destroy the Kell Hounds and thereby take the heart out of the Davion forces.

Tai-sa Kurita used the Ninth Benjamin Regulars to pin the First Robinson Rangers at their base, Harrison's Ferry. The Twenty-fourth Dieron Regulars engaged their old foes, the Seventeenth Avalon Hussars, while the reformed Second Legion of Vega tangled with the

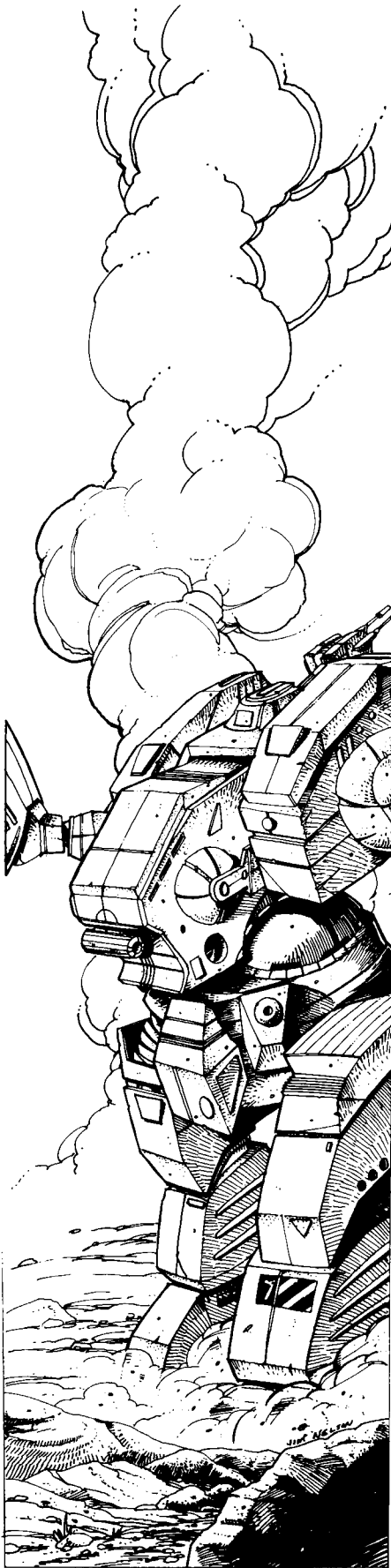
Fourth Davion Guards. The newly arrived Thirty-sixth Dieron Regulars attacked the Kell Hounds' Second 'Mech Battalion, garrisoning a town called Cactus Flats. The Thirty-sixth had lost a company to the Kell Hounds on Murchison in 3014 and wanted revenge. This left the First 'Mech Battalion, occupying the former stronghold of the Twenty-fourth Dieron Regulars, alone against the entire Second Sword of Light Regiment.

Morgan Kell, who normally commanded the Second 'Mech Battalion, happened to be visiting with his brother when the Second Sword descended on them. With the Second Battalion cornered and the Second Sword of Light preparing for its final assault, newly recruited mercenary Lieutenant Daniel Allard communicated through ComStar what he thought was his last message to his father. "3016 looks like a bad year for the Kell Hounds," it read. "If you have stock, sell..."

DISGRACE

As the Second Sword of Light moved to obliterate the mercenaries, Morgan Kell marched his *Archer* out from behind the fortifications. With weapons pods closed, he advanced away from his own lines and then stopped. On a wide-beam broadcast, speaking slowly in Japanese, he carefully recounted his lineage and their brave deeds. In the fashion of a *samurai*, he offered a challenge of single combat with anyone in the Second Sword. Everyone knew only one MechWarrior would accept the challenge. Yorinaga Kurita stepped his *Warhammer* from the Combine lines. In precise English, he recounted the honors of his own ancestors.

There was no doubt in the minds of all who watched that Morgan Kell, whose 'Mech was poorly suited to single combat, was offering his life as a sacrifice for the lives of his people. His only chance to survive would be to keep his *Archer* back



and pick the *Warhammer* apart with LRM barrages, but Kell ignored that strategy. Using only his 'Mech's medium lasers, he fought to get inside the *Warhammer's* range and engage it physically.

The battle, which has been described in many different ways, showed off the skills of both men. Kell, piloting the ungainly *Archer*, danced his 'Mech out of harm's way while stinging Kurita time and again with bursts from his medium lasers. Kurita's assaults devastated the *Archer's* armor but failed to disable it. Whichever man made the first mistake would also make the last in this battle.

After two of Kell's shots hit the *Warhammer's* right PPC, Kurita did not use it in the next two exchanges. Sensing the weakness, Kell circled to the left and charged. Kurita, having lured Kell in by feigning damage, brought the PPC up and triggered a blast that ripped off the *Archer's* right arm. Staggered by the assault, the *Archer* crashed to its knees and hunched forward.

The *Warhammer*, towering over the kneeling *Archer*, fired every weapon on board to give his foe a warrior's death. Inexplicably, the PPC blasts flew wide of their target. The SRM flight also scattered without hitting Kell, just as the *Warhammer's* lasers and machine guns missed their target. It seemed as though Kurita had used up all his skill and could now do nothing.

Before he could launch another attack, the *Archer's* LRM pods snapped open and fired twin flights across the short distance separating the combatants. The warheads had no time to arm themselves, but the missiles' impact battered the *Warhammer*, crushing armor and twisting limbs. The *Warhammer* whirled about, but Kurita kept his 'Mech upright.

Kell's *Archer* climbed to its feet just as Kurita regained control of his *Warhammer* and loosed another barrage at the mercenary. Again the *Warhammer's* assault missed its target, but Morgan Kell did not return fire. Instead, he closed the *Archer's* missile pods, then forced his one-armed war machine into its best attempt at a bow to his foe.

That simple gesture did more damage than another missile barrage could have. With it, Kell acknowledged Kurita as his superior in skill but also declared that Kurita would never best him. To a warrior in service to House Kurita, it might as well have been a mortal blow. Any action against Morgan Kell after that would have dishonored Yorinaga Kurita and the Draconis Combine.

In defeat, *Tai-sa* Kurita ordered his troops to withdraw. When one *Chu-i* protested, Kurita destroyed his *Panther* with a withering assault. As his warriors withdrew, Kurita cracked open the canopy on his *Warhammer* and reportedly threw out the *katana* and *wakizashi* the Coordinator had given him. Takashi Kurita later stripped *Tai-sa* Kurita of his command and exiled him to a Zen monastery on Echo V.

DIVIDED, THEY FELL

There was a time, from 3016 to 3027, during which no Kell Hound, past or present, would speak of the unit's collapse. Ex-Kell Hounds brushed off inquiries with the brusque mannerisms of a politician not wanting to be reminded of campaign promises. New members of the Kell Hounds knew nothing of the breakup, which had reduced the regiment to a weak battalion. Older Kell Hounds, the ones left behind when the unit atrophied, never spoke about details, but they had an expression for that time. No matter how cordial my relations with an individual, the words always came out with disgust on the mercenary's face and venom in his voice. The Defection, they called it, as if that explained everything.

—From *Mercenaries: The New Breed*, by Jay Mitchell, New Avalon Military Institute Press, 3028

The disgrace of Yorinaga Kurita, instead of raising the Kell Hounds to new heights, began their slide to their lowest point. No one had been able to break the Kell Hounds by attacking them, but Morgan Kell's assault on his unit from the inside ripped it to shreds. In the six weeks after his battle with Yorinaga Kurita, Morgan Kell dismissed more than two-thirds of the Kell Hounds. In a month and a half, he stripped the regiment down to a 'Mech company, a Jump-Infantry company, and an Aerospace Fighter company.

When these many well-trained mercenaries arrived on Galatea to look for work, it created a sharp depression in Warriors' wages. These former Kell Hounds did not form their own unit, and only rarely did two Kell Hounds even sign up with the same unit.

Morgan Kell's bizarre behavior did not stop with the destruction of the Kell Hounds Regiment. Without speaking with his brother, his lover (Major Salome Ward), or the remaining Kell Hounds, Morgan abandoned his broken regiment and exiled himself to a religious community on Zaniah. It was reported that he traveled to Tharkad first for a talk with Katrina Steiner. Though no official records of such a meeting exist, Morgan Kell did arrive on Zaniah in a Lyran military transport. He then entered St. Marinus House, a monastery known for accepting ex-MechWarriors.

Morgan Kell's abrupt departure nearly destroyed the battalion he left behind. Patrick Kell, believing his brother did not trust him with the command of a regiment, sank into a depression, as did the heartbroken Salome Ward. A command paralysis set in and would have destroyed the Kell Hound Battalion except for the actions of three officers. Majors Richard O'Cieran and Seamus Fitzpatrick held the unit together, and newly promoted Captain Daniel Allard used his contacts with the Davion court to get an early release from their contract.

Morgan Kell's escape from certain death at the hands of Yorinaga Kurita had given him a premonition of death, the uneasy certainty that he was fated to meet Kurita again. He knew he could not tell his brother or Ward, for they would take out after Yorinaga Kurita themselves and probably die in the attempt to kill him. Morgan's defection was motivated by the desire to keep his brother and lover out of trouble and the rest of his warriors alive in case he should return to his unit.

BY THEIR BOOTSTRAPS

XXII. The aforementioned nation-state hereby acknowledges the ranks of any officer in the Kell Hound Battalion and promises to accord that officer the full measure of respect due a person of that rank. Failure of subordinate officers in service to the nation-state to follow orders is to be considered insubordination and to be dealt with in a proper military manner. If such an officer faces a summary court-martial and execution for treason at the hands of the Kell Hounds, this action is to be considered right and proper.

The nation-state also acknowledges Colonel Morgan Finn Kell as the Kell Hounds' leader. If Colonel Kell dissolves the contract with the nation-state even without stated reasons, it shall be considered dissolved. All disputes concerning compensation shall be arbitrated by ComStar.

—Clause Twenty-Two in all Kell Hound Battalion Contracts

O'Cieran, Fitzpatrick, and Allard quickly negotiated a three-year contract with the Free Worlds League to hunt down Periphery pirates. When presented with the contract, Patrick Kell, who still considered his brother the Kell Hounds commander, insisted on the inclusion of Clause XXII and a caveat that they could not be ordered to strike at Lyran targets. House Marik, still recovering from the Civil War, agreed to these outrageous demands.

The Kell Hound Battalion arrived at the Tematagi system just as a pirate band was closing on the third planet for a water raid in early 3017. The planet's distress calls struck a chord in Patrick Kell and snapped him out of his depression. In a speech piped through the battalion's two DropShips, he told his men, "We're not a regiment anymore, and we never will be again. That means nothing, because what we are going to be is the best damned battalion in the Successor States. Starting now."

The first engagement, known as the Battle of Blood Creek, proved to everyone, except perhaps Patrick Kell, that the Kell Hounds' tactical and combat skills had not departed with Morgan Kell. Patrick Kell deployed his 'Mechs on one side of the creek, cutting across the pirates' line of march. As the pirates moved into battle formation, the Kell Hounds' two DropShips landed behind them. The pirates could not retreat into the DropShips' fire arcs, and the Kell Hounds could leave only after driving through the pirates.

In the brief battle, the Kell Hounds destroyed more pirates than had all the Free Worlds League's previous efforts. Patrick Kell allowed some lighter enemy 'Mechs to escape the planet, a pattern he repeated several times in the next six months. As these survivors joined up with other pirate bands, they spread dozens of stories about the Kell Hounds' skill and ferocity. Halfway through their contract, the Kell Hounds became roundly feared.

PHANTOM 'MECH SKILL

Morgan and Patrick Kell and Yorinaga Kurita possess a special combination of genetics, training, and philosophy that gives them an ability known as Phantom 'Mech Skill. Though little understood, this ability has allowed all three men to somehow block reception of their 'Mechs by the targeting computers or sensors of both foe and friend alike.

In all three cases, the computer image simply disappeared after the warrior perceived himself as virtually dead in combat. Morgan Kell knew he was sacrificing himself to save his men on Mallory's World, and the same was true of Patrick Kell on Styx. This perception of non-existence somehow blocked sensor reception and made their 'Mechs effectively invisible to the weapons of other 'Mechs.

Yorinaga Kurita told the Coordinator what he saw on Mallory's World and asked permission to commit *seppuku*, but his request was denied. Yorinaga spent the next eleven years in exile in a Zen monastery, where he went over and over the last fight. During this period of intense introspection, he discovered the nihilistic sense of self that created

the Phantom 'Mech phenomenon and realized what it would allow him to do on a battlefield. When given the opportunity, he emerged from exile to become an invincible warrior.

Morgan Kell's time in the monastery on Zaniah also gave him the chance to sort out what had happened to him on Mallory's World. Whereas Yorinaga Kurita embraced this ability openly, Morgan shied from it. When he first returned to active duty, Morgan Kell hoped he could block the Phantom 'Mech ability, but he had no control over it. He used his heightened abilities to destroy enemy 'Mechs but not their pilots.

For targeting purposes in a game, a pilot with Phantom 'Mech ability should be treated as though he were at double range and had moved ten or more hexes. These modifiers do not affect his ability to hit targets. The pilot also gets a +2 To-Hit Bonus. This bonus can be used in targeting or as a modifier on the Hit Location Table, but only to modify results so that the fire hits an arm or leg instead of the head or torso.

The Phantom 'Mech ability should be difficult to obtain. First, determine genetic predisposition. Total your character's starting attributes and divide by 5, round-

ing down. For example, the total of a Warrior's BODY, DEX, LRN, and CHA score is 24. Divide by 5 to get 4.8, then round down to 4. Roll that number of dice. If the result is greater than the total of the Warrior's initial attributes, he has the genetic predisposition for this ability. The roll is made only once, at the time the character is created.

Next, the player must determine if the power kicks in. Phantom 'Mech skill will activate only if a character is holding off an overwhelming force to save his compatriots. First, add up the following:

Points of damage or HTK taken divided by 10

'Mech Piloting Skill

Leadership Skill

CHA
LRN

A roll of 2D6

If the total is more than 38, the power kicks in. If this attempt fails, the power will never work for this character. If the character does get the ability, the psychological effects will be staggering (as evidenced by Yorinaga and Morgan's long periods of retreat from normal society). A player should retire such a character for either an extended period or permanently.

Mercenary recruiters in the Lyran Commonwealth and Federated Suns had written off the Kell Hounds after Morgan Kell's departure, but one incident from their anti-pirate campaign raised their stock considerably. Two Periphery pirates, Gorman Toth and Hassin Hys, coordinated assaults on Mankova and Bismarck in such a way that the Kell Hounds could not stop both of them. Toth taunted Patrick Kell with news of the strike on Bismarck after the Kell Hounds had arrived to chase him off Mankova.

Instead of engaging the invaders, the Kell Hounds turned from the less valuable world and jumped to Bismarck. The DropShips then sped toward the planet while broadcasting a message telling Hys that Toth had sold him out. Hassin Hys immediately retreated out of the system and the Kell Hounds turned their attention back to Toth.

On Mankova, meanwhile, Gorman Toth and his 'Mech company raided like children let loose in a candy shop. Toth soon heard rumors that a Star League depot had been discovered during the Civil War, but that the citizens had kept it quiet because they did not want fighting over the regiment of new 'Mechs in the depot. Hearing that the depot had been located during strip mining, Toth's raiders headed for the mining area of the planet.

The 'Mechs that they found there were neither new nor a regiment in number. Rather, it was the Kell Hounds Battalion, waiting to ambush and destroy Toth's Legion of Honor. Though not all of the Legion's MechWarriors were slain, none escaped. The tales that swept through the Periphery were that Gorman Toth's people simply vanished.

Had Hys called Patrick Kell's bluff, the Kell Hounds would have been in a dangerous position. Instead, the battalion earned great respect for protecting Bismarck and Mankova. When their contract with House Marik ran out in 3019, Houses Steiner and Davion bid for the Kell Hounds' services. Accepting the Steiner offer, the Kell Hounds returned to the Inner Sphere.

The unit defended the Commonwealth/Combine border from 3020 to 3023. During this tour of duty, the Kell Hounds captured the Kurita DropShip *Karasu*. The mercenaries' AeroWing damaged the *Leopard* Class DropShip while it was raiding Skondia. Duke Aldo Lestrade demanded that the Kell Hounds turn over the *Karasu* to him, but quick double-shuffling by Patrick Kell put the

strength of law behind his claim that the DropShip belonged to the Kell Hounds. Because the ship had gone down in a small ocean, Patrick Kell claimed it under maritime salvage laws. The Duke argued that the mercenary/employer spoils-sharing provisions of his contract should prevail. No sea had existed in that place before the mercenaries dug a canal from a fjord to create one. Partly because he was still a Commonwealth citizen, Patrick Kell won the dispute.

The Kell Hounds pumped out and refurbished the DropShip, renaming it the *Manannan MacLir*.

In late 3023, the Kell Hounds accepted a brief tour with the Federated Suns. Based on Robinson, the battalion was reorganized to mimic a Combine raider unit and used in exercises to train Davion militia units. Some of these military exercises were so complicated that they became precursors of the Galahad exercises.

In 3026, the Kell Hounds returned to the Lyran Commonwealth. Katrina Steiner, aware of the grueling two years of service the Kell Hounds had just completed in the Federated Suns, assigned them to garrison a small world called Pacifica (Chara III) for the first two years of their six-year contract. She believed the relative peace of that world would give the Kell Hounds time to recover. She was almost right.

SOULS CROSS STYX

Takashi Kurita called Yōrinaga Kurita back from exile in early 3027, assigning him command of a new unit called the *Genyosha* (Black Ocean). Composed of hand-picked MechWarriors from throughout the Draconis Combine, the *Genyosha* would be used to train other warriors to their great skill. Takashi Kurita promised that the Kell Hounds would be destroyed.

In a series of botched assaults, the Combine forces sent to kill the Kell Hounds lost two companies of *Panthers* and suffered serious damage to a third Heavy 'Mech company, including the loss of an *Awesome*. The Kell Hounds' only casualty was the wounding of Patrick Kell by an ISF commando, but this did not prevent the Kell Hounds from escaping Pacifica.

Knowing that House Kurita was trying to destroy them, the Kell Hounds shook pursuit by jumping into Combine space. There they discovered that Melissa Steiner, the Archon-Designate, had been

kidnapped and was being held on an outpost in the Styx system. To make matters worse, Yōrinaga Kurita and his *Genyosha* had just arrived to take charge of Melissa.

In a suicidal battle, the Kell Hounds held off the *Genyosha* long enough for Melissa Steiner to escape. Though the Hounds inflicted serious damage on the *Genyosha*, they suffered their own grave loss. Yōrinaga Kurita destroyed Patrick Kell's *Victor* and killed him. Captain Dan Allard charged his *Valkyrie* into Kurita's *Warhammer*. That battle destroyed both 'Mechs, but both warriors survived. With their commander out of his 'Mech, the *Genyosha* troops retreated.

WELCOME HOME

Patrick Kell's death brought Morgan Kell back from his self-imposed exile on Zaniah. Just before leaving the monastery, he sent ComStar messages to all the people who had left the Kell Hounds a dozen years before.

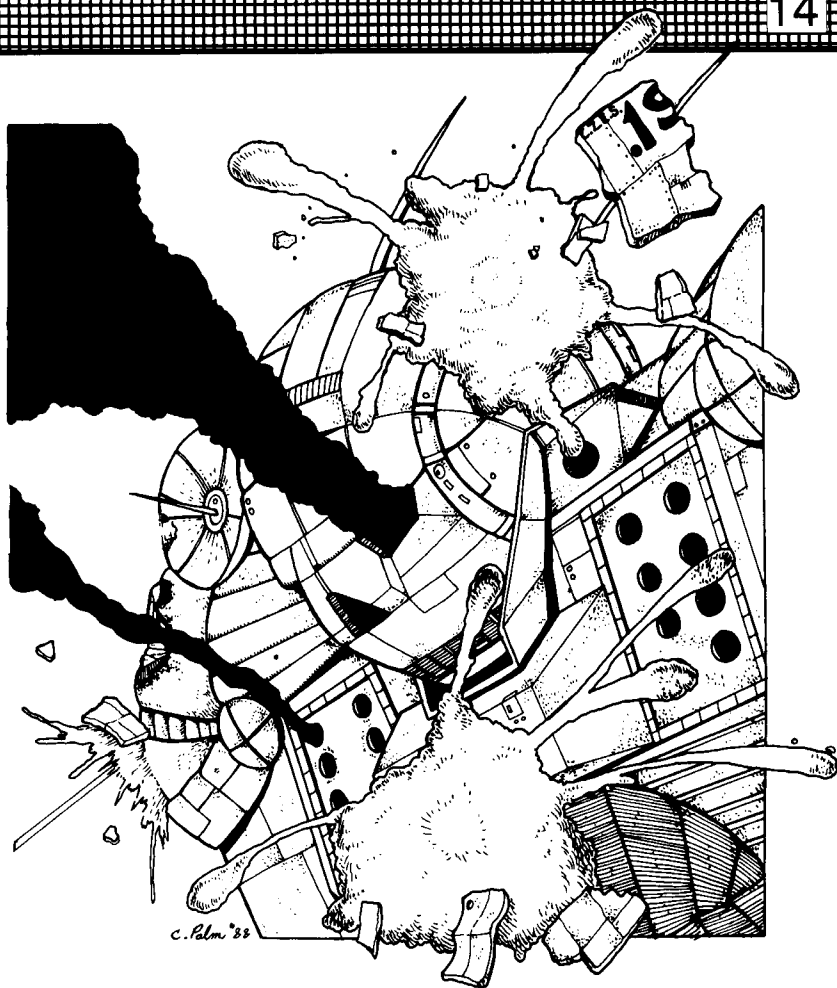
Most of the former Kell Hounds were unable to return. Some had died, and others had retired. Some sent their sons and daughters, and other old Kell Hounds brought portions of their new units with them. One former Kell Hound, Major Scott Bradley, had just formed his own mercenary battalion and quickly reached an agreement with Morgan Kell that designated Bradley's Bravos as the Kell Hounds' Third 'Mech Battalion.

The Kell Hounds were reformed only months before the outbreak of the Fourth Succession War. The *Genyosha*, in conjunction with the Fifth Sword of Light and the Thirty-sixth Dieron Regulars, attacked Northwind because they had been told the Kell Hounds were stationed there. What they found was Team Banzai, Bradley's Bravos and the Fifth Deneb Light Cavalry RCT. Because of an atrocity blamed on the Fifth Sword of Light, all three Davion units suffered heavy losses and were forced to retreat to the hills. They probably would have been wiped out but for the timely arrival of the Northwind Highlanders, four 'Mech regiments of great reputation that had switched allegiance from the Capellan Confederation to the Federated Suns.

The Northwind incident and others that occurred in the early stages of the Fourth Succession War are sure to lead to a final confrontation between the Kell Hounds, led by Morgan Kell, and the *Genyosha*, commanded by Yōrinaga Kurita.

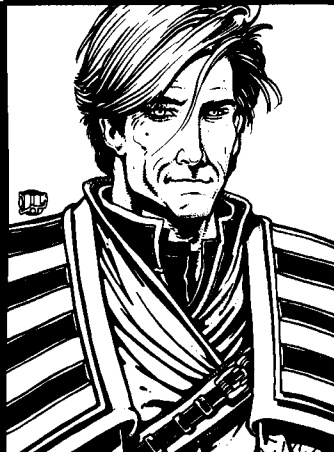
SERVICE TIMELINE

- 2986**
Morgan Kell is born.
- 2988**
Patrick Kell is born.
- 3004**
Morgan Kell graduates from Nagelring Academy.
- 3005**
Morgan Kell, Arthur Luvon, and Katrina Steiner disappear from Poulsbo, pose as pirates, and seek support for Katrina to become Archon.
- 3009**
Patrick Kell graduates from Nagelring.
- 3010**
Arthur Luvon, husband of Archon Katrina Steiner and cousin of Morgan and Patrick Kell, dies and leaves a fortune to the brothers. They begin to recruit for the Kell Hounds.
- 3011**
The Kell Hounds begin garrison duty on Tharkard.
- 3012**
The Kell Hounds, in their first combat, join with Snord's Irregulars to defeat the Thirtieth Marik Militia on Castor.
- The Kell Hounds accept a contract with the Federated Suns, to last until December 3016.
- Salome Ward graduates from Coventry Academy, receives a *Wolverine* BattleMech as a graduation gift, and joins the Kell Hounds.
- 3013**
In February, the Kell Hounds arrive for garrison duty on Mara. In May, House Kurita stages an exploratory invasion on Mara with the Ninth Sun Zhang Academy Cadre. The Kell Hounds defeat the Cadre and capture the unit's JumpShip. In October, Ian Davion dies in defense of Malory's World just before the Kell Hounds arrive as reinforcements.
- 3014**
In fighting on Murchison, the Kell Hounds destroy a company of the Thirty-sixth Dieron Regulars. Patrick Kell meets Takara and begins an affair that lasts 13 years.
- 3015**
Daniel Allard, son of Quintus Allard, graduates from New Avalon Military Academy.
- 3016**
Daniel Allard joins the Kell Hounds. As the Second Sword of Light threatens to destroy the Kell Hounds, Yorinaga
- Kurita and Morgan Kell face each other in individual combat that is marked by a mystical experience. Both go into exile, with Morgan Kell reducing the Kell Hounds Regiment to a battalion before leaving the unit. After early release from the Federated Suns contract, the Kell Hounds enter a three-year contract with the Free Worlds League to hunt down Periphery pirates.
- 3017**
The Kell Hounds defend Tematagi against pirates. The battalion also outsmarts two pirate bands that launched simultaneous attacks on two other worlds.
- 3019**
The Kell Hounds' contract with the Free Worlds League expires. Both the Federated Suns and the Lyran Commonwealth bid for their services.
- 3020**
The Kell Hounds begin a three-year stint defending the Commonwealth border against the Combine, during which they salvage a Kurita DropShip and rename it the *Manannan MacLir*.
- 3023**
The Kell Hounds accept a contract with the Federated Suns. They take part in exercises on Robinson that are precursors of Operation Galahad.
- 3026**
The Kell Hounds return to service in the Lyran Commonwealth and are assigned garrison duty on Pacifica (Chara III) for the first two years of their contract. In December, Takara visits Patrick Kell for the last time.
- 3027**
Takashi Kurita calls Yorinaga Kurita back from exile, and places him in charge of the newly formed *Genyosha* unit. Pacifica is attacked with superior force. After the Kell Hounds escape by jumping into Combine space, they learn of the kidnapping of Melissa Steiner and of her captivity on Styx. In the rescue, Patrick Kell is killed by Yorinaga Kurita.
- Morgan Kell returns from exile and reconstitutes the Kell Hounds to regimental size.
- 3028**
In March, Daniel Allard receives the first production model of the *Wolfhound* BattleMech.
- In August, the Fourth Succession War begins.
- 3029**
The *Genyosha*, the Fifth Sword of Light, and the Thirty-sixth Dieron Regulars attack Northwind, including Bradley's Bravos, who had just become part of the Kell Hounds.





THE PERSONNEL OF THE KELL HOUNDS



THE KELL HOUNDS

MORGAN FINN KELL

16

Age: 42 (Born 2986)

Rank: Colonel

Affiliation: Kell Hounds Mercenary Regiment

Home Planet: Arc-Royal

'Mech Type: Archer

Pilot: Colonel Morgan Finn Kell

BattleMech: ARC-2R Archer

BattleMech Status Report:

Kell's *Archer* has been maintained in nearly mint condition. Spare parts have not been a problem for the Kell Hounds, though it can take six months to receive parts from Arc-Royal.

MechWarrior Data:

Morgan Kell entered the Nagelring Academy in 3001 at the age of 15. He graduated in 3004, but was given a deferment on service to spend a year traveling in the Commonwealth with his cousin Arthur Luvon. Commanding officers felt a year's travel might help season this talented MechWarrior. In February 3005, Morgan Kell and Arthur Luvon vanished from Poulsbo at the same time as Katrina Steiner. They posed as pirates to avoid Archon Alessandro's assassins, and remained incognito for a year while Katrina built up support to replace Alessandro as Archon.

Morgan Kell volunteered to participate in the strike force Katrina Steiner subsequently led out to the Periphery, but the Archon refused the request and assigned him to the Tenth Lyran Guards. Kell went AWOL and joined the expeditionary force anyway. Upon returning to the Commonwealth, he was assigned to and endured a three-year stint with the Tenth Skye Rangers. He resigned his position in August 3010, just after Arthur Luvon's death, and joined with his brother to form the Kell Hounds.

Morgan's black hair and dark brown eyes accent his ruggedly handsome face and tall, strong build. Known for his keen sense of humor, when Morgan throws back his head in a hearty laugh, it is often infectious. Though something of a hothead in his younger days, the eleven years spent in the monastery on Zaniah seem to have tempered his wildness. Morgan grew a mustache during the a year in hiding with Arthur and Katrina, and did not shave it off until after his return from the expedition to the Periphery. While in the monastery, he grew a full beard, which he still wears. By now, his hair and beard are streaked with gray.

Morgan Kell has a brilliant tactical mind and special insight into the psychology of Draconis Combine warriors. Before the Defection, he was implacable and daring (even foolhardy) in combat. Since his return to the Regiment, the Colonel's combat is more reserved, though no less effective. He skillfully dismembers enemy 'Mechs, but spares the lives of enemy warriors whenever possible.

Morgan Kell has never married. During the stint on Mallory's World, he became romantically linked with Major Salome Ward, but that relationship ended with the Defection. Since his return, they have resolved their differences but have not rekindled their affair.



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means the character was not present in the unit for that period.

Warrior Data

BODY—10*/11
DEX — 9*/11
LRN— 9*/12
CHA— 8*/9
PIB — 6*/9
HTK —100*/110
Total XP: 110,000
XP Available: 10,000

Equipment:

Star League-vintage Surveillance Disruptor

Contacts:

Katrina Steiner
Cranston Snord
Heimdall
(After August 17, 3028) Jaime Wolf and Hanse Davion

Notes:

Knows about ComStar arsenal after August 19, 3028
Possesses *Phantom 'Mech* Skill

Skills

	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	3*/14	7*/17	4*/13
Diplomacy	4*/15	8*/18	4*/13
Gunnery/'Mech	6*/18	8*/17	2*/11
Leadership	5*/16	8*/18	3*/12
Piloting/'Mech	6*/17	8*/17	2*/10
Pistol	3*/13	8*/17	5*/14
Survival	3*/14	7*/17	4*/13
Tactics	4*/15	8*/16	4*/11
Technician	2*/12	8*/16	6*/14

PATRICK MARTIN KELL

17

Age: 40 (Born 2988)
Rank: Lieutenant Colonel
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Arc-Royal
'Mech Type: *Thunderbolt/Victor*



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 9/9/*
 DEX — 9/10/*
 LRN — 10/11/*
 CHA — 8/8/*
 PIB — 7/10/*
 HTK — 90/90/*
 Total XP: 185,000
 XP Available: 35,000

Equipment:

Mauser and Gray Needle Pistol

Contacts:

Katrina Steiner
 Cranston Snord
 Heimdall

Notes:

Dies in 3027.

Pilot: Lieutenant Colonel Patrick Martin Kell

BattleMech: *Thunderbolt*

BattleMech Status Report:

Not a scratch on it.

MechWarrior Data:

Patrick Kell, only two years younger than Morgan, entered the Nagelring Academy in 3006 at the age of 18. He graduated in 3009 in the top 2 percent of his class. With his test scores virtually identical to those earned by Morgan, several of Patrick's instructors believed he was holding back to avoid breaking records his brother had set. His first assignment was with the Tenth Lyran Guards, but he was allowed to resign in August 3010 to join his brother in forming the Kell Hounds.

Though quieter and more introspective than his brother, Patrick Kell was insistently optimistic. Despite the deep wound left by his brother's abandonment of the Hounds, he regained a sense of mission and helped others realize their potential. His stated purpose was to make the Kell Hounds into the best mercenary battalion possible during its service to House Marik. Though he achieved this goal in the first year, he refused to credit himself with that success until much later. His brother's Defection and destruction of the regiment they built severely shook Patrick's self-confidence and haunted him for the rest of his life.

Though not as tall or heavily built as his brother, Patrick Kell was still a formidable enemy in hand-to-hand combat. The thin scar running from his left temple through his black hair to the crown of his head came from a bar brawl during the Kell Hounds' Marik stint. In the Combine's strike at Chara, an ISF commando pierced the sleeping Patrick Kell with a *katana*, collapsing the warrior's left lung. Patrick killed the Kurita agent with his bare hands before even realizing how seriously he was hurt.

During the assignment on Murchison, Patrick met a woman named Takara. For the next 13 years, they had an affair in which Takara often showed up unannounced and left almost as abruptly no matter where or how secretly the Kell Hounds had been posted to a base. Her last visit was in December 3026, and no one from the Kell Hounds has seen her since Patrick died in May 3027.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	5/5/*	8/8/*	3/3/*
Diplomacy	2/2/*	8/8/*	6/6/*
Gunnery/Mech	5/7/*	8/7/*	3/0*
Leadership	4/5/*	8/8/*	4/3/*
Piloting/Mech	4/6/*	8/7/*	4/1/*
Pistol	4/4/*	8/7/*	4/3/*
Rogue	3/4/*		
Stealth	3/4/*	8/7/*	5/3/*
Security Systems	3/4/*	8/7/*	5/3/*
Bribery	3/4/*	8/7/*	5/3/*
Disguise	3/4/*	8/7/*	5/3/*
Survival	2/2/*	8/8/*	6/6/*
Tactics	4/6/*	7/7/*	3/1/*
Technician	3/3/*	7/7/*	4/4/*

Age: 38 (Born 2990)
Rank: Major
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: New Exford
'Mech Type: *Wolverine*

Pilot: Major Salome Ward

BattleMech: *Wolverine*

BattleMech Status Report:

In excellent state of repair despite being more than 250 years old.

MechWarrior Data:

Salome Ward is the eldest child of a warrior family that can trace its name to the Norman invasion of England in 1066. The Ward family had combatants in every major conflict on Terra, and many Wards served in the Star League Defense Forces. At the time of General Aleksandr Kerensky's departure from the Inner Sphere, Captain Michael Ward remained behind with the Twelfth Heavy Assault Regiment. The Wards have served in the LCAF ever since.

In 3011, a year and a half before Salome Ward's graduation from the Coventry Academy, her father lost the family's *Marauder* in action with Winfield's Brigade on Sevren. Upon graduation, however, Salome Ward got the incredible gift of a *Wolverine* from Joanna Dickens, a family friend. The 'Mech once belonged to Steven Dickens, Captain Michael Ward's Sergeant Major. The families had maintained close ties through the two intervening centuries. Joanna Dickens, a 92-year-old spinster, was pleased that her family's main source of income could continue the Wards' unbroken record of service.

Because the LCAF officers had assumed Salome Ward would be joining the service in a *Marauder*, she and her *Wolverine* had no immediate position to fill. While considering her options, she learned that the newly formed Kell Hounds did not yet have a Liaison Officer. When she applied for the position, Morgan Kell took one look at her Academy scores and assigned her to command the First Battalion's First Company.

The slender, red-haired Ward has a reputation for being very cool under fire. Before the Defection, Salome and Morgan Kell were lovers. His departure hurt her so deeply that she considered leaving the unit for a time. She has never entered into another serious relationship nor become involved with anyone in the Kell Hounds.



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 8/8/9
 DEX — 7/8/10
 LRN — 8/9/10
 CHA — 7/7/8
 PIB — 2/4/7
 HTK — 80/80/90
 Total XP: 195,000
 XP Available: 25,000

Equipment:

Laser Rifle
 Laser Pistol

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	2/2/2	8/8/8	6/6/6
Gunnery/'Mech	5/6/7	8/8/7	3/2/0
Leadership	2/3/5	8/8/8	6/5/3
Piloting/'Mech	4/5/6	8/8/7	4/3/1
Pistol	2/2/2	8/8/7	6/6/5
Rifle	2/3/3	8/8/7	6/5/4
Survival	2/2/2	8/8/8	6/6/6
Tactics	1/3/5	8/8/7	7/5/2
Technician	2/3/3	8/8/7	6/5/4

CLARENCE "CAT" WILSON

19

Age: 42 (Born 2986)
Rank: Sergeant
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Deia
'Mech Type: *Marauder*

Pilot: Clarence "Cat" Wilson
BattleMech: *Marauder*
BattleMech Status Report:

The *Marauder* has some battle scars, but it is in good shape. The 'Mech lost its autocannon during Marik service, and the replacement jams occasionally.

MechWarrior Data:

Wilson is a tall, ebony-skinned MechWarrior who shaves his head to guarantee good contact with his neurohelmet. He does not waste words and is known for his skill at cards. Though he knew no more than Patrick Kell, Salome Ward, and Dan Allard when the unit changed from regiment to battalion, his silent confidence helped keep the Kell Hounds together. He has repeatedly refused promotion above the rank of Sergeant, though he is treated as a staff officer, being included in all meetings and briefings.

Wilson has never said much about his life before the Kell Hounds, but the knife scars on his forearms and the stab wound beneath his left shoulder blade show that it was not easy. When he was 16 years old, he was arrested for assault, and the judge gave him a choice: LCAF or hard time. He chose the army. The initial testing showed he had some aptitude for 'Mech piloting, so he was assigned to a training program as an experiment. He excelled.

After a stint with the Thirteenth Donegal Guards, Cat was transferred into the Tenth Skye Rangers at the same time as Morgan Kell. Both newcomers to the unit and of the same age, they became friends. When Morgan resigned to form the Kell Hounds, Wilson went AWOL and showed up on Galatea to join the new unit. Morgan straightened things out between Wilson and the LCAF, then signed Wilson as the first MechWarrior in the unit.

Very few of the Kell Hounds know Wilson's given name, and none of them mentions it. Wilson has a hot temper, but keeps it in control most of the time. He generally minds his own business, but is watchful of mistreatment of his friends. His actions all seem governed by an internal code of honor, and no one in the Hounds would cross him intentionally.



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 10/10/10
 DEX — 9/9/10
 LRN — 9/10/11
 CHA — 7/7/7
 PIB — 4/5/6
 HTK — 100/100/100
 Total XP: 165,000
 XP Available: 40,000

Equipment:

Autofire

Contacts:

Local low-lives

Notes:

They are still looking for pieces of the last person to call Cat Wilson by his given name.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	4/4/4	7/7/7	3/3/3
Gunnery/'Mech	6/7/7	8/8/7	2/1/0
Leadership	1/2/3	8/8/8	7/6/5
Piloting/'Mech	5/6/7	8/8/7	3/2/0
Rifle	3/3/3	8/8/7	5/5/4
Rogue	2/3/4		
Stealth	2/3/4	8/8/7	6/5/3
Forgery	2/3/4	8/8/7	6/5/3
Security Systems	2/3/4	8/8/7	6/5/3
Bribery	2/3/4	8/8/7	6/5/3
Streetwise	4/5/5	8/8/8	4/3/3
Survival	4/5/5	7/7/7	3/2/2
Tactics	3/3/4	8/7/7	5/4/3
Technician	2/2/3	8/7/7	6/5/4

Age: 31 (Born 2997)

Rank: Captain

Affiliation: Kell Hounds 'Mech Regiment

Home Planet: Kestrel

'Mech Type: *Valkyrie/Wolfhound* (as of 3028)



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 9/9/9
DEX — 6/7/8
LRN — 10/10/11
CHA — 6/6/7
PIB — 4/7/9
HTK — 90/90/90
Total XP: 105,000
XP Available: 5,000

Equipment:

Pump-action shotgun

Contacts:

Quintus Allard (father)

Notes:

Youngest graduate from New Avalon Military Academy so far.

Pilot: Daniel Webster Allard

BattleMech: *Valkyrie/Wolfhound*

BattleMech Status Report:

Allard kept the *Valkyrie* in nearly mint condition. Aside from the expected loss of armor plating, the 'Mech never suffered any serious damage, a testament to Allard's skills. In May 3027, the *Valkyrie* was destroyed in a battle with an elite Kurita unit. In March 3028, Allard received the first production model of a new 35-ton 'Mech called a *Wolfhound*. It is in excellent condition.

MechWarrior Status Report:

Those who claim MechWarriors are born, not trained, could use Dan Allard as evidence for their case. Raised on New Avalon, both Dan and his older brother wanted to be MechWarriors. When they were not in school or playing sports, they slipped away to the training area used by the Davion Heavy Guards and watched the 'Mechs for hours.

When his brother left New Avalon to attend Sakhara Academy, Dan stayed behind and concentrated on his studies. An intelligent young man, he skipped two grades and attended summer school to finish his secondary education by the age of 14. Allard won a spot in the New Avalon Military Academy class of 3015, making him the youngest undergraduate ever accepted.

His scores on exams and in 'Mech exercises set a number of records that still stand. Upon graduation, he looked forward to an assignment with a Davion house unit, but was overjoyed when he learned that the Kell Hounds had requested his service.

Allard has a reputation as an excellent light 'Mech pilot. He knows how to get the most out of his 'Mech to keep his lance intact.

The Defection put incredible pressure on young Lieutenant Allard. He was promoted to Captain almost immediately and worked hard to hold the remaining MechWarriors together. He set up the 'Mech company and exercised its lances until they worked together as one. His grasp of tactics and his ability to baffle the enemy helped the Kell Hounds defeat superior opponents on several occasions.

The tall, brown-haired MechWarrior is friendly and compassionate and is known for having lousy luck at cards. He does have a good sense of humor, however, and one legend tells of him tossing 40 Steiner Kroner into the pot when he was called away from a card game. "You'd win it anyway, guys," he told the other players. While not as much a confirmed bachelor as Cat Wilson, Allard has never been involved with a woman for more than a year.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	2/3/3	8/8/8	6/5/5
Diplomacy	2/4/5	9/9/8	7/5/3
Gunnery/'Mech	3/5/6	9/8/8	6/3/2
Leadership	1/4/6	9/9/8	8/5/2
Piloting/'Mech	2/4/5	8/8/8	6/4/3
Pistol	2/2/2	9/8/8	7/6/6
Rifle	1/3/4	9/8/8	8/5/4
Survival	1/3/4	8/8/8	7/5/4
Tactics	3/5/6	7/7/7	4/2/1
Technician	2/3/3	7/7/7	5/4/4

JANOS VANDERMEER

21

Age: Age unconfirmed. Born 2969 or earlier.
Rank: Captain, *Cucamulus* JumpShip
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Believed to be Satalice



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 6/6/6
 DEX — 7/7/8
 LRN — 11/11/12
 CHA — 5/6/7
 PIB — 3/5/6
 HTK — 60/60/60
 Total XP: 115,000
 XP Available: 15,000

Equipment:

Most of Vandermeer's bones and joints are reinforced with carbon-steel fibers to counter decalcification caused by the amount of time he spends in Zero-G.

Contacts:

Periphery or other pirate groups

Notes:

Secretive about his past.

Pilot: Janos Vandermeer
Ship Type: *Invader* Class JumpShip
Ship Status Report:

The ship is in excellent condition. The agrodecks are well-kept and the orchards on the starboard deck are the only place in the Successor States that grow certain varieties of apples.

Pilot Status Report:

Janos Vandermeer is a tall, slender man who looks almost as old as his JumpShip. Most of his bones and joints have been reinforced or replaced with steel fibers or steel and plastic constructs because of the decalcifying effects of spending extended periods in zero gravity.

Vandermeer, who secretly loves being called "that old pirate," is an expert on alternate jump points, which are also known as pirate points. He has a computer memory core that contains the programs and databases of hundreds of pirates and smugglers who have plied their trade for centuries. No one knows where he got it, but he always knows someone with this JumpShip or that pirate band, and so it is assumed that this knowledge is the fruit of a misspent youth.

The Kells met Vandermeer on what must have been nearly his last trip to any planet. "I don't like getting my feet dusty," Vandermeer replies when anyone asks how he can spend so much time in space. He met the young Kells at about the time an uncle had hired him to run a shipment of Irish whiskey from the Connor Distillery on Arc-Royal into Rasalhague. The young Kells were impressed, and vice versa. Soon after the brothers formed the Hounds, Vandermeer signed on as their "pilot." When they captured the *Cucamulus*, they turned the ship over to him, and he has been with the Kell Hounds ever since.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	1/1/1	9/9/9	8/8/8
Computer	5/6/6	7/7/6	2/1/0
Diplomacy	1/2/2	10/9/8	9/7/6
Engineering	5/6/6	7/7/6	2/1/0
Gunnery/Aerospace	4/4/5	7/7/6	3/3/1
JumpShip			
Piloting/Navigation	6/7/8	7/7/6	1/0/-2
Leadership	3/5/6	10/9/8	7/4/2
Pistol	3/4/4	8/8/8	5/4/4
Rogue	4/4/4		
Listen/Eavesdrop	4/4/4	8/8/7	4/4/3
Forgery	4/4/4	8/8/7	4/4/3
Security Systems	4/4/4	8/8/7	4/4/3
Bribery	4/4/4	8/8/7	4/4/3
Survival	2/2/2	9/9/9	7/7/7
Tactics	2/3/3	7/7/6	5/4/3

RICHARD O'CIERAN

22

Age: 52 (Born 2976)

Rank: Major, Jump Infantry

Affiliation: Kell Hounds Mercenary Regiment

Home Planet: Hamilton



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 9/9/9
DEX — 7/8/10
LRN — 6/8/9
CHA — 7/8/9
PIB — 3/6/8
HTK — 90/90/90
Total XP: 110,000
XP Available: 5,000

Equipment:

Autorifle
Laser pistol

Warrior: Richard O'Cieran

Warrior Status Report:

Richard O'Cieran never wanted to be a MechWarrior because he felt the 'Mech jockeys were a bunch of ego cases. Even before he entered the BlackJack School of Conflict, he knew that 'Mechs might be able to capture a city or world, but only infantry could hold it. During his student days, O'Cieran learned how many weaknesses 'Mechs have that infantry can exploit. His senior project was a computer-simulation Jump Infantry-raid on a medium 'Mech company that destroyed half the 'Mechs with the loss of only two foot soldiers.

Despite graduating with honors, O'Cieran was never assigned the authority to perform the kind of operations he knew his Jump Infantry company could do. Annoyed by the attitudes of his superiors in the LCAF, he resigned when his hitch was up and became a mercenary. Though he had more freedom with some mercenary companies, his mercs were hired only for special operations and never became a permanent part of any unit. When O'Cieran heard that the Kells were recruiting, he explained to them at length about Jump Infantry and persuaded them to bring his company on board as a fast, cost-effective strike force.

The barrel-chested infantry leader wears his gray hair closely cropped and looks more like a drill sergeant than an officer. His grasp of infantry tactics is superior, which has given the Kell Hounds added flexibility on many occasions.

O'Cieran was married until 3022, when his wife of 20 years died in an aircar accident. He has two daughters, born in 3001 and 3008. Neither Diana or Karen has entered the military, and they have little or nothing to do with the Kell Hounds. Diana and Dan Allard had a relationship for a year after the Kell Hounds returned from Marik space. O'Cieran has remained a bachelor since his wife's death.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	4/4/5	8/8/8	4/4/3
Leadership	3/5/6	8/8/8	5/3/2
Mechanical	3/3/3	9/8/8	6/5/5
Pistol	2/3/3	8/8/7	6/5/4
Rifle	4/5/5	8/8/7	4/3/2
Rogue	2/4/4		
Hide in Cover	2/4/4	9/8/8	7/4/4
Stealth	2/4/4	9/8/8	7/4/4
Security Systems	2/4/4	9/8/8	7/4/4
Disguise	2/4/4	9/8/8	7/4/4
Survival	3/4/5	8/8/8	5/4/3
Tactics	3/4/5	9/8/8	6/4/3

SEAMUS FITZPATRICK

23

Age: 36 (Born 2992)

Rank: Major

Affiliation: Kell Hounds Mercenary Regiment

Home Planet: Arc-Royal

'Mech Type: *Shilone* AeroSpace Fighter



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 9/9/9
DEX — 8/9/9
LRN — 8/9/11
CHA — 7/7/7
PIB — 5/7/11
HTK — 90/90/90
Total xp: 135,000
xp Available: 25,000

Equipment:

Laser pistol and survival knife

Pilot: Seamus Fitzpatrick

'Mech Type: *Shilone* AeroSpace Fighter

Fighter Status Report:

The *Shilone* is in excellent shape. Aside from damage to the armor and occasional jamming of the forward LRM launcher, the ship performs flawlessly.

Pilot Status Report:

Fitzpatrick grew up on a farm owned by the Kell family. His parents were happy to be tenants on Kell land, and Seamus's father spent part of his time training horses for the Kell family. The stories Seamus heard as a child were embellished tales about MechWarriors and the fine job Morgan Kell was doing at the Nagelring. When Morgan vanished in 3005, many people on Arc-Royal suspected that he had been killed by Archon Alessandro Steiner. Seamus's father took the news especially hard, and Seamus secretly applied to the Thorin Flight Academy.

The celebration in the Fitzpatrick house when Morgan Kell returned from the grave was second only to the celebration when Seamus announced he had been accepted into the Academy. He graduated in 3012 and saw action almost immediately on Sevren.

Because of an equipment malfunction, he had to bail out of his *Chippewa* fighter and was captured by the Kurita forces on the planet. Seamus made a daring escape, and during his trek back to Lyrn lines, discovered a forward Kurita airbase. He stole a *Shilone*, strafed the base, then headed back to his own base. When his old wing scrambled to shoot him down, he managed to convince them that he was, indeed, Seamus Fitzpatrick.

Fitzpatrick joined the Kell Hounds in 3014. At first, the other fliers resented Fitzpatrick's assignment as commander of the AeroWing. Though the veterans thought Fitzpatrick received his status only because of Kell favoritism, he quickly proved himself in battle. The slender, red-haired, green-eyed pilot won immediate respect when he executed a delicate maneuver to approach from behind and flame a *Rifleman* on anti-aircraft duty.

While in Marik space, Fitzpatrick met and married Janka Broz. They have three children: Mark, born in 3020; Stacey, born in 3023; and Lincoln, born in 3025. The family lives with the Fitzpatrick clan on Arc-Royal, though Janka usually spends half the year with her husband when the Kell Hounds are not stationed in a "hot" zone.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	2/2/3	8/8/8	6/6/5
Computer	3/3/3	8/8/7	5/5/4
Diplomacy	3/3/4	8/8/8	5/5/4
Gunnery/Aerospace	4/6/7	8/8/7	4/2/0
JumpShip			
Piloting/Navigation	3/3/3	8/8/7	5/5/4
Leadership	3/4/5	8/8/8	5/4/3
Piloting/Aerospace	3/5/6	8/8/7	5/3/1
Survival	2/3/4	8/8/8	6/5/4
Tactics	4/5/7	8/8/7	4/3/0
Technician	2/2/2	8/8/7	6/6/5

Age: 27 (Born 3001)
Rank: Lieutenant
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Halmyre Deans
'Mech Type: *Commando*



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — */7/8
 DEX — */10/10
 LRN — */10/11
 CHA — */7/8
 PIB — */6/8
 HTK — */70/80
 Total XP: 83,000
 XP Available: 3,000

Equipment:

Mauser And Gray Needle Pistol

Contacts:

Graduates from Nagelring and
 Blackjack

Pilot: Austin Brand

BattleMech: *Commando*

BattleMech Status Report:

The *Commando* occasionally has problems with the actuators in the lower left leg, but the difficulty is transient and has been diagnosed as nothing more than "gremlins."

MechWarrior Status Report:

Austin Brand joined the Kell Hounds right after their return from the Free Worlds League. He had his own 'Mech, a *Commando*, and, at age 20, a reputation for being trouble. He had been bounced out of both the Nagelring and the Blackjack School of Conflict, a feat that may never be duplicated. Once the Kells got to the bottom of his troubles, however, they realized Brand was just the sort they wanted.

The Nagelring dismissed him on an honor violation. He had argued with some upperclassmen that the heavy 'Mechs they piloted were just ponderous beasts vulnerable to any pilot with half a brain. They offered him a challenge, and he made bets at bad odds on the outcome of the computer-judged duel. His performance in the *Commando* put his opponent's *Quickdraw* to shame. Embarrassed at losing, the *Quickdraw*'s pilot called an honor board and expelled Brand for gambling.

Brand took his dismissal in stride and entered the Blackjack School of Conflict. There, he goaded another upperclassman into making the same challenge. The odds were even greater on this second fight, and Brand wagered his winnings from the Nagelring. He won again. At his victory celebration, he met and romanced a woman who turned out to be the Kommandant's daughter. School security raided the party, and when the Kommandant found out about the episode, Brand's exit was quick.

Since joining the Kell Hounds, he has calmed down, realizing that these are not computer simulations anymore. He is fiercely loyal to his friends and accepts responsibility for his actions. He blamed himself when Meg Lang lost her *Locust* to a mine, and he worked with Richard O'Cieran's Jump Infantry to find the bandits who had placed the mine. Then he captured their *Wasp* to replace the *Locust*.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Brawling	*/1/2	*/8/8	*/7/6
Diplomacy	*/1/3	*/8/8	*/7/5
Gunnery/'Mech	*/3/5	*/7/7	*/4/2
Leadership	*/2/4	*/8/8	*/6/4
Piloting/'Mech	*/3/5	*/7/7	*/4/2
Pistol	*/2/3	*/7/7	*/5/4
Rogue	*/1/2		
Hide in Cover	*/1/2	*/7/7	*/6/5
Stealth	*/1/2	*/7/7	*/6/5
Forgery	*/1/2	*/7/7	*/6/5
Bribery	*/1/2	*/7/7	*/6/5
Survival	*/1/3	*/8/8	*/7/5
Tactics	*/3/4	*/7/7	*/4/3
Technician	*/2/3	*/7/7	*/5/4

MARGARET "MEG" LANG

25

Age: 27 (Born 3001)
Rank: Sergeant
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Odessa
BattleMech: *Locust/Wasp/Panther*

Pilot: Margret "Meg" Lang
BattleMech: *Locust/Wasp/Panther*
BattleMech Status Report:

The *Locust* was fully operational until bandits destroyed it on Chara III. The *Wasp*, stolen from the bandits, worked fine, though the medium laser had a power-fluctuation problem that reduced the amount of damage it could inflict. Lang gave up the *Wasp* for a *Panther* captured from Combine forces on Chara mainly because of the increased armor and firepower. Her *Panther* is fully operational and experiences no problems.

MechWarrior Status Report:

Meg Lang learned her 'Mech piloting skills the old-fashioned way, from her relatives. Her *Locust* had belonged to her grandmother. She trained Meg in it, then gave it to her to take out to the stars. Lang served out her military obligation by spending four years with the Seventh Donegal Guards, then set out to become a mercenary.

The Kell Hounds hired her to fill a slot in Dan Allard's Scout Lance when the Kell Hounds returned to the Lyran Commonwealth in 3026. The raven-haired MechWarrior took some kidding about the size of her 'Mech, but those who picked on her soon learned she did not get angry, just even. Lang has an uncanny ability to circumvent computer security, and she took to adjusting things in her tormentors' files (like noting that their Kentares Flu booster shot was due). When she later saw action, the Kell Hounds found Lang's scouting reports concise and accurate. She also continued to send reports even when she was in danger.

The loss of her *Locust* upset her, but Meg gladly accepted the *Wasp*, and later, the *Panther*. She is in love with Austin Brand despite a promise made to her grandmother to avoid romantic entanglements with MechWarriors.



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — */6/7
 DEX — */7/10
 LRN — */9/10
 CHA — */8/8
 PIB — */1/4
 HTK — */60/70
 Total XP: 69,000
 XP Available: 4,500

Equipment:
 Vibroblade

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	*/1/2	*/8/7	*/7/5
Computer	*/3/5	*/8/7	*/5/2
Gunnery/Mech	*/2/4	*/8/7	*/6/3
Medical/First Aid	*/2/3	*/8/7	*/6/4
Piloting/Mech	*/2/4	*/8/7	*/6/3
Pistol	*/1/3	*/8/7	*/7/4
Survival	*/1/2	*/9/8	*/8/6
Tactics	*/1/1	*/8/7	*/7/6
Technician	*/3/4	*/8/7	*/5/3

Age: 36 (Born 2992)
Rank: MechWarrior
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Hesperus II
'Mech Type: *Jenner/Panther*



Three levels of statistics are given below, each level divided by a slash mark (/). The first number refers to the period up to 3016, the second to the era when the Kell Hounds was battalion-size, and the third to 3027 and after. An asterisk (*) means that the character was not present in the unit for that period.

Warrior Data

BODY — 7/8/8
 DEX — 7/7/8
 LRN — 9/10/11
 CHA — 7/8/8
 PIB — 0/1/2
 HTK — 70/80/80
 Total XP: 75,000
 XP Available: 5,000

Equipment:

Knife shaped from 'Mech armor

Contacts:

Techs in other units; good black-market parts connection.

Pilot: Eddie Baker

BattleMech: *Jenner* or occasionally a *Panther*

BattleMech Status Report:

The *Jenner* is in excellent condition. Baker has modified a few systems for his convenience. The *Panther* he occasionally pilots is one cobbled together from pieces of battle salvage. It is missing two heat sinks but otherwise functions perfectly.

Pilot Status Report:

Eddie Baker's earliest memories are of life as a street urchin on Hesperus II after his parents were killed in the fighting of 2997. A childless Tech couple with the Fifteenth Lyran Guards adopted the five-year-old boy. When they first violated the admonition against taking in orphans, the couple's supervisor reported them to the unit's commander, but Colonel Katrina Steiner did not discipline them. After receiving assurances that they would provide for Eddie's education, she arranged for them to become the boy's legal parents.

Eddie grew up as a "hangar rat." Because both his parents worked on 'Mechs, he developed a love for the big machines. A quiet, well-mannered boy who always wore a big smile, he became a favorite with the MechWarriors. As he got older, he learned how 'Mechs worked and how to repair them. Pilots sneaked him into simulators so that he could learn how to operate a 'Mech. Eddie developed the ability to take a 'Mech on a test drive and diagnose its problems.

The Bakers offered to put Eddie through school, but he decided to see more of the Successor States instead. He hired himself out to the Kell Hounds, quickly becoming one of the more popular Techs in the unit. Eleven years later, when the Federated Suns used the Kell Hounds as a Kurita training unit, Baker got the opportunity to fill a vacancy in Allard's Scout Lance. His performance was impressive, and Patrick Kell offered him the permanent slot. Encouraged by the other Techs, he accepted the offer and has served with the lance ever since.

Eddie has light blond hair and blue eyes. He is quiet and well-liked, but every six months or so, he seeks out a tough district where he can "cause some trouble." So far, he has collected only two small scars and about 5,000 C-bills in fines, but his escapades have become legend among the Kell Hounds. No one accompanies him on these forays, but Patrick Kell, Cat Wilson, and Dan Allard sometimes follow him to make sure he does not get in over his head.

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	3/3/4	8/8/8	5/5/4
Brawling	2/5/6	8/8/8	6/3/2
Engineering	3/4/4	8/7/7	5/3/3
Gunnery/'Mech	1/2/4	8/8/8	7/6/4
Mechanical	4/5/5	8/7/7	4/2/2
Piloting/'Mech	1/2/4	8/8/8	7/6/4
Pistol	1/3/3	8/8/8	7/5/5
Survival	1/2/2	8/8/8	7/6/6
Technician	3/3/4	8/7/7	5/4/3

KELL HOUNDS ROSTER: PAST AND PRESENT

The Kell Hounds mercenary company personnel are presented in three groups. The first is the roster at the time of the Defection. These are the people who were present during the final action on Mallory's World. The second set is the list of those who were with the Kell Hounds at the time of Patrick Kell's death, after the unit had been reduced to battalion strength and had suffered a decade of casualties. The final list is the roster after the Battle for Northwind in January 3029.

KELL HOUNDS: MALLORY'S WORLD 3016

1st 'Mech Battalion, 1st Company (Relentless Wolves)

Fire Lance

Major Salome Ward, Veteran, *Wolverine*
Lee Kennedy, Regular, *Shadow Hawk*
Brian Martell, Regular, *Dervish*
Judith Nesmith, Regular, *Trebuchet*

Assault Lance

Lieutenant Drugi Fleming, Regular, *Whitworth*
Andre Lamont, Regular, *Blackjack*
Nathan Mack, Regular, *Phoenix Hawk*
Stuart O'Grady, Regular, *Phoenix Hawk*

Scout/Recon Lance

Lieutenant Daniel W. Allard, Green, *Valkyrie*
Sally "She-Devil" Kristi, Green, *Panther*
Tia Forsythe, Regular, *Ostscout*
Sarah Jette, Regular, *Jenner*

1st 'Mech Battalion, 2nd Company

Battalion Command Lance

Lieutenant Colonel Patrick M. Kell, Veteran, *Thunderbolt*
Captain Scott Bradley, Veteran, *Marauder*
Sergeant Cat Wilson, Veteran, *Marauder*
Kevin O'Dell, Regular, *Ostsol*

Scout/Recon Lance

Lieutenant Kent Murphy, Regular, *Firestarter*
Meredith Devlin, Regular, *Jenner*
Minda Hayward, Green, *Cicada*
Gregory Maley, Green, *Spider*

Strike Lance

Lieutenant Caitlin Shaw, Veteran, *Shadow Hawk*
Carl Oakes, Regular, *Enforcer*
Stephen Patton, Veteran, *Hunchback*
Laurel Quinn, Veteran, *Griffin*

1st 'Mech Battalion, 3rd Company

Heavy Assault Lance

Captain Conn O'Bannon, Veteran, *Orion*
Don Fitzroy, Veteran, *Warhammer*
Wilbur Landry, Veteran, *Ostsol*
Veronica North, Veteran, *Grasshopper*

Fire Lance

Lieutenant Walter de Mesnil, Regular, *Blackjack*
Tristan Tunney, Green, *Whitworth*
Vania Bolin, Regular, *Clint*
Bruce Keene, Regular, *Vindicator*

Assault Lance

Lieutenant Paul Klintworth, Regular, *Rifleman*
Roland Carpenter, Regular, *JagerMech*
Lynn Drake, Regular, *Ostroc*
Grant Hill, Regular, *Dragon*

2nd 'Mech Battalion, 1st Company

Assault Lance

Captain Carroll O'Cathain, Veteran, *Crusader*
Michael Kiltartan, Regular, *Warhammer*
Rich O'Hare, Regular, *JagerMech*
Hypatia Donahue, Veteran, *Catapult*

Fire Lance

Lieutenant Jane Neary, Regular, *Clint*
Julian Goodrich, Regular, *Vulcan*
Robert Cross, Veteran, *Enforcer*
Robin Buckley, Regular, *Dervish*

Recon Lance

Lieutenant Jim Morrell, Veteran, *Jenner*
Kevin Connor, Regular, *Valkyrie*
Estyn Burns, Regular, *UrbanMech*
Erin Finney, Veteran, *Javelin*

2nd 'Mech Battalion, 2nd Company

Battalion Command Lance

Colonel Morgan F. Kell, Veteran, *Archer*
Major Haley Murdoch, Veteran, *Zeus*
Dace Armstrong, Regular, *Ostsol*
Clifford Carney, Regular, *Crusader*

Fire Lance

Lieutenant Timothy Moriarty, Regular, *Centurion*
Damon Crowley, Regular, *Phoenix Hawk*
Marja Duncan, Green, *Blackjack*
Colin Foley, Green, *Whitworth*

Assault Lance

Captain Graeme Sarsfield, Veteran, *Orion*
Brogan Casey, Regular, *Griffin*
Mojaq Killdeer, Veteran, *Hunchback*
Wayland Smith, Regular, *Scorpion*

2nd 'Mech Battalion, 3rd Company

Long Range Recon Patrol Lane (LRRP Lance)

Captain Jeremiah Youngblood, Veteran, *Phoenix Hawk LAM*
Frances Calley, Regular, *Stinger LAM*
Lara Doyle, Regular, *Stinger LAM*
Barney O'Leary, Veteran, *Wasp LAM*

Assault Lance

Lieutenant Will O'Halloran, Regular, *Warhammer*
Peggy Fitzmartin, Regular, *Crusader*
Patricia O'Lochlainn, Regular, *Catapult*
Liz Donovan, Regular, *Quickdraw*

Recon Lance

Lieutenant Chloe King, Regular, *Panther*
Robert O'Toole, Veteran, *Firestarter*
Logan O'Toole, Regular, *Commando*
Victoria Allen, Green, *Jenner*

AeroFighter Battalion, 1st Company

Major Seamus Fitzpatrick, Veteran, *Shilone*
Patrick McMahan, Regular, *Shilone*

Lieutenant Andy Griffin, Regular, *Slayer*
Karen O'Shannon, Regular, *Slayer*

Lieutenant Marie d'Or, Veteran, *Shilone*
William Hanrahan, Regular, *Shilone*

AeroFighter Battalion, 2nd Company

Captain Adam Fox, Regular, *Riever*
Sean O'Brien, Regular, *Riever*

Lieutenant Robert MacFinn, Veteran, *Chippewa*
Brian Wolfson, Green, *Chippewa*

Lieutenant Matt Shaw, Regular, *Lucifer*
Anne Spear, Regular, *Lucifer*

AeroFighter Battalion, 3rd Company

Captain Cormac Brown, Veteran, *Transit*
Grant MacDonald, Regular, *Transit*

Lieutenant Andrea Hillton, Regular, *Slayer*
Michael Dorgan, Regular, *Slayer*

Lieutenant Angela Greenhart, Veteran, *Corsair*
Ken Andrews, Regular, *Corsair*

Infantry Battalion

Major Richard O'Cieran, Veteran

Transportation Division

Cucamulus (Invader Class JumpShip)
Captain Janos Vandermeer, Elite

Lugh (Overlord Class DropShip)
Captain Tom Helmer, Veteran

Nuada Argellan (Union Class DropShip)
Captain Cadel O'Brien, Veteran

KELL HOUNDS BATTALION

'Mech Company

Command Lance

Lieutenant Colonel Patrick M. Kell, Elite, *Thunderbolt*

Lieutenant Anne Finn, Veteran, *Orion*

Sergeant Cat Wilson, Elite, *Marauder*

Bethany Connor, Regular, *Marauder*

Assault Lance

Major Salome Ward, Elite, *Wolverine*

Lieutenant Mike Fitzhugh, Veteran, *Catapult*

Sergeant Diane McWilliams, Veteran, *Trebuchet*

Mary Lasker, Regular, *Rifleman*

Scout Lance

Captain Daniel W. Allard, Veteran, *Valkyrie*

Lieutenant Austin Brand, Veteran, *Commando*

Sergeant Meg Lang, Regular, *Wasp*

Eddie Baker, Regular, *Jenner*

AeroFighter Company

Major Seamus Fitzpatrick, Elite, *Shilone*

Patrick McMahan, Veteran, *Shilone*

Lieutenant R.O.B. "Rob" Kirk, Veteran, *Slayer*

Kim Frost, Regular, *Slayer*

Lieutenant Marie d'Or, Veteran, *Shilone*

William Hanrahan, Regular, *Shilone*

Infantry Company

Major Richard O'Cieran, Veteran

Transportation Division

Cucamulus (Invader Class JumpShip)

Captain Janos Vandermeer, Elite

Lugh (Overlord Class DropShip)

Captain Tom Helmer, Veteran

Nuada Argetlan (Union Class DropShip)

Captain Cadel O'Brien, Veteran

Manannon MacLir (Leopard Class DropShip)

Captain Hugh MacCool, Regular

KELL HOUNDS REGIMENT, 3029

Regimental Command Lance

Colonel Morgan F. Kell, Elite*, *Archer*

Captain Caitlin Shaw, Elite, *ShadowHawk*

Sergeant Cat Wilson, Elite, *Marauder*

Clifford Carney, Veteran, *Crusader*

1st 'Mech Battalion, 1st Company

Recon Lance

Captain Daniel W. Allard, Elite, *Wolfhound*

Meredith Devlin, Elite, *Jenner*

Paul O'Clare, Regular, *Panther*

Amber Brennan, Regular, *Panther*

Strike Lance

Lieutenant Don Fitzroy, Elite, *Warhammer*

Lance Armstrong, Regular, *Ostsol*

Robin Joyce, Veteran, *Griffin*

Jack Murray, Elite, *Dervish*

Light Assault Lance

Lieutenant Austin Brand, Elite, *Commando*

Sergeant Meg Lang, Veteran, *Panther*

Gwyneth Murdoch, Regular, *Panther*

Eddie Baker, Veteran, *Jenner*

1st 'Mech Battalion, 2nd Company

Battalion Command Lance

Major Salome Ward, Elite, *Wolverine*

Lieutenant Mike Fitzhugh, Elite, *Catapult*

Clint Murphy, Elite, *Quickdraw*

Brendan O'Reilly, Veteran, *Centurion*

Assault Lance

Lieutenant Anne Finn, Elite, *Orion*

Brigit O'Leary, Regular, *Marauder*

Roe Dolan, Veteran, *Crusader*

Mark Flanagan, Elite, *Rifleman*

Recon Lance

Lieutenant Harold O'Ryan, Elite, *Jenner*

William Duffy, Regular, *Javelin*

Dell Thompson, Veteran, *Commando*

Michael Horan, Regular, *Firestarter*

Fire Lance

Lieutenant Peggy Fitzmartin, Elite, *Crusader*

William Kantor, Veteran, *Griffin*

Serge Litvinov, Elite, *Trebuchet*

Andre de Pontcing, Veteran, *Vindicator*

1st 'Mech Battalion, 3rd Company (Urban Warfare Specialists)

Urban Assault Lance

Captain Will O'Halloran, Elite, *Warhammer*

Robert Cross, Elite, *Enforcer*

Frank Boyle, Regular, *Scorpion*

Kathleen Curtin, Veteran, *Wolverine*

Urban Recon Lance

Lieutenant Estyn Burns, Elite, *UrbanMech*

Carol Nolan, Regular, *Javelin*

Rose Smith, Veteran, *Commando*

Matt O'Crohan, Elite, *Firestarter*

2nd 'Mech Battalion, 1st Company

Assault Lance

Captain Sara O'Cathain, Elite, *Crusader*

Michael Kiltartan, Elite, *Warhammer*

Padraic Sarsfield, Regular, *Orion*

Anne Richardson, Regular, *Ostroc*

Fire Support Lance

Lieutenant Maggie O'Cathain, Regular, *Ostsol*

Ellen O'Sullivan, Veteran, *Quickdraw*

Lee Kennedy, Elite, *Shadow Hawk*

Art Hyde, Veteran, *Rifleman*

Fire Lance

Lieutenant Brogan Casey, Elite, *Griffin*

Kevin Corrigan, Veteran, *Hunchback*

John Galway, Regular, *Enforcer*

David Hall, Regular, *Vindicator*

2nd 'Mech Battalion, 2nd Company

Battalion Command Lance

Major Conn O'Bannon, Elite, *Orion*

Lieutenant Walter de Mesnil, Elite, *Thunderbolt*

Janet Cutler, Veteran, *Crusader*

Brian Owens, Regular, *Catapult*

Fire Support Lance

Lieutenant Patricia O'Lochlainn, Veteran, *Catapult*

Diana Sarsfield, Regular, *Quickdraw*

Rory Solomon, Veteran, *Ostsol*

Curt Reagan, Regular, *Dragon*

Assault Lance

Lieutenant Valentina Tereshkova, Veteran, *Centurion*

Jacob Van Zyl, Veteran, *Hermes II*

Victor Scaligen, Veteran, *Cicada*

Luther Gratian, Regular, *Whitworth*

Recon Lance

Lieutenant Carlos Ramirez, Veteran, *Spider*

Marguerita Ramirez, Regular, *Wasp LAM*

Boris Vereker, Veteran, *Javelin*

John Surtees, Veteran, *Stinger*

2nd 'Mech Battalion, 3rd Company

Assault Lance

Captain Timothy Moriarty, Elite, *Centurion*

Michael Moran, Regular, *Blackjack*

James Hartwick, Veteran, *Hatchetman*

Damon Crowley, Elite, *Phoenix Hawk*

Fire Lance

Lieutenant Rick O'Hare, Veteran, *JagerMech*

Mary Wilde, Regular, *Trebuchet*

Albert Keir, Veteran, *Dervish*

Karen Driscoll, Veteran, *Scorpion*

Scout Lance

Lieutenant Kevin Connor, Elite, *Valkyrie*

Susan Kelleher, Regular, *Panther*

Kate O'Toole, Regular, *Commando*

Helen Gregory, Veteran, *Jenner*

3rd 'Mech Battalion, 1st Company**Battalion Command Lance**

Major Scott Bradley, Elite, *Cyclops*
 Lieutenant Peter Watson, Veteran, *Marauder*
 Kino Hanson, Regular, *Dragon*
 Matilda "Mattie" Drayton, Veteran, *Stalker*

Attack Lance

Lieutenant Tomas Rochefort, Veteran, *Enforcer*

Trey Kerin, Veteran, *Vulcan*
 Phillipa Ietsu, Regular, *Cicada*
 Booth Steffins, Regular, *Assassin*

Scout Lance

Lieutenant Carrie Payen, Veteran, *Panther*
 Stuart Skeat, Regular, *Spider*
 Ayesha Aitkin, Veteran, *Javelin*
 Howard Fraser, Regular, *Stinger*

AeroFighter Battalion, 1st Company

Major Seamus Fitzpatrick, Elite, *Shilone*
 Patrick McMahan, Elite, *Shilone*

Lieutenant R.O.B. "Rob" Kirk, Elite, *Slayer*
 Kim Frost, Veteran, *Slayer*

Lieutenant Marie d'Or, Elite, *Shilone*
 William Hanrahan, Elite, *Shilone*

AeroSpace Fighter Battalion, 2nd Company

Captain Adam Fox, Elite, *Riever*
 Hattie Cocrant, Veteran, *Riever*

Lieutenant Brian Wolfson, Elite, *Chippewa*
 Tim Branson, Veteran, *Chippewa*

Lieutenant Matt Shaw, Elite, *Chippewa*
 Tim Branson, Veteran, *Chippewa*

AeroSpace Fighter Battalion, 3rd Company

Captain Andrea Hillson, Elite, *Slayer*
 Michael Dorgan, Elite, *Slayer*

Lieutenant Keith Carr, Veteran, *Transgressor*
 Katya Suslov, Regular, *Transgressor*

Lieutenant John Carr, Veteran, *Transit*
 Kate MacDonald, Regular, *Transit*

Infantry Battalion

Major Richard O'Cieran, Veteran

Transportation Division

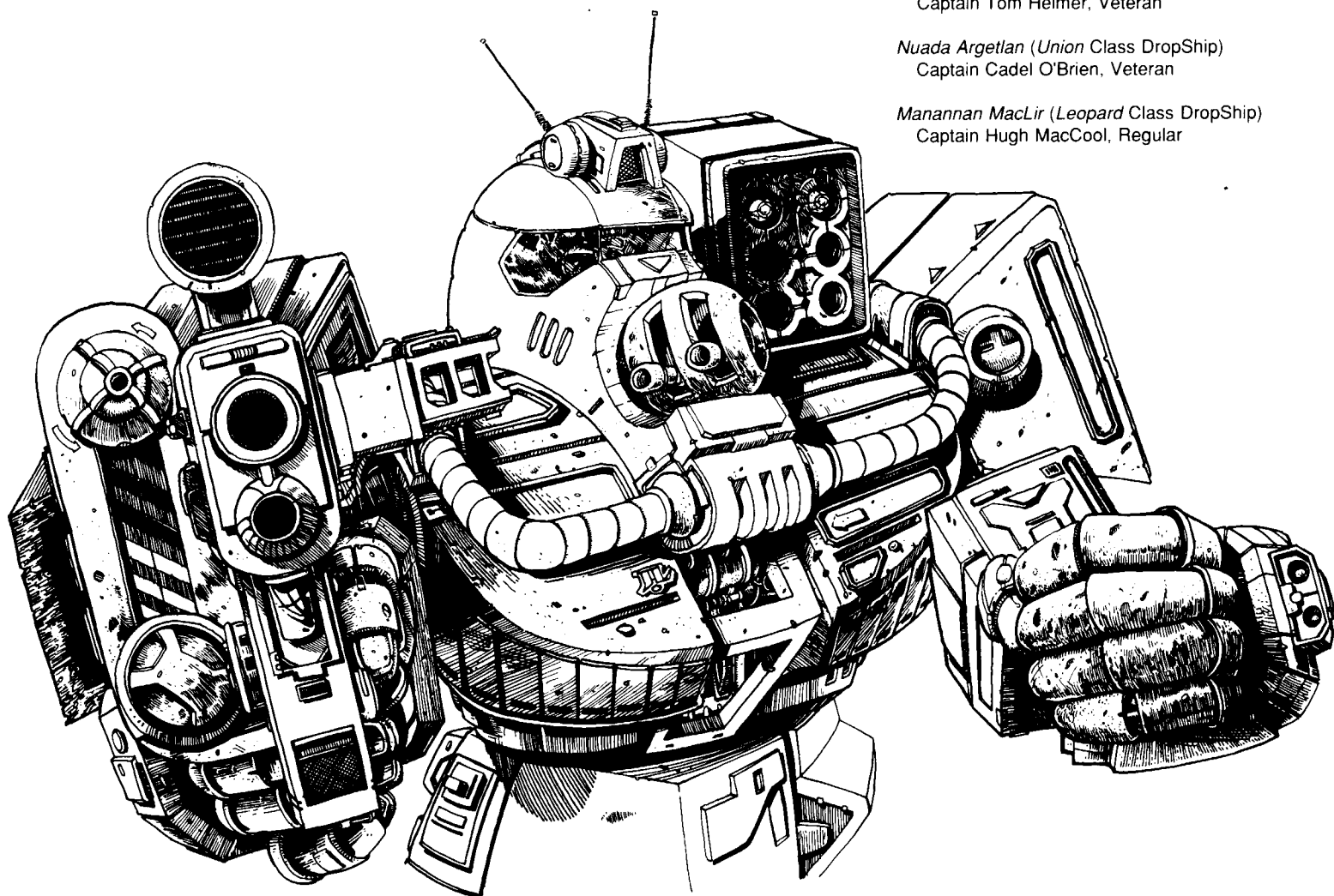
Cucamulus (Invader Class JumpShip)
 Captain Janos Vandermeer, Elite

Bifrost (Merchant Class JumpShip)
 Captain Danica Holstein, Veteran

Lugh (Overlord Class DropShip)
 Captain Tom Helmer, Veteran

Nuada Argetlan (Union Class DropShip)
 Captain Cadel O'Brien, Veteran

Manannan MacLir (Leopard Class DropShip)
 Captain Hugh MacCool, Regular



LOWERING THE BOOM

SMOKED OUT

"So Colonel Nage broke off from the battle with his Command Company and raced for the hidden atomics depot, hoping to use the weapons stored there to destroy the Kell Hounds. As he moved northeast, however, past the Kell Hounds First Battalion, Colonel Kell ordered your company to break off and chase Nage down. With the aid of a lance of LAMs, you found and bombed the depot, then destroyed his company, forcing Nage to flee to Alfagemini City." The Lyrn journalist looked up from his pad. "Right so far, Major Ward?"

Salome Ward ran a hand through her red hair. "Yeah. Pretty much." She stared out the starport lounge's window at a cloudless blue sky. "You just make it sound so damned simple."

The newsman frowned. "I don't think I follow you, Major."

Ward sighed. "I suppose it's just the nature of people to forgive a victor's errors and forget a loser's brilliance. Colonel Nage was an egotistical man who had no sense of responsibility to his command, but that didn't make him an incompetent MechWarrior. When he and his people ran for the atomics, he pulled every trick in the book." Ward's eyes flashed. "You have no idea how close that chase was. Nage knew the terrain better than we did, and his company was good, better than us at that point. Luckily, Youngblood found the depot by flying along Nage's line of march. The problem was, his LAMs didn't have enough bombs to destroy it. He dropped what he had and made a lot of smoke, while I took my fastest 'Mechs and gave Nage everything I had." Ward stared at the journalist squarely, then shrugged.

"I hit Nage just as Youngblood started his bomb runs. We fired everything we had, dropping 'Mechs one by one. Then Nage saw the depot covered in smoke, and his nerve broke. We tricked him into running for the city, and he was only a kilometer from the atomics. We stopped him with a bluff and a damn-fool charge."

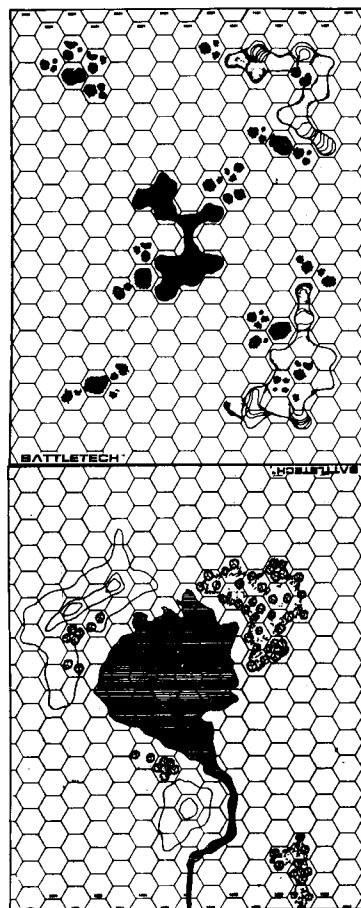
The journalist stared at her, stunned. Major Ward smiled.

"That doesn't matter, though. Right? We won and Nage lost, and that's all anyone will remember."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use basic **BattleTech** rules, with no **Optional Rules**.

NORTH ↑



Defender

The Defender is the First Company, First Battalion of the Thirtieth Marik Militia. Skills Levels are *Gunnery 4*, *Piloting 4*, unless stated otherwise.

Colonel Oliver Nage, *Thunderbolt* (2 points of armor remaining on left torso, 10 shots remaining for LRMs, 15 points of armor remaining on center torso), *Gunnery 5*, *Piloting 5*.

Major Abraham Morrison, *Griffin* (no armor remaining on left torso, 10 points internal structure remaining on left torso, LRM destroyed).

Lieutenant Alicia Devon, *Hunchback* (6 shots remaining for AC/20, 5 points of head armor remaining, 10 points of armor remaining on right leg).

Sergeant Jonathan Taylor, *Centurion* (8 shots remaining for AC/10, 12 points of armor remaining on center torso).

Samantha Blaustein, *Hermes II* (no damage).

Deborah Ryan, *Javelin* (no damage).

Deployment

Defender sets up on South map as follows: Nage, Hex 0506; Morrison, Hex 0803; Devon, Hex 0108; Taylor, Hex 0304; Blaustein, Hex 1104; and Ryan, Hex 1405.

Attacker

The Attacker consists of elements of the First Company (Relentless Wolves), First Battalion of the Kell Hounds Regiment. Skill Levels are those listed in the character profiles for the year 3016. Skill levels for those not listed are *Gunnery 4* and *Piloting 4*.

Lee Kennedy, *Shadow Hawk*
 Sarah Jette, *Jenner*
 Nathan Mack, *Phoenix Hawk*
 Stuart O'Grady, *Phoenix Hawk*
 Salome Ward, *Wolverine*
 Brian Martell, *Dervish* (8 shots remaining for LRM)
 Judith Nesmith, *Trebuchet*

Deployment

Kennedy, Jette, Mack, and O'Grady set up along the south edge of the map. Ward, Martell, and Nesmith deploy on the south edge on Turn 2.

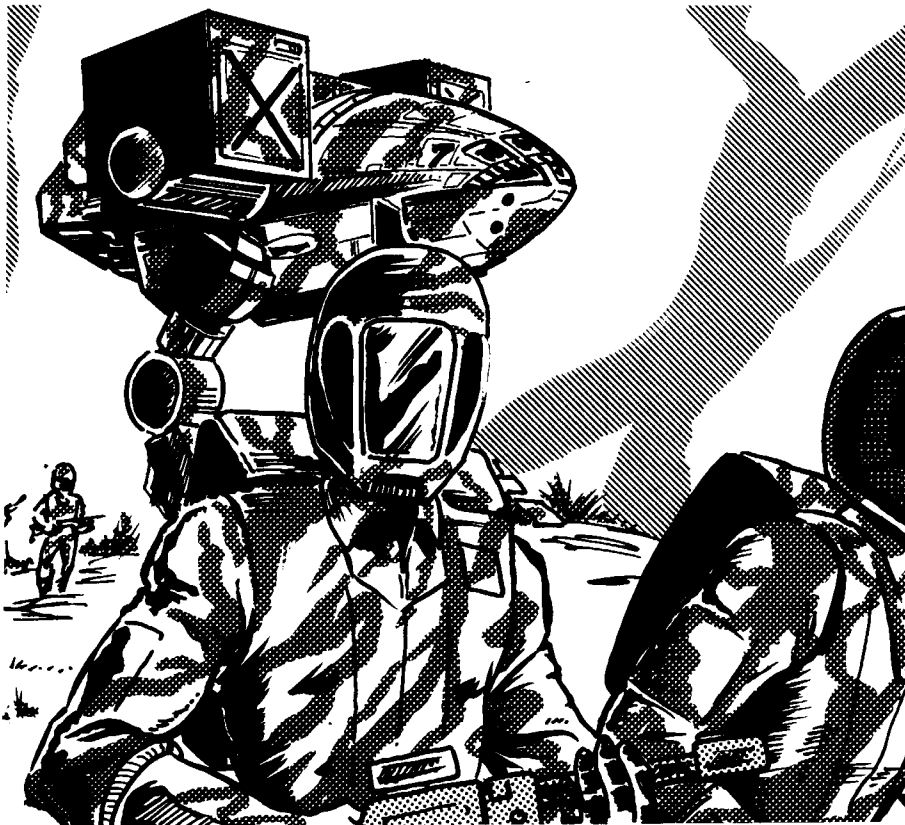
Victory Conditions

The Marik Defender must exit as many of his forces as possible off the north edge of the map. The Kell Hounds must destroy as many Marik 'Mechs as possible. Victory Levels are as follows:

Five or more Marik 'Mechs exit the field: Decisive Marik Victory.
 Four Marik 'Mechs exit the field: Marginal Marik Victory.
 Three Marik 'Mechs exit the field: Draw.
 Two Marik 'Mechs exit the field: Marginal Kell Hounds Victory.
 Zero or one Marik 'Mechs exit the field: Decisive Kell Hounds Victory.

Special Rules

All Woods are considered Heavy Woods. All Water is Level 3.



The plan for a Steiner raid on the Marik world of Castor began in the mind of Cranston Snord, famous eccentric and one of Katrina Steiner's longstanding mercenary commanders. Snord's contacts had informed him that a priceless collection of Fabergé Eggs was on Castor, and he already had a place staked out for them in his private museum on Clinton.

When Morgan and Patrick Kell heard of Snord's intentions, they saw an opportunity to give their fledgling unit its first test in battle. Because Lyran Intelligence had found a cache of illegal atomic weapons on Castor, Katrina Steiner approved the raid to take out the weapons, get Snord his eggs, and give the Kell Hounds some action.

Colonel Kell based his strategy on the arrogance of the militia commander, Colonel Nage. While Snord and his company taunted Nage on their long journey from the jump point to the planet, the Kell Hounds approached the world from a nearer pirate point. The Kell Hounds landed unopposed and quickly engaged the surprised militia. Morgan Kell continuously outmaneuvered the Marik battalions, destroying them one by one.

Colonel Nage saw the battle lost and broke away with his command company, intending to reach the atomic weapons and use them on the mercenaries. Colonel Kell sent Salome Ward and her Relentless Wolves after him. Ward's company caught Nage just before he reached the depot. She attacked as the Second Battalion's LAMs bombed the depot. Ward's Wolves took a toll of the Marik 'Mechs. Seeing smoke rising from the depot and his 'Mechs taking heavy damage, Nage fled, with the Relentless Wolves in pursuit.

TO SAVE A PRINCE

DEATH BEFORE DISHONOR

—From Cockpit Recorder Transcript, GCL-3492; Captain Carroll O'Cathain, First Company, Second 'Mech Battalion, Kell Hound Mercenary Regiment

"He's down! Captain, the Prince is down!"

"Prince Ian? You mean the *Warhammer* has him?"

"Affirmative. The Prince just took a bad hit to the head of his *Atlas*. The 'Mech just seemed to lean over on its side."

"Copy that, Recon One. Our ETA is four minutes your position. What do you make of Prince Ian's condition? Any sign of life?"

"Negative, sir. It looks like the entire right side of the 'Mech's head is caved in. The heat is still buckling the armor plate on the upper torso. No one could survive in the middle of that."

"You say that Prince Ian is dead?"

"Captain, if he was alive, he would have ejected by now. His 'Mech's head is all torn up. I got readings of two-plus enemy lances coming up from the direction the Kurita *Warhammer* took."

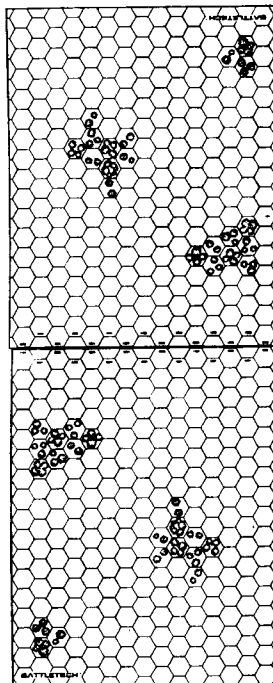
"Roger. ETA is two minutes. The other units of the Fourth Davion Guards are right behind us. We'll keep those Kurita slugs busy so they can check on the Prince."

"Affirmative, sir. Engaging now."

"O'Cathain to Attack and Fire Lances. Well, you heard. The Prince is gone, and the Kuritans are after his body. They're not going to get it! Attack Plan Able-Baker. We'll hold 'em until the Fourth Guards come up. And watch your heat! I don't want anyone else lost in this malfing desert. Initiate Attack Plan—NOW!"

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the **Expert BattleTech** rules in this scenario.



Defender

The Defender is the First Company, Second Battalion, of the Kell Hounds Mercenary Regiment. All 'Mechs are in good condition, with no damage.

Assault Lance

Captain Carroll O'Cathain, Veteran, *Crusader*
 Michael Kiltartan, Regular, *Warhammer*
 Rich O'Hare, Regular, *JagerMech*
 Hypatia Donahue, Veteran, *Catapult*

Fire Lance

Lieutenant Jane Neary, Regular, *Clint*
 Julian Goodrich, Regular, *Vulcan*
 Robert Cross, Veteran, *Enforcer*
 Robin Buckley, Regular, *Dervish*

Recon Lance

Lieutenant Jim Morrell, Veteran, *Jenner*
 Kevin Connor, Regular, *Valkyrie*
 Estyn Burns, Regular, *UrbanMech*
 Erin Finney, Veteran, *Javelin*

Deployment

Deploy the Recon Lance anywhere on the southern edge of the South map. The Assault and Fire Lances arrive on that map edge on Turn 2. The Defender deploys first.

SITUATION: MALLORY'S WORLD, 21 OCTOBER 3013

Attacker

The Attacker is Zakahashi's Zombies of the Second Sword of Light Regiment.

Assault Lance

Tai-i Tendoru Zakahashi, *BattleMaster* (Good condition), *Gunnery* 3, *Piloting* 3

Anson McMurphy, *Marauder* (Autocannon jammed. Roll each turn to clear on 10 or more), *Gunnery* 4, *Piloting* 4

Franco "Frito" Jones, *Grasshopper* (Good condition), *Gunnery* 5, *Piloting* 4

Art Shrett, *Ostsol* (+1 to all *Piloting* Skill Rolls), *Gunnery* 5, *Piloting* 3

Support Lance

Chu-i Susie Elgin, *Orion* (Good condition), *Gunnery* 4, *Piloting* 3

Cletus Palmer, *Rifleman* (Left-arm autocannon inoperative. No armor left on rear right torso), *Gunnery* 3, *Piloting* 4

Tom "Hands" Meyer, *Dervish* (Armor down to 10 points on center torso, Jump Jets out), *Gunnery* 5, *Piloting* 4

Charlie Adams, *Enforcer* (AC/10 generates 2 additional heat points plus desert modification), *Gunnery* 4, *Piloting* 4

Light Lance

Chu-i "Texas Bob" Crenshaw, *Javelin* (Good condition), *Gunnery* 5, *Piloting* 4

John "Wrinkles" Parthan, *Stinger* (Jump Jets produce 1 additional heat point every turn used), *Gunnery* 3, *Piloting* 5

Chuck "Bossman" Stork, *Locust* (Medium laser misfires on a roll of 7+), *Gunnery* 5, *Piloting* 5

Jack "Hun Killer" Brockman, *Locust* (Good condition), *Gunnery* 5, *Piloting* 4

Deployment

Set up anywhere on the North map north of the hex row 0014.

Victory Conditions

The Attacker must exit at least half of his force off the southern edge of the map by Turn 15 or the Defender wins.

Special Rules

Because of the heat of this desert area, all 'Mechs will generate 2 additional points of heat per turn unless they perform no action whatsoever.

In another of a series of attacks by House Kurita troops on Mallory's World, the Second Sword of Light Regiment, supported by the Twenty-fourth Dieron Regulars, landed and engaged the defending Seventeenth Avalon Hussars. Commanding the Fourth Davion Guards, Prince Ian Davion responded to the Combine invasion. After Davion forces' initial success, the Kurita units mauled the Seventeenth Avalon Hussars, leaving the Fourth Guards vulnerable. Prince Ian summoned the Kell Hounds Regiment, which was ten days away on Mara.

By the time the Kell Hounds arrived, the situation had become grave for the defenders. The Twenty-fourth Dieron Regulars had cut off the Fourth Davion Guards from their lines of communication and forced them to maneuver in the desert. The pursuing Second Sword of Light Regiment forced the Fourth Davion Guards deeper into the desert. Finally, at Desolate Pass, Prince Ian turned his worn and battered *Atlas* to face the *Warhammer* of the commander of the Second Sword, Yorinaga Kurita. In a desperate personal combat that gave his regiment time to withdraw, Ian Davion was killed. Before other Kurita units could carry his body off the field, however, the long-awaited Kell Hounds arrived.

The Kell Hounds drove away the Second Sword of Light, allowing the Fourth Davion Guards to recover Prince Ian's body.

A LITTLE KNOWLEDGE

NOT BY ITS COVER

—From Transcript Number 3862-224,
ISF Interrogation Files

Subject: Colonel Imorie Sanders
CONFIDENTIAL

"One more time, *Chu-sa*. From the top, if you please."

"All right, but I want you to know that I am answering your questions out of loyalty to the Combine. I realize it will be the last duty that I will be able to perform."

"Your feelings have been noted, *Chu-sa* Sanders. Now, once again. Please."

"I discovered a crate of Star League-era books that had been overlooked by the Davion raiders on Halstead Station. Realizing the importance of this discovery, I immediately had them placed on my DropShip, the *Dragon Blossom*, to rendezvous with our JumpShip. We arrived on Murchison shortly thereafter. I had no idea that the Kell Hounds had found out about the books or that they would trail us to Murchison."

"Why did you not simply head into Kurita space and report your discovery?"

"I, ah, had decided to ascertain the value of the books first. We dropped into Partheria on Murchison because it is the home of a number of noted Star League historians."

"Yes. Also the home of the largest black-marketing operation for Star League vintage material."

"That didn't mean anything to me, I tell you! I simply wanted to find out the books' value to the Combine."

"I see. Then what happened?"

"We landed a Heavy Lance commanded by Captain Eon to escort the book crate to my contact's warehouse. They were being carried by a standard *Shadow Hawk* 'Mech at the time. They reported about half an hour later that they were approaching the warehouse. Maybe ten minutes after that, we heard the first shooting coming from the central city."

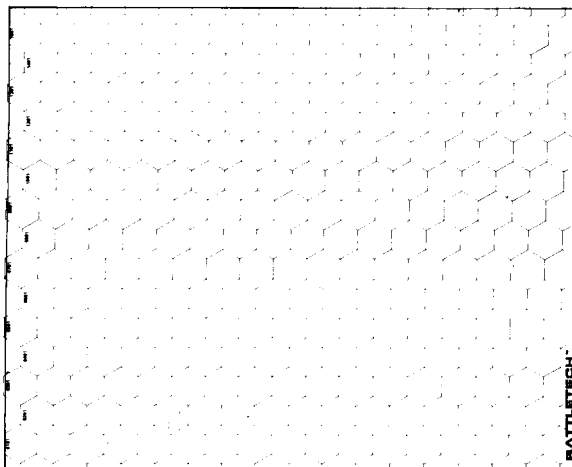
"Why didn't you send reinforcements?"

"Everything happened too fast! We were still trying to call Captain Eon when the *Shadow Hawk* with the book crate appeared running toward the *Dragon Blossom*. Before I realized what had happened, the hatch guard had let it aboard."

"What then?"

GAME SET-UP

Lay out the **BattleTech** maps as shown, using the reverse side. All areas of the map are considered Pavement. Use all **CityTech** rules, including Limited Intelligence and Hidden Movement if possible. Arrange the Buildings along streets as in a small city. Building elevation is random, as is Building type. If necessary, **Attacker** and **Defender** may alternately place Buildings until all are on the map. Use 20 Heavy Buildings, 30 Medium Buildings, and 25 Light Buildings.



Defender

The Defender is the Command Lance of the Second Company, First Battalion of the Thirty-sixth Dieron Regulars. All are in excellent condition. The *Shadow Hawk* is carrying the book crate, and so it can perform no hand-to-hand combat.

Tai-i Mike Eon, *Catapult* (Gunnery 4, Piloting 3)

Chu-i Jim Wagner, *JagerMech* (Gunnery 3, Piloting 4)

Sharleen Daniels, *Ostroc* (Gunnery 4, Piloting 4)

Jay Lee Summeralt, *Shadow Hawk* (Gunnery 5, Piloting 4)

Deployment

The Defender sets up first, anywhere in the city.

Attacker

The Attacker is the Strike Lance, Second Company, First Battalion of the Kell Hounds, with attached Jump Infantry of the Third Battalion. Missing is Lieutenant Caitlin Shaw's *Shadow Hawk*, which is attacking the DropShips.

Carl Oakes, *Enforcer* (Gunnery 3, Piloting 3)

Stephen Patton, *Hunchback* (Gunnery 3, Piloting 4)

Laurel Quinn, *Griffin* (Gunnery 4, Piloting 4)

Two Jump Infantry Platoons (SRM)

Two Jump Infantry Platoons (Laser)

Deployment

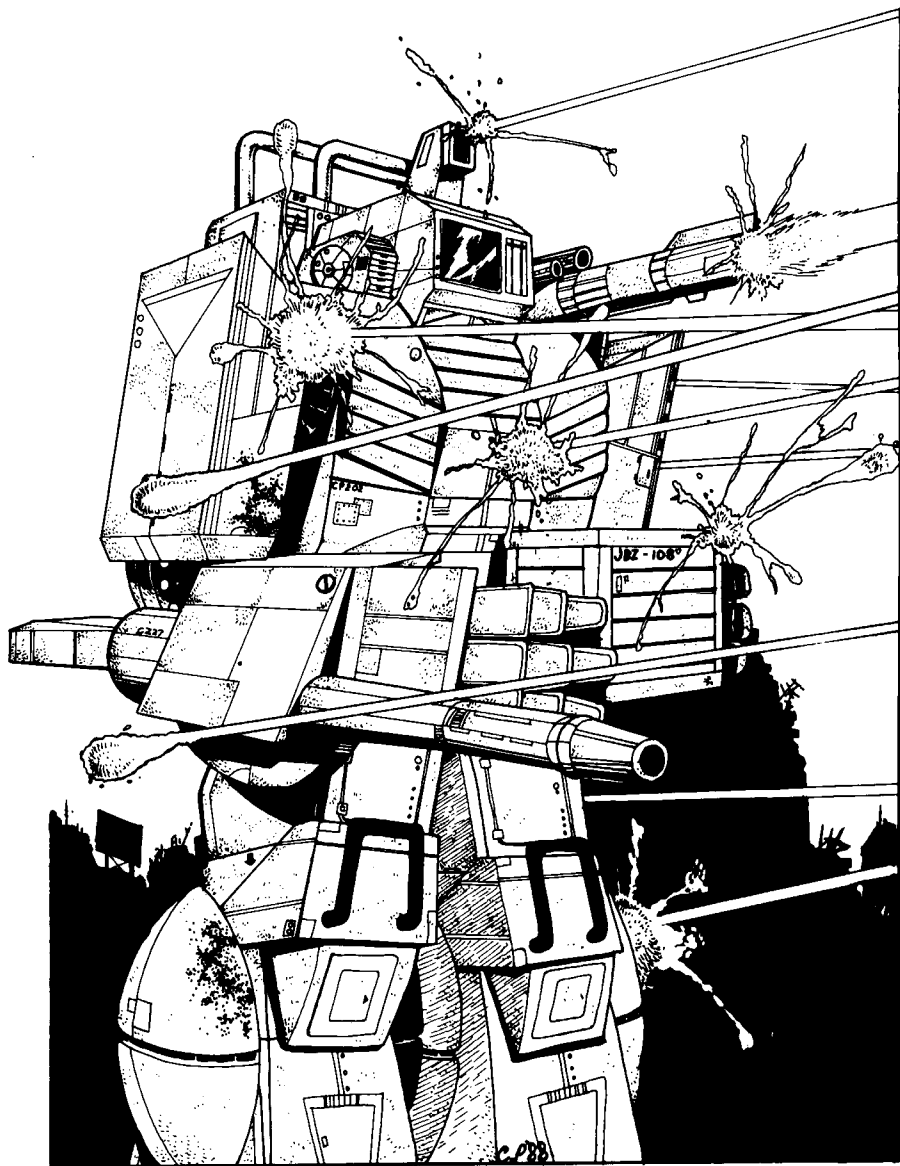
The Attacker enters the city from the north edge of the map.

Victory Conditions

The Attacker must retrieve the book crate by Turn 15. This can be accomplished by forcing the *Shadow Hawk* to drop it (which will occur if it is attacked hand-to-hand) and using another 'Mech with hands to carry it off, or by destroying three other supporting 'Mechs while still having at least two 'Mechs operational (in which case the *Shadow Hawk* pilot will surrender). No one is allowed to leave the board for any reason (the rest of the Kell Hounds First Battalion is strung out on the city perimeter to ensure that no one escapes.)

Special Rules

Any shots at the crate-carrying *Shadow Hawk* have a chance of destroying the Star League book treasure. Roll 1D6 each time the *Shadow Hawk* is hit. A result of 6 means that the books have been hit and the game is considered an immediate draw.



After Davion forces raided Halstead Station for a cache of rare Star League books, Colonel Imorie Sanders learned that many were left behind. He immediately crated these books and jumped out of system for Murchison. Kell Hounds contacts on Halstead Station reported his departure and predicted his destination. On a hunch, Patrick Kell and the First Battalion went to Murchison. They landed undetected near the city of Partheria and sent a Strike Lance of the Second Company and a Jump Infantry detachment into the city. The Kell Hounds were prepared when the Colonel's DropShip, *Dragon Blossom*, arrived at the small Partheria starport a few days later.

Colonel Sanders intended to sell the Star League books in the black market, but he did not know that the Kell Hounds had already reached his contacts and forced them to cooperate. When Lieutenant Shaw of the Kell Hounds discovered how the crate transfer was to be made, she decided to go for broke and attack the Colonel's DropShip as well. One of the Strike Lance's 'Mechs was a *Shadow Hawk*, and this was quickly fitted with a crate full of Jump Infantry, which boarded and captured the *Dragon Blossom*. Elsewhere, the three other members of the Strike Lance had to track down the actual *Shadow Hawk* with its real book crate and three 'Mech escort. The ambush at the warehouse failed and these enemy 'Mechs were wandering around the streets of the city, apparently lost. It was a hide-and-seek contest.

Not By Its Cover (continued from page 34)

"Shooting began on the Bay deck. That 'Mech was a Kell Hound *Shadow Hawk* with a crate full of Jump Infantry! By the time the Captain sounded the alarm and the guns were armed and manned, we had at least a company of enemy troops streaming into the 'Mech hatch. We fought hard, but eventually we were overwhelmed by their superior numbers."

"And the books?"

"How do I know? The mercenaries let all the surviving crewmembers and myself leave the ship, and then they boosted out. I guess their forces in the town had another DropShip somewhere."

"Exactly. Quite a sad situation, wouldn't you say, Colonel?"

"I am prepared to pay the penalty for my failure, sir. But what of my family?"

"Never fear, Colonel. The Combine takes care of its own."

"Ah, thank you, sir."

DEATH OF THE LEGION

MINED GAMES

The Command bunker was dim and smoky with the residue of the pirate officer's StimCigs. Gorman Toth, dressed in his bright red and orange uniform, was speaking.

"And I tell you once again," he said. "This old depot is the answer to our dreams. Just think what we can do to these gutless garrisons with a regiment of new 'Mechs! Why, we might be able to establish our own rule on a few worlds. Worlds that we could call our own."

Major Rillan slowly stood up. "And what of the Kell Hounds, Leader? Have you forgotten they have dropped onto Mankova for the sole purpose of destroying us?"

"Fool! Why do you think I want that depot! I'll see Patrick Kell and his lapdogs crushed when we are re-equipped and ready to fight again. So, it is decided. Rillan, you prepare the troops for the journey to the Foredam Mining District. It is there we will discover the whereabouts of this lost depot and the treasures that it contains."

"Yes, Leader. But what if the Kell Hounds do not give us a chance to reach Foredam?"

"We travel far lighter than they. If we act fast, they'll never know we've gone until it's too late."

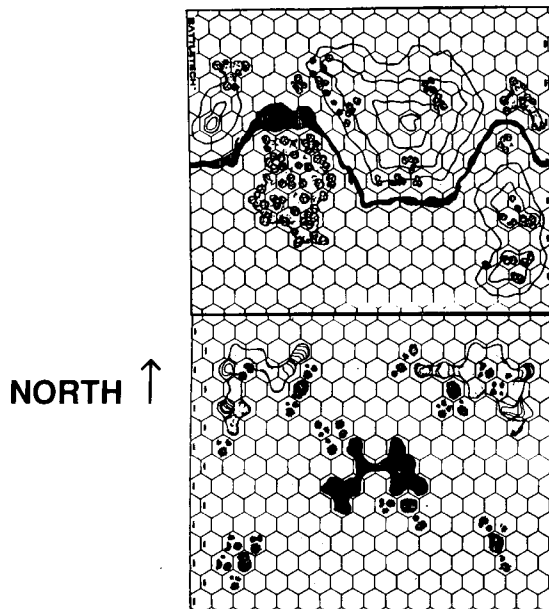
"So, we go?"

"We do," Toth snapped. "And I'll have the hide of the last man to break camp. Now, to work!"

Without another word, the officers of the Legion of Honor strode out of the bunker. Toth chuckled to himself. Slowly he rubbed his hands over the electro-heater in the corner. "Soon, Kell Hounds, we will meet. And then we'll see if you live up to your reputation or not."

GAME SET-UP

Lay out the **BattleTech** mapboards as shown. Use all **Expert BattleTech** rules for this scenario.



Defender

The Defender is the pirate unit known as the Legion of Honor.

Leader Lance

Gorman Toth, *Marauder* (left PPC out, 15 armor points remaining on left arm),

Gunnery 4, Piloting 3

Major Adolf Rillan, *JagerMech* (Head armor down to 5 points), *Gunnery 4, Piloting 4*

Joe "Blackjack" Toomb, *Centurion* (LRM jams on a roll of 8 or more), *Gunnery 4, Piloting 5*

"Slippery Pete" Manheim, *Assassin* (Good condition), *Gunnery 4, Piloting 4*

Attack Lance

Dan Glory, *Orion* (AC/10 jams on die roll of 9 or more), *Gunnery 4, Piloting 4*

Sandra Fitzsimmons, *Rifleman* (Large laser out in right arm, 12 armor points left in center torso), *Gunnery 5, Piloting 4*

Marcus Worrus, *Scorpion* (Must roll *Piloting Skill* +1 during every turn of running), *Gunnery 4, Piloting 4*

Zeke "Zippo" Smuthers, *Firestarter* (Good condition), *Gunnery 3, Piloting 5*

Probe Lance

Roxanne Devers, *Valkyrie* (Jump jets misfire and take double heat buildup on a die roll of 7 or more), *Gunnery 4, Piloting 4*

Lancelot Smith, *Spider* (Good condition), *Gunnery 5, Piloting 4*

Dorothy Gail, *Stinger* (Both machine guns inoperative), *Gunnery 5, Piloting 5*

Sam Norgales, *Locust* (Good condition), *Gunnery 4, Piloting 4*

Deployment

Set up first, anywhere on the South map, but in a single-file line of march with no more than two hexes between 'Mechs in line.

SITUATION: MANKOVA, 28 NOVEMBER 3017

Attacker

The Attacker is the 'Mech Company of the Kell Hounds Mercenary Battalion.

Command Lance

Lieutenant Colonel Patrick M. Kell, Elite, *Thunderbolt*
 Lieutenant Anne Finn, Veteran, *Orion*
 Sergeant Clarence "Cat" Wilson, Elite, *Marauder*
 Bethany Connor, Regular, *Crusader*

Assault Lance

Major Salome Ward, Elite, *Wolverine*
 Lieutenant Mike Fitzhugh, Veteran, *Catapult*
 Sergeant Diane McWilliams, Veteran, *Trebuchet*
 Mary Lasker, Regular, *Rifleman*

Scout Lance

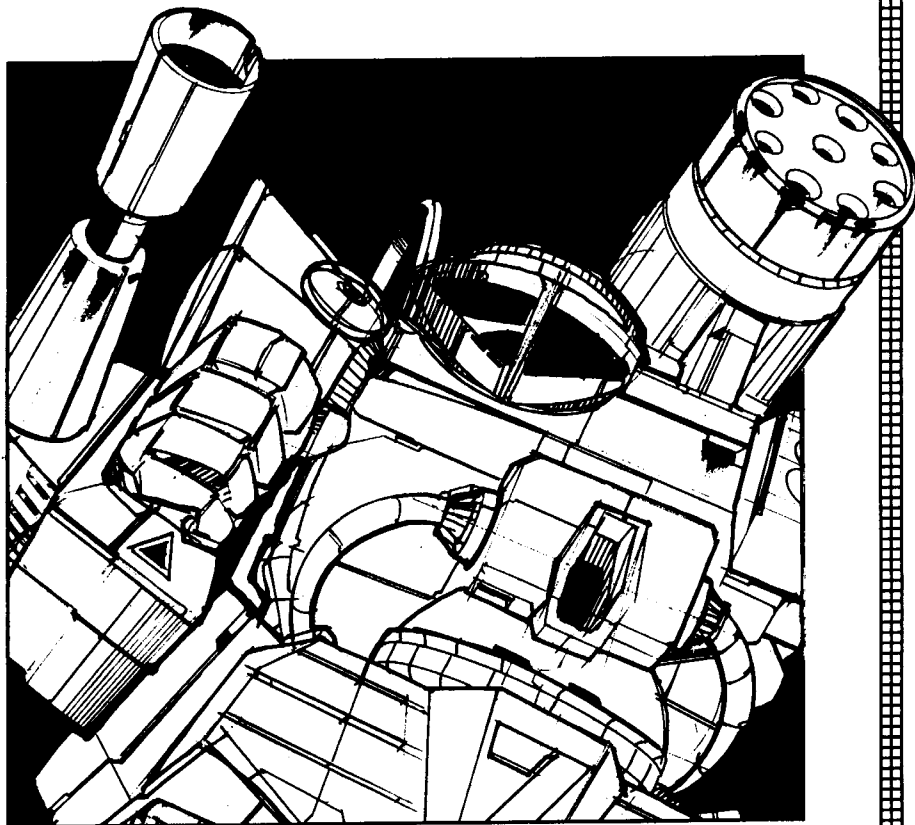
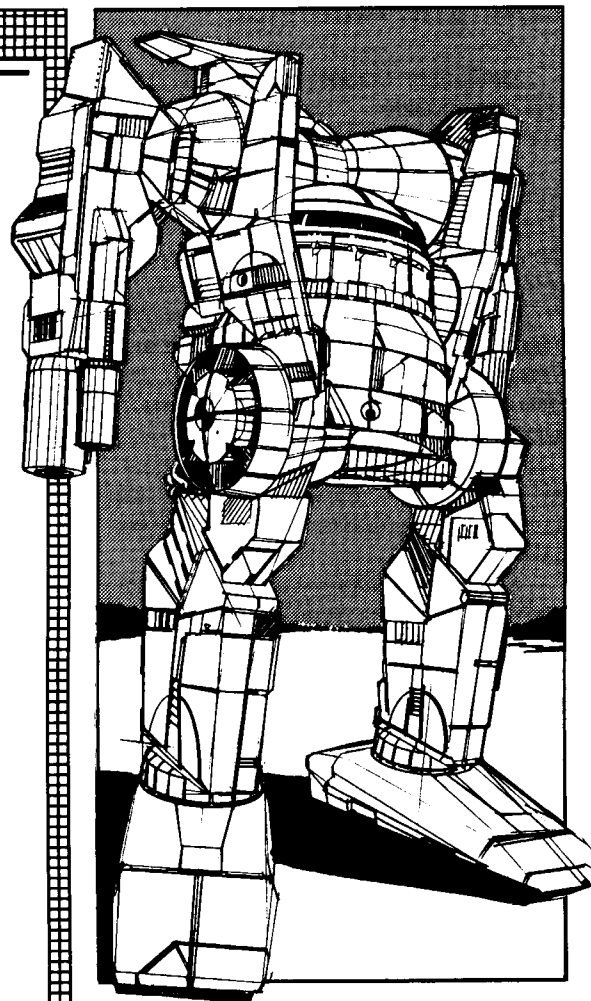
Captain Daniel W. Allard, Veteran, *Valkyrie*
 Lieutenant Austin Brand, Veteran, *Commando*
 Sergeant Meg Lang, Regular, *Wasp*
 Eddie Baker, Regular, *Jenner*

Deployment

Enter the north edge of the map on Turn 1.

Victory Conditions

The Attacker wins by destroying or disabling all enemy 'Mechs. The Defender wins by destroying or disabling the Attacker.



During a raid on Mankova by Gorman Toth and his pirate unit known as the Legion of Honor, Toth learned that a Star League depot had been found during strip-mining operations in the Foreدام District. Toth had been pillaging the planet for nearly a week because he had tricked the Kell Hounds into pursuit of another pirate named Hassin Hys. Confident that he was rid of the Hounds, Toth set out for the desolate mining district to take the depot and whatever it might hold. He had unknowingly fallen into the well-laid trap set for him by Lieutenant Colonel Patrick Kell, who had planted the story about the Star League depot.

As Toth's Legion of Honor headed for Foreدام, Colonel Kell split off his AeroSpace company and Jump Infantry Company to block every possible escape route. When Major Salome Ward and the Relentless Wolves reached Toth's Legion, the pirates lost cohesion and began to withdraw, only to be attacked from the rear by AeroSpace Fighters and Jump Infantry. There was no choice but to accept battle with the Kell Hounds' 'Mech Company head-on.

DRAGON OF A DIFFERENT COLOR

REALISTIC PRACTICE

Lieutenant Colonel Patrick Kell bent over the shoulder of his *Thunderbolt* and extended a hand. "Here, grab hold."

Cat Wilson took the proffered hand and boosted himself onto the 'Mech's shoulder. "The militia's got juice and hot food down there in that tent, you know." Wilson pointed at the large squad tent across the field.

Kell laughed. "Maybe, but I've got cold beer in a cooler up here." He turned and walked to his 'Mech's open canopy. "I'm having a wake for myself. Care to join me, o fellow corpse?"

Wilson sat on the *Thunderbolt's* shoulder. "Don't mind if I do. And by the way, it's against regulations to remind an NCO of his own mortality."

Below them, infantry and MechWarriors milled about the Combat Forces Reactivation Station, enjoying real food and a comfortable "death" after two weeks of field rations and maneuvers. The Kell Hounds and their Davion militia "enemies" mixed freely, chatting to one another while a group of technicians washed pink and yellow splashes of LRM and SRM paint rounds from "destroyed" 'Mechs and vehicles. At the end of the line of 'Mechs stood a *Marauder*, its head spotted with yellow paint.

"Nice paint job," Kell said, digging out a beer and throwing it to Wilson. "Is that a new Kurita camouflage scheme?"

Wilson looked over at Kell, who leaned strategically against a collection of yellow spots of his own 'Mech's head. "With live ammo flying, those militia boys would've been a whole lot more interested in keeping their heads down than in trying to take shots at us."

Kell shrugged. "Live fire or no, I think we've taught these weekend warriors quite a bit. The next Kurita raider battalion to come along this way is in for one hell of a surprise."

Over Kell's shoulder, Wilson saw a *Wolverine* with Kurita colors step from the Quentin woods and walk toward the camp. Wilson smiled craftily. "I'll bet you a hundred C-bills that the militia get Ward, too."

Kell shook his head. "You're crazy, but if you want to part with your money so bad, who am I to argue? You're on."

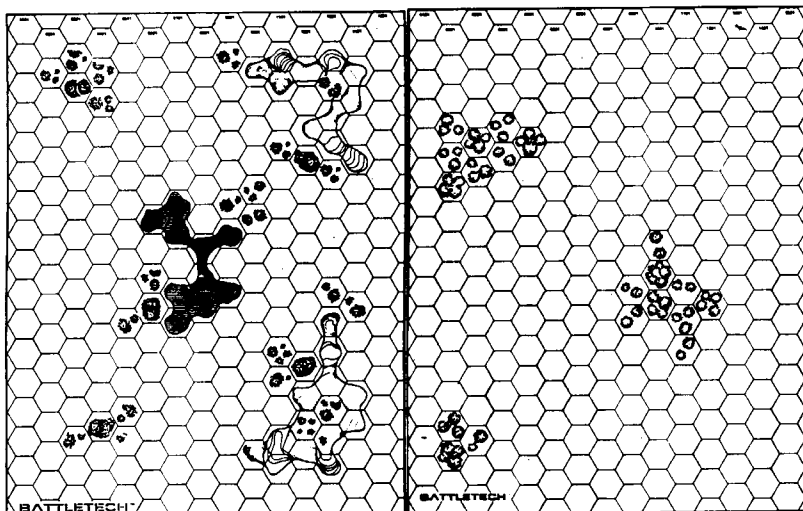
"Great. Now look behind you, and start reaching for your wallet."

Kell looked over at the approaching 'Mech. When he looked back, his face was pale. "That isn't Ward."

The Kurita *Wolverine* raised its autocannon and fired.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use standard **BattleTech** rules with no **Optional Rules**.



NORTH ↑

Defender

The Defender consists of elements of the Kell Hounds Battalion and Davion militia forces. (Skill Levels for the Kell Hounds are those listed when the unit was at battalion strength.)

Lieutenant Colonel Patrick Kell, *Thunderbolt*

Sergeant Clarence "Cat" Wilson, *Marauder*

Sergeant Diane McWilliams, *Trebuchet* (Gunnery 6, Piloting 5)

Captain Alistair Ordway, Davion BattleMech Liaison, *Crusader* (Gunnery 4, Piloting 4)

Deployment

Defenders deploy in the following hexes: Kell, Hex 0106, West map; Wilson, Hex 0207, West map; McWilliams, Hex 0307, West map; Ordway, Hex 0406, West map. Place vehicle counters in Hexes 0204, 0305, and 0306, West map.

SITUATION: QUENTIN, APRIL 3023

Attacker

The Attacker consists of a Fire Lance. (All 'Mechs are in good condition, skills are *Gunnery 4*, *Piloting 4*.)

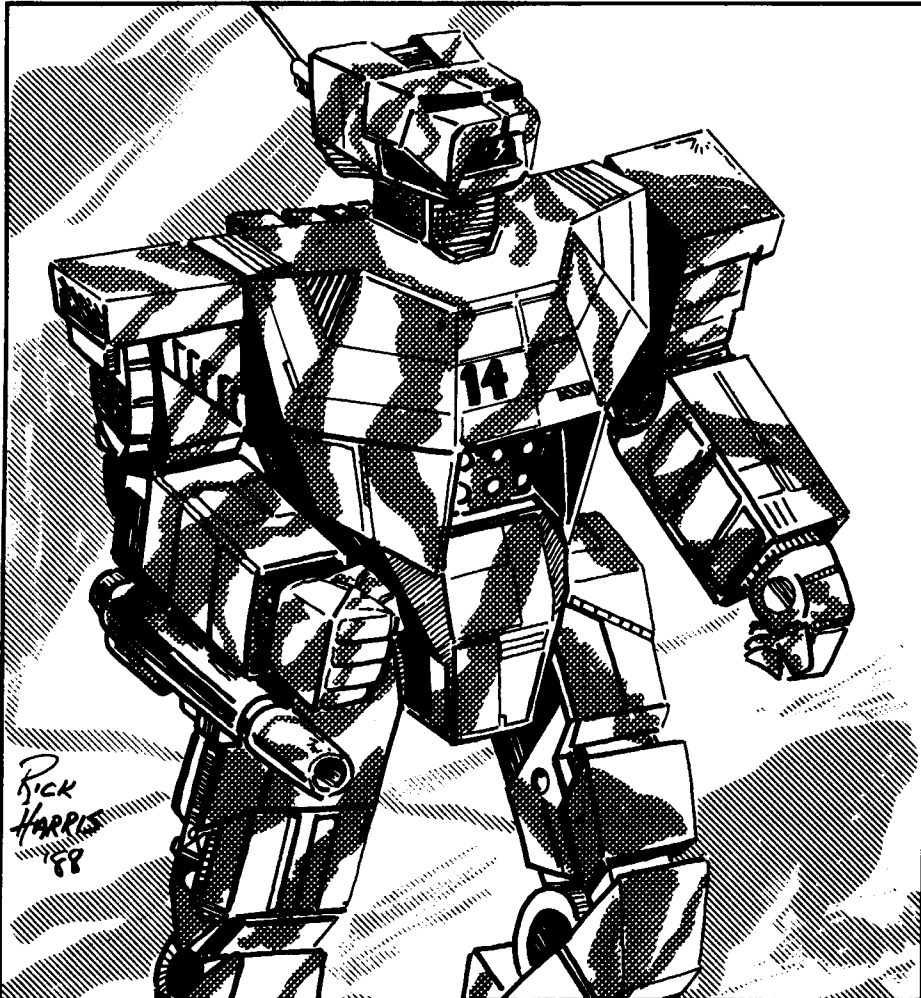
Marauder
Warhammer
Thunderbolt
Hunchback

Deployment

Attackers deploy on the east edge of the map between Hexes 1901 and 1907.

Victory Conditions

The Vehicle Counters represent the field-reactivation personnel. On Turn 1, they will begin moving toward the west edge of the map at two hexes per turn. If attacked, these units take damage as infantry platoons. The Kell Hounds get one Victory Point for each Kurita 'Mech destroyed and one for each Vehicle Counter that exits off the West map edge. The Kuritas get one Victory Point for each enemy 'Mech or Vehicle Counter destroyed. A difference of one Victory Point is a Draw, two is a Marginal Victory, and three or more is a Substantial Victory.



In 3023, the Kell Hounds were serving a short tour with House Davion. Instead of front-line duty, the Kell Hounds Battalion was running an innovative training program. The battalion adopted the tactics and markings of a Kurita raider battalion to instruct Davion border guards.

The Kell Hounds were on the border world of Quentin in April, 3023, to give the local militia regiment a second round of war-games before the battalion returned to its base on Robinson. The Kell Hounds staged an assault drop on a sparsely populated sector of the planet, then began a game of hit-and-run with the militia forces in the field.

Neither the Kells nor the planetary forces were aware that a Kurita battalion was observing them from Quentin's moon. The Kurita commander deduced that he was watching field maneuvers and hoped to destroy both forces in a surprise attack. Fortunately for the Kells, the Kurita raiders were using DropShip pilots on loan from the Combine Legion of Vega. In a dazzling display of incompetence, these pilots scattered the assault forces over 15 square kilometers of dense forest.

As the Kurita forces attempted to link up, a lance of 'Mechs stumbled upon a Reactivation Camp, where "dead" MechWarriors waited out the battle. Four of six 'Mechs there belonged to the Kell Hounds, including Patrick Kell himself. The raiders quickly attacked the camp, and only the quick thinking of the Kell Hounds prevented a slaughter. The Kell Hounds quick-started their 'Mechs and charged into the midst of the attackers, firing and fighting hand-to-hand. The raiders fell back into the forest, allowing the rest of the camp to escape.

SPECIAL PARTY

BLACKENED PANTHERS

—Interview with Lieutenant Michael Fitzhugh, from *The Kell Hounds, the Making of a Legend*, by Thelos Auburn

We knew that the Draconis Combine had a grudge against us that dated from the Battle of Mallory's World, but most of us thought that it had faded after the Defection. We were wrong.

We were stuck on Pacifica, also known as Chara III, for almost a year. During that time, House Kurita had plenty of chances to strike at us, yet nothing happened. This reinforced our belief that Kurita did not care about us anymore.

Captain Janos Vandermeer was the first to discover Kurita's new interest in us when he found elements of the Second Sword of Light in orbit around Chara IV. Knowing that the Kurita forces were preparing for an assault, Patrick had a stroke of genius. He let it slip to the Kurita informers on Pacifica that Hauptmann-General Joss and Ardan Sortek would arrive for an inspection in a week. Two days later, the Kurita commander told his plans to the informers. From them, we were able to discover the ETA, landing sites, and troop strengths of two of the three DropShips.

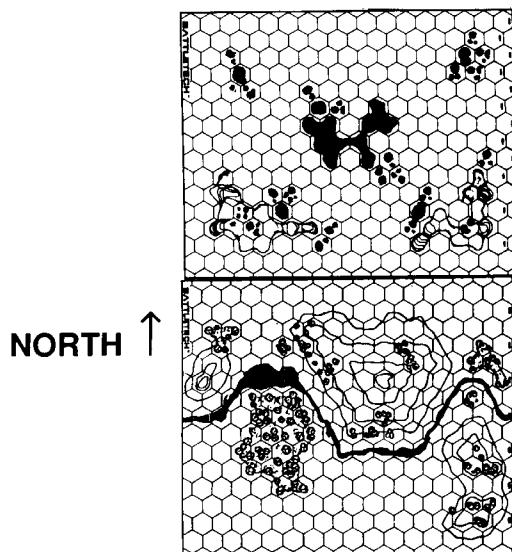
On the day Hauptmann-General Joss and company arrived, Patrick had the 'Mech company stake out the landing zone of one of the DropShips and the AeroSpace company watch the other. To give the illusion of normalcy, Patrick dressed up all the Techs and astechs in the Kell Hounds Battalion dress uniforms. When the General and Ardan landed, the Kurita informers noted nothing unusual. All personnel were there in parade order to greet the dignitaries, or so they thought.

Captain Vandermeer watched the Kurita preparations and reported to Colonel Kell. Patrick must have talked General Joss, Colonel Sortek, and Lieutenant Redburn into coming to the party, because they were there when the DropShip came down, right on time too. It was quite a party...

Lieutenant Mike Fitzhugh, 3030

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use **Advanced BattleTech** rules.



Defender

The Defender is the 'Mech Company of the Kell Hounds Battalion.

Command Lance

Lieutenant Colonel Patrick Kell, *Thunderbolt*
 Lieutenant Anne Finn, *Orion*
 Sergeant Clarence "Cat" Wilson, *Marauder*
 Bethany Connor, *Crusader*

Assault Lance

Major Salome Ward, *Wolverine*
 Lieutenant Mike Fitzhugh, *Catapult*
 Sergeant Diane McWilliams, *Trebuchet*
 Mary Lasker, *Rifleman*

Scout Lance

Captain Daniel W. Allard, *Valkyrie*
 Lieutenant Austin Brand, *Commando*
 Sergeant Meg Lang, *Wasp*
 Eddie Baker, *Jenner*

Esteemed Guests

Hauptmann-General Sarah Joss, *Warhammer* (Gunnery 1, Piloting 3)
 Colonel Ardan Sortek, *Victor* (Gunnery 1, Piloting 2)
 Lieutenant Andrew Redburn, *Hunchback* (Gunnery 3, Piloting 4)

Deployment

The Defender starts the game in Hidden Positions (see **Special Rules**).

Attacker

The Attacker consists of elements of the First Battalion, Second Sword of Light Regiment

SITUATION: CHARA III, 1 MARCH 3027

Torinaga's Company

Tai-i Ikia Torinaga, Panther (Gunnery 2, Piloting 3)

Jerry Holub, Panther (Gunnery 3, Piloting 4)

Vincent Cheslik, Panther (Gunnery 4, Piloting 5)

Bret Weitzell, Panther (Gunnery 4, Piloting 5)

Chu-i Noshia Toshiba, Panther (Gunnery 3, Piloting 4)

Robert Schnell, Panther (Gunnery 4, Piloting 5)

Clint Allen, Panther (Gunnery 4, Piloting 6)

Alton Homan, Panther (Gunnery 4, Piloting 5)

Chu-i Katuzi Noritoga, Panther (Gunnery 3, Piloting 3)

P.K. Normandin, Panther (Gunnery 4, Piloting 5)

S. Spegal, Panther (Gunnery 4, Piloting 4)

Phil Jakus, Panther (Gunnery 5, Piloting 6)

Yoshogi's Support Lance

Chu-i Akido Yoshogi, Griffin (Gunnery 2, Piloting 4)

Sergeant Tatnaga Shiro, Griffin (Gunnery 4, Piloting 4)

Sergeant Uinga Kadnaski, Shadow Hawk (Gunnery 4, Piloting 5)

Sergeant Haratu Yanoto, Shadow Hawk (Gunnery 4, Piloting 5)

[Both *Shadow Hawks* are the Kurita SHD-2K version, armed with a PPC instead of the AC-5.]

Miscellaneous 'Mechs

Chu-i Mitsu Kuranchi, Grand Dragon (Gunnery 4, Piloting 3).

[The *Grand Dragon* is a normal *Dragon* 'Mech, with a PPC in the right arm and a third medium laser in the right torso.]

Sho-sa Tigna Zatkan, Awesome (Gunnery 2, Piloting 2)

Deployment

The Attacker enters from the north edge of the North map on Turn 1. The *Awesome* enters from the north edge of the North map any time after Turn 3.

Victory Conditions

The Attacker scores 5 points for each Kell Hound 'Mech destroyed. Score 3 points for destroying Lieutenant Redburn, 6 points for General Joss, and 10 points for Colonel Sortek.

The Defender scores 5 points for each destroyed Kurita 'Mech and 2 points for each damaged 'Mech (over 25 percent armor destroyed and at least 5 internals) or 'Mech that exits off the northern edge of the map.

The Attacker may disengage only from the northern edge of the North map. The Defender may disengage from any other map edge.

Special Rules

All Defenders begin the game in Hidden Positions (they are using scanner baffles to conceal their presence). Write on a piece of paper the 'Mech and hex number, but do not put the counters on the map until one of the following occurs:

1. The 'Mech moves.

2. The 'Mech fires.

3. The Attacker has at least one 'Mech with a clear line-of-sight to the defending 'Mech. Trees and hills will block line-of-sight.

After the 'Mech has been spotted, put the appropriate counter on the map in the appropriate hex and continue play normally.

Any Kurita 'Mech disengaging along the north edge of the North map is considered under the protective fire of the DropShip and is assumed to have escaped. Kurita 'Mechs exiting any other map side are considered destroyed.

Chara III, also known as Pacifica, is a water-rich planet located in the Lyran Commonwealth's Federation of Skye. It is also the duty station of the Kell Hounds Battalion. When the Kell Hounds returned to the service of the Lyran Commonwealth in 3026, Katrina Steiner stationed them on Pacifica for some easy duty. Though the Hounds had been asking the Archon for more active duty for almost a year, it was the Kell Hounds' most hated enemy, House Kurita, that provided their ticket off Pacifica.

The desire for revenge for the disgrace of the Second Sword of Light Regiment during the Battle of Mallory's World drove the Draconis Combine to seek destruction of the Kell Hounds. When House Kurita discovered where the Kell Hounds were based, the Second Sword of Light got the chance to lay a trap and regain its honor. Placing their DropShips in orbit around Chara IV in late February 3027, the Kurita forces prepared for a surprise assault on the Kell Hounds.

Just two days before the planned assault, the Kurita commander learned of the scheduled visit of Hauptmann-General Sarah Joss and Colonel Ardan Sortek of the Federated Suns. In the hope of scoring an even larger victory, the Kurita commander chose to delay the assault.

Unknown to either the Commonwealth or the Draconis Combine, Lieutenant Colonel Patrick Kell knew of the Kurita plans. Colonel Kell had detailed information about the strengths and landing zones of two of the three Kurita DropShips, and he set up his forces accordingly.

The Kell Hounds AeroSpace Fighter company was poised to engage one of the 'Mech companies, while the Kell Hounds 'Mech company was set to ambush the other. Colonel Kell persuaded Colonel Sortek, Hauptmann-General Joss, and Lieutenant Redburn to join him and his Kell Hounds in the hunt.

TRICK WITH TIME

DOUBLE-CROSSED SWORDS

—Interview with Lieutenant Michael Fitzhugh, from *The Kell Hounds, the Making of a Legend*, by Thelos Auburn

The First Battle of Pacifica, as we Kell Hounds call it, went very well for us. The 'Mech company, with the assistance of our "guests," destroyed an *Awesome*, a Kurita-version *Shadow Hawk*, two *Griffins*, and four *Panthers*. We took very little damage in return, all of it superficial and soon repaired. We damaged several of the remaining *Panthers* and the remaining *Shadow Hawk* as they withdrew to their DropShip.

Our AeroSpace Fighter company did even better, destroying all twelve enemy *Panthers*, without taking any damage. Boy, did we celebrate that night! Twenty enemy 'Mechs destroyed, and we took no losses.

We were in great spirits, but we weren't out of the woods yet. The Colonel and the other department heads had figured out that the third DropShip had unloaded a company of *Panthers* in an area called Branson's Swamp. We tightened security around the base, until we either found those Kurita 'Mechs or they got tired of the planet and left. I was betting on them leaving within two weeks. Unfortunately, I was wrong.

The next two months passed slowly, which was usual on Pacifica. Except for our increased vigil for those *Panthers*, nothing unusual happened. One of our Commonwealth Techs was scheduled to muster out on May 26, but the JumpShip was set to leave on the 25th. Apparently Captain Allard and Cat Wilson had figured a way around that problem, because the night of the 24th, we all threw him a going-away party. About 2:00 A.M., I crashed.

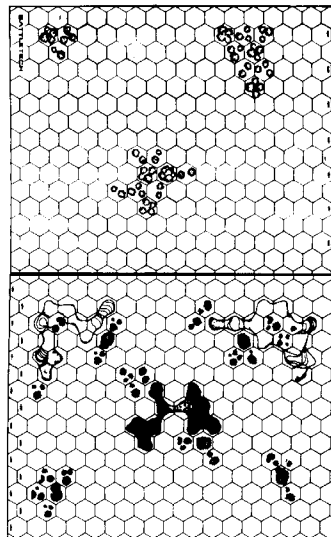
At about four in the morning, all hell broke loose. Firing broke out down in the 'Mech bay. Somebody was assaulting the base. I grabbed my weapon and armor and headed for my 'Mech. Things started to happen pretty fast at that point. A couple of the ninja dudes came around the corner with swords! I quickly showed them how useless swords were against an assault rifle.

Then I fought my way down to the 'Mech bay, killing four more of those guys in their black robes. By the time I got down to the bay, Captain Allard and Cat had already cleaned it out. As I was climbing into my *Catapult*, I heard that the last Kurita *Panther* company was on the way in. I saw the rest of the Kell Hound MechWarriors getting into their 'Mechs, and I knew that the next half hour was going to be fun...

Lieutenant Mike Fitzhugh, 3030

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use **Advanced BattleTech** and **CityTech** rules.



Defender

The Defender is the Kell Hounds Battalion.

Command Lance

Lieutenant Colonel Patrick Kell, *Thunderbolt*
 Lieutenant Anne Finn, *Orion*
 Sergeant Cat Wilson, *Marauder*
 Bethany Connor, *Crusader*

Assault Lance

Major Salome Ward, *Wolverine*
 Lieutenant Mike Fitzhugh, *Catapult*
 Sergeant Diane McWilliams, *Trebuchet*
 Mary Lasker, *Rifleman*

Scout Lance

Captain Daniel W. Allard, *Valkyrie*
 Lieutenant Austin Brand, *Commando*
 Sergeant Meg Lang, *Wasp*
 Eddie Baker, *Jenner*

Kell Hounds Infantry Company

1st platoon	Jump Infantry	Laser
2nd platoon	Jump Infantry	SRMs
3rd platoon	Mechanized Infantry	Machine Guns
4th Platoon	Mechanized Infantry	Lasers

Deployment

The Kell Hounds 'Mech Company may start anywhere within three hexes of the base. The Kell Hounds Infantry Company starts the game hidden on either of the two map boards. The Attacker sets up first, followed by the Defender.

Attacker

The Attacker is Kamekura's Company, First Battalion, Second Sword of Light Regiment.

Command Lance

Sho-sa Taki Kamekura, *Panther* (Gunnery 2, Piloting 3)
 S.D. Overton, *Panther* (Gunnery 4, Piloting 5)
 Jack Boyt, *Panther* (Gunnery 4, Piloting 5)
 Bill Hanson, *Panther* (Gunnery 4, Piloting 4)

Fire Lance

Chu-i Hiagu Oguchi, *Panther* (Gunnery 3, Piloting 4)
 Dave Lawson, *Panther* (Gunnery 4, Piloting 5)
 A.B. Whitcomb, *Panther* (Gunnery 4, Piloting 5)
 Dean Towers, *Panther* (Gunnery 5, Piloting 5)

Recon Lance

Chu-i Iwagi Nahira, *Panther* (Gunnery 4, Piloting 4)
 Robert Schnell, *Panther* (Gunnery 4, Piloting 5)
 Andrew Chun, *Panther* (Gunnery 4, Piloting 5)
 Tim Eagen, *Panther* (Gunnery 5, Piloting 5)

Deployment

The Attacker sets up anywhere on the South map. Units may not set up closer than six hexes to the north edge of the South map.

Victory Conditions

The Attacker scores 5 points for every Kell Hounds 'Mech that is destroyed and scores 1 point for killing infantry. The Defender scores 3 points for every Kurita 'Mech killed or captured.

When one side has no forces remaining, the side with the most points wins.

Special Rules

The Defender may not leave the map because any units fleeing would be too far from their DropShips and would be destroyed by the Kurita reinforcements.

The Attacker may leave only by the north edge of the North map. 'Mechs may not return to the map after leaving.

The Kell Hounds Infantry Company starts the game hidden. Record the hex number of the infantry unit on a piece of paper. Place the units on the map when they have been discovered. 'Mechs sight infantry at a range of five hexes or less if the infantry is in the open and at a range of one hex when the infantry is in the Woods. Infantry that moves or fires is spotted instantly. Once infantry is spotted, place the counter or counters on the map and proceed normally. Infantry may carry inferno rounds for SRMs.

If playing this scenario in conjunction with **MechWarrior Scenario 2**, use the surviving MechWarriors from that scenario to pilot the 'Mechs in this scenario.

The Kell Hounds base is a six-hex Hardened Building, located in the following Hexes: 0207, 0208, 0209, 0308, 0309, 0310.

The debacle of March 1 discouraged the Kuritan forces, but it did not stop them. One company of *Panthers* had landed secretly on the planet. The Draconis Combine quickly drew up a new plan of attack to destroy the Kell Hounds. A full assault force was to land on Pacifica on May 27. The company of *Panthers*, commanded by *Sho-sa* Kamekura, was to strike at three Agcenters to lure the Kell Hounds into the open. Then the newly arrived battalion was to destroy the Kell Hounds.

Sho-sa Kamekura was not happy to be only a diversionary part in the plan. Discovering that Colonel Ardan Sortek's *Victor* was scheduled to be moved off the planet in late May, Kamekura came up with an alternative plan. He planned to assault the Kell Hounds base at dawn of May 25. His first wave consisted of elite Kurita shock troops, who many called ninjas, to demolish the Kell Hounds barracks and kill as many MechWarriors as possible. *Sho-sa* Kamekura then planned to follow up with his 'Mech company to finish the job and hand the Draconis Combine a smashing victory.

Luckily for the Kell Hounds, Kamekura's plan did not go as planned. The Kell Hounds had a Tech mustering out on May 26. The only problem was that the last JumpShip for six months was scheduled to leave on the 25th. In order not to make the Tech remain onplanet for an extra six months, the Kell Hounds hatched a plan to advance the clock by 24 hours. Then they threw the departing Tech a party.

This trickery meant many Kell Hounds were still awake when Kamekura's first wave struck.

PHANTOM 'MECHS

'TELL MORGAN I UNDERSTAND'

"I still don't understand it," Austin Brand said. "It was as if the Colonel's 'Mech just wasn't there to any of my sensors! And yet I saw his *Victor* through the viewport. I just don't get it."

Seated around the rec room of the DropShip *Silver Eagle*, his compatriots nodded silently.

"It was a gift," whispered Meg Lang, holding back her tears as she sipped from a covered flask.

"Yes. A gift," Dan Allard said. "When Patrick went for those *Panthers*, I think he knew that this would be his last battle. Do you remember what he said? 'Tell Morgan I understand.' Do you think Morgan knows something about this...this thing that can make a 'Mech and its pilot invisible?"

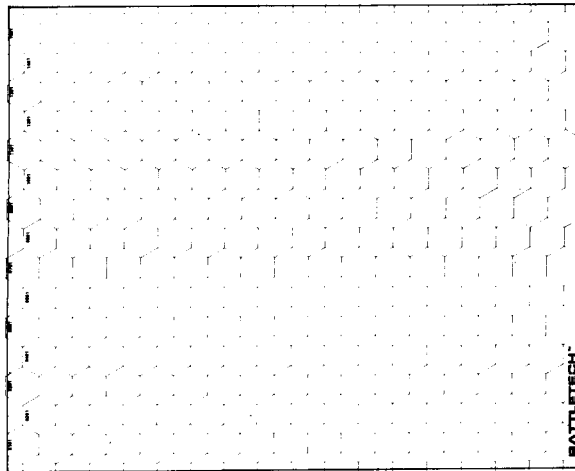
"Maybe," Brand said. He handed Captain Allard another flask, carefully avoiding contact with Allard's bandaged arm strapped tightly to his chest. "But whatever it was sure wasn't natural. I mean, it's scary to think of what a power like that could do in battle. You would be almost invincible."

Lang clamped her flask carefully into its holder on the table and walked toward the hatch. "Invincible in battle perhaps. But what price would you have to pay for that? Nothing is free. So what's the tradeoff? If Morgan Kell knows of this 'gift,' I wonder what he paid for that knowledge. We all know what Patrick Kell paid for it down on Styx. Personally, I don't think that it is worth it."

Still wobbling from the recent battle and the effects of Patrick Kell's wake, she carefully opened the rec room hatch. As she closed the door behind her, the room fell silent.

GAME SET-UP

Lay out one **BattleTech** map as shown, using the reverse side. This approximates the dimensions of the Styx Complex DropShip Bay. Use all **Expert BattleTech** rules in addition to the **Phantom 'Mech** rules described on page 12. The *Silver Eagle* is assumed to be berthed in Hexes 1507, 1508, 1509, and all partial hexes leading off the map.



Defender

The Defender is the *Genyosha* unit of the Draconis Combine.

Kaji Lance

Tai-sa Yerinaga Kurita, *Warhammer* with **Phantom 'Mech** ability
(Gunnery 3, Piloting 2)

Chu-i Minoru Akiri, *Crusader* (Gunnery 3, Piloting 3)

Chu-sa Sam Gunther, *Panther* (Gunnery 4, Piloting 3)

Chu-sa Seschuie Omata, *Panther* (Gunnery 4, Piloting 5)

Korasu Lance

Sho-sa Niuro Tarukito, *Panther* (Gunnery 4, Piloting 3)

Chu-i Asagawa Colloden, *Panther* (Gunnery 3, Piloting 3)

Chu-sa Milo Fedders, *Panther* (Gunnery 4, Piloting 3)

Chu-sa Ichiban Norosama, *Panther* (Gunnery 4, Piloting 4)

Denko Lance

Chu-i Dalechi Kemmasama, *Panther* (Gunnery 3, Piloting 3)

Chu-sa Orinaga Tomachi, *Panther* (Gunnery 4, Piloting 3)

Chu-sa Hierichi Torasu, *Panther* (Gunnery 4, Piloting 3)

Chu-sa Dan Wagner, *Panther* (Gunnery 4, Piloting 5)

Deployment

The Defender sets up first, anywhere on the northern half of the map.

Attacker

The Attacker is the 'Mech Company of the Kell Hounds Battalion, with the following changes in 'Mech type.

Command Lance

Lieutenant Colonel Patrick Kell, *Victor* with **Phantom 'Mech** ability
 Lieutenant Anne Finn, *Orion*
 Sergeant Clarence "Cat" Wilson, *Panther*
 Sergeant Bethany Connor, *Panther*

Assault Lance

Major Salome Ward, *Wolverine*
 Lieutenant Mike Fitzhugh, *Catapult*
 Sergeant Diane McWilliams, *Panther*
 Mary Lasker, *Panther*

Scout Lance

Captain Daniel Allard, *Valkyrie*
 Lieutenant Austin Brand, *Panther*
 Sergeant Meg Lang, *Wasp*
 Eddie Baker, *Jenner*

Deployment

All but the *Victor* enter the South map on Turn 1. The *Victor* appears on Turn 1 in Hex 0901 behind the units of the *Genyosha*.

Victory Conditions

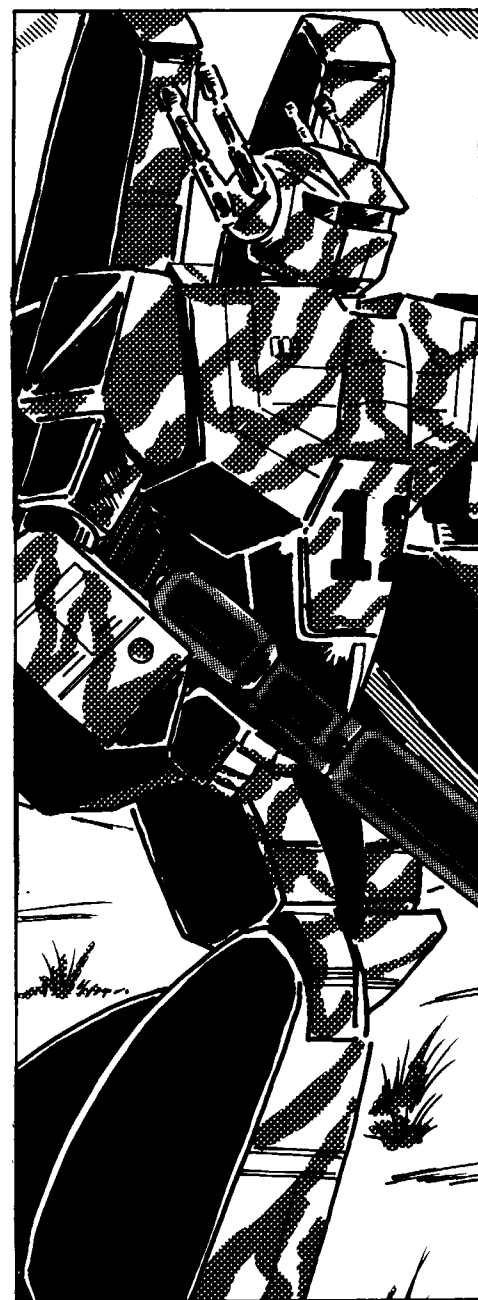
The Defender wins if he can destroy or disable the *Victor* 'Mech and prevent six of the Kell Hounds from embarking on the *Silver Eagle* (through Hexes 1507, 1508, or 1509). The Attacker wins if he destroys more than half of the enemy 'Mechs and gets at least seven of his eleven 'Mechs onto the *Silver Eagle*. Any other result is a Draw.

Special Rules

Yorinaga Kurita's *Warhammer* must engage Lieutenant Colonel Patrick Kell's *Victor*. It cannot engage any other 'Mech until the *Victor* is destroyed.

During the rescue of Archon-Designate Melissa Arthur Steiner, fiancée to Prince Hanse Davion of the Federated Suns, the Kell Hounds Battalion once again came up against the *Genyosha*, an elite 'Mech unit of the Draconis Combine. To allow the Archon-Designate to flee aboard the *Silver Eagle*, Lieutenant Colonel Patrick Kell and the Kell Hounds threw themselves at the *Genyosha*.

During the course of the combat, Patrick Kell seemed able to make his *Victor* disappear from the targeting computers and tracking sensors of both his enemies and his fellow Kell Hounds. This made him almost unstoppable except against the force of Yorinaga Kurita and his *Warhammer*, who also seemed to possess this strange power.



TO THE LAST MAN

DRAGON RETURNS

ComStar Transmission NGX
2436798-AB

Origination Point: Northwind
Via Quentin-Niraski-Deneb Al-
gedi

Destination Point: Nashira

Locator: Kell Hound Mercenary
Regiment in-system

TO: Colonel Morgan Kell

FROM: Major Scott Bradley, Third
Battalion, Kell Hounds

SUBJECT: Enemy Activity, North-
wind Area

Enemy has dropped in force
onto Northwind. Estimate 200+
'Mechs of Fifth Sword of Light,
Thirty-sixth Dieron Regulars,
and the Genyosha unit. Am hold-
ing with Bradley's Bravos and
elements of Team Banzai along
with the Fifth Deneb Light Cav-
alry, but unless reinforcements
arrive within 48 hours standard,
it will be impossible to hold
out.

Assume assault on Genyosha
Base went as planned. Congratu-
lations, Colonel. I would have
given a month's pay to have seen
it.

Enemy 'Mech activity once
again on our front. Don't worry,
Colonel, I'll hold out to the
last man.

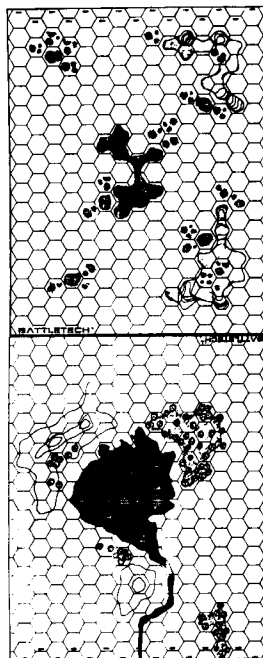
Bradley

end transmission 6777939-TGS

ComStar ComStar ComStar

GAME SET-UP

Set-up the **BattleTech** maps as shown. Use all **Expert BattleTech** and **CityTech** rules. Use the **Optional Rules** for limited intelligence if possible.



NORTH ↑

Defender

The Defender is Bradley's Bravos, First Company, Third Battalion, Kell Hounds Regiment. All 'Mechs are in good condition. All Warriors have *Gunnery 3, Piloting 3*.

Command Lance

Major Scott Bradley, *Cyclops*
Lieutenant Peter Watson, *Marauder*
Kino Hanson, *Dragon*
Matilda "Mattie" Drayton, *Stalker*

Attack Lance

Lieutenant Tomas Rochefort, *Enforcer*
Trey Kerin, *Vulcan*
Phillipa Ietsu, *Cicada*
Booth Steffins, *Assassin*

Scout Lance

Lieutenant Carrie Payen, *Panther*
Stuart Skeat, *Spider*
Ayesha Aitkin, *Javelin*
Howard Fraser, *Stinger*

Deployment

Set up anywhere on the South map, including the lake.

SITUATION: NORTHWIND, 11 JANUARY 3029

Attacker

The Attacker is the *Genyosha* of the Draconis Combine. Yorinaga Kurita possesses the **Phantom 'Mech** Skill.

Kaji Lance

Tai-sa Yarinaga Kurita *Warhammer* (Gunnery 3, Piloting 2)

Chu-sa Akira Brahe, *Orion* (Gunnery 4, Piloting 3)

Jiro Thorvald, *Marauder* (Gunnery 4, Piloting 3)

Tomasu Riuch, *Panther* (Gunnery 3, Piloting 4)

Korasu Lance

Chu-i Per Andersen, *Vindicator* (Gunnery 4, Piloting 3)

Jase Varuna, *Griffin* (Gunnery 4, Piloting 4)

Kami Sandoval, *Panther* (Gunnery 4, Piloting 3)

Isoru Wakazashi, *Panther* (Gunnery 4, Piloting 3)

Denko Lance

Chu-i Jack Seaborg, *Crusader* (Gunnery 4, Piloting 3)

Amal Yoshiro, *Rifleman* (Gunnery 3, Piloting 3)

Ten Matherson, *Panther* (Gunnery 4, Piloting 3)

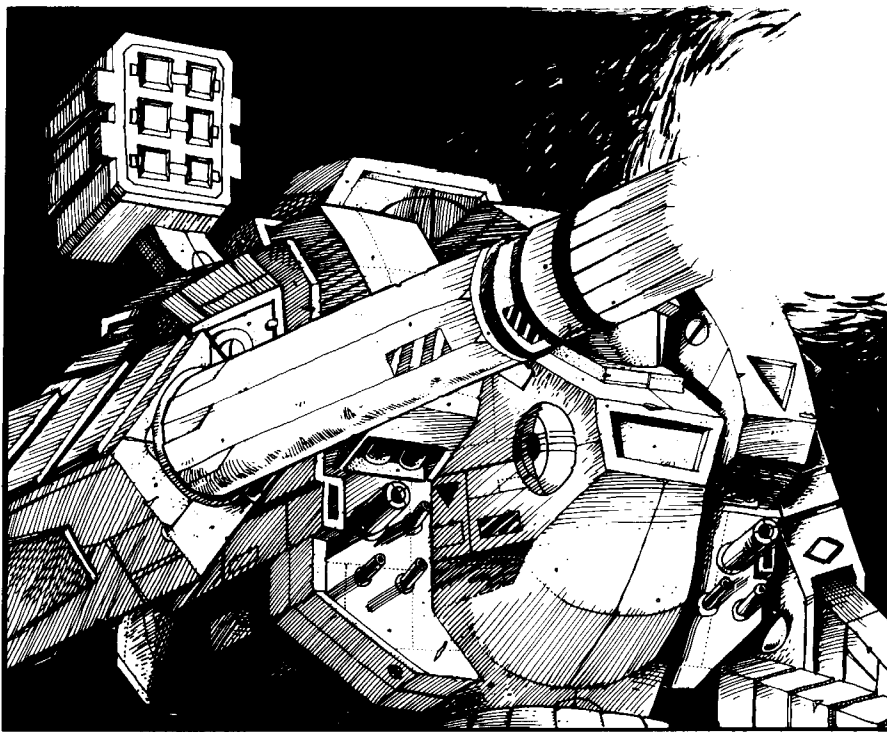
Diromo Parker, *Panther* (Gunnery 4, Piloting 3)

Deployment

Enter on the north side of the North mapboard.

Victory Conditions

The Attacker must exit off of the southern edge of the mapboard and keep his losses less than the Defender's. The Defender wins by inflicting more damage on the Attacker than he sustains himself.



In a major Kurita counterattack during the Fourth Succession War, a Draconis Combine force composed of the Fifth Sword of Light, Thirty-sixth Dieron Regulars, and the *Genyosha* conducted a lightning attack on the planet Northwind, then the base of operations for the mercenary unit known as Team Banzai and the Fifth Deneb Light Cavalry. A primary objective of this attack was to destroy the Kell Hounds Regiment. Unknown to the leaders of the Kurita force, the main body of the Kell Hounds was on a raid of the *Genyosha* base on the planet Nashira. Who was on Northwind was Bradley's Bravos, a mercenary unit formed by a former Kell Hound. After Morgan Kell reformed the regiment, Bradley's Bravos was designated the Third Battalion of the Hounds even though it had not yet physically joined up with them because its contract kept it on Northwind.

While elements of the Fifth Sword of Light and the Thirty-sixth Dieron Regulars kept Team Banzai and the Fifth Deneb Light Cavalry occupied, the *Genyosha* headed for the last known position of the Kell Hounds. When they found only Bradley's Bravos, Yorinaga Kurita ordered his elite warriors to cripple the force but pass them by, hoping for richer targets farther ahead.

By the time the Combine forces realized that the Kell Hounds were elsewhere, the Davion forces were holed up in fortified positions and the four elite regiments of the Northwind Highlanders were arriving in the system to scatter the Kurita forces.

SALT FLATS SHOOTOUT

NO QUARTER

Interview with Richard O'Cieran, from "The Atrocities of the Fourth Succession War," *1,001 Worlds Monthly*, Number 8, Volume CVI.

We arrived on the planet Lyons on 15 May 3029. We landed on the main continent, just north of the newest city, New Freedom. The Kell Hounds had helped the Styx survivors build the city, which was given to them as a reward for their part in rescuing Melissa Steiner. As a result, the Kell Hounds thought of the Styx survivors and their city as part of the Kell Hounds family. The Kell Hounds take care of family, and so when we received a distress call from New Freedom, we moved out to help.

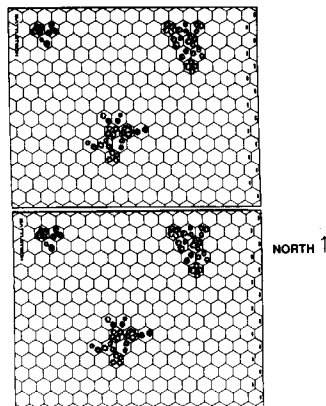
The fragment of the report we received told us little except that New Freedom was under attack by Kurita forces. Nothing could have prepared us for what we saw on May 15. Even though it took us two days to get to the planet, parts of the city were still burning. Buildings were shattered by Mech weapons or were simply trampled flat. Artillery and AeroSpace Fighters had gouged out huge craters. The Kell Hounds were outraged. These had been innocent people, noncombatants. As we continued into town, we thought it odd that there were few bodies and that the ruined city was deserted. We took that as a hopeful sign that most of the people had fled to safety.

As the scout lance entered the downtown area, I heard fear in the voice of Dan Allard when he urgently requested my infantry to investigate a huge and mysterious mound of rubble and dirt. When we arrived 15 minutes later, I saw the reason for his fear. New Freedom's large central park had been dug up for no apparent reason. Instead of trees and grassy fields was a mound of dirt intermixed with bricks and concrete from surrounding demolished buildings. It didn't take much digging for us to confirm our worst fears. The park had become a mass grave for the entire population of New Freedom. The Kell Hounds' outrage turned to hatred.

The news spread quickly through the Kell Hounds, who were mopping up the few Kurita forces left in town. Major Fitzpatrick confirmed that the Kurita unit was the Third Dieron Regulars and that the main body had headed south to raid one of our minor bases. While my infantry battalion remained behind to do the dirty work, Morgan led the rest of the regiment after the Kuritans with the unnecessary order "No Quarter."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use **Advanced BattleTech** rules.



WLF-1 WOLF HOUND

Mass: 35 tons

Chassis: Arc-Royal KH/3

Power Plant: GM 210

Cruising Speed: 64 kph

Maximum Speed: 95 kph

Armor: Duralex Medium

Armament:

1 Setanta Heavy Laser

4 Defiance B3M Medium Lasers

Manufacturer: TharHes Industries

Communications System: O/P COM-22/H47

Targeting and Tracking System: Digital Scanlok 347

Type: Wolfhound WLF-1	<i>Tons</i>	
Tonnage:	35	35
Internal Structure:	3.5	
Engine:	210 GM	9
Walking MP:	6	
Running MP:	9	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	120	7.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	11	16/6
R/L Torso:	8	11/5
R/L Arm:	6	12
R/L Leg:	8	16

Weapons and Ammo:

Type	Location	Critical	Tons
Large Laser		RA	2 5
Medium Laser		CT	1 1
Medium Laser		CT (R)	1 1
Medium Laser		RT	1 1
Medium Laser		LT	1 1

SITUATION: LYONS, 17 MAY 3029

Defender

The Defender is the Recon Lance, and other elements of the Third Company, Second 'Mech Battalion, of the Third Dieron Regulars.

Chu-i Len Namura, Panther (Gunnery 3, Piloting 3)
H.C. Parham, Stinger (Gunnery 4, Piloting 4)
John Ritzman, Commando (Gunnery 4, Piloting 5)
Dennis Laws, Wasp (Gunnery 4, Piloting 6)
D. Decklever, Locust (Gunnery 4, Piloting 4)
Allen Hook, Panther (Gunnery 5, Piloting 6)

Deployment

Enter along the south edge of South map on Turn 1.

Attacker

The Attacker is the Recon Lance, First Company, First 'Mech Battalion of the Kell Hounds Regiment.

Captain Daniel Allard, Wolfhound
Meredith Devlin, Jenner
Paul O'Clare, Panther
Amber Brennan, Panther

Deployment

Start using Hidden Positions (see **Special Rules**) anywhere on the South map. Write the hex number on a piece of paper.

Victory Conditions

The Scout Lance must harass and slow down the Kurita forces as much as possible, giving the rest of the Kell Hounds time to organize their defense. For every destroyed Kurita 'Mech, score 5 points. If the Attacker stays on the board for 10 turns or more, score another 5 points.

Defender must reach his DropShips as soon as possible, before the enemy can find them and drive them off. Score 5 points for every destroyed enemy 'Mech and 3 points for every enemy 'Mech driven off the map. If the Defender's forces exit the north edge of the North map by Turn 5, score 10 points; by turn 9, score 5 points.

Special Rules

All hexes on the maps are considered to be under Level 1 Water (waist-high on a 'Mech). Use all appropriate rules. In addition, all Tree Hexes are impassable, due to the danger of becoming entangled and stuck. The Kell Hounds start the game in hidden positions. Do not place the counters on the map. Instead, write the units and their hex numbers on a piece of paper. A unit is located and its counter is placed on the map, when any one of the following happens:

1. The unit moves.
2. The unit fires.
3. An enemy unit moves into any adjacent hex.

After the Kell Hounds rescued Melissa Steiner on the planet Styx in 3027, both the Federated Suns and the Lyran Commonwealth richly rewarded the unit. Other survivors of Styx did not fare so well, however. The surviving residents of the planet had lost their homes and families. Hanse Davion provided medical attention and a temporary home for survivors. Katrina Steiner, showing her gratitude, gave the Styx survivors land on the planet Lyons. Transported to Lyons by Lyran JumpShips, the survivors began construction of their new home, New Freedom. The Kell Hounds were so impressed by the valor of the people of Styx that they stayed to assist them with their new homes. Then the Kell Hounds went back to war.

House Kurita, which still considered the Styx survivors a threat, obtained information from the Isle of Skye that agents among the Styx settlers were planning to assassinate Takashi Kurita. The Third Dieron Regulars landed on Lyons on May 13 and proceeded to destroy the town. The Kurita troops herded all the inhabitants together and killed them. They pushed the bodies into a mass grave, but not before one of the town's inhabitants had sent a brief message to the Kell Hounds that the town was under attack. Though they responded as quickly as possible, the Kell Hounds were too late. Nothing was left of either New Freedom or its inhabitants. Enraged by the atrocity, the Kell Hounds vowed that no enemy 'Mech would escape the planet.

The Kell Hounds discovered that they had landed between the enemy forces and some of their DropShips. Morgan Kell's plan was to capture the enemy DropShips and use them to lure the Third Dieron Regulars into a trap. Kell used part of his force to keep the Kurita force at bay, while the rest headed for the DropShips. Captain Allard's scout lance was spread out in a salt marsh. After two days on patrol, he sighted the enemy.

CANYON OF REVENGE

DRAGON TRAP

—Interview with Lieutenant Michael Fitzhugh, from *The Kell Hounds, the Making of a Legend*, by Thelos Auburn

The Colonel had spread out the First Company of the First Battalion down to the south to warn us when the Kurita regiment approached. The Second Battalion caught up with part of the Third Dieron Regulars and routed them, but two companies retreated to a couple of DropShips we didn't know about. Fortunately, the Second and Third Companies of the First Battalion located most of the DropShips and the Regulars' command position. They were hidden in a narrow, winding canyon, where they were well-concealed from our air reconnaissance. It was Lieutenant O'Ryan and his recon lance who finally found them. The canyon was an excellent defensive position, because no 'Mech could negotiate its nearly vertical walls. The only way in or out was through the length of the canyon.

Colonel Kell set us up north of the DropShips, and the Third Company was to the south. Guarding the Kurita DropShips were only two companies of 'Mechs and their AeroSpace Fighters, and they weren't even up when we hit them. Our AeroSpace Fighters came in and blasted the Kurita forces. Not one of their fighters got off the ground.

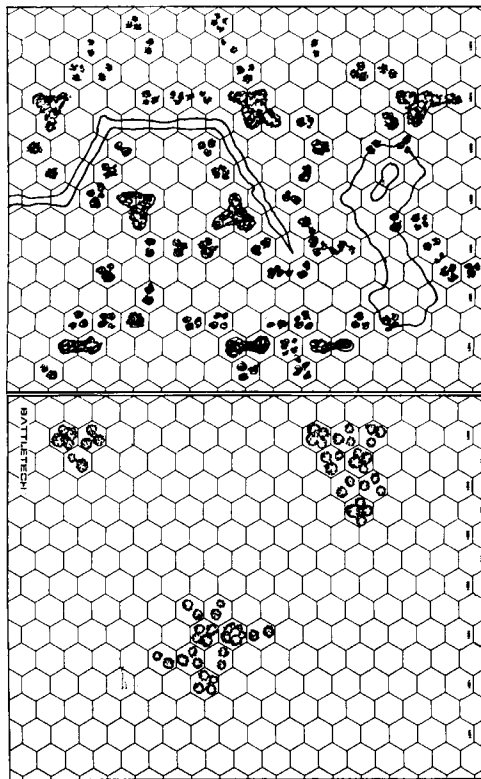
As soon as that began, the Third Company started its charge. That's when we started to roll. The three *Overlord* DropShips fell with hardly a shot fired. Our 'Mechs just rushed in, and that was that. The *Leopard* Class raised a ruckus, however. We ended up having to scrap that one.

The simultaneous attack from the south and our assault on their DropShips disorganized the Kurita 'Mechs. They headed for their escape ticket, only to meet our Second Company. When we killed their General, the executive officer realized he could not reach safety and surrendered the rest of the unit rather than see it destroyed as senselessly as the Dragon had killed the people of New Freedom.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use **Advanced BattleTech** rules.

NORTH ↑



Defender

The Defender is the Second Company, First Battalion of the Kell Hounds Regiment.

Battalion Command Lance

Major Salome Ward, *Wolverine*
Lieutenant Mike Fitzhugh, *Catapult*
Clint Murphy, *Quickdraw*
Brendan O'Reilly, *Centurion*

Assault Lance

Lieutenant Anne Finn, *Orion*
Brigit O'Leary, *Marauder*
Roe Dolan, *Crusader*
Mark Flanagan, *Rifleman*

Recon Lance

Lieutenant Harrold O'Ryan, *Jenner*
William Duffy, *Javelin*
Dell Thompson, *Commando*
Michael Horan, *Firestarter*

Deployment

The Defender may set up anywhere on the North map.

SITUATION: LYONS, 17 MAY 3029

Attacker

The Attacker is the Third Company, Second Battalion, of the Third Dieron Regulars.

Command Lance

Tai-sho Sen Ti Ch'uan, Warhammer (Gunnery 2, Piloting 3)
Bart McCann, Shadow Hawk (Gunnery 4, Piloting 4)
Eugene Rodruck, Rifleman (Gunnery 4, Piloting 5)
A. Vancanti, Centurion (Gunnery 4, Piloting 5)

Assault Lance

Tai-sa Hiro Akuta, Crusader (Gunnery 3, Piloting 4)
Al Paris, Hunchback (Gunnery 4, Piloting 5)
Dennis Heldenbrand, Dragon (Gunnery 4, Piloting 5)
Bill Dixon, Griffin (Gunnery 4, Piloting 5)

Recon Lance

Chu-i Robert Lawrie, Panther (Gunnery 4, Piloting 4)
Curt Reed, Stinger (Gunnery 4, Piloting 5)
Larry Anderson, Jenner (Gunnery 4, Piloting 5)
Otto Tennant, Stinger (Gunnery 4, Piloting 6)

Deployment

The Attacker enters from the south edge of the South map on Turn 1.

Victory Conditions

The Attacker scores 5 points for every Kell Hounds 'Mech destroyed. Score 3 points for every Kell Hounds 'Mech that leaves the map. The Defender scores 5 points for every Kurita 'Mech destroyed.

The game ends when only one side remains on the map.

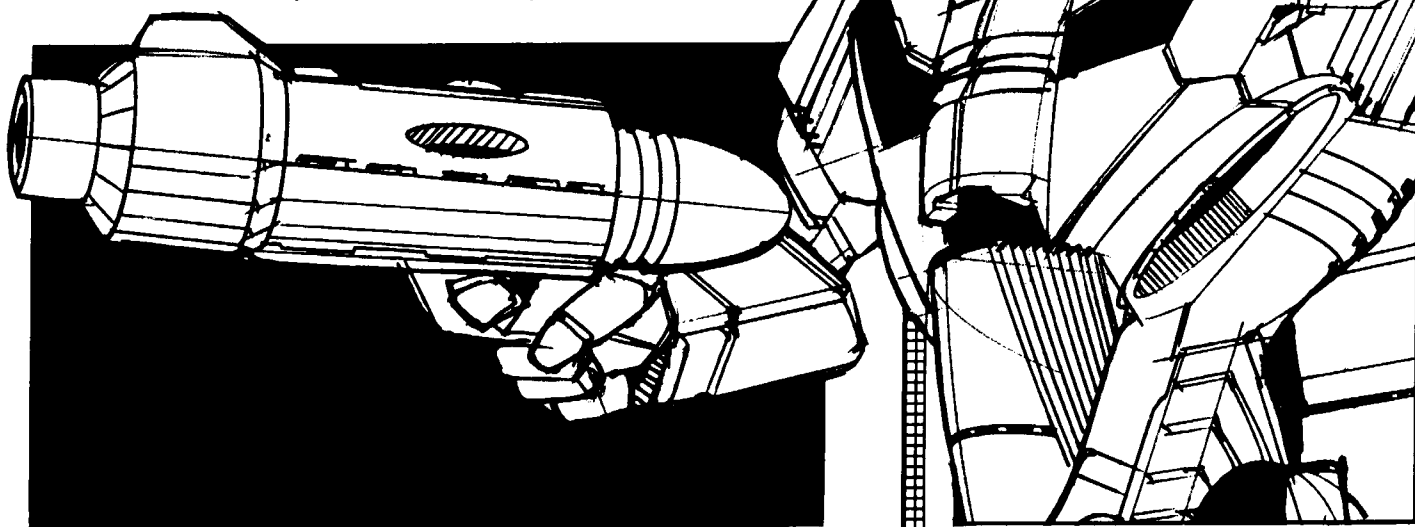
Special Rules

No 'Mechs may disengage from the east or west sides of the maps. This is because the walls of the canyon are too steep for a 'Mech to climb and too high to use jump jets. The Attacker may not leave the map to the south because the remainder of the Kell Hounds would finish them off. The Kell Hounds will not honor any offers of surrender by the Kurita forces.

Angry about the New Freedom massacre, the Kell Hounds were determined that none of the Third Dieron Regulars would leave the planet alive. Morgan Kell's priority was to find the Kurita forces and their DropShips. The escape of two companies enraged the Kell Hounds even more. When Colonel Kell found the Regulars' command position, he sent only a company to shadow the main force while he carefully set his trap.

The Kurita forces had positioned most of their DropShips in a narrow canyon and had camouflaged them against air reconnaissance. Two companies of Kurita 'Mechs defended the DropShips. The Kell Hounds captured the DropShips by mounting an attack from the south and then rushing for the ships with a company coming from the north.

By the time they realized that they were trapped, the Third Dieron Regulars had high canyon walls on both sides of them, Kell Hounds in front and behind them, and no access to their DropShips.



BATTLEFORCE SCENARIO 1

A ROYAL TRAGEDY

—Anecdote by Captain Lucus Hillnas, from *The Fall of a Prince: The Battle of Mallory's World*, Jason Cartwright, New Avalon Military Press, 3023

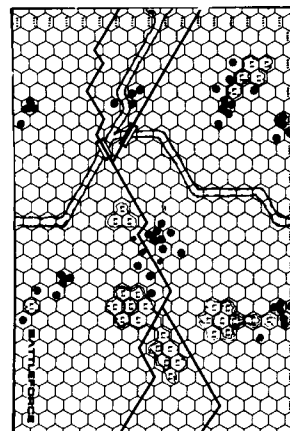
It had been a hell of a month for the Fourth Davion Guards. We were facing the crack Kurita regiment, the Second Sword of Light. Hell, we weren't too worried about them, though. We were just as good. It was our support that we were worried about. The Prince had scheduled an attack for late 3013. It was to have been a decisive maneuver. The Fourth Davion made it off the line on time and without a hitch. The Seventeenth Avalon Hussars didn't fare so well. We heard that they'd tried one of their "famous" close assaults, but it got confused. So there we were, sitting out in an exposed position, with nobody to guard our flanks. The Prince, a gambler by nature, decided against going back, and we carried on with our mission. Most of the men were comforted by the fact that we were going on, but I was one of the few who knew just how concerned the Prince really was. The Prince had decided to call in the Kell Hounds Regiment as our reserve force.

It took the Kell Hounds just under two weeks to get to Mallory's World. By the time they arrived, we were in a bad way. The Twenty-fourth Dieron Regulars had cut us off from our base and herded us deeper into the desert. We began to use hit-and-run tactics on the Second Sword of Light, but we were hampered by the lack of supplies. Our air force was trying to keep us in supply, but the Twenty-fourth Dieron Regulars put a stop to that. Soon thereafter, things went from bad to worse. Kurita forces maneuvered our regiment into a narrow canyon. The only way out was through a pass at the far end, but only one 'Mech could leave at a time. The Combine's air power kept our jump-capable 'Mechs from jumping out of the canyon, and unless we could stop the Second Sword of Light, the Fourth Davion Guards were finished.

The Prince declared that he would hold off the Second Sword of Light in his *Atlas* so that the rest of the regiment could escape. The Prince fought long and hard but was ultimately overcome by the Kuritans. It seemed that all was lost, then the Kell Hounds came charging into the canyon. They slammed into the Second Sword of Light with such fury that the Kurita forces were thrown back in disarray. Seeing our opportunity, my company rushed down to recover the Prince's body.

GAME SET-UP

Lay out the **BattleForce** maps as shown. Use all **BattleForce** rules.



NORTH ↑

Defender

The Defender is the Kell Hounds Regiment.

1st Company, 1st Battalion

- Fire Lance, M-Type 2, Regular
- Assault Lance, M-Type 3, Regular
- Scout Lance, L-Type 1, Green

2nd Company, 1st Battalion

- Command Lance, M-Type 2, Veteran
- Scout Lance, M-Type 4, Green
- Strike Lance, M-Type 2, Veteran

3rd Company, 1st Battalion

- Heavy Assault Lance, H-Type 5, Veteran
- Fire Lance, M-Type 3, Regular
- Assault Lance, M-Type 6, Regular

1st Company, 2nd Battalion

- Assault Lance, H-Type 5, Regular
- Fire Lance, M-Type 3, Regular
- Recon Lance, L-Type 2, Regular

2nd Company, 2nd Battalion

- Command Lance, H-Type 4, Regular
- Fire Lance, M-Type 6, Green
- Assault Lance, M-Type 6, Regular

3rd Company, 2nd Battalion

- LRRP Lance, L-Type 3, Regular
- Assault Lance, A-Type 3, Regular
- Recon Lance, M-Type 4, Regular

Deployment

The Defender may set up his units along or south of Hex row 19. The Defender has the Initiative and moves first.

SITUATION: MALLORY'S WORLD, 3013

Attacker

The Attacker is the Draconis Combine Second Sword of Light Regiment.

1st Company, 1st Battalion

Command Lance, M-Type 2, Veteran, Step 1 Damage
Fire Lance, M-Type 6, Regular, Step 2 Damage
Light Lance, L-Type 2, Regular

2nd Company, 1st Battalion

Assault Lance, H-Type 5, Veteran
Fire Lance, M-Type 4, Veteran, Step 2 Damage
Recon Lance, M-Type 3, Regular

3rd Company, 1st Battalion

Fire Lance, H-Type 3, Elite, Step 1 Damage
Strike Lance, M-Type 2, Regular, Step 1 Damage
Scout Lance, L-Type 4, Regular

1st Company, 2nd Battalion

Command Lance, A-Type 3, Veteran
Fire Lance, M-Type 6, Regular, Step 1 Damage
Light Lance, L-Type 2, Regular

2nd Company, 2nd Battalion

Assault Lance, M-Type 3, Regular
Fire Lance, M-Type 2, Regular
Scout Lance, L-Type 2, Green, Step 2 Damage

3rd Company, 2nd Battalion

Assault Lance, A-Type 1, Veteran
Fire Lance, M-Type 3, Regular, Step 2 Damage
Medium Lance, M-Type 4, Regular

1st Company, 3rd Battalion

Assault Lance, A-Type 3, Regular, Step 1 Damage
Heavy Lance, H-Type 4, Veteran
Fire Lance, M-Type 6, Regular

2nd Company, 3rd Battalion

Command Lance, H-Type 5, Veteran, Step 1 Damage
Medium Lance, M-Type 2, Veteran, Step 2 Damage
Light Lance, L-Type 3, Regular, Step 2 Damage

3rd Company, 3rd Battalion

Assault Lance, H-Type 2, Regular, Step 2 Damage
Fire Lance, M-Type 1, Regular, Step 1 Damage
Light Lance, L-Type 3, Regular, Step 1 Damage

Deployment

The Attacker sets up anywhere along or north of hex row 08.

Victory Conditions

The Defender must hold the hex containing the Prince's body (see **Special Rules**) for five consecutive turns and then withdraw off the south edge of the map without losing more than half of his forces, counted by steps. The Attacker wins if the Defender fails to meet his Victory Conditions.

The game lasts until there are no defending units remaining on the map.

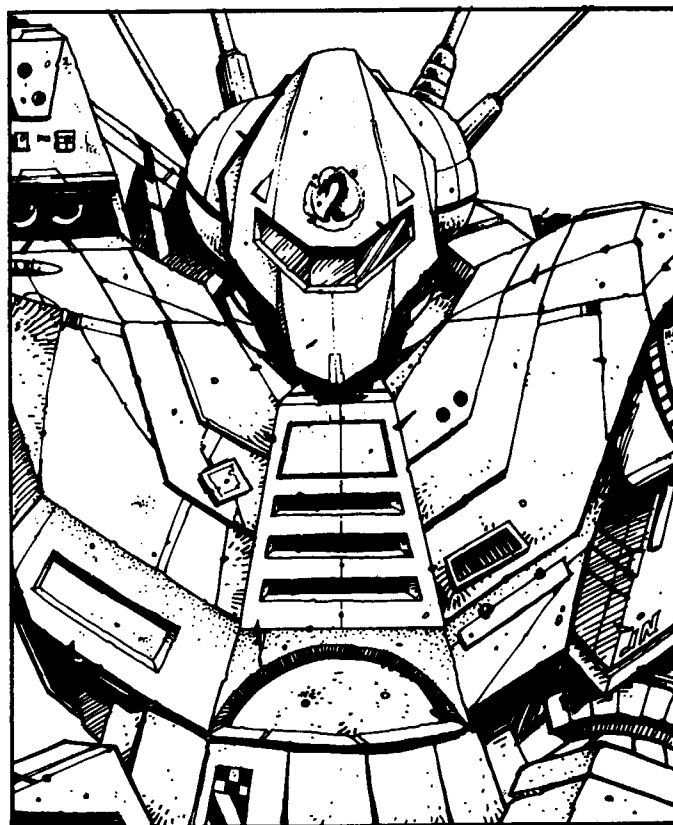
Special Rules

The body of Prince Ian Davion is in Hex 1510. Hex 1510 has no other bearing on play.

The Draconis Combine was having a good year. In June 3013, the Combine discovered a vintage Star League deposit on Halstead Station. The wealth of information discovered was enormous, and so the Coordinator was pleased with the ISF and happy to grant a request to invade Mallory's World in September. Kurita troops landed on Mallory's World on September 18. The offensive went well until Davion reinforcements arrived onplanet in early October. Prince Ian Davion quickly broke the Kurita siege of Colterville and proceeded to track down the Second Sword of Light Regiment. The Twenty-fourth Dieron Regulars mauled the Seventeenth Avalon Hussars, however, which had been trying to protect the flank of the Fourth Davion Guards.

With his flank open, the Prince summoned the Kell Hounds to the planet. Though it would take the Kell Hounds weeks to arrive, the Prince continued the offensive. For almost two weeks, the Fourth Davion Guards played hit and run with the two Kurita regiments. Finally, on October 28, the Fourth Davion Guards' luck ran out.

The Kell Hounds arrived on Mallory's World on October 26. The Kell Hounds heard that the Prince and his regiment were in trouble, and so they immediately headed for the last known position of the Fourth Davion Guards. After two days of forced march, the Kell Hounds reached the Davion regiment. Seeing the battered Fourth Guards bottlenecked in a canyon, the Kell Hounds rushed to their aid and learned that Prince Ian Davion had died trying to save his unit. The Kell Hounds slammed into the Second Sword of Light. Fighting fiercely, the Kell Hounds bought the Fourth Davion Guards enough time to retrieve the Prince's body and to retire from the field.



BATTLEFORCE SCENARIO 2

THE FOX, THE HOUND, AND THE DRAGON

Militia Colonel Van Adams was strangely calmed by the deafening whoosh of the *Thunderbolt's* LRMs. The constant salvos drowned out the screams of his dying troopers.

Over his shoulder, Colonel Adams could see the lance of 'Mechs moving almost casually up the valley, firing their lasers at anything that moved. Charlie Company was trying to hold them off, but Charlie Company would not last three more minutes.

He had to do something. His men were dying by the second. His mind refused to work, to accept what was happening around him. The Kell Hounds were destroying his battalion!

The militia had been on maneuvers against the Kell Hounds for several weeks, with the mercenaries playing the role of a Kurita raider battalion. In the middle of the maneuvers, a lance of 'Mechs approached the infantry's position and opened fire, turning the exercise into a slaughter.

The lead 'Mech, the *Thunderbolt*, fired again, showering the retreating Davion infantry with death. An explosion shook the ground near Van Adams, sending a militia soldier careening toward him. The Colonel saw the radio strapped to the man's back and grabbed his arm.

"Get me Sector HQ in Riverton!" Van Adams yelled. "We've got to get some artillery support down here."

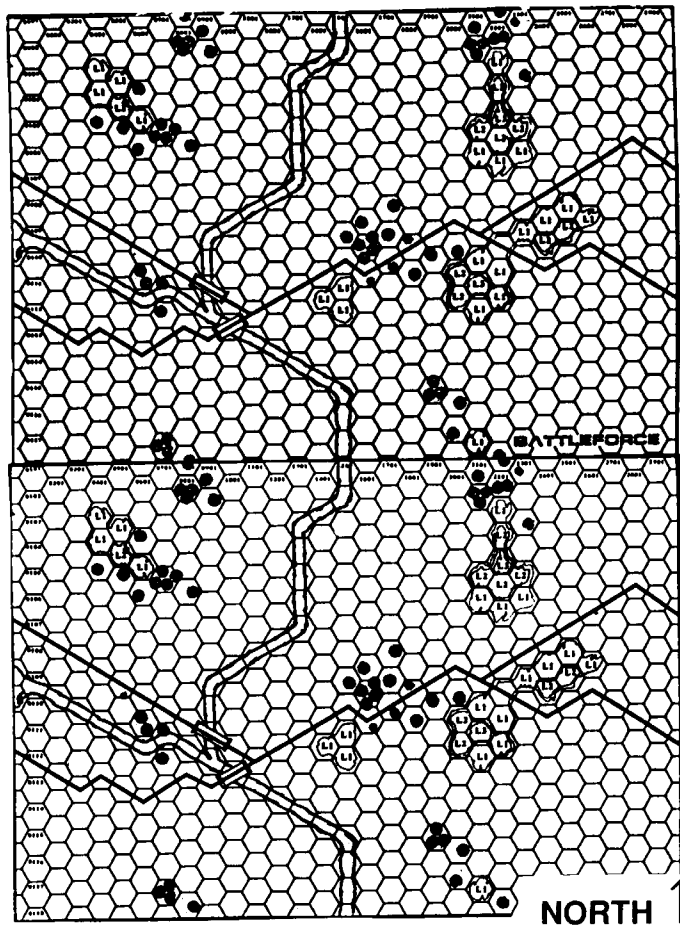
Movement at the other end of the valley caught his eye. Another Kurita *Thunderbolt*, its head spotted with yellow paint, walked up and fired into the valley. Its laser caught the first *Thunderbolt* in the back.

As the *Thunderbolt* turned to meet the threat, the private shouted to Van Adams. "I've got artillery standing by, sir!" He looked at the battle unfolding in the valley. "Who do I target?"

The Colonel stared at the men of his command, dead and dying around him. "Target them all," he said. "If we have any friends down there, I'm sure they'll let us know."

GAME SET-UP

Lay out the **BattleForce** maps as shown. Use **BattleForce** rules, along with artillery and AeroSpace Fighter special units.



Defender

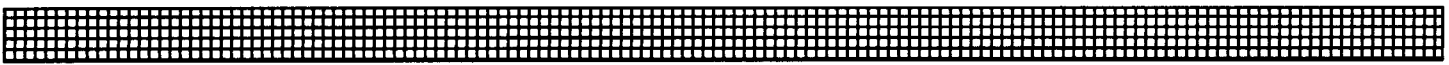
The Defender is the First Battalion, Fifth Sword of Light Regiment

Death Knell Company Command Lance, H-Type 2, Elite
 Death Knell Company Fire Lance, H-Type 3, Regular
 Death Knell Company Recon Lance, M-Type 5, Regular
 Thunderstrike Company Command Lance, H-Type 2, Veteran
 Thunderstrike Company Fire Lance, M-Type 4, Regular
 Thunderstrike Company Recon Lance, L-Type 2, Green
 Demonblade Company Command Lance, M-Type 6, Regular
 Demonblade Company Fire Lance, M-Type 5, Green
 Demonblade Company Recon Lance, L-Type 2, Green

Deployment

The Defender deploys no closer than seven hexes to the south edge of the map and no closer than three hexes to any infantry position.

SITUATION: QUENTIN, APRIL 3023



Attacker

The Attacker consists of Kell Hounds Battalion and the 143rd Davion Combined Arms Regiment. The Kell Hounds' numbers are listed for players who want to make their own counters, and substitutes are given for those who do not.

BATTLEFORCE VALUES						
	RA	CA	D	R	MP	
Command Lance	13	17	10	3	4 (M-Type 6)	Elite
Assault Lance	12	13	8	3	4 (M-Type 3, no jump)	Elite
Scout Lance	6	8	5	2	5 (L-Type 1)	Veteran
Aerofighter Lance	7	13	10	5	15 (*M-Type 2)	Elite
Heavy Infantry, Regular						
Heavy Infantry, Regular						
Heavy Infantry, Regular						
Motorized Infantry, Green						
Motorized Infantry, Green						
Type 3 Vehicle, Regular						
Type 5 Vehicle, Green						
Type 5 Vehicle, Green						

Deployment

The Kell Hounds deploy on the south edge of the map, and the Davion militia units deploy on the north edge.

Victory Conditions

The Kurita player wins if he destroys more Kell Hounds than he has taken in losses by Turn 10.

The Kell Hounds player wins if he can inflict more than 50 percent casualties on the Kurita player by Turn 10. If the Kurita player reaches 50 percent losses, he must retreat off the north side of the map.

Special Rules

The Kell Hounds player receives his aerofighter unit on Turn 3. This unit does not have bombs but may make strafing attacks.

The Kell Hounds player controls the Davion militia units. He may move them as he wishes, with the following restrictions. A militia unit must move to engage the nearest 'Mech within range. It will attack the nearest 'Mech unit, whether Kell Hound or not, unless the 'Mech can be positively identified. Positive ID range is one hex.

The Kell Hounds player receives four Long Tom units at the beginning of the game. They are placed along the east edge of the map for range purposes. Only the Davion militia may spot for these units, and the Kurita player may not attack these units.

At 0140 hours, Terran Standard, the Kell Hounds made a mock assault drop on the Davion world of Quentin. The Hounds were participating in a training exercise with the planetary militia, playing the role of a Kurita raider battalion.

At 0200 hours, an actual Combine raider battalion dropped onto Quentin, intending to destroy the Davion unit and the mercenaries in a surprise attack. Thanks to truly bad piloting, however, the Kurita DropShips scattered their unit over 15 square kilometers of forest land.

As a mock battle raged around them, the Kurita forces tried to pick their way through the woods and link up with one another. One such lance stumbled upon a Reactivation Camp where several Kell Hounds, including Patrick Kell, were sipping coffee and waiting to be brought back to life. In a sudden, frenzied battle, the Kells drove off the raiders, then raced off to warn the rest of the unit. The battalion hastily rearmed with live ammo and began to hunt the Kurita units.

Three hours after their drop, the Kurita forces linked up and began searching for targets. They found the Davion militia forces preparing to return to their bases. The raiders opened fire and began wiping out the helpless infantrymen. The militia were preparing to make a last, desperate stand against what they thought was a rogue Kell Hounds unit when the real Kell Hounds attacked the Kurita forces. The overwrought militia commander, unable to tell the 'Mechs apart, began calling down artillery strikes on both forces.

Patrick Kell realized the source of the artillery falling around him and ordered the Kell Hounds to fall back among the infantry positions. At such close range, the militia could identify the Kells and turned the full weight of the artillery on the raiders. The Kurita 'Mechs were destroyed in seconds.



MECHWARRIOR SCENARIO 1

DELTA ROMEO

"Two-Charlie-two, this is One-Romeo-one, I don't think I caught that last. Please clarify 'Delta Romeo'."

Salome Ward sat in the open canopy of her *Wolverine*, comm link in one hand and a sheaf of aerial recon photos in the other. The photos depicted the concrete brow of an old supply bunker nestled beneath a craggy mountain overhang. Red circles highlighted areas where Captain Youngblood's LAMs had scored bomb hits on the site. The air strike had raised a lot of smoke, but the overall damage was superficial. The hardened structure and its illegal cache were intact. The cache was the main reason the Kell Hounds had been sent to Castor.

"One-Romeo," Ward said wearily. "Are you still in position near that Marik bunker?"

"Roger that," Kent Murphy said, unease creeping into his voice. "Please clarify code DR."

Ward looked bleakly at the photos. "Your orders are to take your lance and sweep the bunker."

"Ah, gee, Salome, I don't know," Murphy said, trying to laugh. "That doorway looks only three meters high. I don't think my *Firestarter* will fit."

Ward sighed. "Code DR designates 'Dismounted Recon.' Draw your equipment from Romeo-Three's cargo spaces."

"Listen, Major Ward," Murphy's voice was taut with shock. "I don't need to get out of my 'Mech to tell you there's a bunch of bad guys with machine guns in that bunker."

Murphy was no coward, Ward knew. For a MechWarrior, this was a nightmare. This was like cornering a bear in his lair, then going after it with a pocketknife, stark naked.

"I understand what you're saying Kent, but we think you're sitting on a supply bunker with a really big cache. We need you to go in and check things out. We think it's worth the risk." Ward paused. "I don't like this any more than you, Kent, but this is really big."

Murphy sighed. "Standard compensation for anyone disabled?"

Ward winced. "Right."

"O.K., boss. See you in a few."

"Kent, that cache. They're atomic bombs."

"Thanks," Murphy said ruefully. "You have a good day, too."

SITUATION: CASTOR, 15 JUNE 3012

The Steiner raid on Castor was the baptism of fire for the Kell Hounds. The initial battle with the planet's defenders, the Thirtieth Marik Militia, was a total success. Morgan Kell's skillful maneuvering allowed him to face each Marik battalion separately, destroying them in detail. The Kell Hounds' primary objective, however, a cache of atomic weapons hidden on the planet, had yet to be secured.

When the battle began to go badly for the Marik Militia, the Marik commander broke away from the fighting and fled. Morgan Kell suspected that he was heading for the atomic weapons and dispatched the Relentless Wolves to stop him. Kell also sent a lance of LAMs to fly ahead of the militia line of march to try to locate the depot. The LAMs found an old, hardened bunker that seemed to be the Marik commander's destination. The LAMs bombed the site, creating a plume of smoke but failing to do significant damage. The Marik commander, pressed hard by the Relentless Wolves, saw the smoke and abruptly ran for nearby Alfagemi City. Kell was confident that the bunker held the atomic weapons. The only way he could be sure, however, was to send in a recon team to find out. Kell ordered the only unit in the area, the recon lance of the Relentless Wolves, to dismount and search the bunker.

Despite serious misgivings, the MechWarriors donned combat armor and entered the bunker. Inside, they found a platoon of shell-shocked Marik militiamen. They also found a security system that was damaged by the bombing and was trying to secure the site from friend and foe alike.



GAME SET-UP

Use standard **MechWarrior** rules, the maps provided, and no **Optional Rules**. This **MechWarrior** scenario is designed for one to four players, plus a moderating gamemaster. The game-master controls all the Marik Militia forces and security robots.

Defender

The Defender is the Second Platoon of the Fifteenth Marik Militia. For details and deployment, refer to **Special Rules** and **Map Notes**.

Attacker

The Attacker is the Recon Lance, First Company (Relentless Wolves), First Battalion of the Kell Hounds Regiment. The lance carries the following equipment: two rifles with four clips of ammunition each, one gyro jet rifle with two clips of ammunition, four laser pistols, 8 meters of rope, one medical kit, and four suits of body armor (20 points of protection for each location).

Lieutenant Kent Murphy, applicable statistics: BODY 9, DEX 8; applicable skills: *Brawling 2, Leadership 2, Pistol 2, Technician 3*.

Sally Kristi, applicable statistics: BODY 8, DEX 8; applicable skills: *Brawling 1, Mechanical 1, Rifle 2, Technician 2*.

Tia Forsythe, applicable statistics: BODY 8, DEX 8; applicable skills: *Rifle 1, Stealth 1, Tech 2*.

Sarah Jette, applicable statistics: BODY 6, DEX 10; applicable skills: *Medical/First Aid 1, Pistol 3, Rogue: Listen/Eavesdrop 1, Stealth 2*.

Deployment

The Attacker begins the scenario anywhere outside the bunker.

Victory Conditions

The Kell Hounds must locate the atomic weapons to win.

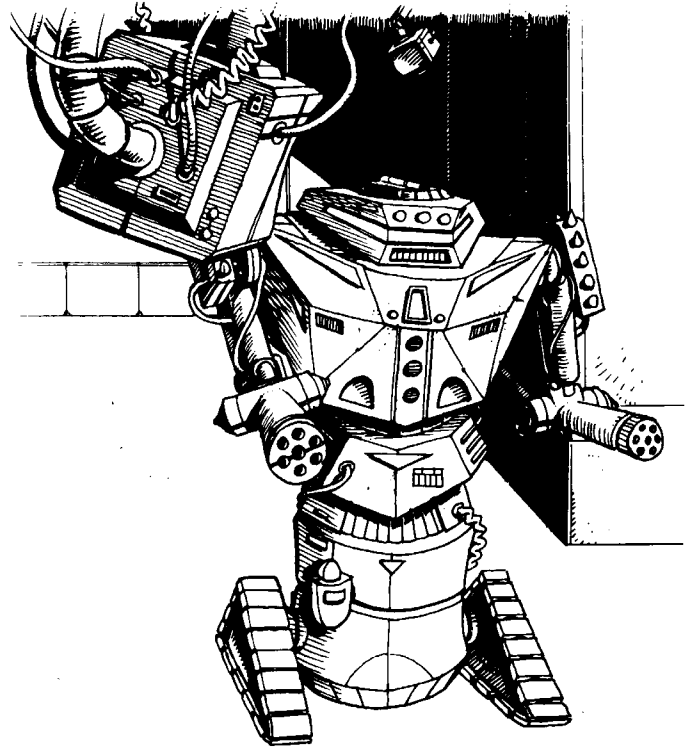
Special Rules

Militia Morale

The defending militia in the bunker are shell-shocked and traumatized by the fact that their security system has turned against them. When each of these units is engaged, the game-master should roll 2D6. On a roll of 8 or more, the Marik units will flee. If unable to flee, they will continue to fight.

Basic Marik Statistics

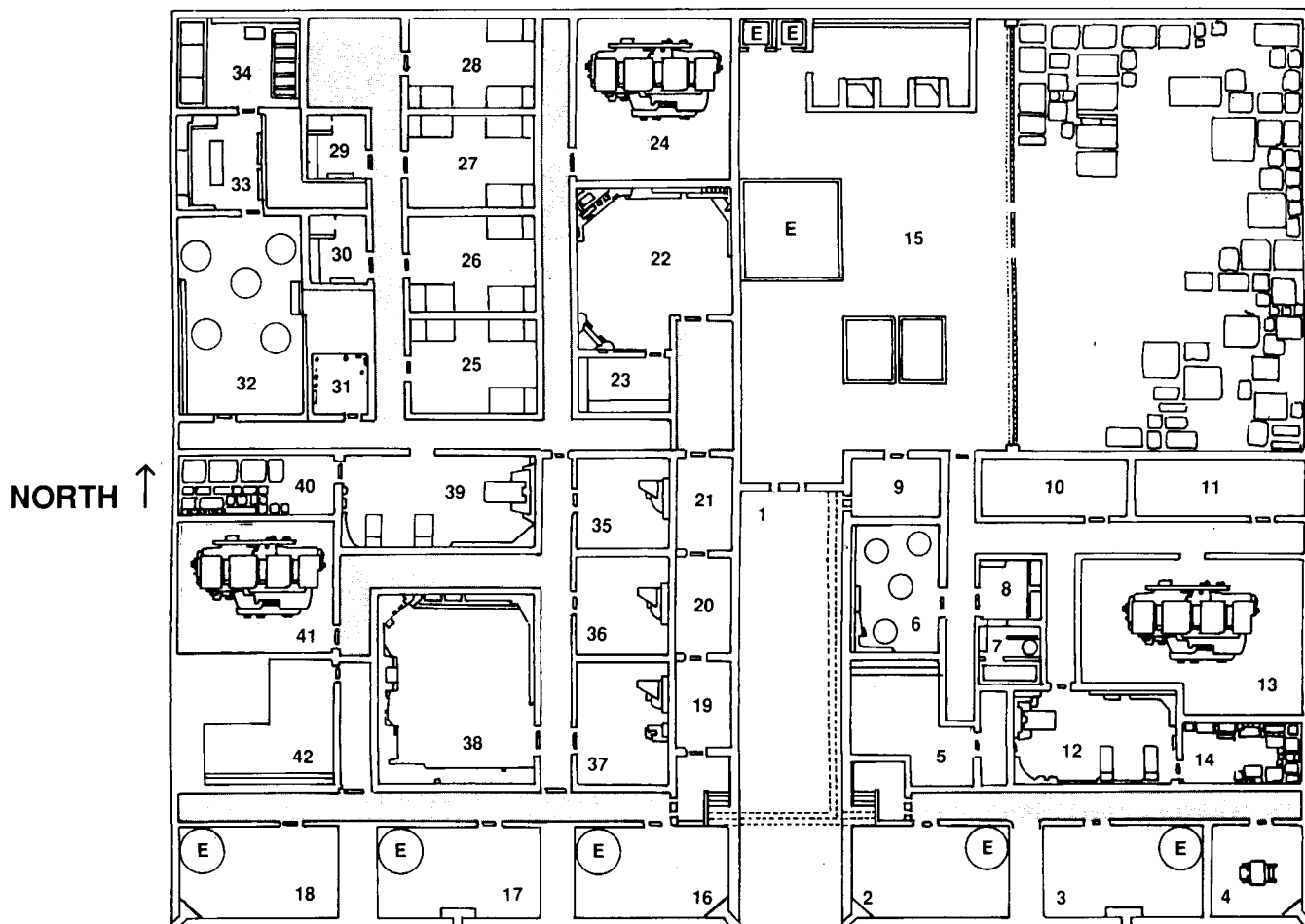
Marik militiamen have the following applicable statistics and skills: BODY 7, DEX 8, *Bow/Blade 1, Brawling 1, Rifle 2*. Their equipment includes a rifle with three clips of ammunition, bayonet, and body armor.



Complex Security Systems

Stun pods are built into the ceilings of certain corridors (see Map). When a weapon is fired in the shaded corridor areas, the stun pods will activate, affecting everyone within the shaded area as a sonic stunner would. Some pods are always active (see Map). Each pod can absorb 12 points of damage before being destroyed.

Security robots were designed to guard the fusion plant and the atomic vault. The air raid has jumbled their programming such that they will fire their machine guns at anyone they meet. The robots move two meters per turn. They have 30 points of armor front and back, and 15 points on their arms and legs. Each has two machine guns, with 100 rounds of ammunition each. The security robot can move, fight, and make physical attacks as a light 'Mech. Punch/Kick damage is 4D6. Use a DEX of 12 and Skill Levels of *Gunnery 6* and *Piloting 6*.



BUNKER MAP UPPER LEVEL

Map Notes

Outside the Complex

After climbing a service road to a cratered, rocky shelf, the recon team sees the bunker. A large bomb has blown open the bunker's heavy double doors. Three large gun ports line the wall left of the doorway, and two to its right. No life can be seen.

When the recon team approaches to within 18 meters of the bunker, a scream of static and a polite female voice fills the air: "Attention, unauthorized personnel. You are trespassing on Free Worlds League military property. Automated defense systems are tracking you now. Remain where you are, and wait for the arrival of proper military authorities."

Any character who makes a successful Saving Roll against his LRN score can identify the voice as a recording. After 30 seconds, the message will repeat.

Main Door

As the recon team approaches the bunker's main entrance, any character who makes a successful Saving Roll against his LRN score will notice that the doorway is six meters wide and has a ramp to admit supply trucks. Looking beyond the collapsed doors, the team can see a wide corridor, dimly lit by red emergency lights. From the gunport nearest the right side of the door comes an ominous clicking noise.

(1) Main Corridor

This is the main vehicle-access to the supply bins. Like all the rooms within the bunker, this area is dimly lit by red emergency lights. A catwalk runs along the eastern wall of the corridor, and another crosses the corridor, both about four meters above the floor. There are no stairs to the catwalks. The other end of the corridor is closed off by large double doors. The doors are too heavy to be penetrated by weapons fire, and they cannot be opened normally because the electricity is out. One militiaman is on the cross catwalk. When the recon team enters the corridor, he will fire a wild burst (-4 To Hit), and then run through rooms 19-21 to the **Control Room (Room 22)**.

(2) Gun Position

This is a gun position covering the approach to the bunker. An automated AC/5, out of ammunition, fires ceaselessly, making a loud clicking sound. A small ammunition elevator is in the eastern corner of the room. It has no power and cannot function. No one is in the room.

(3) Gun Position

This is also a gun position, identical to **Room 2**. The AC/5 is apparently inoperable due to battle damage.

(4) Gun Position

This room has no ammo elevator, only a set of heavy cables protruding from the floor. There is a bracket in the center of the floor. Any character who makes a successful Saving Roll against his *Mechanical* skill will know that the bracket will fit a modern weapon. There is no one in the room, and in fact, it looks as though no one has been in it in months.

(5) Armory

This room is empty, its locker wide open. No one is in the room.

(6) Break Room

There is no one in this room. Food and drink lie here and there on the tables, and a microwave beeps on a countertop.

(7) Restrooms

These rooms are empty.

(8) Cargo Handler's Office

Papers cover the desk in this room. There are three filing cabinets along the south wall of the room. All are locked. At the bottom of the second cabinet are a series of manifests detailing the storage of three atomic bombs in the storage vault on **Level Two**.

(9) Broom Closet

This small, dark room is empty.

(10, 11) Locker Rooms

These rooms contain cargo-handler uniforms. Both are empty.

(12) Secondary Medical

This is a fully stocked medical room. Three militiamen are here, tending their own wounds.

(13) Backup Generator Room

One militiaman is tending an ancient, cranky generator in this room. If the generator is damaged in any fighting, that quadrant of the bunker will be without power.

(14) Medical Storage

This is a dark storeroom piled with medical supplies. No one is in here.

(15) Storeroom A

This is a cavernous room, with a heavy chain-link fence (wall) separating a loading area from a storage area. The wide door to the storage area stands ajar. There are three elevators in the room, a heavy cargo elevator, and two personnel elevators. All are without power. A small room in the north corner of the storeroom has cradles for two industrial exoskeletons.

This room has no power, either. (The guard shut off power to the cargo elevator to keep the security robots from reaching the second level. The other elevators and the main door are on the same breaker switch, controlled in **Room 24**.) There is a flatbed supply truck in this area, and a heavy glass window looks out on the room from the **Control Room (Room 22)**. Crates of all sizes and types are stacked around the room, but the atomic weapons are not to be found. Six militiamen have set up a fortification made of crates in the north corner of the room. They are prepared to make a last stand here.

(16, 17, 18) Gun Positions

These are the same as **Room 2**, except that their weapons have been removed.

(19, 20, 21) Decontamination Rooms

These are radiation decontamination rooms for cargo handlers. There are two militiamen in the first room. When the party enters, they will fire a few shots and retreat, shutting the door behind them. At that point, the room will begin a 60-second decontamination cycle, and then the doors will unlock. When the party advances into the other room, the militia will repeat the procedure. If the militiamen make it out of **Room 21**, they will fall back to **Room 22**.

(22) Control Room

This is the bunker's nerve center. Four militiamen are here, including the platoon commander, monitoring the security cameras and attempting to call for help. These men will fight to the last.

(23) Armory

This small armory contains five laser rifles. Two of the Control Room personnel will obtain laser rifles when the party enters.

(24) Backup Generator Room

This is the same as **Room 13**, except that any character making a successful Saving Roll against his *LRN* score will notice that someone has tampered with the breaker switches in the room. Anyone making a successful Saving Roll against his *Technician* skill can reactivate the elevators from here.

(25, 26, 27, 28) Bunk Rooms

These rooms are lined with bunks and lockers to accommodate twelve men each. These rooms are empty.

(29, 30) Restrooms

These rooms are empty.

(31) Storage Closet

This room contains only mops and brooms.

(32) Cafeteria

There are three militiamen eating here. If fighting occurs outside the room, they will lie in wait, hoping to ambush whoever enters the room.

(33) Kitchen

There is no one here.

(34) Food Storage

This storage room is empty of personnel.

(35, 36, 37) Decontamination Support Rooms

These rooms house the machinery that operates the decontamination rooms. These rooms are empty.

(38) Fusion Monitoring Room

This is the control room that monitors the bunker's fusion plant. Because the plant is shut down, the room is empty.

(39) Medical

Same as **Room 12**.

(40) Medical Storage

This storage room is empty of personnel.

(41) Generator Room

Same as **Room 13**.

(42) Armory

Same as **Room 5**.



(1) Storeroom B

(2) Fusion Room

(3) Robot Maintenance Room

(4) **Atomics Vault**

(5) Ammunition Room

(6, 7, 8) Ammo Rooms

(9, 10) Ammo Rooms

These rooms are just like **Rooms 6–8**, except that they have crates of AC/5 ammo in them. Any stray shots in these rooms risk setting off the ammo on a roll of 6 or more on 2D6.

MECHWARRIOR SCENARIO 2

WARRIORS OF THE NIGHT

Salome Ward entered the main building's kitchen. At 4:30 in the morning, only one thought possessed her: *coffee*. Crossing the room to the coffeepot, she noticed that the room's stormshutters had been left open.

"Creeping from the darkness," came a voice behind her, "the ninja stalks his prey. Brandishing his katanawhatsis, he charges!"

Salome whirled. A man in technician coveralls stood a meter behind her, brandishing a soup ladle.

"And the ninja gets shot by the prey's .357," Ward said. "You scared the hell out of me, Madsen. What're you doing here?"

Madsen shrugged, tossing the ladle into a sink. "I was pulling preventive maintenance on Allard's *Valk*, and I got hungry. What else?" Madsen took two coffee mugs from their pegs, handing one to Ward.

Ward poured. "What was that you were talking about a minute ago?"

Madsen smiled. "Ninjas. It's the latest joke going around base. Rumors have it that the Kurita company you guys haven't found yet has some ninjas with them. Kurita revenge squads... You know, merciless assassins that can make themselves invisible."

Ward thought of Dan Allard and Cat Wilson, who had gone out to fix an infrared sensor that wasn't working. She got two more mugs. "Do tell?"

"They can climb sheer walls, and they're experts with swords. And they can catch laser bolts with their teeth."

"Ooh, scary."

"Hey, Major, you know how many ninjas it takes to change a light bulb?"

The window beside them shattered and a man landed in the room in a shower of glass. Ward went for her gun, but the man lashed out with a kick, and she fell, gasping for breath.

Madsen fell back, his hands closing on a heavy rolling pin. He held it before him like a club.

The black-garbed figure stepped over Ward and drew a long sword from a sheath on his back. The man swung, cutting the rolling pin cleanly in half. The return swing severed Madsen's head.

Kurita revenge troops, Ward thought, drawing her gun. *I've got to warn the others!*

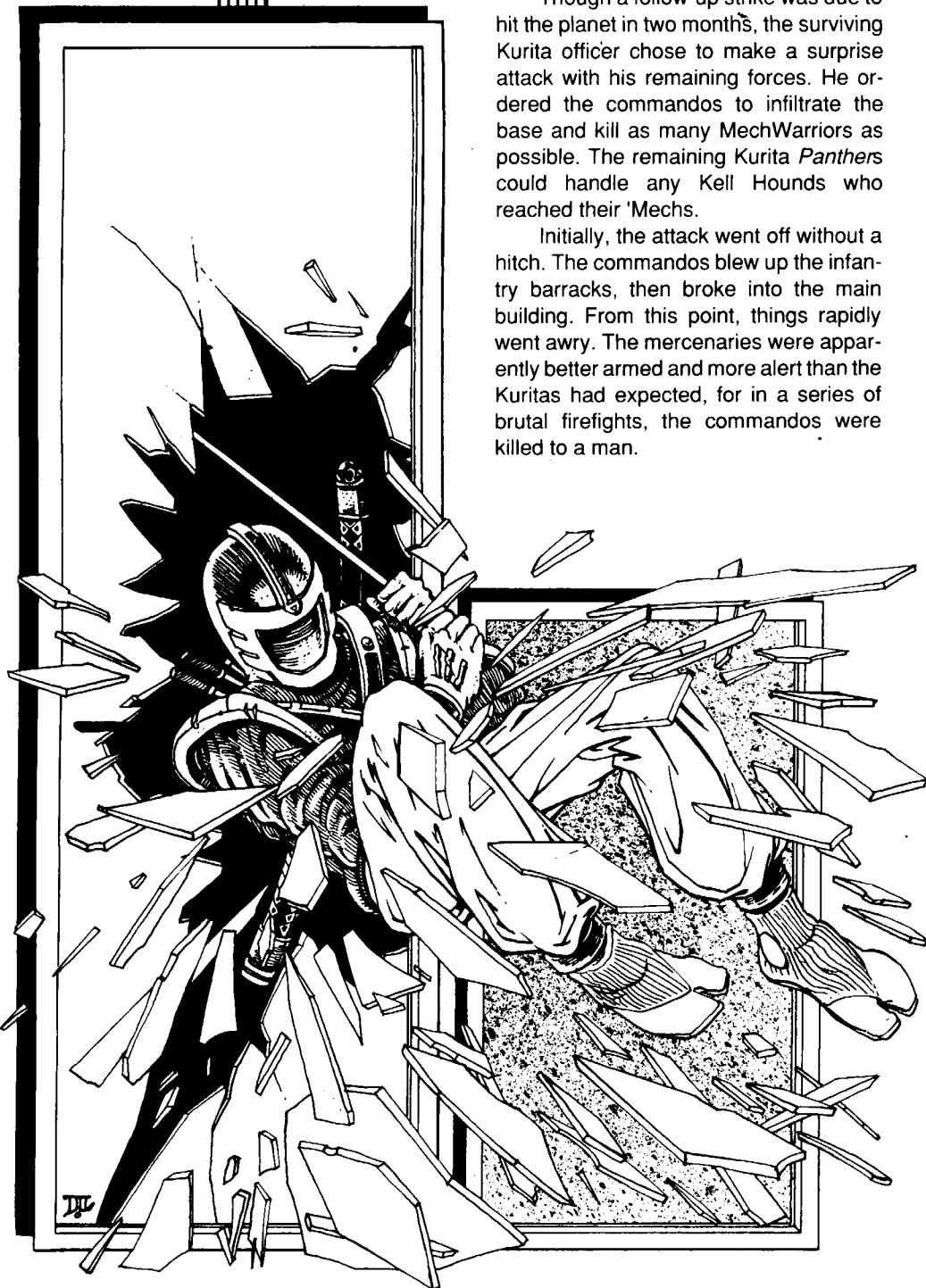
...If she survived the next few seconds.

SITUATION: CHARA III, 25 MAY 3027

The Kell Hounds returned to the service of House Steiner in the early months of 3027 and were assigned to garrison an ill-named world of storms called Pacifica. Kurita intelligence located the Kell Hounds on Pacifica, and Coordinator Takashi Kurita sent a reinforced battalion to destroy them. The Kurita forces walked into a Kell Hounds ambush, and only a company of 'Mechs and a company of ISF commandos escaped.

Though a follow-up strike was due to hit the planet in two months, the surviving Kurita officer chose to make a surprise attack with his remaining forces. He ordered the commandos to infiltrate the base and kill as many MechWarriors as possible. The remaining Kurita *Panthers* could handle any Kell Hounds who reached their 'Mechs.

Initially, the attack went off without a hitch. The commandos blew up the infantry barracks, then broke into the main building. From this point, things rapidly went awry. The mercenaries were apparently better armed and more alert than the Kuritas had expected, for in a series of brutal firefights, the commandos were killed to a man.



GAME SET-UP

Use the map provided and standard **MechWarrior** rules. This scenario can be played with one to twelve players plus a gamemaster.

Defender

The Defender is the Kell Hounds Battalion. Unless listed otherwise in the character profiles, each has one knife and one laser pistol.

Patrick Kell

Anne Finn, applicable statistics: BODY 8, DEX 10; applicable skills: *Bow/Blade 3, Pistol 4, Stealth 2*

Cat Wilson

Bethany Connor, applicable statistics: BODY 9, DEX 9; applicable skills: *Brawling 1, Pistol 3, Rifle 2*

Salome Ward

Mike Fitzhugh, applicable statistics: BODY 10, DEX 10; applicable skills: *Brawling 1, Pistol 3, Rifle 2*

Diane McWilliams, applicable statistics: BODY 9, DEX 11; applicable skills: *Medical/First Aid 2, Pistol 4*

Mary Lasker, applicable statistics: BODY 8, DEX 9; applicable skills: *Pistol 2, Rifle 1, Stealth 1*

Daniel Allard

Austin Brand

Meg Lang, applicable statistics: BODY 8, DEX 8; applicable skills: *Bow/Blade 1, Pistol 2*

Eddie Baker, applicable statistics: BODY 8, DEX 9; applicable skills: *Brawling 2, Pistol 2*

Deployment

Unless specified in the **Map Notes** below, the Kell Hounds are asleep in their own quarters. On Turn 1, each must make a Saving Roll against their BODY score to awaken. If the roll fails, that MechWarrior remains asleep unless awakened by another character or until the alarm is sounded.

At the beginning of the scenario, Daniel Allard and Cat Wilson are not in the building. They will arrive on Turn 5 by way of the hangar-access tunnel. Both are in combat armor. Allard is carrying an autoloading shotgun; Wilson has an SMG.

Attacker

The Attacker is the Kurita ISF Unit Ten, the Dragon's Hidden Hand. The force consists of 24 commandos. Their applicable statistics are BODY 10, DEX 11. Applicable skills are *Bow/Blade 3, Brawling 4, Pistol 3, Hide in Cover 4, and Stealth 3*. Each has a laser pistol, sword, and light body armor (absorbs 10 points of damage in any area).

Deployment

Four commandos begin in Room 7, six commandos in Room 1, one commando in Room 6, and one commando in Room 11.

Victory Conditions

The Kurita player's objective is to kill as many Kell Hounds as possible. The Attacker receives Victory Points as follows: Patrick Kell, 20 points; any other Command Lance member, 15 points; any other MechWarrior, 10 points.

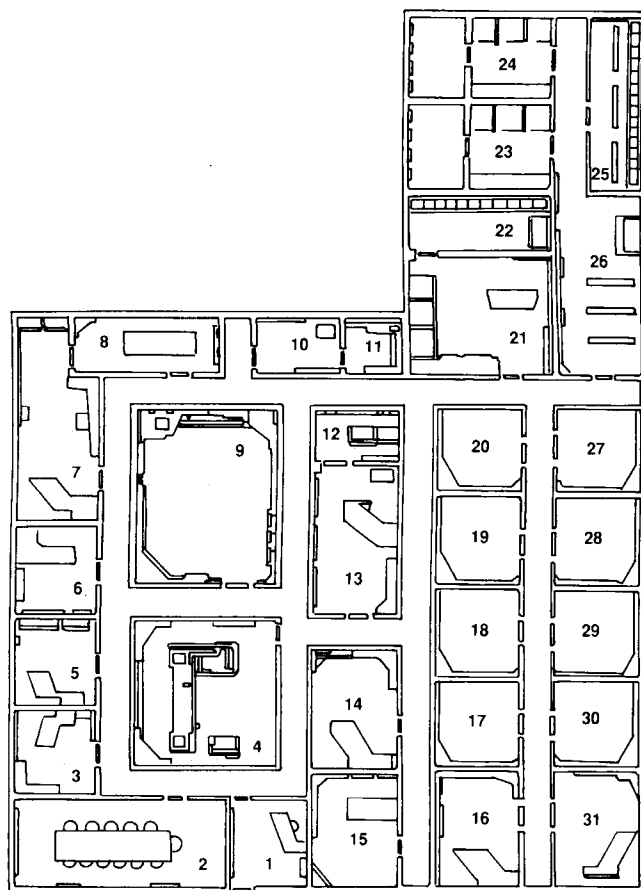
For every commando killed, the Defender receives 10 points.

The player with the most points wins.

Special Rules

The Kell Hounds should have full knowledge of the building layout. The commandos should have only limited knowledge and must search every room they enter before proceeding.





Map Notes

(1) Reception Room

This room has a desk for a receptionist. There is a small slugthrower in the bottom drawer of the desk.

(2) Conference Room A

(3) Master Technician's Office

(4) Radar Room

The door is locked.

(5) Master Sergeant's Office

There is a *katana* leaning against a coat rack on one side of the door. There is a helmet on the coat rack.

(6) Executive Officer's Office

(7) Commanding Officer's Office

There is a small slugthrower in the desk and two dueling swords on the wall.

(8) Conference Room B

(9) Communications Room

The door is locked.

(10) Break Room

(11) Kitchen

Salome Ward is here, with one commando. There is an unlimited supply of knives and pans (clubs) in the room.

(12) Sensitive Materials Room

The door is locked.

(13) Intelligence Office

There is a slugthrower here in a file cabinet, along with four thermite grenades.

(14) Commanding Officer's Quarters

Patrick Kell is here.

(15) Executive Officer's Quarters

Anne Finn is here.

(16) Master Sergeant's Quarters

(17) Salome Ward's Quarters

(18) Mike Fitzhugh's Quarters

(19) Diane McWilliams' Quarters

(20) Mary Lasker's Quarters

(21) Security

The alarm can be sounded here.

(22) Armory

The Armory contains the following: five stun sticks, one vibrasword, three SMGs, and two shotguns. The door is locked. Salome Ward has the only key.

(23, 24) Washrooms and Showers

(25) Field Locker

(26) Lounge/Ready Room

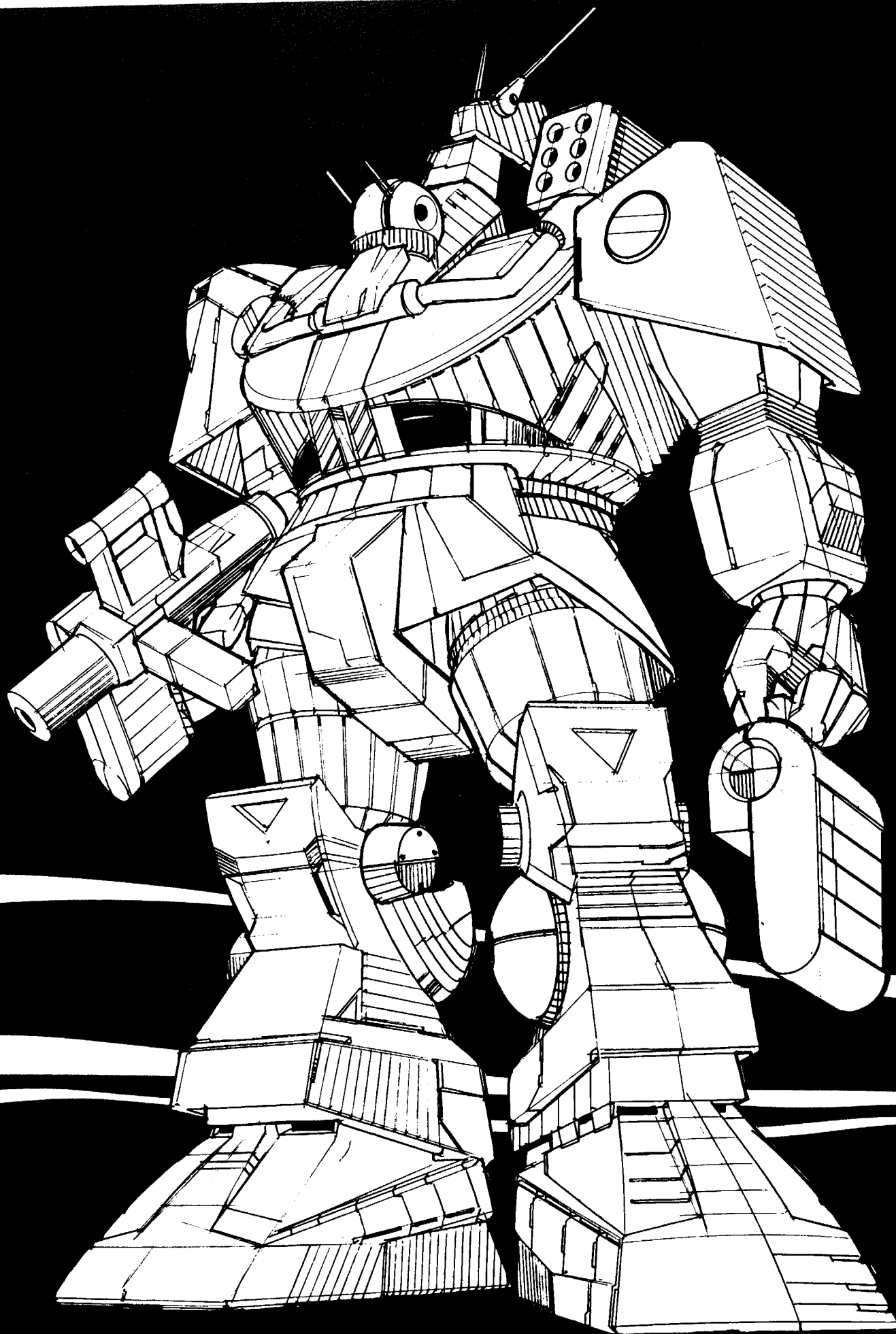
(27) Eddie Baker's Quarters

(28) Meg Lang's Quarters

(29) Austin Brand's Quarters

(30) Daniel Allard's Quarters

(31) Bethany Connor's Quarters



BATTLETECH®

THE KELL HOUNDS

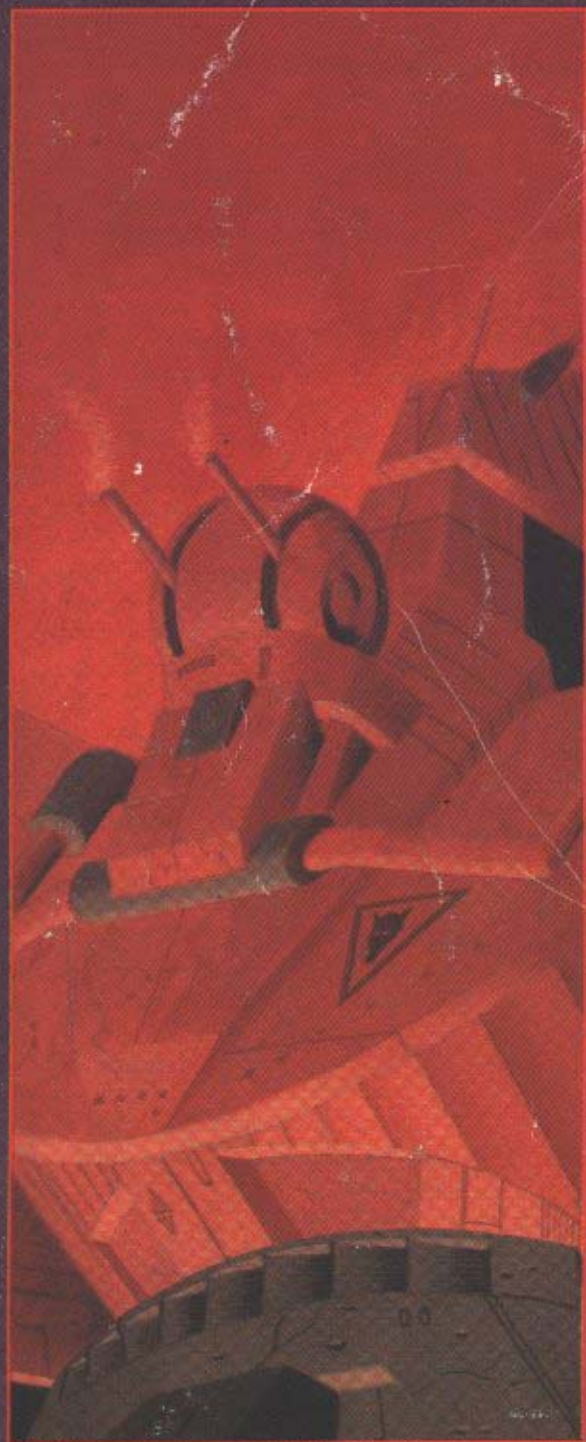
When Morgan and Patrick Kell first formed the mercenary Kell Hounds in 3010, few thought they'd survive for long. When Katrina Steiner gave them a contract, the Hounds wasted no time becoming one of the most feared and respected merc units in the Inner Sphere.

It was not the first or last time that the fate of the Kells would become intricately bound up with House Steiner. Morgan Kell helped to save Katrina's life during an assassination plot even before she became Archon. Then it was an inheritance from Katrina's husband Arthur, a cousin of the Kells, that permitted the brothers to finance their dream of founding a merc unit. Much later, Patrick Kell gave his life to rescue Melissa Steiner, heir to the Lyrn throne and Hanse Davion's fiancée, when she was kidnapped by agents of the Draconis Combine.

The Kell Hounds played key roles in Davion history, too. They were there when Yorinaga Kurita killed Ian Davion on Mallory's World. They held off the Second Sword of Light long enough for Davion forces to recover the Prince's body, but Kurita escaped.

From that day, Yorinaga Kurita and the Kell Hounds were destined to face one another in a series of climactic battles. When Morgan and Yorinaga duelled in one of these, a legend was born. The mystical nature of that battle left Morgan so shaken that he disbanded most of his regiment and joined a monastery.

The Kell Hounds survived under the leadership of Patrick Kell. After Yorinaga killed Patrick on Styx, Morgan Kell came out of exile to rebuild his unit. He knew it was only a matter of time before he and Yorinaga would meet again on a day of final reckoning.



THE KELL HOUNDS is a scenario pack containing 11 **BATTLETECH**, 2 **BATTLEFORCE**, and 2 **MECHWARRIOR** scenarios. It also provides personality profiles on the principal members of the Kell Hounds, a unit roster, and a history of the unit.

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