

THE FALCON AND THE WOLF™

• A BATTLETECH SCENARIO PACK •



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RODNEY KNOX

BATTLETECH® 1689

THE FALCON AND THE WOLF

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CONTENTS & CREDITS



THE FALCON AND THE WOLF

INTRODUCTION

In June of 3057, growing tensions between the Crusader and Warden factions of the Clans led to a protracted Trial of Refusal between two of the most powerful Clans—the Wolves and the Jade Falcons. That conflict, the so-called Refusal War, produced several important changes in the Clans—changes that may hold great importance for the future of the Clans and the Inner Sphere.

First, the war left Clan Jade Falcon devastated. By the conflict's end, nearly two full Falcon Galaxies had been destroyed and saKhan Vandervahn Chistu had been killed. These losses severely weakened the Clan, leaving it vulnerable to attacks by other Clans and jeopardizing its place in the Clan invasion force.

The war nearly destroyed the Wolf Clan as well. Nearly two full Wolf Galaxies were decimated in the fighting, which also claimed the lives of two great Wolf leaders—former ilKhan Ulric Kerensky and Khan Natasha Keresnky. The war also led to a schism of the Wolf Clan. One faction formed the Jade Wolf Clan, a Crusader group that remained in the Clan fold. The second faction, under the leadership of Khan Phelan Kell, was exiled from their Clan brethren and have found sanctuary in the Lyran Alliance.

Both the Wolf and Jade Falcon Clans were two of the strongest Clans in the invasion force, and so the weakening of both groups weakens the entire Clan invasion force as well—a development that bodes well for the Inner Sphere. However, the exile of the Wolf Clan, which had served as a bulwark of the Warden cause, has strengthened the hand of the Clans' Crusaders. And now the Crusaders' calls for a repudiation of the Truce of Tukayyid have grown louder and increasingly frequent, bringing ever closer the day the Clans renew their drive to Terra.

HOW TO USE THIS BOOK

The Falcon and the Wolf is a **BattleTech** scenario pack that enables players to recreate the pivotal Refusal War that took place between the Jade Falcon and Wolf Clans in 3057. Each scenario in the pack recreates one of the battles of that inter-Clan war. This book also includes a **Unit Acquisition** section; an **Epilogue** that summarizes the outcome of the war; and unit summaries for Clans Jade Wolf, Falcon, and Wolf.

The **Unit Acquisition** section (p. 6) provides a point system for choosing forces that gives players more control over the number and configuration of troops they will commit to each scenario. The system allows players to experiment with forces as well as strategy to create a unique version of a historical battle. By choosing different troops each time, the outcome of each battle remains uncertain—so players can reuse these scenarios. This section also includes guidelines for deploying forces, choosing and balancing forces, and Clan

STATUS TABLE (CLAN)

Unit Status	Gunnery/Piloting
Green	4/5
Regular	3/4
Veteran	2/3
Elite	1/2

bidding. The rules for Clan bidding, or *batchall*, provide a system for determining which player serves as the overall commander for the battle when two or more players are commanding a Clan force. (See **Bidding Rules**, p. 7).

The majority of scenarios in this book use the standard **BattleTech** rules that appear in the **BattleTech Compendium: The Rules of Warfare**. Most can also be played with the rules found in the **CityTech, Second Edition** boxed set. The final scenario, **Death from the Skies**, uses rules contained in the **AeroTech** and **BattleSpace** boxed sets. Game statistics for the 'Mechs, vehicles, and aerospace fighters appear in **BattleTech Technical Readouts: 3025, 3026, 3050, 3055, and 3057**. **BattleTech Map Sets 2, 3, and 4** are quite helpful for playing the scenarios, but not absolutely required. A selection of Ral Partha **BattleTech** miniatures or other markers to represent the units on the mapsheets may also prove useful.

The rules included in each scenario provide the information needed to play out and determine the winner of the encounter. Each scenario begins and ends with a description of the historical course and outcome of the battle, as well as the following sections: **Game Set-Up**, **Attacker**, **Defender**, **Victory Conditions**, and **Special Rules**.

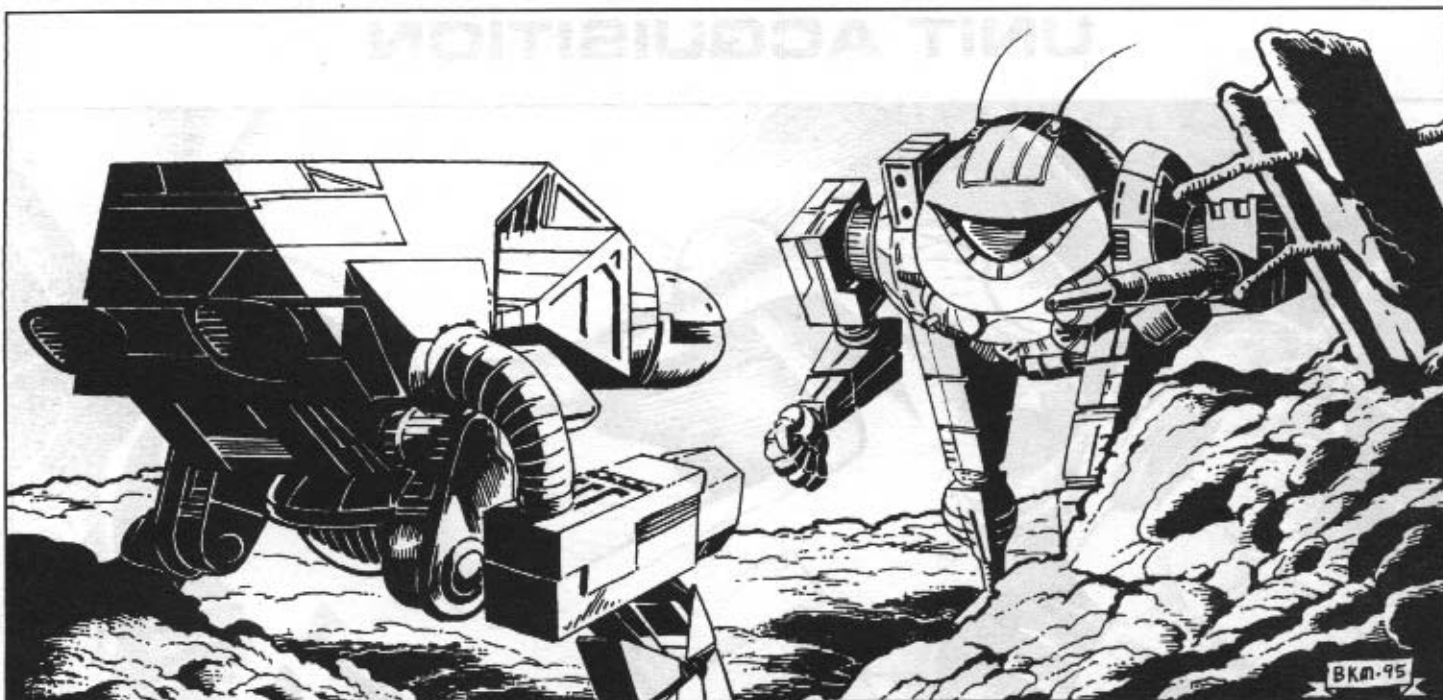
Game Set-Up provides specific information needed to play the scenarios, including instructions on laying out mapsheets, directions for placing special terrain features, and suggestions of appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections provide details on the scenario's combatants and directions for deploying forces and indicate the status of each side's units. A unit's status represents the relative quality of its troops and determines each soldier's Gunnery and Piloting Skill unless otherwise noted. Troops are rated as Green, Regular, Veteran, or Elite. To find the appropriate skill levels for each rating, consult the Status Table.

Victory Conditions provide criteria for determining the outcome of the encounter. These criteria, which generally include specific objectives for each side, vary from scenario to scenario.

Special Rules lists any rules needed to play the scenario that are not part of the standard **BattleTech** rules.

INTRODUCTION



CLAN HONOR

Clan warriors follow a strict code of honor that sets them apart from their Inner Sphere counterparts. The proud warriors of Clan Jade Falcon follow the guidelines below unless the scenario text specifies otherwise. The warriors of Clan Wolf are honorable, but far more pragmatic in their application of the Clan rules of engagement. As a result, the Wolf Clan warriors are much more flexible when applying the Clan rules of warfare.

One-on-One Rule

Generally, Clan warriors prefer to battle their opponents "one on one." Under this tradition, a Clan unit (BattleMech, Fighter, or Elemental Point) must choose one enemy unit as its opponent. Once it has chosen an opponent, the attacking unit must fight that opponent until it is destroyed or flees the battlefield. No other units may fire on the opponent, unless it destroys the attacker. Simply put, Clan units will not "gang up" on an opponent. However, Clan units may honorably engage more than one opponent at a time.

Wolf Clan units follow this rule unless they are facing an opposing force made up of MechWarriors that possess a superior skills. If the Falcon side has a superior skill level, multiple Wolf units may fire on individual Falcon units with no loss of honor.

Physical Attacks

Usually Clan warriors find physical combat between BattleMechs distasteful and do not initiate a physical attacks.

However, Wolf Clan MechWarriors do not hesitate to retaliate with physical attacks if their opponents use them first.

Retreating from Battle

Clan warriors consider retreating from battle disgraceful when facing an inferior foe. To reflect this belief, no Clan unit may exit off the mapsheets unless the scenario rules specifically state otherwise.

The leaders of Clan Wolf, however, have learned the value of a tactical retreat. As a result, Wolf Clan units may retreat off the mapsheets unless scenario rules note otherwise.

BATCHALL RULES

The Clan practice of *batchall*, or bidding for the right to engage the enemy, is a fine art. Bid too much, and you earn your enemies' scorn when they easily outbid you and gain glory in a battle that you can only sit and watch. Bid too little, and your forces risk defeat or even death at enemy hands. Ideally, every Clan commander wants to bid just enough to assure himself both victory and honor, while pushing his opponent to take foolish risks for honor's sake.

Though the winning bidder enters the field with the forces named in his or her final bid, he may call in reinforcements after the battle begins up to a total force equal to the last bid before the winning bid. Such use of reinforcements causes little or no loss of face among fellow Clansmen. A commander may also bring in reinforcements up to the strength of his opening bid, thereby losing considerable honor, but some Clansmen consider a loss of face preferable to suffering an especially devastating defeat.

Every battle has a cutdown, the point at which the attacking and defending forces are theoretically equal. Bidders who can push their opponents into making a bid below the cutdown are considered clever. Commanders who win with a force less than the cutdown earn great honor.

For additional information about using *batchall* in this scenario pack, see **Unit Acquisition**, p. 6.

THE FALCON AND THE WOLF

UNIT ACQUISITION



Rather than provide players with a fixed force to use in each scenario, **The Falcon and the Wolf** uses a point-value system that enables players to choose their own units. (The sole exception to this system is the scenario titled **Striking at the Heart**, which provides each player with specific units.) The point-value system uses a point designation to describe the strength of standard **BattleTech** detachments, such as lances, platoons, Stars, and Trinaries.

Using the system involves three steps. First, the players determine the point values of the opposing forces for the scenario. Once they have determined the total point values of their forces, they select detachments from the choices provided in each scenario. After they have chosen detachments, the players select the individual 'Mechs or other units of their detachments, using the unit acquisition tables.

DETERMINING POINT VALUES

To begin unit selection for a scenario, players first agree on a point total for the defending force. Then they consult the scenario's **Game Information** section, which lists the size of the attacking force as a percentage of the defending force. For example, a scenario may direct the attacker to use a force whose total point value is no greater than 75 percent of the defending force. If the defending player's force has a total point value of 1,000 points, the attacker may use forces worth up to 750 points ($1,000 \times .75 = 750$).

Generally, opposing forces of equal total point values will be evenly matched. However, other factors such as MechWarrior skill levels, terrain, and so on can alter this balance. The point totals and MechWarrior skill levels suggested in

CLAN DETACHMENT POINT VALUES

Size	Elemental	Light	Total Point Value		
			Medium	Heavy	Assault
Point	10	25	50	70	90
Star	50	125	250	350	450
Nova	—	175	300	400	500
Binary/					
Aerospace Wing	100	250	500	700	900
Trinary	150	375	750	1,050	1,350
Supernova Binary	—	350	600	800	1,000
Supernova Trinary	—	525	900	1,200	1,500

UNIT ACQUISITION

INNER SPHERE DETACHMENT POINT VALUES (CLAN TECHNOLOGY)

Size	Light	Medium	Heavy	Assault
Unit	25	50	70	90
Lance	100	200	280	360
Company/				
Aerospace Wing	300	600	840	1,080
Battalion	900	1,800	2,520	3,240

the scenarios in this book are designed to produce evenly matched battles.

BIDDING RULES

If two or more individuals are playing the attacking force, they may perform a *batchall* for the privilege of leading the force in the scenario. In a *batchall*, the players make point value bids below the attacker point value suggested in the scenario. If a player is feeling particularly lucky or is extremely confident in his tactical talents, he may offer a bid substantially lower than the suggested point value. Such bids will severely weaken the attacking force and lower its chances for victory, but if that commander still manages to win the scenario he earns great honor among his peers.

The bidding continues until no player is willing to reduce the point value beyond the last bid declared. The player who made that bid becomes the leader of the force for that scenario. He may delegate command of portions of the force to other players, but throughout the scenario they must yield to his orders.

SELECTING DETACHMENTS

After the determining the total point values of the defending and attacking forces, the players may select the detachments that make up their forces. Players may choose from the forces

CLAN DEPLOYMENTS

Unit	Composition
Point	1 OmniMech or BattleMech, or 5 Elementals
Star	5 Points of either 'Mechs or Elementals
Nova	1 Star of 'Mechs, 1 Star of Elementals
Binary	2 Stars (10 units of the same type)
Aerospace Wing	10 fighters
Trinary	3 Stars (15 units of the same type)
Supernova	2 or 3 Novas
Cluster	3 to 5 Binaries, Trinaries, or Supernovas
Galaxy	3 to 5 Clusters

listed in the **Defender** and **Attacker** sections of each scenario. The total point value of the detachments may not exceed the player's allotted point value.

Consult the point-value tables for the point values of the various detachments. The point values of detachments vary according to their weight class and composition. For example, a Medium

lance (4 'Mechs) is worth 200 points, while an Assault Star (5 'Mechs) is worth 450 points.

Use the Inner Sphere detachment table for scenarios that use Kell Hound forces.

The deployment tables list the composition of standard detachments. Use the Inner Sphere Deployments table in the scenarios that use Kell Hound forces.

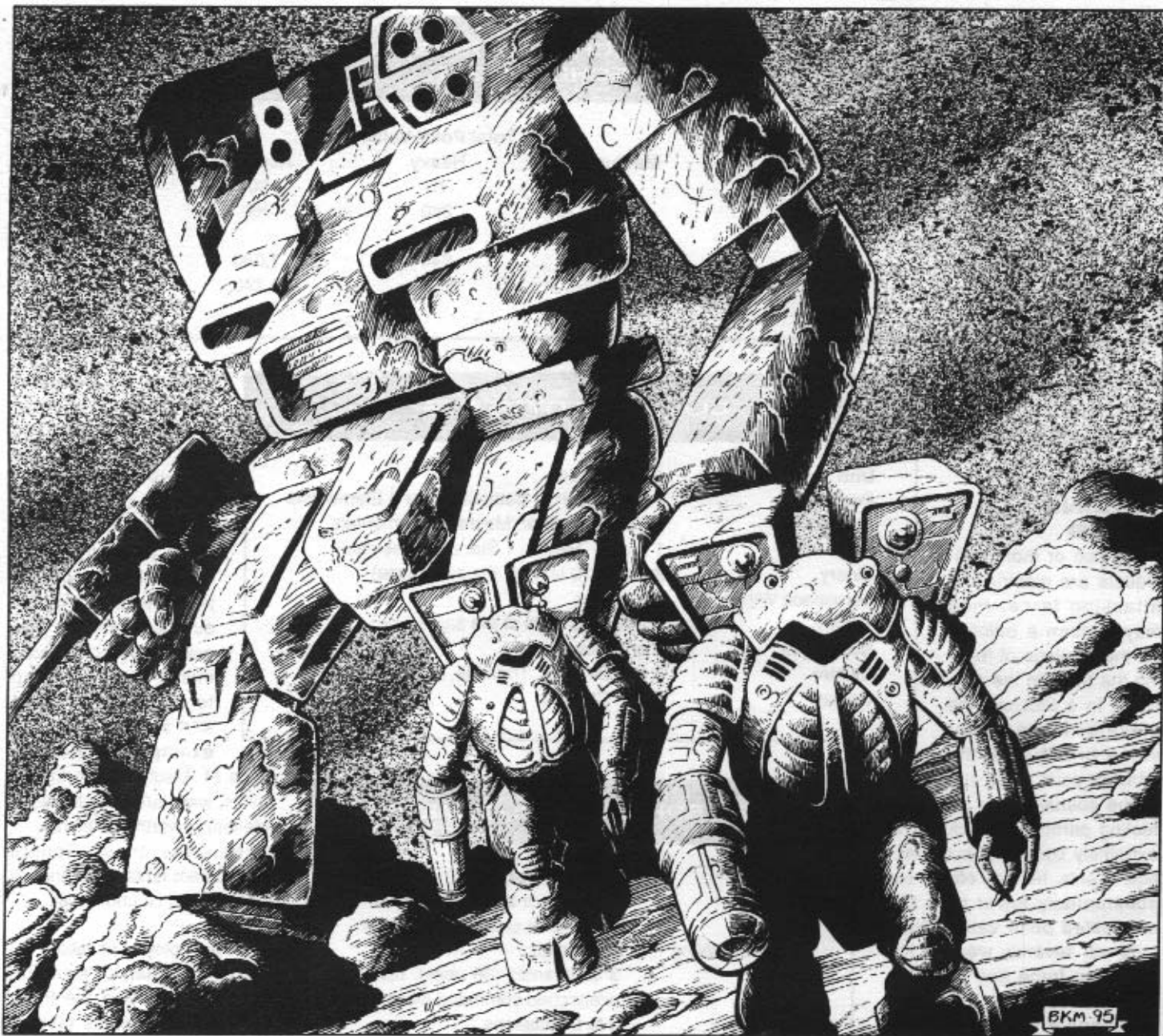
INNER SPHERE DEPLOYMENTS

Unit Type	Composition
Lance	4 'Mechs or armored vehicles
Company	3 lances or platoons (12 units)
Aerospace Wing	10 fighters
Battalion	3 companies (36 units), usually w/attached command lance
Regiment	3 to 5 battalions

SELECTING INDIVIDUAL UNITS

After determining the detachments for the defending and attacking forces, the players select the individual units for each detachment, based on the composition and tonnage of each detachment. The deployment tables list the composition of standard detachments. In **The Falcon** and **The Wolf**, the point values listed for each detachment equal the tonnage of that detachment. For example, a Medium Star of 'Mechs has a point value of 250, and so its tonnage is 250 also.

UNIT ACQUISITION



A player selecting units for a Medium Star may choose 5 'Mechs of 50 tons each. Or the player may select a single 20-ton unit, a pair of 35-ton 'Mechs, a 70-ton 'Mech, and a 90-ton 'Mech ($20 + 35 + 35 + 70 + 90 = 250$ tons).

The unit acquisition tables list the units available to the participants in the Refusal War. Units that are followed by a number in parentheses are 'Mechs or fighters that are difficult to obtain. To acquire one of these units, the player must roll 2D6 and achieve the target number listed in parentheses. If the roll result is lower than the target number, the player must accept one of the default 'Mechs listed in the adjacent space in the Second-Line 'Mechs column. (See the Clan/Inner Sphere 'Mech

Names table on p. 10 of this section for the Inner Sphere equivalents of the Clan names used in the acquisition tables.)

Ralph, who's playing the Wolves, decides that he wants five Nova-As for his Medium Star. He rolls 2D6 five times, and achieves results of 11, 9, 3, 5, and 2. The target number for all Nova variants is 9+, and so Ralph acquires two Nova-As for his Star. The Wolf acquisition table shows a Target Number 4+ for the Nova Primary, and so he uses his result of 5 to take one of those 'Mechs. His remaining rolls failed to achieve either target number, and so he must take two Conjurers to complete the Star.

UNIT ACQUISITION

WOLF 'MECHS

Tons	OmniMechs	Second-Line Mechs
20	Fire Moth	
25	Ice Ferret (7+)	Locust IIC
30	Kit Fox Primary (6+) Kit Fox (variants) (9+)	Incubus
35	Adder Primary Adder (variants) (9+)	Jenner IIC Horned Owl (6+)
40	Viper Primary (4+) Viper (variants) (8+) Phantom (all configurations) (11+) Pouncer (all configurations) (11+)	Griffin IIC
45	Mist Lynx Primary (4+) Mist Lynx (variants) (9+)	Shadow Hawk IIC
50	Nova Primary (4+) Nova (variants) (9+)	Conjurer
55	Stormcrow Primary Stormcrow (variants) (7+)	Vapor Eagle (11+)
60	Mad Dog Primary (5+) Mad Dog (variants) (10+)	Glass Spider Rifleman C (3+)
65	Linebacker Primary (4+) Linebacker (variants) (7+) Hellbringer Primary (9+) Hellbringer (variants) (11+)	Rifleman IIC Thunderbolt C
70	Hellbringer Primary (4+) Hellbringer (variants) (11+)	Warhammer C Archer C
75	Timber Wolf Primary (4+) Timber Wolf A, B, C (9+) Timber Wolf D (11+)	Black Python Marauder C (3+)
80	Naga Primary (7+) Naga A, B, C (9+) Naga D (11+) Gargoyle B, C (9+) Gargoyle A, D (11+)	Warhammer IIC Phoenix Hawk IIC (4+) Victor C (6+)
85	Warhawk Primary (4+) Warhawk A, B, C (9+) Warhawk D (11+)	Marauder IIC (4+)
95	Executioner Primary (4+) Executioner A, B, C (9+) Executioner D (11+)	
100	Dire Wolf Primary (4+) Dire Wolf A, B (9+) Dire Wolf D (11+) Dire Wolf C (12)	Atlas C (3+) Behemoth (12) Stone Rhino (6+)

UNIT ACQUISITION

FALCON 'MECHS

Tons	OmniMechs	Second-Line 'Mechs	Tons	OmniMechs	Second-Line 'Mechs
20	Fire Moth (6+)	Howler	65	Linebacker Primary (4+) Linebacker (variants) (7+) Hellbringer Primary (9+) Hellbringer (variants) (11+)	Rifleman IIC Thunderbolt C (3+)
25	Ice Ferret (7+)	Locust IIC			
30	Kit Fox Primary (6+) Kit Fox (variants) (9+)	Incubus	70	Hellbringer Primary (4+) Hellbringer (variants) (11+)	Warhammer C Archer C
35	Adder Primary (5+) Adder (variants) (9+)	Jenner IIC Peregrine (3+)	75	Timber Wolf Primary (4+) Timber Wolf A, B, C (9+) Timber Wolf D (11+)	Black Python Marauder C (3+)
40	Viper Primary (4+) Viper (variants) (8+) Phantom (all configurations) (11+) Pouncer (all configurations) (11+)*	Griffin IIC	80	Naga Primary (7+) Naga A, B, C (9+) Naga D (11+) Gargoyle B, C (9+) Gargoyle A, D (11+)	Warhammer IIC Phoenix Hawk IIC (4+) Victor C (6+)
45	Mist Lynx Primary (4+) Mist Lynx (variants) (9+)		85	Warhawk Primary (4+) Warhawk A, B, C (9+) Warhawk D (11+)	Marauder IIC (4+)
50	Nova Primary (4+) Nova (variants) (9+)	Shadow Hawk IIC			
55	Stormcrow Primary Stormcrow (variants) (7+)	Vapor Eagle (11+)	95	Executioner Primary (4+) Executioner A, B, C (9+) Executioner D (11+)	
60	Mad Dog Primary (5+) Mad Dog (variants) (10+)	Glass Spider Rifleman C (3+)	100	Dire Wolf Primary (4+) Dire Wolf A, B (9+) Dire Wolf C, D (11+) Stone Rhino (6+)	Bane Atlas C (3+) Behemoth (12)

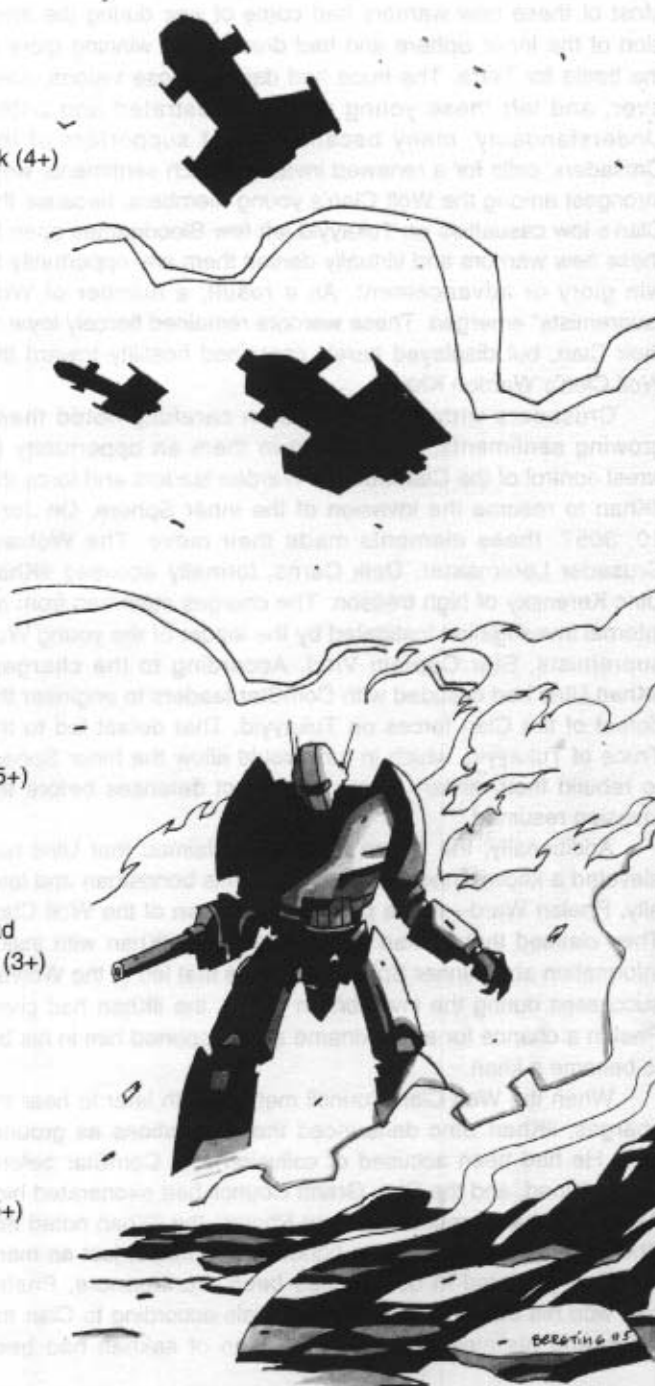
CLAN/INNER SPHERE 'MECH NAMES

Clan Name	Inner Sphere Name	Clan Name	Inner Sphere Name
Adder	Puma	Incubus	Vixen
Bane	Kraken	Kit Fox	Uller
Black Python	Viper	Mad Dog	Vulture
Conjurer	Hellhound	Mist Lynx	Koshi
Dire Wolf	Daishi	Nova	Black Hawk
Executioner	Gladiator	Stone Rhino	Behemoth
Fire Moth	Dasher	Stormcrow	Ryoken
Gargoyle	Man O'War	Summoner	Thor
Glass Spider	Galahad	Timber Wolf	Mad Cat
Hellbringer	Loki	Vapor Eagle	Goshawk
Horned Owl	Peregrine	Viper	Dragonfly
Howler	Baboon	Warhawk	Masakari
Ice Ferret	Fenris		

UNIT ACQUISITION

CLAN AEROSPACE FIGHTERS

Tons	OmniFighters	Standard Aerofighters
20	Bashkir Primary (6+) Bashkir (variants) (10+)	SYD-Z2 Seydlitz
25		F11-RR Cheetah F14-S Cheetah (3+) SW-606 Swift (6+)
30	Vandal Primary (6+) Vandal (variants) (9+)	SPD-502 Spad SPR-6D Sparrowhawk (4+)
35	Avar Primary (5+) Avar (variants) (9+)	
40	Batu Primary (5+0) Batu (variants) (8+)	RGU-133E Rogue
45	Sulla Primary (4+) Sulla (variants) (9+)	TGK-53 Tomahawk
50	Turk Primary (4+) Turk (variants) (9+)	HCT-213B Hellcat II
60	Visigoth Primary (5+) Visigoth (variants) (10+)	GTH-500 Gotha F-92 Stingray (3+) F-94 Stingray (4+)
65		IRN-SD1 Ironsides LCF-R16 Lucifer (3+) LCF-16KR Lucifer II (5+)
70	Jagatai Primary (4+) Jagatai (variants) (11+)	
75	Sabutai Primary (4+) Sabutai A, B, C (9+)	HMR-HD Hammerhead TR-13A Transgressor (3+)
80	Jengiz Primary (4+) Jengiz A, B, C (9+)	
85		RPR-100 Rapier
90	Scythia Primary (6+) Scythia (variants) (9+)	AHB-X Ahab CHP-W7 Chippewa (5+)
100	Kirghiz Primary (6+) Kirghiz A, B (9+) Kirghiz C (11+)	F-700 Riever F-700A Riever (4+) STU-D6 Stuka (5+)



THE ENEMY WITHIN

In the years following the Truce of Tukayyid, tensions continued to grow within the Clans. The so-called Crusaders increased their calls for a repudiation of the truce and a resumption of the Inner Sphere invasion, while the Warden faction continued to counsel cooperation with the Inner Sphere powers. This conflict set Clan against Clan, and warrior against warrior within each Clan. The emergence of new generations of MechWarriors within the Clans fueled these tensions further. Most of these new warriors had come of age during the invasion of the Inner Sphere and had dreamed of winning glory in the battle for Terra. The truce had dashed those visions, however, and left these young warriors frustrated and bitter. Understandably, many became ardent supporters of the Crusaders' calls for a renewed invasion. Such sentiments were strongest among the Wolf Clan's young members, because the Clan's low casualties on Tukayyid left few Bloodnames open to these new warriors and virtually denied them any opportunity to win glory or advancement. As a result, a number of Wolf "supremacists" emerged. These warriors remained fiercely loyal to their Clan, but displayed barely contained hostility toward the Wolf Clan's Warden Khans.

Crusaders within the Wolf Clan carefully noted these growing sentiments, recognizing in them an opportunity to wrest control of the Clan from its Warden leaders and force the ilKhan to resume the invasion of the Inner Sphere. On June 10, 3057, these elements made their move. The Wolves' Crusader Loremaster, Dalk Carns, formally accused ilKhan Ulric Kerensky of high treason. The charges stemmed from an internal investigation instigated by the leader of the young Wolf supremacists, Star Captain Vlad. According to the charges, ilKhan Ulric had colluded with ComStar leaders to engineer the defeat of the Clan forces on Tukayyid. That defeat led to the Truce of Tukayyid, which in turn would allow the Inner Sphere to rebuild their military forces and erect defenses before the invasion resumed.

Additionally, the ilKhan's accusers claimed that Ulric had elevated a known Inner Sphere agent—his bondsman and later ally, Phelan Ward—to the position of saKhan of the Wolf Clan. They claimed that Phelan had provided the ilKhan with inside information about Inner Sphere defenses that led to the Wolves' successes during the invasion. In return, the ilKhan had given Phelan a chance for a Bloodname and supported him in his bid to become a khan.

When the Wolf Clan Council met a month later to hear the charges, ilKhan Ulric denounced the accusations as groundless. He had been accused of collusion with ComStar before, he explained, and the Clan Grand Council had exonerated him. As for the charge regarding Khan Phelan, the ilKhan noted that Phelan had been taken as a bondsman in battle, just as many of those gathered in council had been. Furthermore, Phelan had won his Bloodname in combat trials according to Clan tradition and his elevation to the position of saKhan had been

approved by the Grand Council. The ilKhan seemed on the verge of convincing the Clan Council to drop the charges against him when Loremaster Carns challenged Ulric to answer a third charge—that he had willingly entered into a conspiracy to destroy a Clan's genetic heritage.

This surprise accusation sent a murmur of disbelief through the gathering. The destruction of genetic materials was the single most horrific crime that a Clan or Clansman could commit. Only once before in the Clans' history had such an accusation been raised, leading to the annihilation of an entire Clan. The ilKhan remained speechless for a moment, and Khan Phelan immediately demanded that the Loremaster explain himself or face a Trial of Refusal. Seeing that his bombshell would snatch victory from what had seemed certain defeat, the Loremaster cleared his throat and answered.

"Because of the Truce, we will have three generations of warriors who know nothing of warfare beyond exercises and the occasional raid. When the Truce ends, our command structure will be full of untested, untried, and inexperienced warriors. They will lead our young into combat and, as Ulric intends, they will die. They will perish, and the way of the Clans with them."

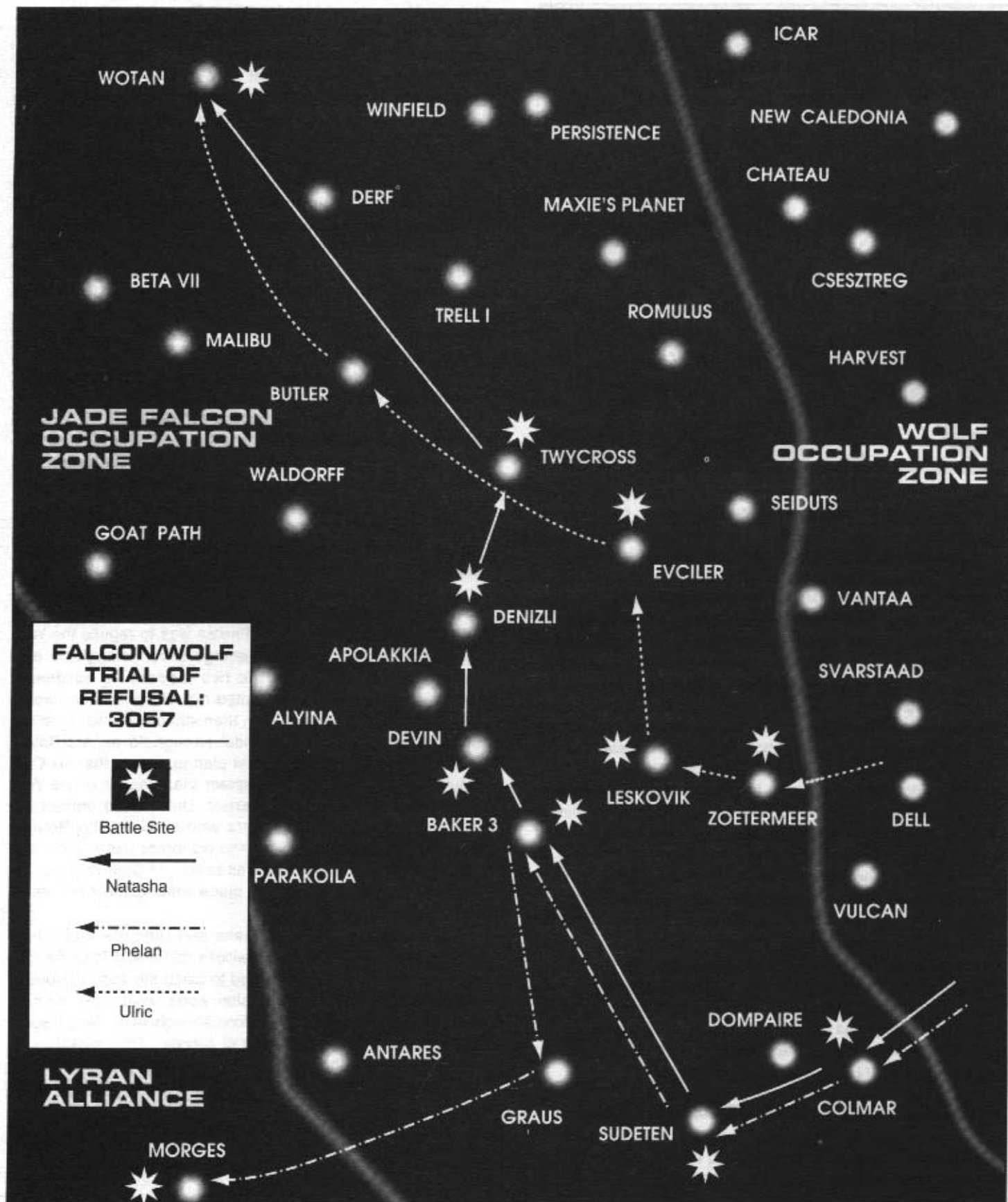
ilKhan Ulric's next action stunned his supporters, opponents, and the entire council. He directed the Loremaster to forward the charge to the Grand Council of all the Clans, and agreed to answer it at a formal hearing in one month. In hindsight, it is apparent that Ulric took this action for two reasons. First, transferring the proceedings to the Grand Council ensured that the charges would not split the Wolf Clan. Second, the transfer would gain him valuable time. Knowing that the charge would go to the Grand Council anyway, where his Crusader enemies held sway, the ilKhan used the intervening month to form his own plans and set them in motion.

A KANGAROO COURT

On August 8, 3057, the Grand Council held session on the planet Tamar to hear charges of genocide against ilKhan Ulric Kerensky. All the gathered Khans knew the charges, and most had already decided on their verdict.

Khan Elias Crichton of Clan Jade Falcon claimed the right of prosecution. The most powerful of the ardent Crusader Clans, the Jade Falcons had established sufficient control on the worlds they occupied to let them shore up their forces in preparation for a swift drive toward Terra once the Truce of Tukayyid collapsed. While the other Clans contended with Inner Sphere raids and planetary rebellions, the Falcons quietly stockpiled munitions and equipment on the planet Quarell in preparation for renewed war. The Falcon Khans believed their warriors could slice through the troubled Federated Commonwealth and take Terra in less than a year, ensuring that Clan Jade Falcon would become the ilClan. To achieve all this, the Jade Falcon Khans needed to ensure that Ulric

THE ENEMY WITHIN





Kerensky would be found guilty and the Truce of Tukayyid repudiated.

In pursuit of this goal, Khan Crichtell painted a damning—though inaccurate—portrait of a vast, sinister conspiracy between Ulric, Precentor Martial Anastasius Focht of ComStar, and the two Wolf Clan khans to re-establish a tainted version of the Star League with Victor Steiner-Davion of the Federated Commonwealth as its First Lord. He claimed that the Clans, including the young Crusaders who made up much of Clan Wolf, had been betrayed by Ulric, who intended to destroy them and the entire Clan way of life. Several Council members believed Crichtell's wild speculations, and Khan Phelan Ward's attempt to refute them proved fruitless. Nineteen Clans declared Ulric guilty of treason; fifteen declared him innocent. The Council stripped him of his rank as ilKhan, demoting him to the rank of Star Colonel. In response, Ulric demanded a Trial of Refusal against Clan Jade Falcon.

The Falcons had anticipated any response but this. They had won a vital political victory and assumed that Ulric would not contest the verdict. The Falcons were poised to resume the invasion of the Inner Sphere, and the last thing they wanted was to squander warriors and BattleMechs on inter-Clan strife. Their initial reluctance to fight, however, evaporated at Ulric's insinuation that the Falcons wished to avoid a trial because they feared they would lose. At this, the Falcons angrily agreed to face the Wolves in the bitter conflict that came to be known as the Refusal War.

THE GREAT CRUSADE

After the Grand Council adjourned, Ulric Kerensky retreated to his command center on Tamar along with Wolf Khans

Natasha Kerensky and Phelan Ward. Though they had lost one battle, they had a Trial of Refusal to win. As they planned their strategies for defeating the Jade Falcons, Ulric revealed his own scheme to use the Trial as a means of crippling the Crusaders' power, while ensuring the long-term survival of the Wardens whom he considered the best and truest members of the Wolf Clan.

From the moment the charge of treason was brought against him, Ulric had known that the Crusaders among the Clans would find him guilty and repudiate the Truce of Tukayyid. The only way left to safeguard the Inner Sphere from a Crusader-led Clan onslaught was to break the Crusaders' power by forcing their strongest Clan to squander its fighting strength in inter-Clan warfare. At best, the Jade Falcons could only win a Pyrrhic victory in the Refusal War; the swath of destruction cut through their ranks by Clan Wolf would cost them all hope of spearheading a renewed invasion of the Inner Sphere. The other Crusader Clans, beset by rebellions on occupied worlds and lacking the Falcons' military acumen, could do the Inner Sphere far less harm. By virtually destroying the Jade Falcons and the Wolf Clan Crusaders, Ulric hoped to tear out the heart of the Crusader faction and protect the Inner Sphere, as he believed the Clans had been created to do.

To ensure Clan Wolf's long-term survival, Ulric ordered saKhan Phelan to lead the bulk of the Clan's Warden faction, along with Clan Wolf's genetic legacy and a third of its equipment, to a safe haven in the Inner Sphere. If the Trial of Refusal ended up destroying the rest of Clan Wolf along with Clan Jade Falcon, Khan Phelan was to rebuild the Wolf Clan and keep its glorious heritage alive. Though he preferred to fight alongside the two leaders he so deeply respected, Khan Phelan accepted his role. His forces would take part in a few early battles, then strike out toward the relative safety of the Kell Hounds' stronghold on Arc-Royal. Ulric also made one last, secret plan to ensure that his Clan would outlive him. To Star Captain Vlad, leader of the Wolf Supremacists and a brilliant warrior, Ulric would entrust the welfare of any Wolf Crusaders who survived the Refusal War. Should Phelan be killed and his forces destroyed along with what they carried, Vlad was to rebuild Clan Wolf so that it could once again take its place among the children of Kerensky.

For their own parts, Natasha and Ulric planned a two-pronged assault on the Jade Falcons that would force them to split their strength. Ulric intended to bleed the Jade Falcons of troops and materiel on world after world, weakening them so that his final assault on the Falcon stronghold of Wotan would have the best possible chance of success. Ulric meant to kill the Jade Falcon Khans on Wotan and destroy enough Falcon warriors to effectively prevent the Clan from resuming the Inner Sphere invasion.

Their plans laid, the Wolf and Jade Falcon Clans prepared for the first battle of the war that would decide their ultimate fates.

100



THE FALCON AND THE WOLF

CUTTING TEETH

SITUATION: COLMAR JADE FALCON OCCUPATION ZONE 24 SEPTEMBER 3057

Elias Crichell, Khan of Clan Jade Falcon, paced angrily. His meeting with the Wolf Clan on Tamar had not gone as he had expected. First he had been forced to pass through a gauntlet of hostile Wolf Clan warriors. Then the Wolf Khan Natasha Kerensky further humiliated and enraged Crichell by forcing him to perform the *batchall* with the traitor, Ulric Kerensky. According to tradition, Khans of the Clans negotiated the terms of battle only with their peers, never with warriors of lesser rank. This practice was observed most stringently when bidding for an important battle, and few battles held as much import for a Clansman as a Trial of Refusal. And he, Khan Elias Crichell of Clan Jade Falcon, had found himself negotiating with a mere Star Colonel.

But Crichell's greatest shock came when he learned the Wolves' choice of battlefield for the Trial. Ulric declared the Wolves would engage the Jade Falcons on Colmar, as expected—and at Dompair, Sudeten, Zoetermeer, and other worlds of the Falcon occupation zone! And the Wolves had bid all their troops to do so.

"Ulric and his band of misfits seek to anger you, so that we will make a mistake and provide the Wolves an opportunity to claim a victory in the Trial," saKhan Vandervahn Chistu told Crichell. "The traitor's plan will backfire—I will make sure of that. We will turn this Trial of Refusal into a Trial of Absorption. After we have smashed the Galaxies of the Wolves, we will claim all their properties, and the Jade Falcons will become the greatest and most powerful Clan ever!"

"I will leave it to you, then, saKhan Chistu, to develop our battle strategies," Crichell said. "And once we have defeated the treacherous Wolves and I am elected ilKhan, we will march toward Terra."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Large Lake and River maps from **BattleTech Map Set 2**. Lay the maps side by side to form an even playing area.

DEFENDER

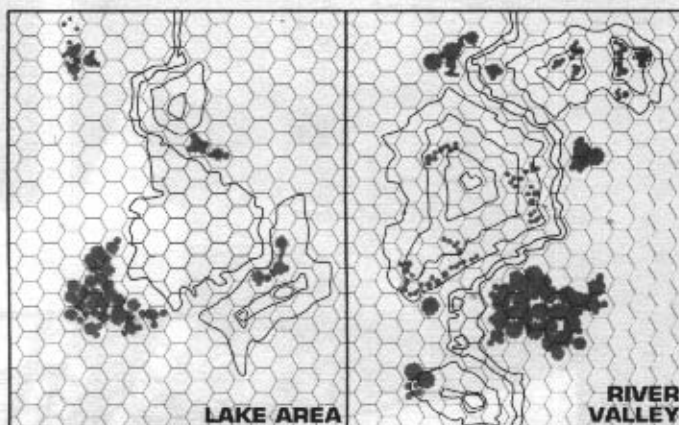
The defenders are the 12th Falcon Regulars Cluster from the Jade Falcons' Gamma Galaxy. The Falcon player may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of this Cluster are considered Regular.

12th Falcon Regulars

Star Colonel Senza Oriega
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Syd)

Alpha Talons 1 and 2, Alpha Beak (5 BattleMechs each)



Trinary Bravo (Star Captain Caro Pryde)

Bravo Talons 1 and 2, Bravo Beak (5 BattleMechs each)

Trinary Charlie (Star Captain Gorton Mattlov)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Delta (Star Captain Dag)

Delta Nova (5 BattleMechs, 5 Elemental Points)
Delta Elemental Stars 1 and 2 (5 Elemental Points each)

Deployment

The 12th Falcon Regulars deploy on the eastern half of the mapsheet. Half of their forces must be placed on the map before play begins, with any location and facing desired. The remaining Falcon units enter the board from the east edge. One Star (or Nova) should be placed on the east edge of the map at the beginning of every Initiative Phase until all Falcon units have been deployed.

ATTACKER

The attackers are the 352nd Assault Cluster (The Silver Wolves) from the Wolf Clan's Beta Galaxy. The Wolf player may draw units from the following roster whose point total does not exceed 75 percent of the point value of the Falcon side. The MechWarriors of this Cluster are considered Elite.

352nd Assault Cluster

Star Colonel Serena Fetlandral
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Yesston Lombardi)

Alpha Assault Stars 1 and 2, Alpha Battle Star
(5 BattleMechs each)

Trinary Bravo (Star Captain Hannifan Vickers)

Bravo Assault Stars 1 and 2, Bravo Battle Star
(5 BattleMechs each)

CUTTING TEETH

Trinary Charlie (Star Captain Uisotn Radick)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Delta (Star Captain Tamar Tutuola)

Delta Nova (5 BattleMechs, 5 Elemental Points)
Delta Elemental Stars 1 and 2 (5 Elemental Points each)

Deployment

The 352nd enter from the western edge of the mapsheets. No Wolf units begin play on the map. At the beginning of every Initiative Phase, two Stars (or Novas, or one of each) must be placed on the west edge of the map until all Wolf units have been deployed.

VICTORY CONDITIONS

The goal of both sides in this battle is to completely destroy their opponents. The winner is the first side to destroy or drive all opposing forces off the map.

SPECIAL RULES

The Falcons must follow the standard Clan rules of engagement during the entire scenario. The 352nd is full of young Wolf supremacists, who will attack the Falcons full out and do not have to abide by the Clan rules of engagement. For example, the Wolves may use an entire Star against a single Falcon 'Mech without loss of honor.

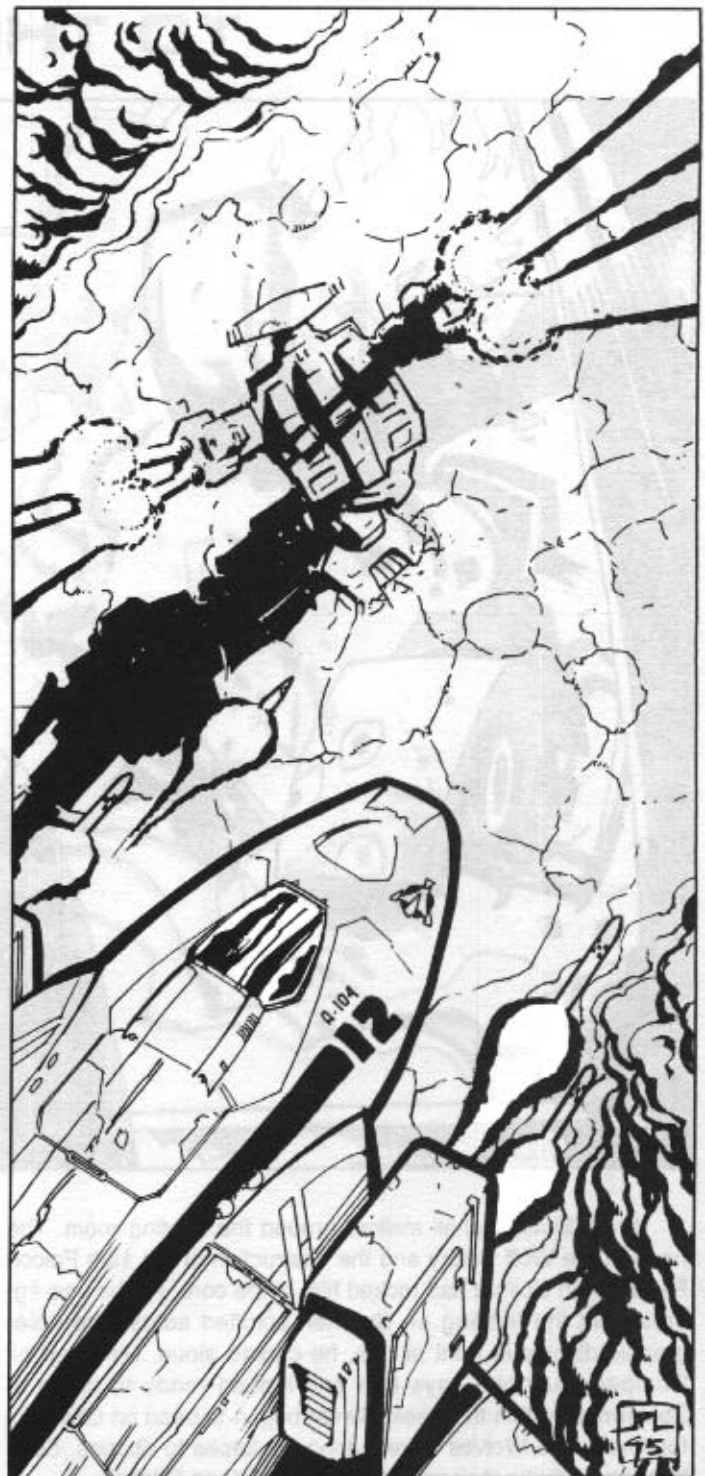
AFTERMATH

The bitter rivalry between the Wolves and Jade Falcons fueled fierce fighting in the battle on Colmar, a battle that set the tone for the entire Refusal War.

The first shots were fired in the Marakaa Valley. Using the dry river bed for cover, the 352nd Wolf Assault Cluster had marched through the valley to the Jade Falcon position at Bright Basin. The steep walls of the valley forced the Falcon aerospace fighters to make their strafing runs directly into the front of the Wolf 'Mech column. As a result, the fighters had little effect and soon broke off their attacks rather than face fire from the Wolf 'Mechs.

The fleeing fighters left the BattleMechs of the 12th Falcon Regulars Cluster with no fighter cover when they appeared on the ridge line to the south. As the Falcons descended the steep slope to enter their weapons' firing range, they bunched up, presenting easy targets to the 352nd.

When the dust cleared, the 12th Falcon Regulars were no more. A scant 10 percent of the 12th's personnel survived, among them only six aerospace fighters. By comparison, the 352nd suffered only 17 percent casualties. Unfortunately, the Falcons managed to destroy half of the 352nd's aerospace fighters and Elementals and two-thirds of the Cluster's 'Mechs. The Wolves took no bondsmen from the survivors but did lay claim to all battlefield salvage. The fighting had been fierce and many of the 352nd's 'Mechs would never see battle again, but at long last the Wolf pups had cut their teeth.



After the battle, the remaining members of the 352nd formed up with the Wolf Spiders and marched on Doren, the capital of Colmar. There, Khan Natasha Kerensky's Elementals opened the planet's armories and armed the population. She declared the Colmar system free of the Jade Falcons and told the gathering crowds that she would take their grievances to the Jade Falcon Khan personally.

THE FALCON AND THE WOLF

TO THE BONE



Khan Elias Crichell stalked around the briefing room. The news of the Wolf victory and the destruction of the 12th Falcon Regulars on Colmar had rocked him to the core. As the new figures from the fighting on Sudeten scrolled across the holographic display in front of him, he cursed aloud. Ulric had hit Dompaire just two days ago and looked ready to strike at Zoetermeer within the week. Sweat began to bead on Crichell's forehead. The Wolves were cutting his forces to ribbons. Soon they would make their way to Wotan and Khan Crichell.

"Khan Crichell, do you wish me to send for a medic?" saKhan Vahn Chistu asked.

"No, saKhan, I do not want a medic," Crichell snapped. "I want answers. Why is your plan not working? Why are the Wolves slicing through our units as if they were not there? Answers, saKhan Chistu, I want answers—now!"

"Calm down, Khan Crichell. Everything is going as planned," Chistu replied. "The Wolves have achieved these vic-

tories against mere garrison troops. I will continue to litter their path with second-line and solahma units. This will force Natasha and Ulric to expend their front-line forces in a vain effort to weaken us. I will skin the Wolves layer by layer until I have cut them to the bone. Only then will they face our front-line forces and taste the true fury of the Falcon. You may rest easy, Khan Crichell. We are in no danger from the Wolves. Wotan is their unreachable star."

**SITUATION: SUDETEN
JADE FALCON
OCCUPATION ZONE
27 SEPTEMBER 3057**

To bolster the bluff that all of the Wolf forces would be attacking the Falcons, saKhan Phelan and his Delta Galaxy needed to attack at least one system in the Jade Falcon

TO THE BONE

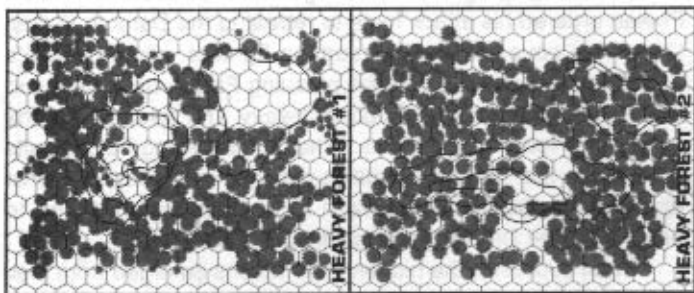
Occupation Zone before jumping for the Inner Sphere. That system was Sudeten.

The Falcons had beefed up their garrison on the planet to slow the Wolf advance, and so Khan Phelan's forces would be outnumbered almost two to one on the killing fields of the grassy world.

Khan Phelan compensated for his disadvantage by splitting his forces into two separate units. His lighter, faster 'Mechs laid an ambush for the Falcon defenders along the grassy, tree-covered hills of Sudeten's western plains, on the continent of Dargoth. The remaining Wolf 'Mechs headed toward the port city of Webster to harass the garrison forces stationed there and buy time for the trap to be set. Once those units were 100 kilometers outside of the city, Khan Phelan called in aerospace fighter support from his DropShips. Most of the fighting took place around the Webster magna-rail station, just outside the city limits.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Heavy Forest #1 and Heavy Forest #2 maps from **BattleTech Map Set 4**. Lay the maps end to end to form a long playing area.



DEFENDER

The defenders are the Gyrfalcon Eyrie Cluster and the 8th Falcon Regulars Cluster from the Jade Falcons' Delta and Vau Galaxies. The Falcon side may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of these units are considered Veteran.

Gyrfalcon Eyrie Cluster

Star Colonel Devin Buhallin
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Jurgen Mattlov)

Alpha Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Bravo (Star Captain Centuin)

Bravo Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Charlie (Star Captain Theodon)

Charlie Wings 1, 2, and 3 (10 Fighters each)

Trinary Delta (Star Captain Julius)

Delta Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Epsilon (Star Captain Hannover)

Epsilon Beaks 1, 2, and 3 (5 BattleMechs each)

Gyrfalcon Solahma Cluster

Star Captain Cyn

Trinary Alpha (Star Captain Cyn)

Alpha Beaks 1 and 2 (5 BattleMechs each)

Alpha Strider (5 Elemental Points)

Trinary Bravo (Star Captain Murdock)

Bravo Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Juno (Star Commander Halker)

Juno Wings 1, 2, and 3 (10 Fighters each)

8th Falcon Regulars

Star Colonel Brikai Buhallin
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Rothgar Mattlov)

Alpha Beaks 1 and 2, Alpha Eye (5 BattleMechs each)

Trinary Bravo (Star Captain Gramal)

Bravo Eyes 1, 2, and 3 (5 BattleMechs each)

Trinary Charlie (Star Captain Kelson)

Charlie Eyes 1, 2, and 3 (5 BattleMechs each)

Trinary Delta (Star Captain Linshi)

Delta Nova (5 BattleMechs, 5 Elemental Points)

Delta Striders 1 and 2 (5 Elemental Points each)

Trinary Echo (Star Captain Margaret Icaza)

Echo Wings 1, 2, and 3 (10 Fighters each)

Deployment

The Gyrfalcon Eyrie Cluster and the 8th Falcon Regulars deploy on the eastern-most map. The eastern side of the map will be along the right edge of the maps.

ATTACKER

The attackers are the 4th Wolf Guards Cluster (The Cyclops Cluster) and the 16th Battle Cluster (The Golden Hags) from the Wolf Clan Delta Galaxy. The Wolf side may draw units from the following roster whose point total does not exceed 90 percent of the point value of the Falcon side. The MechWarriors of these units are considered Elite.

4th Wolf Guards Cluster

Star Colonel Jera Carns

TO THE BONE

Trinary Command (Star Colonel Jera Carns)

Command Star, Command Assault and Battle Stars (5 BattleMechs each)

Trinary Alpha (Star Captain Reginal)

Alpha Assault Novas 1 and 2 (5 BattleMechs, 5 Elemental Points each)

Alpha Battle Star (5 BattleMechs)

Trinary Bravo (Star Captain Mandrake)

Bravo Assault Novas 1 and 2 (5 BattleMechs, 5 Elemental Points each)

Bravo Battle Star (5 BattleMechs)

Trinary Charlie (Star Captain Tayna Carns)

Charlie Assault Nova (5 BattleMechs, 5 Elemental Points)

Charlie Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Delta (Star Captain Sigmond Fetladral)

Delta Assault Nova (5 BattleMechs, 5 Elemental Points)

Delta Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Echo (Star Captain Colleen Sradac)

Echo Omnifighter Stars 1, 2, and 3 (10 Fighters each)

16th Battle Cluster Unit

Star Colonel Craig Ward

Trinary Command (Star Colonel Craig Ward)

Command Star, Command Assault and Battle Stars (5 BattleMechs each)

Trinary Alpha (Star Captain Kimble Durffey)

Alpha Assault Novas 1 and 2 (5 BattleMechs, 5 Elemental Points each)

Alpha Battle Star (5 BattleMechs)

Trinary Bravo (Star Captain Lorandra Noruff)

Bravo Assault Novas 1 and 2 (5 BattleMechs, 5 Elemental Points each)

Bravo Battle Star (5 BattleMechs)

Trinary Charlie (Star Captain Petrov Reinhold)

Charlie Assault Nova (5 BattleMechs, 5 Elemental Points)

Charlie Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Delta (Star Captain Jebediah Samis)

Delta Assault Nova (5 BattleMechs, 5 Elemental Points)

Delta Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Echo (Star Commander Sumner Johns)

Echo Omnifighter Stars 1, 2, and 3 (10 Fighters each)

Deployment

The Wolf player must place half his forces on the map-sheets before beginning play. These units will be considered

hidden, according to the Hidden Units rules on p. 89 of the **BattleTech Compendium: The Rules of Warfare**. The remaining forces enter the map from the western edge on Turn 1.

VICTORY CONDITIONS

As in most battles fought during the Refusal War, the goal of both sides is to destroy the enemy. The winner is the first side to destroy or drive off the map all opposing forces.

SPECIAL RULES

1. The hidden units may not attack or move until Turn 3 unless they are "activated" by a Falcon unit's movement. If a Falcon unit attempts to enter a hidden unit's hex or ends its movement adjacent to a hidden unit, that unit is immediately revealed and may make a pointblank shot (see p. 89, **BattleTech Compendium: The Rules of Warfare**).

The Falcons must adhere to the rules of Clan honor until the hidden units reveal themselves in Turn 3. After that point, the Falcons consider their opponents *dezgra* and may disregard the Clan rules of engagement.

AFTERMATH

After engaging the Falcon garrison at Webster, Khan Phelan ordered his attack force to retreat to the Dargoth Plains. Under the cover of Wolf aerospace fighters, Khan Phelan's 'Mechs continued to fire on the pursuing Falcon defenders and destroyed many of the Falcons' heavy and assault 'Mechs before they reached the plains. When the surviving Falcon units crested the first hills on Dargoth's grassy plains, they saw what appeared to be a disorganized army desperately trying to escape to their DropShips some fifteen miles away.

Then suddenly, the hidden Wolf 'Mechs emerged from their hiding places on the tree-covered hills and the Falcons found themselves surrounded by enemy 'Mechs. Waves of Wolf aerospace fighters dropped their remaining bombs on the trapped Falcons. Battered by the bombing runs, the Falcon 'Mechs made easy targets for the fresh Wolf BattleMechs.

In the end, Khan Phelan's forces scored an impressive victory over the Falcons. Khan Phelan Ward and his forces killed or captured some 100 Falcon 'Mechs, nearly all that had been on the planet. Eighty-five percent of the Falcon MechWarriors and pilots were killed, the remainder injured. Meanwhile, the Wolves lost only 35 units.

After returning to the Wolf fleet, Khan Phelan attempted to persuade Khan Natasha to include his forces in further battles, using his victory to bolster his arguments. Despite his protests, Khan Natasha remained adamant that Khan Phelan follow Ulric's original plan and lead Delta Galaxy into the Inner Sphere. On October 5, 3057, Khan Phelan's JumpShip *Werewolf* left Clan space with a very special cargo—the complete genetic heritage and future of the Wolf Clan.

PASSING THE TORCH

"The Crusaders may be your philosophical kin, but they are not Wolves. You hate the Inner Sphere because of our teachings. We are told that they are below us, yet on every front they have adapted and are now a match for most of the Clans. Perhaps before we assault them again we should study their ways of war, lest we run the risk of being defeated just as the Falcons—your philosophical leaders—were."

—Star Colonel Ulric Kerensky, addressing the 11th Wolf Regulars before the drop to Zoetermeer.

"Bravo Star is encountering resistance along its western flank, Star Captain." Vlad scanned his *Timber Wolf's* tactical display and smiled grimly. Like the cowards they were, the *stravag* Jade Falcons were disappearing into the narrow alleys between the warehouses near Nalon Spaceport. Apparently they believed a few flimsy buildings would protect them from the wrath of the Wolf. Vlad and his unit intended to teach them otherwise.

As if to prove his point, Vlad lined up his sights on a fleeing Jade Falcon 'Mech and fired his pulse laser into the back of the machine, just as it reached the dubious shelter of a large warehouse. The enemy 'Mech shuddered and collapsed, bringing down the building's walls. A huge fireball erupted into the air as the explosion of the dying 'Mech set off the building's highly combustible contents. Vlad's smile disappeared. Cursing, he turned his *Timber Wolf* toward the enemy and barked out orders over his commlink. "Recon in force to coordinates 007-9a. Engage all Falcon units, but do not pursue the enemy into the warehouses. I repeat, do not pursue. If they want us dead, my Wolves, they will have to come and get us!"

SITUATION: ZOETERMEER JADE FALCON OCCUPATION ZONE 30 SEPTEMBER 3057

On September 30, 3057, Star Colonel Ulric Kerensky led his newly created Tau Galaxy in an assault on the Jade Falcon planet of Zoetermeer. All of the young and impressionable warriors in Tau Galaxy were Crusaders by inclination, but they were also Wolves by blood, and were therefore bound by Clan honor and tradition to follow their former ilKhan in a fight to the death against their fellow Crusaders in Clan Jade Falcon. Star Captain Vladimir, a prominent Crusader chosen as Ulric's second-in-command, challenged the legitimacy of Ulric's orders along with many other young Wolves, but to no avail. Ulric had acted within his rights as a Star Colonel in placing the Wolf Crusaders under his own command and transferring warriors with Warden sympathies to the command of saKhan Phelan Ward. By setting Crusader against Crusader, Ulric hoped to cripple not only the Jade Falcon enemy, but the entire Crusader movement within the Clans.

Ulric chose his first target well. A week before the beginning of the Trial of Refusal, he had discovered that the Falcons were converting one of Zoetermeer's orbital chemical engineer-

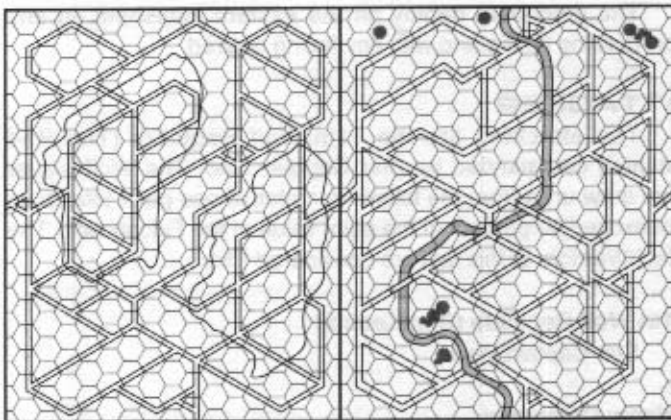
ing facilities into a small factory for DropShip parts. An orbital repair facility so close to the truce line would allow the Falcons to attack deep inside the Inner Sphere without being hamstrung by a long wait for replacement DropShip parts from the Clan home worlds. The Falcons' 10th Provisional Garrison, assigned to defend the factory against Inner Sphere raiding parties, had stationed the bulk of its forces near the Nalon Spaceport in the seaside city of Salyn. A single Star of 'Mechs and two aerospace Stars remained to defend the orbital facility. Ulric planned a strategy that would allow him to destroy both the facility and the 10th Garrison Cluster.

Before opening the bidding for the Zoetermeer assault, Ulric ordered Star Commodore Radick to issue a *batchall* to the forces defending the orbital facility once the Wolf forces bid to attack the planet itself were engaged in battle. With the bulk of the Falcon forces fighting the Wolves, the troops defending the orbital facility would be left without reinforcements, and would prove easy pickings for Radick's warriors.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the City (Hills/Residential) #1 and #2 maps from **BattleTech Map Set 3**. Lay the maps side by side to form a wide playing area.

Before beginning play, the Falcon player should arrange 20 Medium buildings on the eastern mapsheet and 10 Medium buildings on the western mapsheet. The buildings must be separated from each other by at least one hex on all sides and cannot be placed on road hexes.



CITY (Hills/Residential) #1 CITY (Hills/Residential) #2

DEFENDER

The defenders are the Jade Falcon 10th Garrison Cluster, commanded by Star Colonel Bousamra Loudon. The Falcon player may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of this unit are considered Green.

PASSING THE TORCH



Jade Falcon 10th Garrison Cluster

Star Colonel Bousamra Loudon
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Lorien DeLuca)

Alpha Beaks 1, 2, and 3 (5 BattleMechs each)

Deployment

The defenders deploy on the eastern mapsheet, in any non-building hexes and with any facing desired.

ATTACKER

The attackers are the 11th Wolf Regulars (The Red Keshik), commanded by Star Captain Vlad. The Wolf player may draw units from the following roster whose point total does not exceed 40 percent of the point value of the Falcon side. The MechWarriors of this unit are considered Elite.

11th Wolf Regulars (Red Keshik)

Star Captain Vlad

Trinary Command

Command Star, Command Assault and Battle Stars
(5 BattleMechs each)

Deployment

The attackers enter from the western edge of the mapsheets.

VICTORY CONDITIONS

A Falcon command unit has been cornered in a dense warehouse district by a small, elite Wolf unit. With deep water

at their backs, the Falcons have no choice but to stand and fight until reinforcements arrive at the end of Turn 10. At that point the scenario ends, and any Wolf units still on the board are considered destroyed.

The Wolf unit must strike swiftly and retreat, causing as much damage as possible before more Falcon units arrive. The Wolves can claim a Marginal Victory if they destroy more 'Mechs than they lose. If they destroy more than half of the Falcons' forces while achieving this goal, they win a Decisive Victory.

The Falcons must fight the Wolves while limiting their losses, biding their time until reinforcements arrive. If at least half the Falcon units survive, the Falcons win a Marginal Victory. If 75 percent or more of the Falcon units survive the scenario, the Falcons can claim a Decisive Victory.

SPECIAL RULES

Wolf units may only retreat off the western edge of the map.

The buildings scattered throughout this area represent various warehouses filled with a variety of civilian supplies. However, some of the warehouses are filled with volatile substances such as gasoline. Every time a building takes 10 or more points of damage in a turn, roll 1D6. On a result of 1 to 5, the building is filled with harmless textiles or fish, and nothing happens. On a roll of 6, the building explodes, causing 20 points of damage to its own hex and all surrounding hexes. Split the damage into 5-point clusters when determining hit locations on damaged 'Mechs.

Roll only once for each building. Once a building is determined to be safe, it should be marked in some way to indicate that it will not explode if hit in a later phase.

AFTERMATH

It took three Elementals to lift the ferro-steel girder that had trapped MechWarrior Bozarth's *Viper*. The MechWarrior was unconscious inside the partly crushed cockpit, but Bozarth had been lucky. He had survived his first test by fire and would soon be fit to pilot a BattleMech once again. Almost a third of the 11th Wolf Regulars had not fared so well.

The Wolves had won the day, but at a staggering cost. The 11th Regulars had lost more than 40 percent of their 'Mechs, the 21st Battle Cluster had suffered 32 percent casualties, and the 4th Striker Cluster had lost 39 percent of its troops. The technicians would need at least two weeks of constant work to bring the units back to an acceptable 70 percent readiness level. Star Colonel Ulric Kerensky's victory on the southern continent had proved less costly; the 2nd Wolf Cavaliers sustained only 15 percent equipment losses and 3 percent casualties.

The assault on the orbital facility was another Wolf victory. Star Commodore Radick's *batchall* took the 10th's commander completely by surprise. He had not included the facility in the original bidding because he had believed that the 10th itself was the Wolves' sole target. This oversight cost the Falcon commander his chance to reinforce the facility, and Radick's forces swiftly overwhelmed the three defending Falcon Stars.

HIDE-AND-SEEK

Outside the cockpit of Star Colonel Ramon Sender's *Gargoyle*, the waters of Baker 3's hot springs bubbled, but he did not notice. Other things occupied his mind—like the rising heat in his 'Mech, the precarious footing provided by the hardened layers of mud and lime underfoot, and the odd branches of petrified wood that broke off the long-submerged trees as the 341st Assault Cluster marched along the bottom of the Baker River. Sender checked his heat display again. The computer painted a solid line that ran from green through yellow and just into the red area of the computer's screen. Sender cleared his mind. One way or another, none of it would matter in a minute.

Sender looked over to his left, where Khan Natasha Kerensky's *Dire Wolf* kept up with his *Gargoyle* stride for stride. Sender could not help but grin to himself as his 'Mech's cockpit broke the surface of the river. It wasn't just the thought of being out of the boiling river that brought the smile to his unshaven face. It was the anticipation of combat and the adrenaline it sent pumping through his veins. In the distance he spotted the communications dish of the Falcon command center. In his excitement he almost missed the Falcon *Kit Fox* that wheeled and stood watching as the 341st Assault Cluster began to rise out of the river, the hot metal skins of their 'Mechs emitting clouds of steam. Without thinking, Sender raised the *Gargoyle*'s right arm. A bright blue flash arced from the 'Mech's arm and the head of the *Kit Fox* exploded. Then Sender opened a channel to Natasha. "You know he has broadcast a warning."

Natasha Kerensky answered the Star Colonel's concern by firing her *Widow Maker*'s autocannon at a Falcon *Adder* that had just emerged from a clump of trees. The depleted uranium shells tore into the smaller 'Mech's torso, cut through its myomer muscle bundles, twisted and blackened the internal structure and fusion engine and neatly opened its back before splintering an oak tree that stood thirty meters behind the remains of the *Kit Fox*. A dark plume of smoke rose from the *Adder*. "I want them to come," Khan Natasha said. "I want all of them to feel how cold hell can be."

SITUATION: BAKER 3 JADE FALCON OCCUPATION ZONE 9 OCTOBER 3057

For years, Baker 3's hot springs and lush forests had made it a favorite recreation spot for merchants traveling through the area. These same geographical features that had been a source of pleasure for many would spell death for the Jade Falcons' Jade Eyrie Cluster, thanks to Khan Natasha Kerensky's daring battle plan.

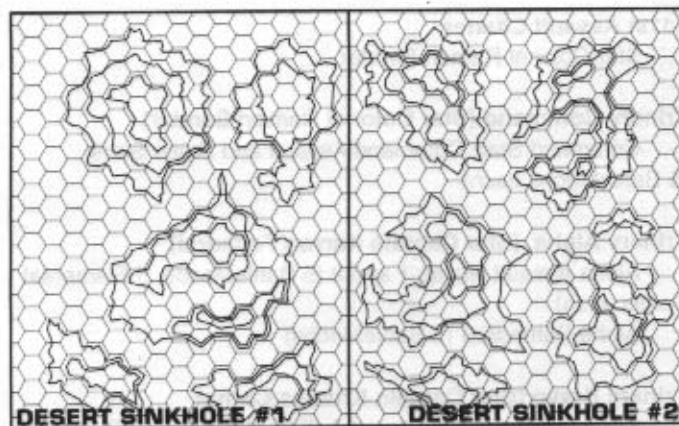
The Wolf 341st Assault Galaxy landed 60 miles south of the Falcon command center, at the edge of Iowa, Baker 3's southern continent. With the purple Ylrebmik Ocean at their backs, the Wolves split up. Half of the force made its way into

Iowa's dense forest to seek out and destroy Jade Falcon patrols. Meanwhile, the remaining Wolf 'Mechs entered the hot-spring fed waters of the Baker River and began a slow march along its bottom. With the super-heated water of the river masking the 'Mechs' heat signatures, Khan Natasha hoped to out-flank the Falcons and surprise them.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Desert Sinkhole maps #1 and #2 found in **BattleTech Map Set 3** for this encounter. Lay the maps side by side to form a wide playing surface.

The Falcon player should arrange five Level 1 Medium buildings near the center of the maps to represent the Falcon command center.



DEFENDER

The defenders are the Jade Falcon Eyrie Cluster from the Falcons' Gamma Galaxy. The Falcon player may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of these units are considered Veteran.

Jade Eyrie Cluster

Star Colonel Collin Buhallin
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain White LeClair)

Alpha Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Bravo (Star Captain Jaiy)

Bravo Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Charlie (Star Captain Gavin)

Charlie Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Delta (Star Captain Sagin)

Delta Beaks 1, 2, and 3 (5 BattleMechs each)

HIDE-AND-SEEK

Deployment

The Jade Eyrie Cluster deploys on the southern edge of the map. Place the command Star in the center of the map near the buildings. These 'Mechs are considered shut down and immobile until the end of the Turn 2. At the start of Turn 3 assume that Star Colonel Buhallin and his Star have mounted their 'Mechs and are ready to join the battle. Until that time, the shut down 'Mechs are not "fair" targets and may not be fired upon.

ATTACKER

The attackers are the Wolf Clan's 341st Assault Cluster (The Silver Blizzards). The Wolf player may draw units from the following roster whose point total does not exceed 90 percent of the point value of the Falcon side. The MechWarriors of these units are considered Elite. Khan Natasha Kerensky (Gunnery 0, Piloting 0, *Dire Wolf*) may be included in the command Trinary at a cost of 100 points.

341st Assault Cluster

Star Colonel Ramon Sender

Trinary Command (Star Colonel Ramon Sender)

Command Star, Command Assault and Battle Stars
(5 BattleMechs each)

Trinary Alpha (Star Captain Karron Fetladral)

Alpha Assault Novas 1 and 2 (5 BattleMechs, 5 Elemental Points each)
Alpha Battle Star (5 BattleMechs)

Trinary Bravo (Star Captain Kristina Carns)

Bravo Assault Novas 1 and 2 (5 BattleMechs, 5 Elemental Points each)
Bravo Battle Star (5 BattleMechs)

Trinary Charlie (Star Captain Gaylon Allin)

Charlie Assault Nova (5 BattleMechs, 5 Elemental Points)
Charlie Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Delta (Star Captain Gerald)

Delta Assault Nova (5 BattleMechs, 5 Elemental Points)
Delta Elemental Stars 1 and 2 (5 Elemental Points each)

Deployment

The 341st enters from the northern edge of the mapsheets.

VICTORY CONDITIONS

The Wolf player must destroy all of the buildings in addition to killing as many of the Falcons as possible. If the Wolf player successfully destroys the buildings, he may disengage and retreat off of the northern edge of the maps. If all of the buildings are destroyed, the Wolves have achieved a Marginal Victory. If the buildings are destroyed and the Falcons have lost half or more of their forces, the Wolves have achieved a Decisive Victory.

If the Wolves fail to accomplish any of their objectives, the scenario assumes that the Falcons regroup and stage a dramatic upset by defeating the Wolves. If the Falcons prevent the Wolves from destroying all of the buildings, they win a Marginal Victory. The Falcons achieve a Decisive Victory if they survive with more than half of their forces intact and the buildings are not all destroyed.

SPECIAL RULES

To represent the hot springs, the "SUB LVL" areas of the map should be treated as water of the appropriate Depth. For example, a Sub Level 2 hex would be treated as a Depth 2 water hex. Snow and ice covers all land hexes, so all units are subject to skidding (see p. 23, **BattleTech Compendium: The Rules of Warfare**), even if they are moving at walking or cruising speed.

The water of the hot springs is near boiling temperature and so it behaves differently in game terms than normal water. Submerged heat sinks do not dissipate any additional heat. In addition, any 'Mech that spends two or more consecutive Heat Phases in the water will build up additional heat each subsequent turn equal to the Depth of the hex it occupies. For example, a 'Mech standing in a Depth 2 water hex builds up no extra heat in the first turn it stood there, but does build up 2 extra heat points every turn thereafter until it leaves the water.

The Wolf forces used the heat of the springs to hide their approach from the Falcons' infrared sensors. During the first turn, all Wolf 'Mechs should add 2 points to their overall heat buildup.

AFTERMATH

The battle on Baker 3 proved yet another stunning success for the Wolf Clan. In the end, the Wolf forces suffered only 21 percent losses, while the Jade Falcons suffered 98 percent losses. Unfortunately for the Wolves, the MechWarriors of every lost Wolf BattleMech were killed.

For the Falcons, the battle seemed lost almost from the start. Star Colonel Buhallin sent numerous patrols from the Falcon's 305th Assault Cluster to destroy the Wolf 'Mechs in Iowa's forest, but none had any discernible success against the Wolves, who employed hit-and-run tactics to great effect. The forest's dense vegetation severely limited the Falcons' ability to target the Wolves, and eventually the 'Mechs of the 305th—armed almost exclusively with ballistic weapons—found themselves low on ammunition. In growing frustration, Buhallin sent aerospace fighters after the Wolf 'Mechs, as well as more Falcon BattleMechs, until his forces were stretched across the continent and his command center woefully under-defended.

At that point, the second Wolf force emerged from points along the Baker River and struck at the Falcon command center and the undefended flank of the 305th. Fifty Falcon OmniMechs and twenty-seven fighters were destroyed by the Wolves that day. Only two Points of Falcon Elementals managed to make it back to their landing zone for extraction.

THE FALCON AND THE WOLF

INTO THE STORM



"How can you believe the Wolves will attempt another attack? Look out your canopy. Even now our Elementals are rounding up their MechWarriors to be used as bondsmen. We have won, Star Captain. Let us return to the command center to report our victory to Star Colonel Hoyt."

Star Captain Matthew Von Jankmon stared into the swirling sandstorm. It was true that the Wolves had lost many BattleMechs to the Falcons' Charlie Trinary. But something felt wrong. The fighting had been fierce at first; then the Wolves seemed to lose their taste for combat. Some of their 'Mechs actually ran from the field. Yes, something was definitely wrong.

"Star Commander Trevor, you will take your Star to the northwest quadrant and post a watch for any enemy 'Mechs. Alert me before engaging any opposition," Von Jankmon ordered.

"I will follow your orders, Star Captain, but you are overestimating the danger here. I am certain that our other units have achieved similar successes."

Von Jankmon was about to rebuke Trevor for this insubordination when a brilliant orange explosion filled his view-screen. He quickly glanced down at his radar display but saw only the same meaningless interference that had filled it since the electrical storms began. He looked up just in time to see a line of Wolf OmniMechs emerging from the swirling sands blowing around him. Von Jankmon thumbed the red button on his right joystick. A wave of heat filled his cockpit and set alarms screaming as all the weapons on his 'Mech fired in unison. The *Timber Wolf* in front of him staggered and crumpled under the onslaught, but Von Jankmon calculated that the heat in his 'Mech would not permit him to fire his weapons again for a full four seconds.

Pushing the machine's throttle forward, he twisted the 'Mech toward the north and set it running. Blue bolts of artificial lightning singed its left arm and opened a gaping wound in its rear right torso, and the Star Captain instinctively thrust the controls to the left. A flight of LRMs flashed past his cockpit, and he turned to see the tattered and smoking *Timber Wolf* approaching him. He triggered the red button once more, watching as twin blue beams carved into the 'Mech's torso and set off a blinding explosion.

**SITUATION: DEVIN
JADE FALCON
OCCUPATION ZONE
17 OCTOBER 3057**

When Khan Natasha Kerensky reached the Devin system, she reported her total losses so far at just under 32 percent for 'Mechs and equipment and 8 percent for personnel. But these figures did not reflect the true toll the campaign had taken on her forces. Many of the seriously injured had been sent to the Inner Sphere with saKhan Phelan Ward, and only battlefield salvage kept many of her 'Mechs operational. Moreover, the fighting of the past month had left many of her more experienced units severely fatigued.

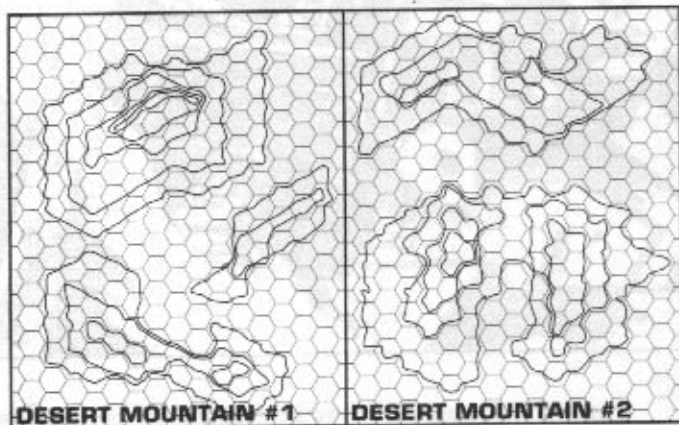
Still, several of her Clusters had not seen action yet and remained anxious to join the fray. The battle on Devin would provide ample opportunities for fighting—and dying. The Falcons had garrisoned the planet with the 2nd Falcon Jaegers and 1st Striker Cluster, both battle-tested, veteran units. Even the weather seemed to challenge MechWarriors. Severe electrical storms and high winds ravaged the desert planet, conditions

INTO THE STORM

that would render sensors almost useless. Shortly after the Wolf JumpShips entered the Devin system, a malfunctioning sail array delayed the attack force for three days, an omen that seemed to bode ill for the Wolves.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Desert Mountain Maps #1 and #2 from **BattleTech Map Set 3**. Lay the maps side to side to form a wide playing area.



DEFENDER

The defenders are Trinary Charlie, 2nd Falcon Jaegers Cluster, from the Jade Falcon Delta Galaxy. The Falcon player may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of this unit are considered Regular.

Trinary Charlie (Star Captain Matthew Von Jankmon)

Charlie Nova (5 BattleMechs, 5 Elemental Points)

Charlie Beaks 1 and 2 (5 BattleMechs each)

Deployment

The Falcon player deploys half his forces in the center of the map before beginning play. The remainder of the Falcon forces enter from the north edge of the mapsheets on Turn 3.

ATTACKER

The attackers are the Wolf Clan's 3rd Battle Cluster (The Silver Devils). The Wolf player may draw units from the following roster whose point total does not exceed 75 percent of the point value of the Falcon side. The MechWarriors of this unit are considered Veteran.

Trinary Bravo (Star Captain Leo Ward)

Bravo Assault Stars 1 and 2, Bravo Battle Star (5 BattleMechs each)

Deployment

The Wolf units enter from the southern edge of the mapsheets on Turn 1.

VICTORY CONDITIONS

This scenario is a desperate fight to the finish. The winner is the first side to destroy all opposing forces.

SPECIAL RULES

The Wolf player will be at an extreme disadvantage in this scenario. He has no Elemental support, and any of his 'Mechs that use ballistic ammunition are limited to half their normal ammo loads. Before the combat begins, the Wolf player should divide all his ammo by 2 to calculate the correct total (for example, 200 rounds of machine gun ammo divided by 2 = 100).

The lightning and blowing sands of the O'Tsung Plain wreak havoc with all types of sensors. At the beginning of every Reaction Phase, the Falcon player determines the effects of the storm for that turn by rolling 1D6 and subtracting 1 from the result. The figure is the to-hit modifier added to all weapon attacks for that turn. For example, on a die roll result of 4, all weapon attacks would suffer a +3 modifier for that turn ($4 - 1 = 3$). The storm has no effect on physical attacks.

AFTERMATH

The sting of sand blowing against his face awoke Star Commander Trevor. His eyes shut tight against the abrasive grit, he felt along the outer edges of his neurohelmet. The viewplate had been smashed. He then remembered his head striking his BattleMech's instrument array. Reaching down to his chin, he unfastened the heavy headpiece and removed it. Sand ran like water down the sides of his face, and the MechWarrior realized he might have drowned in sand had he not awakened when he did.

As it dawned on the Star Commander that he could not feel his legs, he wondered whether such a death might have been desirable. Invalids were not much use in battle, and Clan society relegated such unfortunates to its lower castes. After a moment, the MechWarrior took a deep breath, shielded his eyes from the sand and looked down. The entire lower section of his cockpit was filled with sand. Beautiful black sand.

After bailing sand for twenty minutes, his blood began to circulate freely through his legs again, and the Star Commander was able to free himself from his command couch restraints. As he began to crawl from the downed 'Mech, he saw the remains of what had once been Charlie Trinary. Twisted, blackened BattleMechs and Elementals littered O'Tsung Plain. Thirty meters away lay a smoldering hulk he recognized as the remains of Star Captain Von Jankmon's *Warhawk*. At the edge of the wreckage Trevor spotted the Star Captain's body, blistered with burns. Activating his distress beacon, Trevor began walking toward the north.

When he rejoined the Falcon forces, he learned they had won the battle on Devin. The Wolves had lost 47 percent of their 'Mechs and equipment and 22 percent of their personnel. Trevor found little to savor in the victory.

IN THE LINE OF FIRE



Heavy, wet snow covered the head and shoulders of every BattleMech in Star Commander Tomas's command. Hours ago, he and his MechWarriors had used their energy weapons to chisel waist-deep holes into the ice, in which their 'Mechs could hide. The blizzard had done the rest of the work, concealing the Falcon BattleMechs from even the sharpest eyes.

To keep himself alert, Tomas watched ice form intricate patterns on his 'Mech's cockpit screens. He had last spoken with Trinary Command seven hours ago, when they reported the Wolf vanguard five hours from his position. An hour's delay in such dreadful weather was to be expected, but as the second hour crawled by Tomas found himself vacillating between boredom and apprehension. Tomas bit his lip in frustration, desperately hoping that the enemy would show. Success in this operation would guarantee him a chance at a Bloodname; to gain that opportunity, he would wait until hell froze over if necessary.

Suddenly a red light blinked to life on the comm panel. Tomas flicked the comm switch. "This is Star Commander Tomas—report."

The reply made all traces of Tomas's boredom melt like snow near a bonfire. "Star Commander, I have detected a single BattleMech, currently three kilometers due south and approaching our position at 108 kilometers per hour. I have no visual, and my mag-scan cannot identify the machine."

A BattleMech moving that fast in a blizzard meant the MechWarrior was either brilliant or crazy. More than likely it was a scout for the main body of Wolf Clan forces. Tomas ordered his Star to power up and prepare to engage the enemy.

**SITUATION: EVCILER
JADE FALCON
OCCUPATION ZONE
17 OCTOBER 3057**

Angered by an unbroken string of Wolf Clan victories, saKhan Vandervahn Chistu had determined that the world of Evciler become a graveyard for Ulric Kerensky and the Wolves' Tau Galaxy. To meet the Wolf Clan forces, Chistu deployed the 73rd Striker Cluster, the 6th Provisional Assault Garrison, and the 51st and 9th Garrisons. If such an overwhelming array did not succeed in destroying the Wolves, it would at least bleed them dry.

The southern polar continent of Messiah was in the middle of its twilight months, and saKhan Chistu used the half-light and wintry landscape to his forces' advantage. In preparation for the battle, Chistu ordered his troops to paint all their 'Mechs and Elemental armor a dirty blue-white that the Wolves would find almost impossible to see. To avoid ammunition-resupply prob-

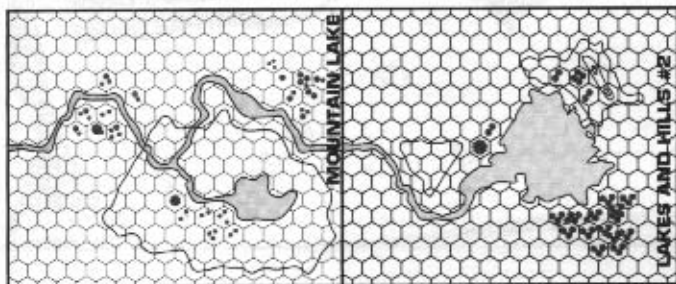
IN THE LINE OF FIRE

lems, Chistu ordered all units configured to use energy weapons, supplemented only by long-range and short-range missiles. Finally, he ordered the Falcon forces to dig trenches and 'Mech pits in which to ensnare the advancing enemy. This time, saKhan Chistu was taking no chances.

Clan Wolf's forces dropped onto Evciler's southern continent in the light of a ghostly dawn. The shadowed terrain played tricks on the warriors' eyes, and the southern pole's intense magnetic field rendered most of their BattleMechs' electronic equipment useless. Not even their holographic infrared displays could help the Wolf MechWarriors much in finding their prey; the constant eruptions of volcanoes and geysers through the snow and ice confused infrared sensors. Against such odds, the Wolves could only hope that fortune would favor them.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Mountain Lake and the Lakes and Hills maps from **BattleTech Map Set 2**. Lay the maps end to end to form a long playing area.



DEFENDER

The defenders are Trinary Alpha of the 7th Falcon Regulars, commanded by Star Captain Luggons Roshak. The Falcon player may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of this unit are considered Green.

7th Falcon Regulars

Star Captain Luggons Roshak
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Colbert Icaza)

Alpha Beak, Alpha Eye (5 BattleMechs each)
Alpha Strider (5 Elemental Points)

Deployment

Up to half of the Falcon force may be hidden before play begins (see **Hidden Units**, p. 89, **BattleTech Compendium: The Rules of Warfare**). The remainder of the Falcon units enter from the eastern edge of the map on Turn 1.

ATTACKER

The attackers are Charlie Trinary of the 1st Wolf Cavalry, commanded by Star Captain Gilmore Sword. The Wolf player may draw units from the following roster whose point total does not exceed the point value of the Falcon force. The MechWarriors of this unit are considered Veteran.

1st Wolf Cavalry

Star Captain Gilmore Sword

Trinary Charlie

Charlie Command Star, Charlie Assault and Battle Stars (5 BattleMechs each)

Deployment

The Wolf units enter from the western edge of the map on Turn 1.

VICTORY CONDITIONS

As in most battles fought during the Refusal War, the goal of both sides is to destroy the enemy. The winner is the first side to destroy or drive all opposing forces off the map.

SPECIAL RULES

Weather conditions on Evciler play a considerable role in this scenario. The temperature is -50° C and the entire battlefield is coated with ice. Use the **Hostile Environments** rules, pp. 89-90 of the **BattleTech Compendium: The Rules of Warfare**.

AFTERMATH

The Jade Falcons' ambush at Semore Chasm took the Wolves by surprise. The hidden Falcon 'Mechs opened fire on the badly rattled Wolves from all sides, costing them several 'Mechs. Victory eluded the Falcons, however; the shallow pits in which they had hidden weakened the ice on which they stood. The heat of weapons fire melted the ice and snow, weakening it further until it cracked and sent several Falcon 'Mechs into the river below. The Falcons' sudden confusion gave the Wolf Clan forces time to rally and mount a counterattack. Several Wolf MechWarriors began to fire at the ice near the pits, sending even more Jade Falcon BattleMechs and Elementals plunging into the icy river. The Star of Falcon 'Mechs still on its feet retreated southward, pursued by the surviving 'Mechs of the 1st Wolf Cavalry.

The battle ended after another twenty minutes of heated fighting. Two Stars of Jade Falcon BattleMechs and four Points of Elementals littered the frozen landscape. The Wolves had lost eight 'Mechs in the ambush, but only the Jade Falcons' misfortune had kept the cost from rising higher. None of the Falcon units that fell through the ice re-emerged from the river, prompting one Wolf MechWarrior to comment that some fates are worse than death.

BLOOD AND SAND

Star Colonel Ravill Pryde was an ugly man by any standard. His close-cropped hair exaggerated the ungainly appearance of his abnormally large head, and his high, sharp cheekbones formed two hollows that held a pair of small black eyes. The Star Colonel's large smile revealed a few extra teeth most humans do not possess, but Ravill Pryde's gaunt body remained the most striking element of his looks. Thick green-blue veins bulged under the skin of his long, bony arms, and it seemed as if a heavy wind could carry him off the ground. Thick tufts of black hair covered his pale white skin and protruded from every opening of his coolant vest. Yet despite his almost sickly appearance, the Falcon Guards commander possessed an inner strength and cunning unmatched in his Clan.

Pryde was determined to use all that strength and cunning to ensure a Falcon victory on Twycross. The planet held a special place of contempt in the hearts of all Jade Falcons, and it remained a source of special disgrace for the Falcon Guards. The warriors of the original Falcon Guards had been bested on the desert planet by a single Inner Sphere soldier; their own arrogance and hunger for glory had led them to ignore danger and embrace death here. Ravill Pryde did not fear death, but he did not desire it either. He was ordered to engage and destroy the Wolf Clan forces, and he intended to do just that. His forces would give no quarter and expect none in return. The bodies of Wolves would litter the sand of Twycross this time, and the Falcon Guards would finally shed their disgrace.

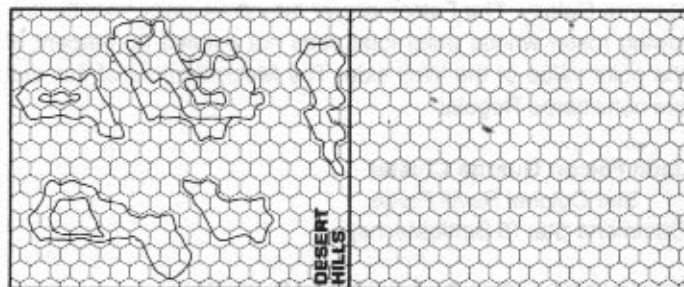
SITUATION: TWYXCROSS STEEL VIPER OCCUPATION ZONE 7 DECEMBER 3057

As expected, the fighting on Denizli had taken a heavy toll on Khan Natasha Kerensky's forces. The Wolf Khan had set a near-inhuman pace for her warriors, and they had begun to show signs of fatigue. The Black Widow chose her next target in an attempt to speed the achievement of her overarching goal—destroying as many Falcon units as possible. By targeting Twycross, site of the Falcons' most humiliating defeat, Khan Natasha hoped to goad Falcon saKhan Chistu into committing a large force of front-line troops to battle.

However, Chistu refused to fall victim to her scheme. In a show of disdain for the aging Wolf Khan, he assigned the Fifth Talon, Sixth Provisional Garrison, and the 18th Falcon Regulars—all inexperienced garrison units—to Twycross. Chistu wanted to do more than insult Natasha; he wanted to humiliate his opponent, and so he added the Falcon Guards to the list of troops. Their mere presence would show Khan Kerensky the seething contempt he held for her, and the shame of their predecessors' defeat might spur the Falcon Guards on to great success.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Desert Hills map from **BattleTech Map Set 2** and a blank mapsheet. Lay the maps end to end to form a long playing area.



DEFENDER

The defenders are the remaining units of the Wolf Clan's Beta Galaxy. The Wolf player may draw units from the following roster up to a point total agreed upon by all players. The MechWarriors of this unit are considered Elite. Khan Natasha Kerensky (Gunnery 0, Piloting 0, *Dire Wolf*) may be included in the command Star at a cost of 100 points.

Beta Galaxy

Khan Natasha Kerensky
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Jerrold)

Alpha Assault Stars 1 and 2, Alpha Striker Star (5 BattleMechs each)

Trinary Bravo (Star Captain Smetlov)

Bravo Assault Stars 1 and 2, Bravo Striker Star (5 BattleMechs each)

Trinary Charlie (Star Captain Lemm)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Delta (Star Captain Byron Lemmons)

Delta Nova (5 BattleMechs, 5 Elemental Points)
Delta Elemental Stars 1 and 2 (5 Elemental Points each)

Trinary Epsilon (Star Captain David)

Epsilon Nova (5 BattleMechs, 5 Elemental Points)
Epsilon Elemental Stars 1 and 2 (5 Elemental Points each)

BLOOD AND SAND

Deployment

The Wolf player may hide one Star anywhere on the Desert Hills mapsheet (see **Hidden Units**, p. 89, **BattleTech Compendium: The Rules of Warfare**). All remaining Wolf units must deploy within five hexes of the south edge of the mapsheet.

ATTACKER

The attackers are the Jade Falcon Guards of the Falcons' Gamma Galaxy. The Falcon player may draw units from the following roster whose point total does not exceed 80 percent of the point value of the Wolf side. The MechWarriors of this unit are considered Regular.

Jade Falcon Guards Cluster

Star Colonel Ravill Pryde
Command Star (5 BattleMechs)

Trinary Alpha (Star Captain Janos Danforth)

Alpha Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Bravo (Star Captain Metrik Cranstonov)

Bravo Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Charlie (Star Captain Nikolas Pryde)

Charlie Wings 1, 2, and 3 (10 Fighters each)

Trinary Delta (Star Captain Margarte Bragg)

Delta Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Epsilon (Star Captain Brent Prentice)

Epsilon Beaks 1, 2, and 3 (5 BattleMechs each)

Deployment

The Falcon Guards enter from the northern edge of the mapsheet on Turn 1.

VICTORY CONDITIONS

The Wolves must inflict serious damage on the Falcons and then retreat off the map. If the Wolves destroy more than 50 percent of the Falcon units and move at least 25 percent of their own units off the south edge of the map, they have achieved a Marginal Victory. If they destroy 75 percent of the Falcon units and still get at least 25 percent of their forces off the south edge, the Wolves win a Decisive Victory.

The Falcons' goal is to rout the Wolves. If the Falcons destroy more than 50 percent of the Wolf units, the Falcon player can claim a Marginal Victory. If the Falcons manage to destroy more than 75 percent of the Wolf units and drive the rest off the map, the Falcon player has achieved a Decisive Victory.

SPECIAL RULES

All the Wolf units that use ballistic ammunition may carry only a quarter of their weapons' normal ammo load. Before beginning play, the Wolf player should divide all ammo loads by 4 to find the correct total for each weapon (for example, 200 Rounds of machine gun ammo divided by 4 = 50 rounds available). This restriction does not apply to Elementals.

The peculiar weather of the Plain of Curtains makes combat difficult and unpredictable. All medium-range shots suffer an additional +1 to-hit modifier, while long-range shots have an additional +2 to-hit modifier. Any missile attacks that hit suffer a -2 modifier on the Missile Hits Table from the high winds. If this modifier reduces the roll below 2, no missiles strike the target. Finally, any unit that uses Jumping movement must make a Piloting Skill Roll when it lands. A failed roll indicates a fall from a number of hexes equal to the distance of the jump.

AFTERMATH

The battle on Twycross began on the Plain of Curtains, where fierce winds swept the shifting red sands and forced the Falcon and Wolf 'Mechs into close combat. The Wolves set up in a diamond formation, at the edge of the plain in front of the Great Gash. The 341st Assault Cluster stood in the front of the formation, the 3rd Battle Cluster and 352nd Assault Cluster formed the sides, and Khan Natasha's 13th Wolf Guards formed the rear.

When the Falcon 6th Provisional Garrison Cluster struck at the Wolves, the 341st quickly fell back, as instructed. That maneuver drew the pursuing 6th Provo into the diamond, and the 3rd Battle Cluster and the 352nd opened fire on the enemy's flanks, decimating the surprised Falcons. The Falcon's 5th Talon and the 18th Regulars approached more cautiously, however. As those units engaged the 341st, the Falcon Guards advanced to reinforce the attack. Heavy fighting ensued, and both sides took extensive casualties. Then the 341st broke off from the battle and passed into the Great Gash, quickly followed by the 3rd Battle Cluster and the 352nd. Meanwhile, the 13th Wolf Guards slowly retreated until they stood at the mouth of the Gash.

Khan Natasha had hoped to draw the Falcons into the Gash. She had stationed the 11th Battle Cluster along the sides of the Gash and planned to ambush the Falcon 'Mechs as they marched into the valley. The Falcons did not fall for the bait, however. At that point, Khan Natasha ordered the Wolf units to evacuate Twycross, and she remained behind to challenge the Falcon commanders to individual combat.

And so on December 7, 3057, Khan Natasha Kerensky of the Wolf Clan, the infamous Black Widow, died amid the blood-red sands of Twycross.

IN THE FALCON'S NEST

Aboard the DropShip *Lobo Negro*, Ulric Kerensky began the *batchall* against saKhan Chistu of the Jade Falcons. "I see that our arrival supprises you, Vandervahn Chistu. Perhaps you should concede the planet now and save yourself the shame of defeat."

For a moment Chistu looked at the holographic display in silence. Although the Falcon saKhan's countenance revealed little, Ulric thought he detected surprise—and perhaps even a touch of fear—behind Chistu's cold gray eyes. Then suddenly the saKhan's confidence seemed to return.

"Your threats are empty, old man," Chistu replied. "Not even the remnants of the dead Black Widow's pathetic forces can make you a match for my units on Wotan. You have inconvenienced me somewhat, no more."

Ulric laughed. "We are five hours from planetfall, saKahn. I have a full Galaxy of BattleMechs and I intend to use every one of them to kill every Falcon I see. Can you match my bid, or must I slash my forces to meet whatever smattering of units you can scrape together?"

"I will meet you with an equal force, Ulric," Chistu growled. "And I want to see the fear on your face when you die—I challenge you to combat in a Circle of Equals!"

Ulric raised an eyebrow, momentarily caught off-guard. "As you will, Vahn. I accept your challenge."

"You will address me as saKhan Vandervahn Chistu, Star Colonel!" Chistu shouted at Ulric's holographic image. "I am your genetic superior by two generations, I am a Falcon, and I outrank you. I challenge you only to ensure personally that the taint of your genes be removed from Our Founder's name. You and your kind are an abomination, Ulric Kerensky, and I will see you dead!"

"A wise woman told me a secret once," Ulric replied. "She said that old age and experience will beat youth and ignorance every time. Today we put her words to the test, *quiaff?*"

With a savage gesture, Chistu cut off the communication link. Safe from Ulric's sharp eyes, he sat back in his chair and smiled grimly. He had shown Ulric the enraged, shrieking Falcon that the Wolf commander had expected to see. If Ulric was foolish enough to believe the performance, the treacherous Wolf would pay dearly for his mistake.

SITUATION: BOREALTOWN, WOTAN JADE FALCON OCCUPATION ZONE 10 DECEMBER 3057

On December 10, 3057, Star Colonel Ulric Kerensky and the Tau Galaxy Battle Group entered the Butler system. Many Wolf officers—and their Falcon opponents, undoubtedly—were taken by surprise when the attack force then made a second jump to Wotan, where the Falcon Khans had made their headquarters.

An hour after the vanguard of the Wolf Clan Battle Group reached the Wotan system, the remnants of Khan Natasha

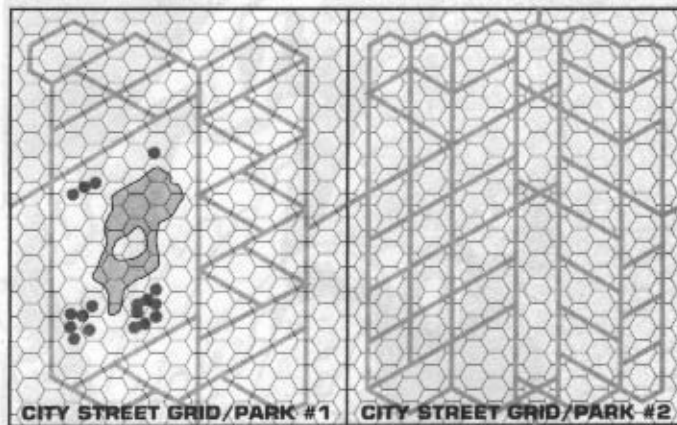
Kerensky's units joined them. The combined strength of both groups gave Star Colonel Ulric Kerensky a little more than a Galaxy of frontline 'Mechs with aerospace and Elemental support.

The Falcons fielded approximately the same number of units. These forces had taken fortified positions in the Wotan's capital city, Borealtown, where they awaited the Wolf attackers.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Players should use the City Street Grid/Park #1 and #2 maps from BattleTech Map Set 4. The maps should be laid out side by side to form a wide playing area.

The Falcon player should place 9 Light, 10 Medium, and 6 Heavy buildings on each mapsheet. These buildings can be placed in any Clear hexes as long as no more than one building is placed in each "block" of the street grid.



DEFENDER

The defender is Clan Jade Falcon's Gyr Falcon (Delta) Galaxy. To determine the specific 'Mechs in his forces, the Falcon player should consult the Unit Acquisition Tables, choosing units with a point total agreed upon by all players. The MechWarriors of this unit are considered Veteran.

Deployment

The defenders set up after the attacker has chosen a side of the map to enter from. All defending units must be placed on the map before play begins, and up to half of the Falcon force may be hidden (see p. 89, **BattleTech Compendium: The Rules of Warfare**).

ATTACKER

The attacker consists of mixed remnants from Clan Wolf's Alpha and Tau Galaxies. To determine the specific 'Mechs in his forces, the Wolf player should consult the Unit Acquisition Tables, choosing units with a point total no greater than the

IN THE FALCON'S NEST



total point value of the defending forces. The MechWarriors of this unit are considered Elite.

Deployment

After the buildings have been placed on the maps and before any Falcon units are deployed, the Wolf player must choose a side of the map to enter from and announce his choice to the Falcon player. After the Falcon units have been deployed, the Wolf forces enter from the chosen map edge on Turn 1.

VICTORY CONDITIONS

The battle at Borealtown was a bitter and violent fight to the finish. The scenario continues until one side or the other is completely destroyed. The side with the last surviving unit wins a Marginal Victory. If one side can destroy all of their opponents while keeping at least half of their own forces alive, that side wins a Complete Victory.

SPECIAL RULES

No units from either side may voluntarily exit the map. Units forced off the map are considered destroyed.

To enhance the level of chaos and destruction in this city battle, use the rules for basements, fire, and night combat. (These rules can be found on pp. 80, 84, and 94 of the **BattleTech Compendium: The Rules of Warfare**.)

This scenario can be combined with the next scenario, **Striking at the Heart**, to form a single extended engagement. See the **Special Rules** section in that scenario for details.

AFTERMATH

The Battle for Borealtown proved one of the costliest engagements of the Refusal War for both the Wolf Clan and the Jade Falcon Clan. Although the sides were roughly even in terms of numbers, the Falcon defenders consisted of fresh, frontline troops, as opposed to the second-line and garrison units that had engaged the Wolves in most of the earlier fighting. Additionally, the Falcons had created numerous fortifications both outside and in the city of Borealtown itself. These proud Falcon MechWarriors were eager to avenge the humiliating losses the Wolves had inflicted on the Jade Falcon Clan in the earlier battles of the war. Additionally, the Falcon commanders were determined to defend the headquarters of the Jade Falcon Occupation Zone.

However, the battle-weary units of the Wolf attack force were highly motivated as well. Many sensed that the very future of their Clan might hinge on this battle, and they fought accordingly.

In the end the Falcons held Borealtown, but neither side could truly claim victory. Both had suffered upwards of 80 percent casualties in the fierce urban combat, and many units that fought there would never recover.

Despite these devastating losses, the most important skirmish of the battle occurred on a much smaller scale. For even as the battle raged, Star Colonel Ulric Kerensky led a lone Star of Wolf OmniMechs into the heart of the city in search of Vandervahn Chistu, saKhan of Clan Jade Falcon.

STRIKING AT THE HEART

SaKhan Vandervahn Chistu listened as the Falcon scouts reported the progress of Ulric and his Star. Everything was in place. Ulric seemed to have fallen for the trap and now nothing would be able to stop Chistu's plans. He thought back to the conversation he had with Khan Crichell just over an hour ago. Crichell thought that challenging Ulric had been a mistake. If Chistu were defeated, the Wolves would win the Trial of Refusal and everything the Falcons had fought for would be for naught, the aging Falcon Khan had said. The Grand Council might even elect a Wolf as ilKhan, Crichell had raved. As usual, Chistu calmed the older Khan and assured him that every precaution had been taken to ensure that Ulric could not win.

Chistu was shaken from his thoughts when a scout reported that Ulric's Star was making its way into the Magistracy's area. He quickly punched the buttons to the left of his communication console and focused his attention on the small monitor screen above his *Executioner's* instrument array. The monitor showed the running fights that were so common during urban engagements. 'Mechs darted in and out of streets and buildings, leaving destruction in their paths. He watched intently as the Wolf Star entered view. Ulric was as good a MechWarrior as the Clans produced—perhaps one of the best. But precautions had been taken. Precautions that would ensure victory for the Falcons.

Yes, soon the Refusal War would end and saKhan Vandervahn Chistu of the Jade Falcons would emerge as the ultimate victor. He would kill Ulric Kerensky, leader of the Wolf Clan, leader of the Wardens, architect of the Truce of Tukayyid. All the glory Kerensky had gained would fall to Vandervahn Chistu, and the saKhan would become the logical choice to lead the Clans to victory on Terra.

SITUATION: WOTAN JADE FALCON OCCUPATION ZONE 10 DECEMBER 3057

As Wolf OmniFighters streaked out of their DropShips toward the city of Borealtown, the city seemed to come to life. Beams of ruby, emerald, and sapphire light stabbed into the sky, and soon the sound of explosions rocked the night. Within minutes small spots of bright orange flame appeared in the darkened city streets, marking the spots where the fighters' bombs had struck. In the rolling hills outside the darkened city, waves of Wolf DropShips landed and unleashed their cargo of 'Mechs.

Within minutes Wolf OmniMechs had reached the city and began to slug it out with the Falcon 'Mechs that hid behind the empty buildings and darted through the narrow avenues. In the middle of the chaos, a Star of Wolf 'Mechs circled one of their own and made their way into Borealtown.

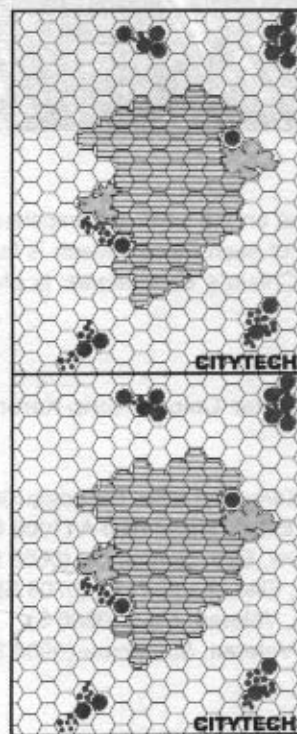
The group of 'Mechs met little resistance as they made their way to the heart of the city. The area was built on the highest point in the city and provided a spectacular view of the once

thriving metropolis, but the MechWarriors did not notice. Then they reached a ring of buildings and encountered a lone Jade Falcon *Executioner*. They had found their prey.

GAME SET-UP

Lay out the mapsheets as shown. Use the **CityTech** maps from the **CityTech** boxed set or **BattleTech Map Set 2**.

Place Level 3 Medium buildings in the following hexes: 0507, 0508, 0510, 0605, 0611, 0705, 0742, 0905, 0912, 1005, 1011, 1107, 1109, and 1110. The Jade Falcon player should also distribute 20 Level 2 Light buildings on the southern map and 10 Level 2 Light buildings on the northern map. These buildings may not be placed in hexes that will contain BattleMechs (see below) or in the central pavement area of the southern map.



DEFENDER

The defenders are a special detachment of the Jade Falcon Keshik, commanded by saKhan Vandervahn Chistu.

saKhan Vandervahn Chistu, Elite, *Executioner* (0811 N)
Star Commander Petros, Elite, *Summoner-B* (1213 NW)
MechWarrior Jaro, Elite, *Summoner-B* (0413 NE)
MechWarrior Maximillian, Elite, *Mad Dog* (0112 NE)
MechWarrior Seline, Elite, *Mad Dog* (0815 N)
MechWarrior Kelis, Elite, *Mad Dog* (1512 NW)

STRIKING AT THE HEART



Deployment

Place all the 'Mechs on the southern mapsheet. The starting position and facing of each Falcon 'Mech is listed after the 'Mech. For example, Chistu's *Executioner* is placed in Hex 0811 facing north.

ATTACKERS

The attackers are Star Colonel Ulric Kerensky and an honor guard Star.

Star Colonel Ulric Kerensky, Elite, *Gargoyle* (0808 S)
Star Captain Vlad, Elite, *Timber Wolf-A* (1006 S)
MechWarrior Andrew, Elite, *Summoner* (0606 S)
MechWarrior Capil, Elite, *Ice Ferret-A* (0706 S)
MechWarrior Jenni, Veteran, *Nova* (0806 S)
MechWarrior Karl, Veteran, *Stormcrow* (0906 S)

Deployment

Place all the 'Mechs on the southern mapsheet. The starting position of each Wolf 'Mech is listed after the 'Mech. For example, Ulric's *Gargoyle* is placed in Hex 0808 facing south.

VICTORY CONDITIONS

Technically the defenders in this engagement, the Falcons have laid an ambush to destroy Ulric Kerensky once and for all. The Falcon player wins a Marginal Victory if Ulric's 'Mech is destroyed. He wins a Complete Victory if all the Wolf 'Mechs are destroyed.

The Wolf 'Mechs begin in a very poor position and must flee the battlefield to report Chistu's treachery. They win a Marginal

Victory if one or more of their 'Mechs escape off the northern edge of the northern mapsheet. The Wolf player may win a Complete victory by destroying all the Falcon 'Mechs or moving Ulric's BattleMech off the northern edge of the playing area.

SPECIAL RULES

Just before the beginning of Turn 1, the Falcon 'Mechs may fire their weapons at the stationary Wolf 'Mechs. The Falcon player may use Chistu as a spotter for LRM indirect fire from the other Falcon 'Mechs (see p. 92, **BattleTech Compendium: The Rules of Warfare**).

The winter conditions and city terrain mean that all Clear hexes are considered Pavement, so skidding rules apply (see p. 23, **BattleTech Compendium: The Rules of Warfare**). The rules for basements, fire, and night combat should also be used. These rules can be found in the **BattleTech Compendium: The Rules of Warfare** on pages 80, 84, and 94 respectively.

Due to the special circumstances of this scenario, no units need to adhere to the Clan rules of engagement. The Falcon units may not move off the playing area. The Wolves may retreat only off the northern edge of the playing area.

AFTERMATH

After performing the *batchall* with Ulric Kerensky, Chistu prepared his ambush. First, he separated two Stars of OmniMechs from the Clusters he had stationed in Borealtown. Then, Falcon techs reconfigured the 'Mechs for use as missile batteries. The 'Mechs took positions in a plaza three blocks behind the

STRIKING AT THE HEART

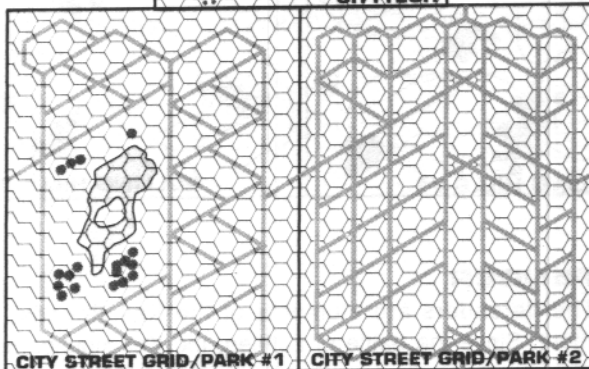
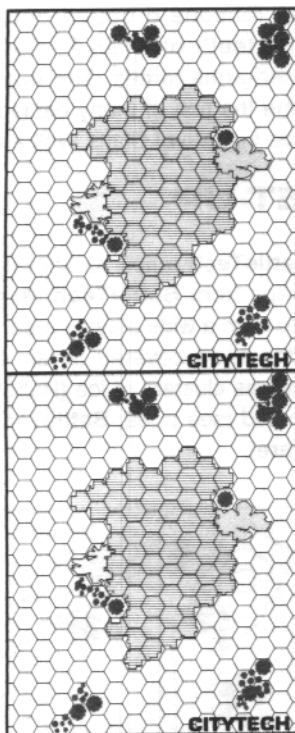
Magistracy area where the two MechWarriors planned to duel. As soon as Ulric and the Wolf 'Mechs appeared, Chistu fed the hidden Falcon Stars telemetry on Ulric's position. Before the Wolves recognized Chistu's treachery, the hidden Falcon 'Mechs sent flights of LRM missiles at the Ulric's *Gargoyle*, destroying the 'Mech and the adjacent Wolf 'Mechs. Then Chistu finished off the remaining Wolf 'Mechs.

COMBINED SCENARIO

This scenario may be combined with the previous scenario, **In the Falcon's Nest**, to create a single scenario that simulates the entire battle for Borealtown. Use the following guidelines to play a combined scenario.

COMBINED SET-UP

Follow the set-up rules for both scenarios, then join all the mapsheets together to form a single playing area as shown below.



COMBINED ATTACKER/DEFENDER

The attacker is all attacking forces listed in this scenario and **In the Falcon's Nest**. The defender includes defending forces listed in both scenarios.

COMBINED DEPLOYMENT

All the attacking Wolf forces enter from the northern edge of the mapsheet on Turn 1. Disregard the attacker starting positions listed earlier in this scenario.

The defending Falcon units from **In The Falcon's Nest** may deploy on any of the four mapsheets. Up to half of these units may be hidden (see p. 89, **BattleTech Compendium: The Rules of Warfare**). The five missile 'Mechs from **Striking at the Heart** deploy as hidden units in a semi-circular position anywhere on the mapsheet. Chistu's *Executioner* may deploy in any desired location but cannot start play hidden. Disregard the defender starting positions listed earlier in this scenario.

COMBINED VICTORY CONDITIONS

The primary objective of each side is to eliminate the leader of the opposing side and cause maximum damage to the enemy forces. Either side scores a Marginal Victory by simply destroying the other side's command 'Mech (Ulric's *Gargoyle* or Chistu's *Executioner*). The first side to eliminate the opposing commander and destroy at least half of their opponent's units wins a Complete Victory.

A HIGH PRICE TO PAY

"War is never really won by anyone who participates in it. War simply rearranges the way things were and steals the promise of tomorrow from each side. To succeed at war you have to lose a part of your humanity. After you win enough wars, you have no humanity left because you lost a piece of it each time you killed someone."

—Excerpt from the private diary of Major Leon James of the Kell Hounds

Inside his *Wolfhound*, saKhan Phelan Ward of the Wolf Clan watched the early morning sky lighten over Icegrief Pass. Howling winds buffeted his 'Mech, blowing clouds of snow and ice before them, but the knife-edged cold could not penetrate the cockpit. Soon the sun would rise and strike a thousand sparks from the snow-covered ground. The Jade Falcons would land before too much longer, and then battle must be joined.

A harsh voice crackled over Phelan's comm channel. "This is Star Colonel Angeline Mattlov of Clan Jade Falcon. I have a message for the freebirth called Phelan Ward."

Phelan flicked a switch and answered. "Have you come to your senses, Star Colonel, and decided to withdraw your forces without a fight? Such wisdom deserves mercy. I will allow you and your warriors to leave the system—without your 'Mechs, of course."

"Bold words, freebirth—but worth little. I have the honor to announce the death of the traitor, Star Colonel Ulric Kerensky. He died on Wotan, in a Circle of Equals, at the hands of our saKhan Vandervahn Chistu."

Suddenly cold, Phelan could muster no reply. After a moment of silence, Mattlov's gloating voice continued. "After the traitor's death, our forces destroyed the Wolves' command and control units. The few Wolf warriors who fled their utter defeat on Wotan will not reach you in time to reinforce your meager strength. You and your Wolves are lost, Phelan. Without the Black Widow and the Gray Wolf, you will fall as they did."

Natasha and Ulric. Both dead. Only I am left. Phelan closed his eyes and pushed his grief to the back of his mind. He suddenly wanted to laugh his defiance in Mattlov's face. She expected her bombshell to demoralize him and his troops. Instead, the knowledge of Ulric's sacrifice had the opposite effect. Unconsciously straightening in his command couch, Phelan answered the only way he could.

"Wrong as usual, old woman," he said. "We revere the spirits of Ulric and Natasha even more with their passing. So much did they trust in us that they gladly risked death to ensure that we could destroy you here. Once again you have underestimated us—and your Galaxy will pay the price for your folly."

SITUATION: ICEGRIEF PASS, MORGES LYRAN ALLIANCE 13 DECEMBER 3057

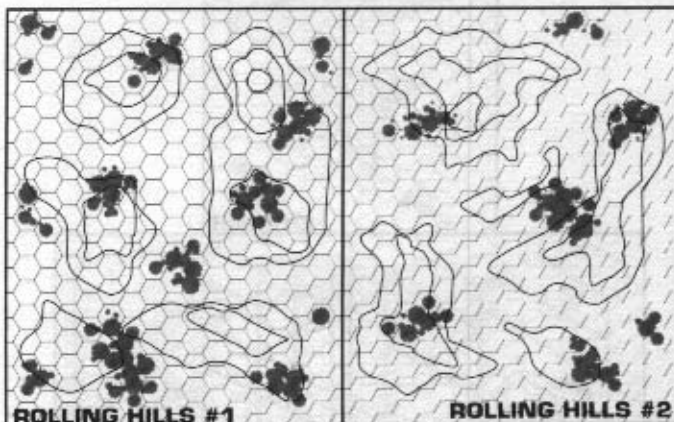
On December 5, 3057, the Jade Falcon Omicron and Peregrine Galaxies arrived in the Morges system to exterminate the remaining warriors of the Wolf Clan. Much to their surprise, they found themselves facing not the two Wolf Galaxies they had expected, but one Wolf Galaxy and two regiments of the Kell Hounds, the famed Inner Sphere mercenary unit. Khan Phelan also bid his Sixteenth Battle Cluster, and chose the southern polar continent of Morges as the site of the battle.

Furious at being forced to fight "a gang of dirty freebirths," Star Colonel Angeline Mattlov bid all the forces at her disposal: five front-line Clusters, five garrison Clusters, and even a solahma unit. The Jade Falcons dropped onto Morges on 13 December, into the teeth of Khan Phelan's fortified and entrenched combined-arms forces. The frozen landscape of Icegrief Pass became the first of many battlegrounds in a conflict that would decide the fate of Clans Wolf and Jade Falcon.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Rolling Hills #1 and #2 maps from **BattleTech Map Set 3**. Lay the maps side by side to form a wide playing area.

To represent the snow-covered terrain of Australarctica, treat all woods hexes as clusters of ice (Rubble) and the entire battlefield as ice-coated (see p. 89, **BattleTech Compendium: The Rules of Warfare**).



DEFENDER

The defenders are elements of the Kell Hounds' 1st Regiment. Since the battle of Luthien, the Kell Hounds have

A HIGH PRICE TO PAY



access to a considerable amount of Clan equipment, so their forces may be selected from the same Unit Acquisition tables as Clan Wolf. However, these forces should be organized into Inner Sphere units (lance, company, and so on) rather than Clan units (Star, Trinary, and so on.). The Kell Hound side may consist of ground units (no aerospace) up to a point total agreed upon by all players. The MechWarriors of this unit are considered Elite.

Deployment

The Kell hounds set up second. They must be hidden according to standard hidden unit rules (p. 89, **BattleTech Compendium: The Rules of Warfare**) and the following restrictions. The hidden units cannot be placed further than five hexes from a map edge, but can be placed with any facing desired. Units may be hidden in Clear hexes, since there is ample snow to provide cover.

ATTACKER

The attackers are elements of the 4th Talon Cluster, Peregrine Galaxy. To determine the specific 'Mechs in his forces, the Falcon player should consult the Unit Acquisition Tables. The Falcon player may choose ground units (no aerospace) with a point total that does not exceed 125 percent of the point value of the defending forces. The MechWarriors of this unit are considered Regular.

Deployment

The Falcon units are deployed on the map first. No Falcon unit may be closer to a map edge than five hexes, and all of them must be facing south.

VICTORY CONDITIONS

This scenario represents a savage hit-and-run ambush, and so a quick resolution is required. As such, the scenario ends after 10 turns.

The Kell Hounds set up this ambush to pound the Falcons hard and fast and teach them a lesson about the quality of Inner Sphere warriors. If the Hounds manage to destroy half the Falcons' forces, they are considered to have achieved a Marginal Victory. If they destroy 75 percent or more of the Falcons, they can claim a Complete Victory.

The Falcons relish destroying these *dezgra* mercenaries, but they need to save their strength for the Wolves. As such, their main goal in this scenario is survival. If at least half of their forces survive the scenario, the Falcons can claim a Marginal Victory. If 75 percent or more of their forces survive, they win a Complete Victory.

SPECIAL RULES

At the start of Turn 1 the Kell Hounds player must reveal one or more units to spring the ambush and begin the scenario. These units may move and attack normally in Turn 1.

As an Inner Sphere unit, the Kell Hounds need not observe Clan rules of engagement.

AFTERMATH

The Kell Hounds pounded the Falcons at Icegrief Pass, thanks to a concerted effort by the mercenaries that cost the Falcons the entire 4th Talon Cluster. During the savage fighting, several Falcon MechWarriors ejected from their 'Mechs, only to be caught in a barrage of laser fire from their Inner Sphere opponents. Once again, the Hounds showed the Jade Falcons the folly of underestimating the MechWarriors of the Inner Sphere.

BROKEN HOPE

Khan Phelan Ward glanced down at the map displayed on his Nova's secondary monitor. According to the map, he and the 4th Wolf Guards were practically on top of the Jade Falcons, though he could see nothing through the raging blizzard outside. Chill, 70-kph winds buffeted his 'Mech and tossed clouds of snow and ice into the frigid air. Phelan took some comfort in the knowledge that the Falcons would find it just as hard to spot the Wolf 'Mechs.

"All units, begin magnetic-resonance scanning," Phelan ordered his troops. "And remember, we can make the cold work for us. At these temperatures, you can run hotter than normal. So when you see the enemy, keep shooting."

Suddenly, Phelan's MRI scanners registered a vaguely humanoid shape ahead. His targeting computer identified the object as a *Hellhound*. Phelan lined up the crosshairs on it and fired, vaporizing the armor covering the Falcon 'Mech's left torso. He grinned as he prepared to fire again. With a little luck, the Jade Falcons' stockpile of munitions and spare parts would soon belong to the Wolf Clan.

SITUATION: BROKEN HOPE, MORGES LYRAN ALLIANCE 20 DECEMBER 3057

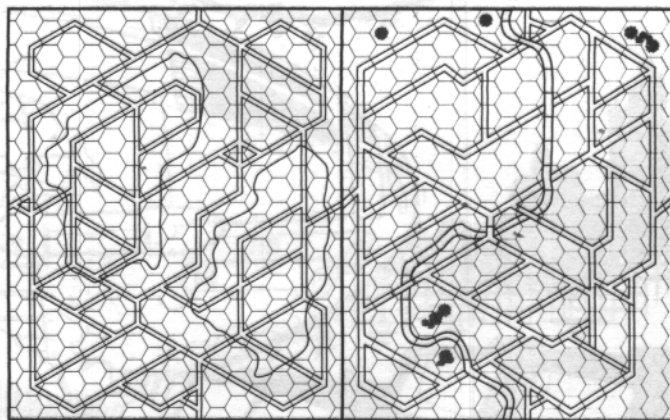
After their defeat at Icegrief Pass, the Jade Falcons fought all the harder against their Wolf Clan enemies. After several long days of conflict, the concerted effort of the 4th Falcon Velites, the 89th Striker Cluster, and the Peregrine Eyrie Cluster drove the Wolves' 279th and 16th Battle Clusters from their positions at Carson Rift. Intent on obliterating the Wolf forces, the Falcons had configured their 'Mechs to use ballistic instead of energy weapons for maximum destructive effect; this decision gave the Wolf forces one chance to turn the tables.

The beleaguered Wolf 'Mechs slowly pulled back through the raging blizzard to their second-line defensive positions. As they did so, they forced the Falcons to expend as much ammunition as possible so that they would have to resupply from their landing base at Broken Hope. When the Kell Hounds intercepted Star Colonel Angeline Mattlov's order to form a resupply convoy between Broken Hope and Carson Rift, Khan Phelan and his 4th Wolf Guards swung into action. They raced to take Broken Hope and cut off the Falcons' resupply line, thereby leaving the Falcon units easy targets for the rest of the Wolf Clan forces. Only a single garrison Cluster from Peregrine Galaxy stood in their way.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the City (Hills/Residential) #1 and #2 maps from **BattleTech Map Set 3**. Lay the maps side by side to form a wide playing area. Treat all Paved hexes as Clear hexes for the purposes of this scenario

and consider the entire battlefield covered with ice (see p. 89, **BattleTech Compendium: The Rules of Warfare**).



CITY (Hills/Residential) #1 CITY (Hills/Residential) #2

DEFENDER

The defenders are the Jade Falcon Eyrie Garrison Cluster. The Falcon player may draw units from the following roster up to a point total agreed on by all players. Because this unit is a garrison force, no more than 1 Star ('Mechs) may consist of front-line OmniMechs. The remainder of the defending force consists of second-line BattleMechs and Elementals. The MechWarriors of this unit are considered Regular.

The Falcon forces also include a supply convoy of 2 Stars (5 vehicles each). These vehicles are identical to *Saladin* assault hovercraft with the exception that their weapons and ammo have been replaced by cargo space. The drivers of these vehicles are considered Green.

Garrison Command Star (Star Commander Thorbin Mattlov)
(5 BattleMechs)

Trinary Alpha (Star Commander Petrive)
Alpha Talons 1, 2, and 3 (5 BattleMechs each)

Trinary Bravo (Star Commander Bernard)
Bravo Beaks 1, 2, and 3 (5 BattleMechs each)

Trinary Charlie (Star Commander Tyrne)
Charlie Eyes 1, 2, and 3 (5 BattleMechs each)

Trinary Delta (Star Commander Margrette Icaza)
Delta Striders 1, 2, and 3 (5 Elemental Points each)

Deployment

The defender sets up first. Place the supply convoy in the center of the maps, leaving at least 7 hexes between any vehicle and the closest map edge. Falcon combat units must be placed within 3 hexes of a convoy vehicle.

BROKEN HOPE

ATTACKER

The attackers are the 4th Wolf Guards, led by Khan Phelan Ward. The Wolf player may draw units from the following roster whose point total does not exceed 65 percent of the point value of the Falcon force. The Wolf force has been configured as a quick-strike group, and so it cannot contain any Assault 'Mechs. The MechWarriors of this unit are considered Elite. Khan Phelan Ward (Gunnery 1, Piloting 1, Nova) may be included in the command Trinary at a cost of 50 points.

Command Trinary (Khan Phelan Ward)

Command Stars 1 and 2 (5 OmniMechs each)
Command Nova (5 OmniMechs, 5 Elemental Points)

Trinary Bravo (Star Captain Delmar Kederk)

Bravo Stars 1 and 2 (5 BattleMechs each)
Bravo Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Evantha Fetladral)

Charlie Elemental Stars 1 and 2 (5 Elemental Points each)
Charlie Nova (5 BattleMechs, 5 Elemental Points)

Trinary Epsilon (Star Captain Deter Noruff)

Epsilon Stars 1 and 2 (5 BattleMechs each)
Epsilon Striker Star (5 BattleMechs)

Trinary Fox (Star Captain Curtis)

Fox Nova (5 BattleMechs, 5 Elemental Points)
Foxc Star (5 BattleMechs)
Fox Elemental Star (5 Elemental Points)

Deployment

The Wolves enter at any two adjacent map edges (for example, the north and east map edges, or the south and east edges) at the beginning of Turn 1.

VICTORY CONDITIONS

The Wolves seek to destroy the supply convoy and escape the area before Falcon reinforcements arrive. If the Wolves destroy all the vehicles by the end of Turn 10, they score a Marginal Victory. If they accomplish this feat and manage to move at least 75 percent of their force off the map, they win a Complete Victory.

The Falcon garrison must protect the supply convoy and destroy as many Wolves as possible. If they destroy more than half of the Wolf force or more than half of the supply vehicles survive, the Falcons achieve a Marginal Victory. If they meet both these conditions, the Falcons win a Complete Victory. Any Falcon supply vehicle that escapes off the mapsheet counts as "half" of a surviving vehicle when determining victory.

SPECIAL RULES

This quick-raid scenario ends after Turn 10, when Falcon reinforcements will begin to arrive.

Because this scenario is a raid that depends on the element of surprise, do not use bidding rules.



To reflect the low-visibility caused by the blowing snow, apply a To-Hit Modifier of +1 to all weapon attacks.

If Phelan is used in this scenario, he pilots a Nova variant configured with 3 medium pulse lasers in each arm rather than the usual 6 ER medium lasers.

AFTERMATH

The Wolf assault on Broken Hope caught the Jade Falcon defenders by surprise. Although they fought well, the second-line Falcon garrison troops proved no match for the Wolf attackers. As soon as the garrison commander realized this, he called Star Colonel Mattlov for reinforcements.

The Star Colonel dispatched the Falcon Velites and 4th Striker Clusters to relieve the garrison then ordered the rest of her troops to pull back from their current positions at Carson Rift and regroup at the Bay of Broken Hope, six kilometers away from the supply depot. Realizing that her forces would soon be outgunned, Angeline Mattlov had chosen to make her last stand on the shore of the icy bay. Mattlov knew the Wolves might drive the Falcons from Morges, but she was determined to make them pay a very high price for any victory.

DEATH FROM THE SKIES

—Excerpt from the diary of Pilot Vyktor, Clan Wolf

I am not particularly proud of what happened at Broken Hope on that cold morning. I do not think that any of our pilots, MechWarriors, or commanders are proud either. And none of us expressed any happiness at our victory—for the deaths of warriors is never a cause for celebration. Certainly, we were relieved that the threat to Clan Wolf had been eliminated. But none of the usual high spirits that usually accompany a victory were present that day. Instead, a sense of weariness, a sense of loss, seemed to hang over our victory.

The outcome of the battle was far from certain as our forces gathered among the rolling, windswept hills twenty kilometers east of the Bay of Broken Hope. Ice and snow lay undisturbed on the mammoth green hulls of the Jade Falcon DropShips, and Khan Phelan must have realized that the battered force had no intention of withdrawing. He must have realized that the Falcons were determined that the fate of the Wolf Clan would be decided in the frozen, forgotten wastelands of Morges. I believe that is why he gave the orders that he did.

SITUATION: BAY OF BROKEN HOPE, MORGES LYRAN ALLIANCE 25 DECEMBER 3057

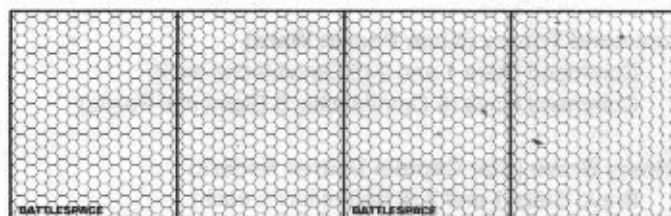
Ten days of fighting in the frozen wastes of Australarctica had taken a heavy toll on both the Jade Falcons and the Wolves. Two Galaxies of Falcons had dropped onto the planet—five front-line Clusters and four garrison Clusters. Now only three front-line Clusters and two of the Falcons' garrison Clusters remained operational. Additionally, severe ammunition shortages had reduced the effectiveness of all Falcon combat units and left two of the Falcon Clusters operating at half their capability. But the fighting had significantly weakened the Wolf forces also. Six Stars of 'Mechs had been destroyed or rendered inoperational, and three Elemental Points had perished as well. The Kell Hounds had lost five BattleMech lances.

Despite their losses, both sides remained fully capable of destroying one another, and neither side could afford to pull out of the battle. The Falcon forces represented that Clan's only intact units remaining—and the Jade Falcons' only hope for destroying the Wolves on the battlefield. For the Wolves, the stakes were even higher. Khan Phelan's forces carried the genetic legacy of the Wolf Clan, and so a defeat could spell the permanent end of the Clan.

Both commanders realized that the fighting would leave one of the forces destroyed, and quite possibly both. For a brief period, an uneasy calm fell over the battlefield, as if both commanders were reluctant to resume the battle. Then the roar of aerospace fighters broke the stillness.

GAME SET-UP

Lay out the **BattleSpace** or **AeroTech** low-altitude maps as shown. Place the maps side by side to form a wide playing area.



DEFENDER

The defenders are the Jade Falcon's Peregrine Galaxy Aero Wings. The Falcon player may choose aerospace units from these forces with a point total agreed on by all players. The pilots of these units are considered Regular.

Deployment

The Falcon units enter the playing area from the eastern side of the board. They begin off the board; entering the playing area is their first movement.

ATTACKER

The attackers are the combined aerospace wings of the Kell Hounds and the Wolf Clan. The Wolf player may choose units from these forces whose point total does not exceed 200 percent of the point value of the Falcon force. The pilots of this unit are considered Elite.

Deployment

The Wolf units enter from the southern end of the map-sheet. They begin off the board; entering the playing area is their first movement.

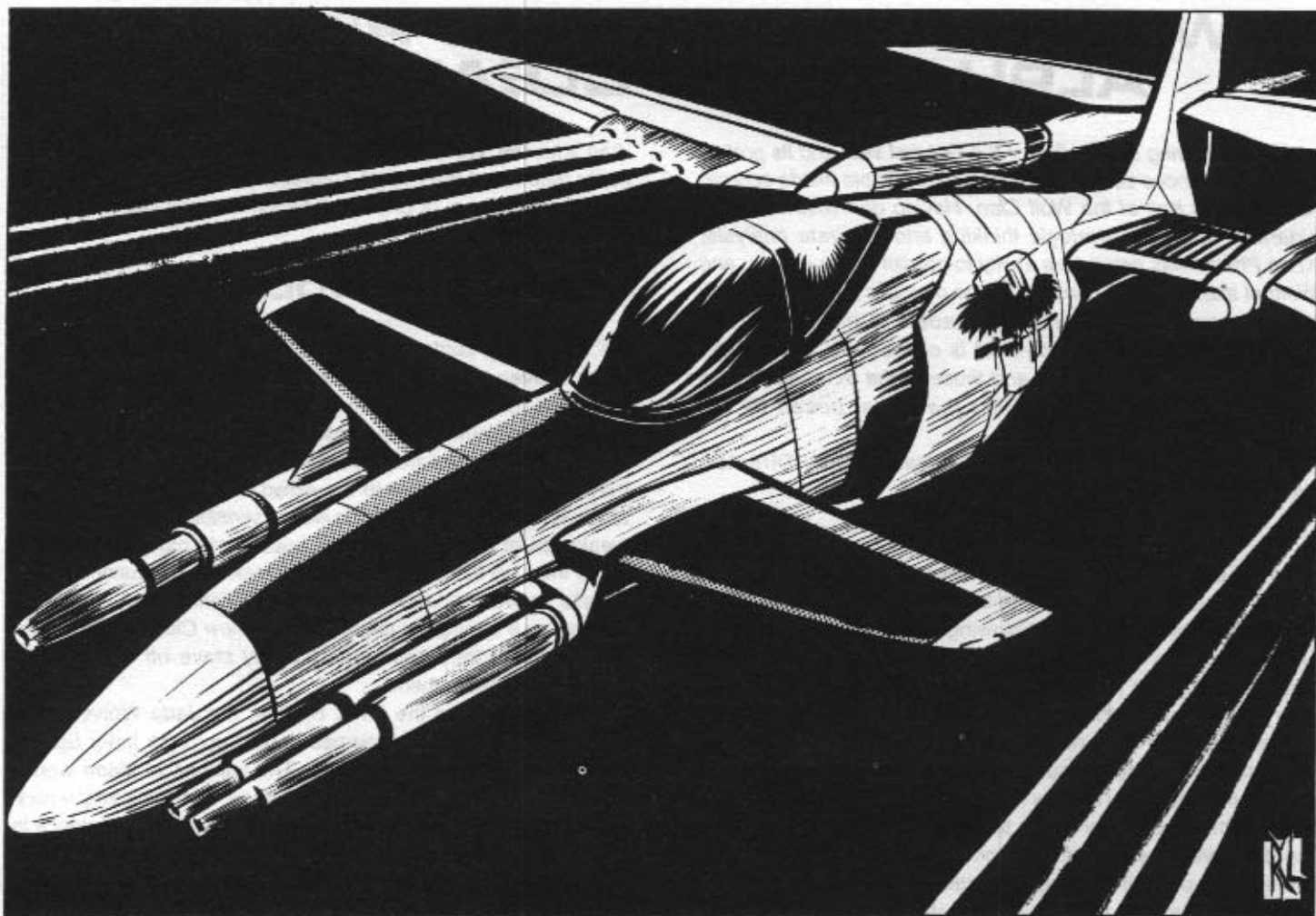
VICTORY CONDITIONS

The scenario ends after Turn 10. The Wolf player achieves a Complete Victory by destroying all of the Falcon fighters. A Marginal Victory is not possible for the attacker. The Falcon player achieves a Marginal Victory if 25 percent or more of his forces survive. If 75 percent or more of the the Falcon units survive, the Falcon player achieves a Complete Victory.

SPECIAL RULES

This scenario may be played as either a **BattleSpace** atmospheric operation (see pp. 32–34, **BattleSpace Rulebook**) or an **AeroTech** low-altitude combat (see p. 10, **AeroTech**).

DEATH FROM THE SKIES



This aerial battle is a quick and deadly dogfight. The Wolves have little time to jockey for position and the Falcons have little time to use maneuvers to escape their opponents. To simulate these conditions, the Falcon player adds a +2 modifier to his Initiative Rolls during the first 5 turns of the engagement. The Wolf players receives this bonus during Turns 6, 7, 8, 9, and 10.

Once the scenario begins, any fighter that enters a half hex or leaves the mapsheet for any reason is considered destroyed.

AFTERMATH

As the MechWarriors of Clan Wolf watched from their protected positions in the hills, Wolf aerospace fighters swarmed through the frigid air. Using missiles, lasers, and PPCs, the fighters unleashed a hellish rain of death down onto the Falcon forces. Flight after flight of Falcon aerospace fighters scrambled from their DropShips to defend the Falcon 'Mechs, but almost immediately they ran into waves of Kell Hound fighters. Within minutes, a tangled mass of fighters filled the skies over Broken Hope, twisting and turning amid the angry, stabbing beams of PPCs and lasers and the burn-

ing dots of tracers. As the Falcon fighters tried in vain to destroy the mercenary fighters, the Wolf aerospace wings continued their strafing runs, streaking over the Falcon command center then disappearing into the jagged hills, then returning to inflict further damage on their targets. Soon large clouds of steam, smoke, flame, and shrapnel filled the air, creating a black fog that obscured the Falcon positions. Open commlink channels crackled with the terse commands of aerospace pilots and the cries of wounded and dying MechWarriors.

When the last Falcon aerospace fighter fell from the sky, the Wolf fighters ceased their onslaught and Khan Phelan led the 'Mechs of the Wolves and Kell Hounds toward the Falcon positions. There they found a scene of overwhelming devastation. The twisted forms of blackened 'Mechs littered the ground, and small fires seemed to burn everywhere, attracting small groups of Falcon MechWarriors huddling against the cold.

It was ended. The Jade Falcons, who had come to Morges to destroy the Wolves, had themselves been destroyed. The brutal campaign called the Refusal War was over, and the Wolf Clan had triumphed.

WOLFNET CLASSIFIED REPORT: ALPHA LEVEL CLEARANCE

The following summation of the Refusal War and its probable consequences comes from the best available inside source: Khan Phelan Kell of the Wolf Clan. Having demonstrated considerable talent for strategic thinking and accurate analysis, Khan Phelan has proved his ability to predict future events, and Wolfnet stands by the conclusions he provides in this report. As always, however, we caution all readers to make their own observations. No single individual is omniscient, and we can best serve our own interests and those of the Inner Sphere by remaining ever vigilant against the threat posed by the Crusader Clans.

—Major-General Margaret Tulliver, Deputy Director, Wolfnet

1 January 3058

The epic Trial of Refusal between Clans Wolf and Jade Falcon came close to destroying both Clans that fought it. Clan Wolf split in two—one-third following me to exile in the Inner Sphere, the rest attempting to build a new, Crusader-minded Wolf Clan from the ruins of the old. Thousands of Wolves from every caste obeyed the order of their ilKhan and accompanied me into the Inner Sphere along with the bulk of the Wolf fleet, considerable military equipment, and the Clan's priceless genetic material. The Wolves remaining in Clan-occupied space took enormous damage during the Refusal War; the fierce fighting destroyed their command-and-control capability and cost them much of their fighting strength, as well as claiming the lives of ilKhan Ulric and Khan Natasha Kerensky. The Jade Falcons were equally devastated by the Refusal War; so high were their losses that they can barely manage to reassert control over the many systems in their Occupation Zone that were "liberated" by Natasha Kerensky. Their hopes of launching a lightning assault toward Terra and thereby becoming the ilClan have virtually disappeared; in this respect, the ilKhan's plan succeeded.

Hours after the final battle on Wotan ended, saKhan Vandervahn Chistu of the Jade Falcons made a bold bid for power. He claimed that Clan Wolf's Trial of Refusal had actually been a Jade Falcon Trial of Absorption, and that all possessions, warriors, and personnel belonging to Clan Wolf had become the property of Clan Jade Falcon. Chistu initiated a Ritual of Abjuration, striking from the Wolf Clan records the names of all Wolves who had retreated from Wotan or gone with me into the Inner Sphere. Those struck down are forever exiled from the Clans.

Three days later, on the eve of the Council meeting in which saKhan Chistu intended to press his claims, a rescue crew found Star Captain Vlad of Clan Wolf alive on Wotan. After hearing of Chistu's actions, Star Captain Vlad challenged Chistu to a Trial of Refusal and killed him outright. The Jade Falcon's senior Khan, Elias Crichell, rewarded Star Captain

Vlad with the Ward Bloodright that had belonged to me and partly repudiated the Rite of Abjuration on the condition that the surviving members of Clan Wolf become a new Clan known as the Jade Wolves.

CLAN JADE WOLF

Under the leadership of their new Khan, Vlad Ward, the Jade Wolves face the monumental task of reorganizing their shattered forces and restoring them to their former strength. The sheer difficulty of accomplishing this should keep the Jade Wolves from immediately threatening the Inner Sphere, though they may pose a danger to the exiled Wolf Wardens. Our existence is an affront to their Crusader sensibilities, and the very weakness of the surviving Wolf supremacists paradoxically provides them all the more reason to attack us. By launching successful assaults against the "traitor" Wolves in exile, the Jade Wolves may attempt to prove to their fellow Clans that they are stronger than they seem and thereby stave off other Clans' attempts to absorb them.

Fortunately for the Inner Sphere, the Jade Wolves must also use their military resources to hold onto the Inner Sphere systems they currently possess. The citizens of these worlds have not hesitated to take advantage of their conquerors' reduced strength, and rebellions are rife. Anti-Clan resistance in the Wolf Clan Occupation Zone should keep the better part of the Jade Wolves' fighting forces too busy to threaten the Inner Sphere for quite some time.

Though rebuilding will probably take the Jade Wolves the better part of the next decade, we cannot afford to be complacent about their reduced numbers or their difficulties. Ardent Crusaders to a man, the warriors of Clan Jade Wolf likely have no intention of allowing the Refusal War to cost them their chance at taking Terra and becoming ilClan. Undoubtedly they will do whatever they must to regain the Wolf Clan's former prominence, shatter the Truce of Tukayyid and take the lead in the renewed invasion.

CLAN JADE FALCON

Though damaged by the Trial of Refusal, Clan Jade Falcon may yet gain the pinnacle of power that both its Khans so coveted. Khan Elias Crichell will most likely become the new ilKhan, and his unmatched political skills will serve him and his Clan well in that position. It will take at least five years to rebuild the Falcon military to the strength it possessed before the Trial of Refusal, and so during that time Khan Crichell must maneuver to keep other Clans from declaring Trials of Possession to gain control of Falcon holdings. In addition, the Refusal War so depleted the Jade Falcons' military resources that any further losses could well make them

easy targets for a Trial of Grievance over their place in the invasion force, or even a Trial of Absorption. Like the Jade Wolves, the same weakness that makes them possible targets for absorption also gives them every incentive to launch daring strikes against the Inner Sphere or the exiled Wolves, to prove that they are not to be trifled with.

To restore the Jade Falcons' lost prestige, Khan Crichton and the newly elevated saKhan Marthe Pryde are likely to conduct as many military operations as possible with the limited troops at their disposal. To keep casualties low, however, they likely will avoid engaging better-armed Inner Sphere forces and target the formerly Falcon-occupied worlds "liberated" by Khan Natasha Kerensky during the Refusal War. On many of these planets, the citizens have protested violently against the Jade Falcons' attempts to bring them back under control and will likely resist such attempts with any means at their disposal. But perhaps the gravest threat Clan Jade Falcon may face comes from within the Clan itself. For the Falcon lower castes are bearing the brunt of the hardships the Clan now must endure, and their growing resentment may produce widespread unrest at any time.

CLAN WOLF IN EXILE

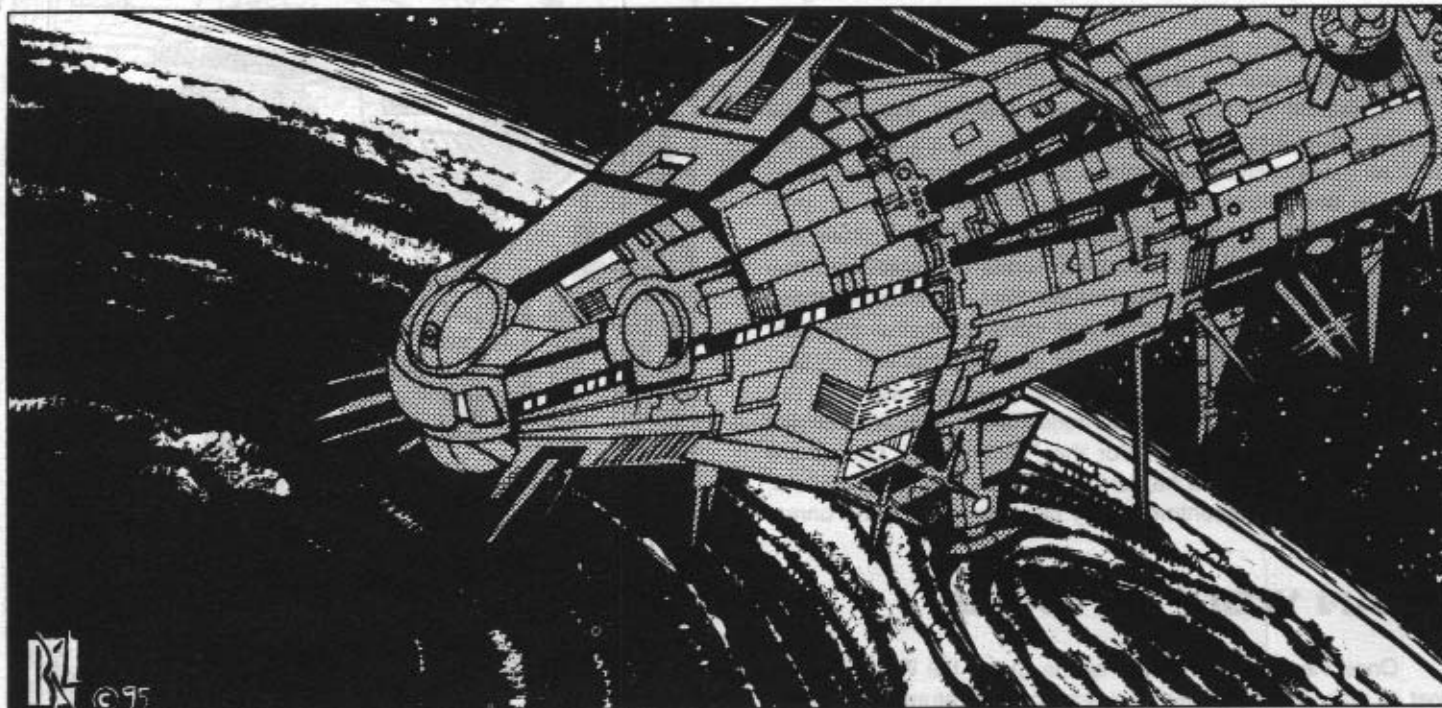
Once the most powerful of all the Clans, the Wolf Clan has lost its prominence, power, and any hope of returning to its former way of life. In 3050, Clan Wolf warriors led the vanguard to conquer the Inner Sphere. Today, the warriors of the true Wolf Clan stand with the Inner Sphere as a defender of the star systems we once sought to claim as our own. Like the Jade Wolves, we face the enormous challenge of re-creating a Clan decimated by war; unlike our former brethren, we Wardens of Clan Wolf stand ready to repel the coming Crusader onslaught even as we attempt to rebuild our society within the Inner Sphere.

Ordered into exile by ilKhan Ulric Kerensky in order to preserve the best of the Wolf Clan, I brought the heart and soul of the Wolves with me to the Kell Hounds' world of Arc-Royal. Though the Kell Hounds have accepted us as allies against the Crusader juggernaut, others in the Inner Sphere are likely to be less forgiving. Thus, Clan Wolf faces threats on two fronts: from the Crusader Clans that regard us as traitors to Kerensky's vision, and from Inner Sphere factions that may see us as convenient targets for revenge. As for the exiled Wolves, the prospect of beginning a new life in the Inner Sphere is both troubling and exhilarating. Many Clansmen, bred to unquestioning acceptance of their own superiority, find it difficult to conceive of living as the mere equals of the Inner Sphere's other peoples. Many others, however, particularly those in the lower castes, see great advantages to becoming a part of the Inner Sphere. Regardless of their attitudes toward the people of the Inner Sphere, most members of Clan Wolf believe their duty demands that they protect the Inner Sphere until its various societies learn to rise above their divisions and can form a new Star League based on the ideals espoused by the Camerons and Aleksandr Kerensky.



Given sufficient time, the Wolf Clan can easily accomplish the daunting but necessary task of rebuilding both our society and our military. Unfortunately, the Crusader Clans are unlikely to let too much time go by before pressing their own objectives. The clock is running, and time is against the Wolf Clan. The breaking of the Truce may occur any day, and then all the invading Clans will once again swarm into the Inner Sphere. The exiles of Clan Wolf must somehow be ready to meet the challenge; otherwise, the Crusaders will destroy not only the Inner Sphere, but the true heart of the Wolf Clan as well.

CLAN JADE WOLF UNIT SUMMARY



CLAN JADE WOLF NAVAL RESERVE (THE WOLF CHARIOTS)

Star Commodore Amel Radick

ALPHA NAVAL RESERVE

Star Commodore Amel Radick

WarShip: *Fuego Lobo (Liberator)*

Support Vessels: 1 Volga Transport, 2 Clan Monoliths, 3
Clan Star Lords, 5 Clan Invaders

BRAVO NAVAL RESERVE

Star Commodore Nihsen Shaw

2 Clan Monoliths, 2 Clan Star Lords, 3 Clan Invaders

ALPHA GALAXY

4 Clusters

CO: Khan Vladimir Ward

CLAN COMMAND (THE EMERALD KESHIK)

Galaxy Commander Khan Vladimir Ward

Command Binary (5 OmniMechs, 5 fighters)

Command Nova (5 OmniMechs, 5 Elemental Points)

WarShips: *Dire Wolf (Sovetskii Soyuz, modified to carry 6
DropShips)*, *Harm's Way (Vincent MK 42)*

Support Vessels: 1 Clan Star Lord, 1 Clan Overlord, 2 Clan
Lions, 1 Clan Titan

1ST WOLF CAVALRY ASSAULT CLUSTER (THE INQUISITORS)

Star Colonel Giorgy Shaw

WarShips: *Blood Fang (Liberator)*, *Arms' Reach (Vincent
MK 42)*

Support Vessels: 3 Clan Invaders, 3 Sassanids, 3 Clan
Union-Cs, 1 Clan Confederate, 1 Clan Titan

Command Star (Star Colonel Giorgy Shaw)

5 BattleMechs

Trinary Alpha (Star Captain Wilson Noble)

Alpha Assault Star 1 (5 BattleMechs)

Alpha Assault Star 2 (5 BattleMechs)

Alpha Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Setal Lemmons)

Bravo Assault Star 1 (5 BattleMechs)

Bravo Assault Star 2 (5 BattleMechs)

Bravo Striker Star (5 BattleMechs)

Supernova Charlie (Star Captain Gilmore Sword)

Charlie Nova (5 BattleMechs, 5 Elemental Points)

Charlie Elemental Star 1 (5 Elemental Points)

Charlie Elemental Star 2 (5 Elemental Points)

Trinary Delta (Star Captain Waynald Calvert)

3 Fighter Stars (10 fighters each)

CLAN JADE WOLF UNIT SUMMARY

5TH WOLF REGULARS BATTLE CLUSTER (GHOST HUNTERS)

Star Colonel Alfelia Carns

WarShip: *Howler (Congress)*

Support Vessels: 1 Clan Hunter, 1 Clan Star Lord, 3 Clan Invaders, 1 Clan Overlord-C, 3 Clan Union-Cs, 2 Clan Leopards, 1 Clan Carrier, 1 Clan Titan

Command Trinary (Star Colonel Alfelia Carns)

Command Star (5 BattleMechs)

Assault Star (5 BattleMechs)

Command Nova (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Star Captain Margot Vickers)

Alpha Nova (5 BattleMechs, 5 Elemental Points)

Alpha Elemental Star 1 (5 Elemental Points)

Alpha Elemental Star 2 (5 Elemental Points)

Trinary Bravo (Star Captain Raiko)

Bravo Nova (5 BattleMechs, 5 Elemental Points)

Bravo Elemental Star 1 (5 Elemental Points)

Bravo Elemental Star 2 (5 Elemental Points)

Trinary Charlie (Star Captain Konan)

3 Fighter Stars (10 Fighters each)

103RD STRIKER CLUSTER (RED THUNDER)

Star Colonel Cathleen Jorgensson

Support Vessels: 1 Clan Star Lord, 2 Clan Invaders, 1 Clan Overlord-C, 3 Clan Union-Cs, 1 Clan Carrier, 2 Clan Broadwords

Command Trinary (Star Colonel Cathleen Jorgensson)

Command Star (5 BattleMechs)

Assault Star 1 (5 BattleMechs)

Assault Star 2 (5 BattleMechs)

Trinary Alpha (Star Captain Helen Misjak)

Alpha Nova (5 BattleMechs, 5 Elemental Points)

Alpha Striker Star 1 (5 BattleMechs)

Alpha Striker Star 2 (5 BattleMechs)

Trinary Bravo (Star Captain Jordi Samis)

Bravo Nova (5 BattleMechs, 5 Elemental Points)

Bravo Elemental Star 1 (5 Elemental Points)

Bravo Elemental Star 2 (5 Elemental Points)

Trinary Charlie (Star Captain Frances Acton)

Charlie Nova (5 BattleMechs, 5 Elemental Points)

Charlie Striker Star 1 (5 BattleMechs)

Charlie Striker Star 2 (5 BattleMechs)

Trinary Delta (Star Captain Nicole Twane)

3 Fighter Stars (10 fighters each)

4TH STRIKER CLUSTER (THE REIVERS)

Star Colonel Jiln Ch'in

WarShip: *Arm's Reach (Vincent MK 42)*

Support Vessels: 1 Clan Star Lord, 2 Clan Invaders, 1 Clan Lion, 3 Clan Union-Cs, 2 Clan Leopards, 1 Clan Titan

Command Star (Star Colonel Jiln Ch'in)

5 BattleMechs

Trinary Alpha (Star Captain Marcus Kerdek)

Alpha Assault Star 1 (5 BattleMechs)

Alpha Assault Star 2 (5 BattleMechs)

Alpha Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Moranda Ward)

Bravo Assault Star 1 (5 BattleMechs)

Bravo Assault Star 2 (5 BattleMechs)

Bravo Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Geoff Schroeder)

Charlie Nova (5 BattleMechs, 5 Elemental Points)

Charlie Elemental Star 1 (5 Elemental Points)

Charlie Elemental Star 2 (5 Elemental Points)

Trinary Delta (Star Captain Theolus)

3 Fighter Stars (10 fighters each)

TAU GALAXY (THE SHADOW WOLVES)

3 Clusters

CO: Galaxy Commander saKhan Marialle Radick

WarShip: *Dark Wolf (Black Lion)*

Support Vessels: 1 Clan Star Lord, 2 Clan Monoliths, 1 Clan Overlord-C, 2 Clan Lions, 1 Clan Union, 1 Clan Titan

COMMAND TRINARY

Alpha Nova (5 OmniMechs, 5 Elemental Points)

Bravo Nova (5 OmniMechs, 5 Elemental Points)

Charlie Nova (5 OmniMechs, 10 fighters)

10TH WOLF REGULARS BATTLE CLUSTER (THE STALKERS)

Star Colonel Orlando Fetladral

Support Vessels: 3 Clan Invaders, 3 Clan Union-Cs, 1 Clan Confederate, 2 Clan Broadwords, 1 Clan Titan

Command Star (Star Colonel Orlando Fetladral)

5 BattleMechs

CLAN JADE WOLF UNIT SUMMARY

Trinary Alpha (Star Captain Lanna Dubczech)

Alpha Assault Star 1 (5 BattleMechs)
Alpha Assault Star 2 (5 BattleMechs)
Alpha Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Cleve Littleton)

Bravo Assault Star 1 (5 BattleMechs)
Bravo Assault Star 2 (5 BattleMechs)
Bravo Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Rhonda Sword)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Elemental Star 1 (5 Elemental Points)
Charlie Elemental Star 2 (5 Elemental Points)

Trinary Delta (Star Captain Moriah)

3 Fighter Stars (10 fighters each)

1ST WOLF GUARD BATTLE CLUSTER (THE WATCHERS)

Star Colonel Bryon Kerensky

Support Vessels: 1 Clan Star Lord, 3 Clan Invaders, 1 Clan Overlord-C, 3 Clan Union-Cs, 2 Clan Leopards, 1 Clan Carrier

Command Trinary (Star Colonel Bryon Kerensky)

Command Star (5 BattleMechs)
Command Assault Star (5 BattleMechs)
Command Nova (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Captain Sable Wolf)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Elemental Star 1 (5 Elemental Points)
Alpha Elemental Star 2 (5 Elemental Points)

Trinary Bravo (Captain Jafry Alberty)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Elemental Star 1 (5 Elemental Points)
Bravo Elemental Star 2 (5 Elemental Points)

Trinary Charlie (Star Captain Hamil Pletzt)

3 Fighter Stars (10 fighters each)

2ND WOLF REGULARS ASSAULT CLUSTER (SWIFT STRIKERS)

Star Colonel Wellto Kerensky

Support Vessels: 1 Clan Star Lord, 2 Clan Invaders, 1 Clan Overlord-C, 5 Clan Union-Cs, 1 Clan Titan

Command Trinary (Star Colonel Wellto Kerensky)

Command Star (5 BattleMechs)
Command BattleMech Assault Star 1 (5 BattleMechs)
Command BattleMech Assault Star 2 (5 BattleMechs)

Trinary Alpha (Captain Martin Jorgensson)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Striker Star 1 (5 BattleMechs)
Alpha Striker Star 2 (5 BattleMechs)

Trinary Bravo (Captain Helene Maxell)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Elemental Star 1 (5 Elemental Points)
Bravo Elemental Star 2 (5 Elemental Points)

Trinary Charlie (Star Captain Indiana Reller)

3 Fighter Stars (10 fighters each)

EPSILON GALAXY (THE GRAY WOLVES)

4 Clusters

CO: Galaxy Commander Jared Ch'in
Support Vessels: 1 Clan Monolith, 1 Clan Overlord-C, 1 Clan Union, 1 Clan Carrier

COMMAND TRINARY

Alpha Command Star (5 BattleMechs)
Bravo Command Star (5 BattleMechs)
Charlie Command Star (5 BattleMechs)

NEGA GARRISON CLUSTER

Star Colonel Lisette

Support Vessels: 5 Clan Invaders, 5 Clan Union-Cs

Command Star (Star Colonel Lisette)

5 BattleMechs

Trinary Alpha (Star Captain Jain)

Alpha Assault Star 1 (5 BattleMechs)
Alpha Assault Star 2 (5 BattleMechs)
Alpha Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Kanaram)

Bravo Assault Star 1 (5 BattleMechs)
Bravo Assault Star 2 (5 BattleMechs)
Bravo Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Yanos)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Elemental Star 1 (5 Elemental Points)
Charlie Elemental Star 2 (5 Elemental Points)

Trinary Delta (Star Captain Vacca)

3 Fighter Stars (10 fighters each)

CHOYER GARRISON CLUSTER

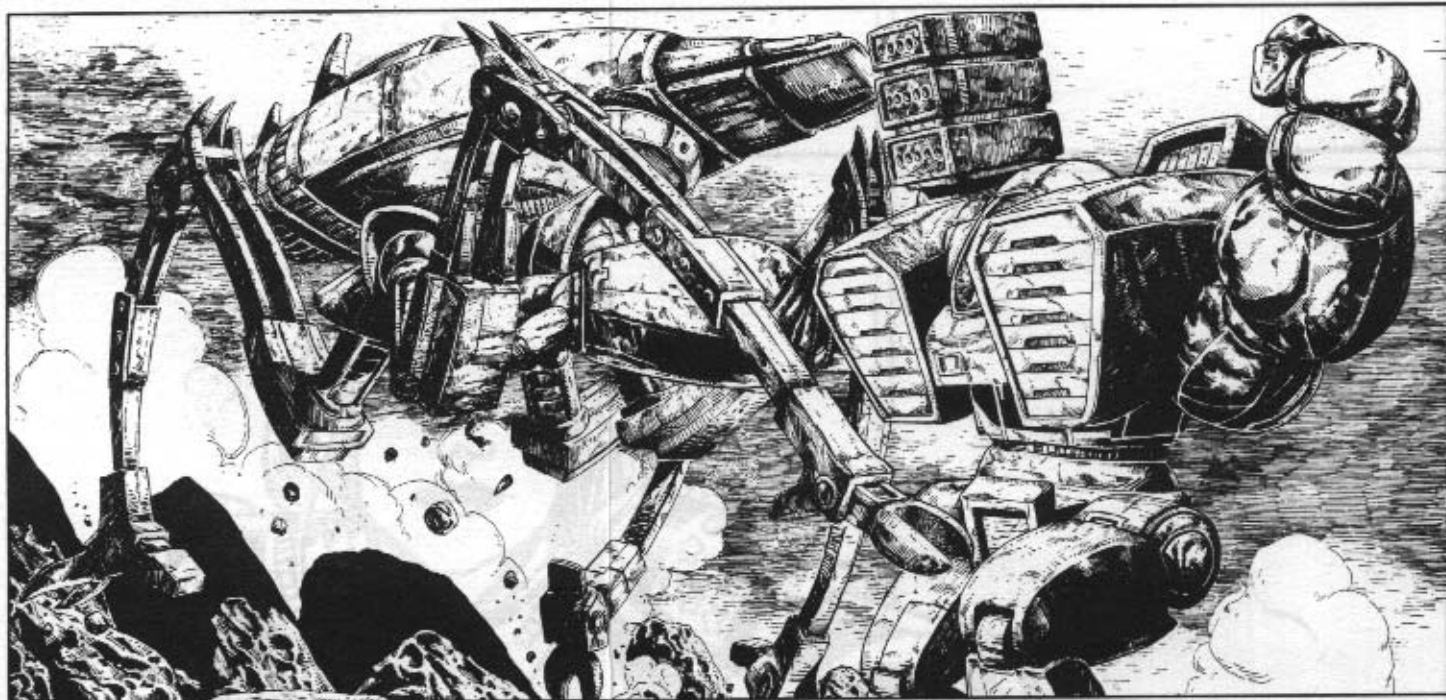
CO: Star Colonel Kieran

Support Vessels: 5 Clan Invaders, 1 Clan Overlord-C, 5 Clan Union-Cs

CLAN JADE WOLF UNIT SUMMARY



CLAN JADE WOLF UNIT SUMMARY



Command Trinary (Star Colonel Kieran)

Command Star (5 BattleMechs)
Assault Star (5 BattleMechs)
Command Nova (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Star Captain Frea)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Elemental Star 1 (5 Elemental Points)
Alpha Elemental Star 2 (5 Elemental Points)

Trinary Bravo (Star Captain Adan)

Bravo Nova 1 (5 BattleMechs, 5 Elemental Points)
Bravo Nova 2 (5 BattleMechs, 5 Elemental Points)

Trinary Charlie (Star Captain Morris)

3 Fighter Stars (10 fighters each)

GURBENG GARRISON CLUSTER

CO: Star Colonel Graham
Support Vessels: 5 Clan Invaders, 1 Clan Overlord-C, 5 Clan Union-Cs

Command Trinary (Star Colonel Graham)

Command Star (5 BattleMechs)
Command BattleMech Assault Star 1 (5 BattleMechs)
Command BattleMech Assault Star 2 (5 BattleMechs)

Trinary Alpha (Star Captain Byron Robbin)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Striker Star 1 (5 BattleMechs)
Alpha Striker Star 2 (5 BattleMechs)

Trinary Bravo (Star Captain Tamar Taylor)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Elemental Star 1 (5 Elemental Points)
Bravo Elemental Star 2 (5 Elemental Points)

Trinary Charlie (Star Captain Spiotta)

3 Fighter Stars (10 fighters each)

DORBENG GARRISON CLUSTER

CO: Star Colonel Ilya Kerensky
Support Vessels: 5 Clan Invaders, 5 Clan Union-Cs

Command Trinary (Star Colonel Ilya Kerensky)

Command Star (5 BattleMechs)
Command BattleMech Assault Star 1 (5 BattleMechs)
Command BattleMech Assault Star 2 (5 BattleMechs)

Trinary Alpha (Star Captain Wessen)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Striker Star 1 (5 BattleMechs)
Alpha Striker Star 2 (5 BattleMechs)

Trinary Bravo (Star Captain Jonet)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Elemental Star 1 (5 Elemental Points)
Bravo Elemental Star 2 (5 Elemental Points)

Trinary Charlie (Star Captain Keller)

3 Fighter Stars (10 fighters each)

CLAN JADE FALCON UNIT SUMMARY

CLAN JADE FALCON NAVAL RESERVE

CO: Star Admiral Vishu Folkner

NAVAL COMMAND

Warships: *Emerald Tornado* (Whirlwind Destroyer),
Lightning Strike (Vincent Corvette)

Naval Reserve Star 1

Star Commodore Nicholas Von Jankmon
Support Vessels: 1 Clan Monolith, 2 Clan Star Lords,
3 Clan Invaders

Naval Reserve Star 2

Star Commodore Pamula Von Jankmon
Support Vessels: 2 Clan Monoliths, 2 Clan Star Lords,
2 Clan Invaders

JADE FALCON KESHIK (THE TURKINA KESHIK)

Overall Commander: Khan Elias Crichell
CO: saKhan Marthe Pryde
Support Vessels: 1 Clan Cameron JumpShip, 1 Clan
Overlord, 2 Clan Union-Cs, 1 Clan Carrier

Keshik Command Star (Star Commander Corbin Mattlov)
5 BattleMechs

Trinary Alpha (Star Commander Withyn Koga)

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

Trinary Bravo (Star Commander Quillic Mattlov)

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

Trinary Charlie (Star Commander Tyrne Buhallin)

Charlie Eye 1 (5 BattleMechs)
Charlie Eye 2 (5 BattleMechs)
Charlie Eye 3 (5 BattleMechs)

Trinary Delta (Star Commander Bewton Icaza)

Delta Strider 1 (5 Elemental Points)
Delta Strider 2 (5 Elemental Points)
Delta Strider 3 (5 Elemental Points)

Trinary Echo (Star Commander Wothal Folkner)

Echo Wings 1, 2 and 3 (10 fighters each)

JADE FALCON GALAXY (GAMMA GALAXY)

4 Clusters

CO: Galaxy Commander Mar Helmer
Support Vessels: 1 Clan Black Lion, 1 Clan Overlord-C, 1
Clan Union-C, 1 Clan Carrier

GALAXY COMMAND STAR (Galaxy Commander Mar Helmer)

5 BattleMechs

JADE FALCON GUARDS (PRYDE'S PRIDE)

Star Colonel Ravill Pryde
WarShip: *Jade Talon* (Aegis Cruiser)
Support Vessels: 2 Clan Overlord-Cs

Cluster Command Star (Star Colonel Ravill Pryde)

5 BattleMechs

Trinary Alpha (Star Captain Janos Danforth)

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

Trinary Bravo (Star Captain Metrik Cranstonolv)

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

Trinary Charlie (Star Captain Nikolas Pryde)

Charlie Wing 1 (10 fighters)
Charlie Wing 2 (10 fighters)
Charlie Wing 3 (10 fighters)

Trinary Delta (Star Captain Margarte Brak)

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

Trinary Echo (Star Captain Brent Prentic)

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

CLAN JADE FALCON UNIT SUMMARY

3RD FALCON TALON CLUSTER (THE JADE CLAYMORES)

Star Colonel Gran Newclay
WarShip: *Scabbard* (Aegis Cruiser)
Support Vessels: 1 Clan Overlord-C, 2 Clan Union-Cs

Cluster Command Star (Star Colonel Gran Newclay)
5 BattleMechs

Trinary Alpha (Star Commander Renton Spaunn)

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

Trinary Bravo (Star Commander Pohon Crichell)

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

Trinary Charlie (Star Commander Greton Bang-Chu)

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

Trinary Delta (Star Commander Gennie Hazen)

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

Trinary Echo (Star Commander Ty Von Jankmon)

Echo Wing 1 (10 fighters)
Echo Wing 2 (10 fighters)
Echo Wing 3 (10 fighters)

9TH TALON CLUSTER (THE FALCON LANCERS)

Star Colonel Dev Iler
WarShip: *Blue Lancer* (Aegis Cruiser)
Support Vessels: 2 Clan Overlord-Cs, 1 Clan Union-C

Cluster Command Star (Star Colonel Dev Iler)
5 BattleMechs

Trinary Alpha (Star Commander Vincent Zuric)

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

Trinary Bravo (Star Commander Wilhelm Hazen)

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

Trinary Charlie (Star Commander Kortull Irons)

Charlie Beak 1 (5 BattleMechs)



Charlie Beak 2 (5 BattleMechs)
Charlie Beak 3 (5 BattleMechs)

Trinary Delta (Star Commander Sylvia Roshak)

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

Trinary Echo (Star Commander Nerran McKenna)

Echo Wing 1 (10 fighters)
Echo Wing 2 (10 fighters)
Echo Wing 3 (10 fighters)

JADE SOLAHMA CLUSTER

Star Captain Tamara

Trinary Alpha (Star Captain Tamara)

Alpha Beak (5 BattleMechs)
Alpha Mix 1 (4 BattleMechs, 1 Elemental Point)
Alpha Mix 2 (3 BattleMechs, 1 Elemental Point)

CLAN JADE FALCON UNIT SUMMARY

Binary Beta (Star Captain Bario)

Beta Wing (10 fighters)

GYRFALCON GALAXY (DELTA GALAXY)

4 Clusters

CO: Galaxy Commander Samantha Clees

WarShip: *White Aerie* (Black Lion)

Support Vessels: 1 Clan Overlord-C, 1 Clan Union-C, 1
Clan Carrier

GALAXY COMMAND STAR

(Galaxy Commander Samantha Clees)

5 BattleMechs

1ST FALCON STRIKER CLUSTER

Star Colonel Uvin Buhallin

WarShip: *Gold Talon* (Aegis Cruiser)

Support Vessels: 2 Clan Overlord-Cs, 1 Clan Union-C

Cluster Command Star (Star Colonel Uvin Buhallin)

5 BattleMechs

Trinary Alpha (Star Captain Marja Prentice)

Alpha Beak 1 (5 BattleMechs)

Alpha Beak 2 (5 BattleMechs)

Alpha Eye (5 BattleMechs)

Trinary Bravo (Star Captain Armstead)

Bravo Nova 1 (5 BattleMechs, 5 Elemental Points)

Bravo Nova 2 (5 BattleMechs, 5 Elemental Points)

Bravo Strider (5 Elemental Points)

Trinary Charlie (Star Captain Jaren)

Charlie Nova 1 (5 BattleMechs, 5 Elemental Points)

Charlie Nova 2 (5 BattleMechs, 5 Elemental Points)

Charlie Strider (5 Elemental Points)

Trinary Delta (Star Captain Cara Oberg)

Delta Nova 1 (5 BattleMechs, 5 Elemental Points)

Delta Nova 2 (5 BattleMechs, 5 Elemental Points)

Delta Strider (5 Elemental Points)

Trinary Echo (Star Captain Teague)

Echo Wing 1 (10 fighters)

Echo Wing 2 (10 fighters)

Echo Wing 3 (10 fighters)

7TH TALON CLUSTER

Star Commander Daniel Kyle

Support Vessels: 1 Clan Tramp, 2 Clan Union-Cs, 2 Clan
Confederates

Cluster Command Star (Star Commander Daniel Kyle)

5 BattleMechs

Trinary Alpha (Star Captain Mel Ustone)

Alpha Talon (5 BattleMechs)

Alpha Beak 1 (5 BattleMechs)

Alpha Beak 2 (5 BattleMechs)

Trinary Bravo (Star Captain John)

Bravo Beak 1 (5 BattleMechs)

Bravo Beak 2 (5 BattleMechs)

Bravo Beak 3 (5 BattleMechs)

Trinary Charlie (Star Captain Marcus)

Charlie Eye (5 BattleMechs)

Charlie Strider (5 Elemental Points)

Charlie Wing (10 fighters)

8TH TALON CLUSTER (GYRFALCON'S TALONS)

Star Captain Allison Sonoma

Support Vessels: 1 Clan Invader, 1 Clan Union-C, 2 Clan Lions

Cluster Command Star (Star Captain Allison Sonoma)

5 BattleMechs

Trinary Alpha (Star Captain Karen)

Alpha Talon (5 BattleMechs)

Alpha Beak 1 (5 BattleMechs)

Alpha Beak 2 (5 BattleMechs)

Trinary Bravo (Star Captain Camilla)

Bravo Beak 1 (5 BattleMechs)

Bravo Beak 2 (5 BattleMechs)

Bravo Eye (5 BattleMechs)

Trinary Charlie (Star Captain Sheryl)

Charlie Wing 1 (10 fighters)

Charlie Wing 2 (10 fighters)

Charlie Strider (5 Elemental Points)

GYRFALCON SOLAMHA CLUSTER

Star Captain Regina

Support Vessels: 1 Clan Hunter, 1 Clan Lion

Trinary Alpha (Star Captain Regina)

Alpha Beak 1 (5 BattleMechs)

Alpha Beak 2 (5 BattleMechs)

Alpha Strider (5 Elemental Points)

Trinary Bravo (Star Captain Illack)

Bravo Wing (10 fighters)

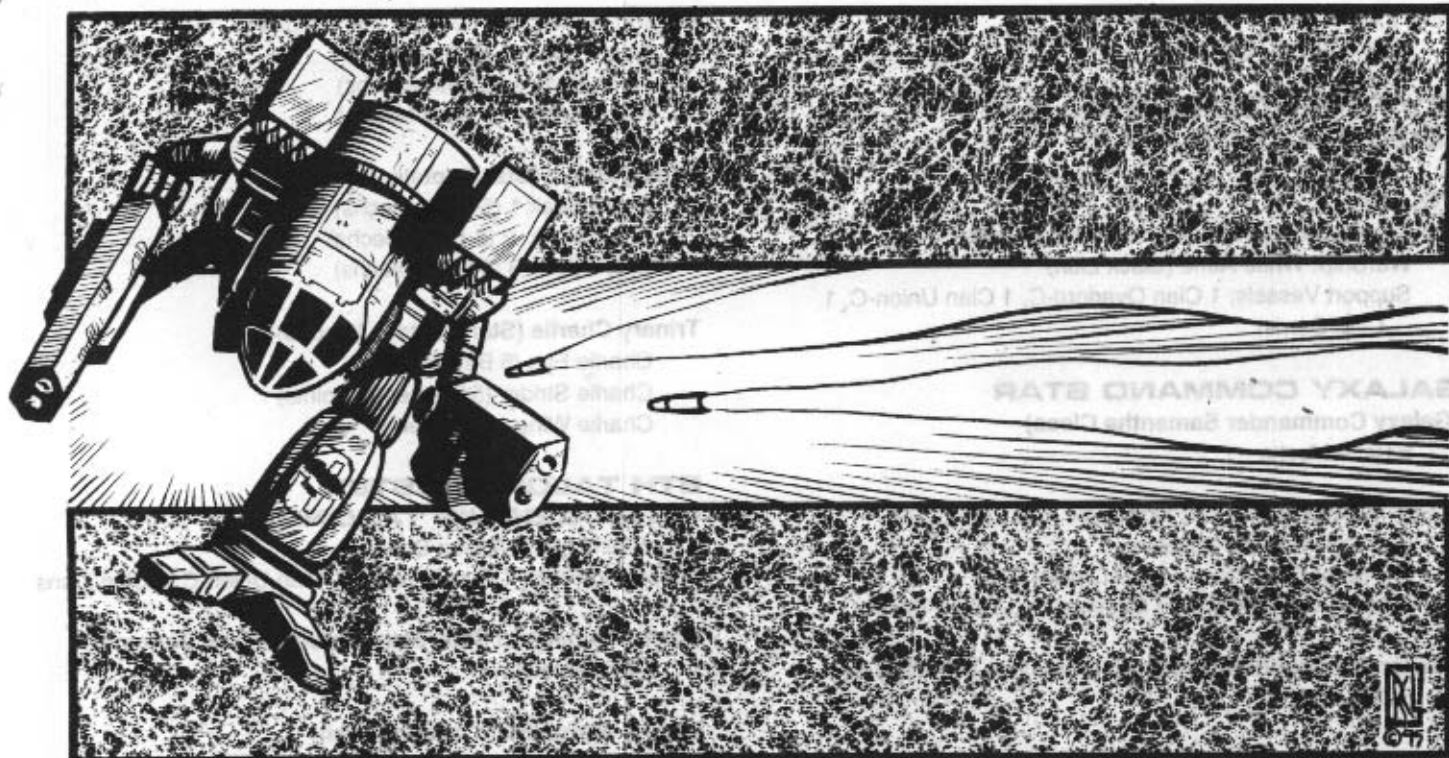
OMEGA GALAXY

4 Clusters

CO: Galaxy Commander Jared Von Jankmon

Support Vessels: 1 Clan Black Lion, 1 Clan Overlord-C, 1
Clan Union-C, 1 Clan Carrier

CLAN JADE FALCON UNIT SUMMARY



CLUSTER COMMAND TRINARY

(Star Commander Jared Von Jankmon)

- Alpha Command Star (5 BattleMechs)
- Bravo Command Star (5 BattleMechs)
- Charlie Command Star (5 BattleMechs)

8TH PROVISIONAL GARRISON CLUSTER

- Star Captain Patrick
- Support Vessels: 3 Clan Invaders, 1 Union-C Command, 2 Union-Cs

Command Star (Star Captain Patrick)

- 5 BattleMechs

Trinary Alpha (Star Captain McKillion)

- Alpha Eye 1 (5 BattleMechs)
- Alpha Eye 2 (5 BattleMechs)
- Alpha Talon (5 BattleMechs)

Trinary Bravo (Star Captain Tamara)

- Bravo Eye 1 (5 BattleMechs)
- Bravo Eye 2 (5 BattleMechs)
- Bravo Talon (5 BattleMechs)

Trinary Charlie (Star Captain Boris Mattlov)

- Charlie Nova Beak (5 BattleMechs, 5 Elemental Points)
- Charlie Strider 1 (5 Elemental Points)
- Charlie Strider 2 (5 Elemental Points)

Trinary Delta (Star Captain Tui Pryde)

- Delta Wing 1 (10 fighters)
- Delta Wing 2 (10 fighters)
- Delta Wing 3 (10 fighters)

7TH PROVISIONAL GARRISON CLUSTER

- Star Captain Srac
- Support Vessels: 3 Clan Invaders, 1 Clan Overlord-C, 1 Clan Union-C, 4 Clan Broadwords

Command Trinary (Star Captain Srac)

- Command Star (5 BattleMechs)
- Alpha Command Talon (5 BattleMechs)
- Command Nova Beak (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Star Captain Trent)

- Alpha Nova Beak (5 BattleMechs, 5 Elemental Points)
- Alpha Strider 1 (5 Elemental Points)
- Alpha Strider 2 (5 Elemental Points)

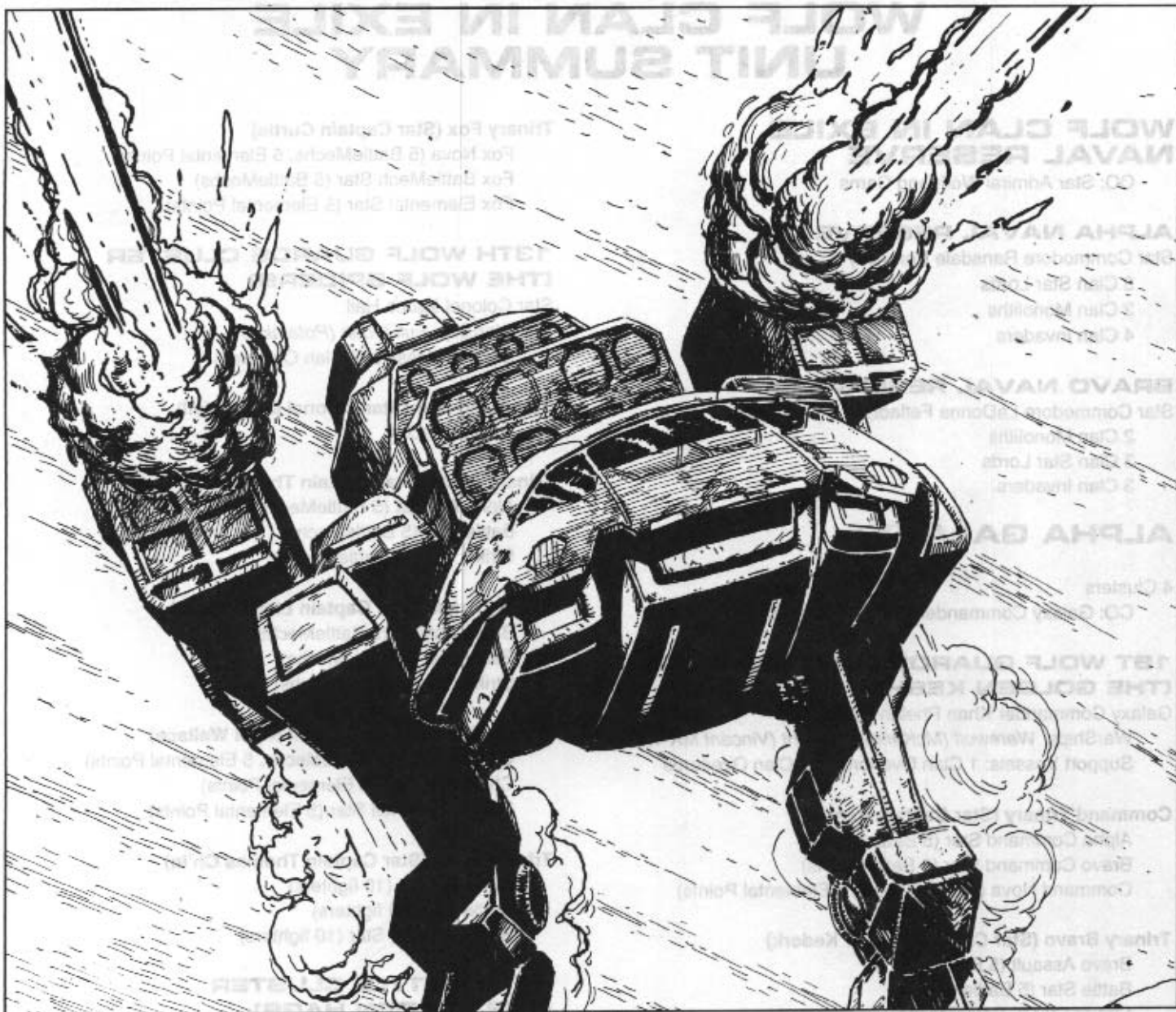
Trinary Bravo (Star Captain Pidan)

- Bravo Nova Beak (5 BattleMechs, 5 Elemental Points)
- Bravo Strider 1 (5 Elemental Points)
- Bravo Strider 2 (5 Elemental Points)

Trinary Charlie (Star Captain Marcus Tutuola)

- Charlie Wing 1 (10 fighters)
- Charlie Wing 2 (10 fighters)
- Charlie Wing 3 (10 fighters)

CLAN JADE FALCON UNIT SUMMARY



OMEGA SOLAHMA GARRISON CLUSTER

Star Captain Mahan

Support Vessels: 2 Clan Invaders, 1 Clan Overlord-C,
1 Clan Union-C, 4 Clan Lions

Command Trinary (Star Captain Mahan)

Command Star (5 BattleMechs)

Command Talon 1 (5 BattleMechs)

Command Talon 2 (5 BattleMechs)

Trinary Alpha (Star Captain Pinkerton)

Alpha Nova Beak (5 BattleMechs, 5 Elemental Points)

Alpha Beak 1 (5 BattleMechs)

Alpha Beak 2 (5 BattleMechs)

Trinary Bravo (Star Captain Marten)

Bravo Nova Beak (5 BattleMechs, 5 Elemental Points)

Bravo Strider 1 (5 Elemental Points)

Bravo Strider 2 (5 Elemental Points)

Trinary Charlie (Star Captain Tucker)

Charlie Wing 1 (10 fighters)

Charlie Wing 2 (10 fighters)

Charlie Wing 3 (10 fighters)

WOLF CLAN IN EXILE UNIT SUMMARY

WOLF CLAN IN EXILE NAVAL RESERVE

CO: Star Admiral Wolfgang Carns.

ALPHA NAVAL RESERVE

Star Commodore Ransdale Kerensky

- 3 Clan Star Lords
- 2 Clan Monoliths
- 4 Clan Invaders

BRAVO NAVAL RESERVE

Star Commodore LaDonna Fetladral

- 2 Clan Monoliths
- 3 Clan Star Lords
- 3 Clan Invaders

ALPHA GALAXY

4 Clusters

CO: Galaxy Commander Khan Phelan Kell

1ST WOLF GUARDS/CLAN COMMAND (THE GOLDEN KESHIK)

Galaxy Commander Khan Phelan Kell

WarShips: *Werewolf* (McKenna), *Valiant* (Vincent MK 42)

Support Vessels: 1 Clan Overlord-C, 3 Clan Overlords

Command Trinary (Star Captain Ranna)

- Alpha Command Star (5 BattleMechs)
- Bravo Command Star (5 BattleMechs)
- Command Nova (5 OmniMechs, 5 Elemental Points)

Trinary Bravo (Star Captain Delmar Kederk)

- Bravo Assault (5 BattleMechs)
- Battle Star (5 BattleMechs)
- Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Evantha Fetladral)

- Charlie Assault (5 Elemental Points)
- Battle Elemental Star (5 Elemental Points)
- Charlie Nova (5 BattleMechs, 5 Elemental Points)

Trinary Delta (Star Captain Carew Nygren)

- Delta Assault (10 fighters)
- Battle Fighter Star (10 fighters)
- Striker Fighter Star (10 fighters)

Trinary Epsilon (Star Captain Deter Noruff)

- Epsilon Assault (5 BattleMechs)
- Battle Star (5 BattleMechs)
- Striker Star (5 BattleMechs)

Trinary Fox (Star Captain Curtis)

- Fox Nova (5 BattleMechs, 5 Elemental Points)
- Fox BattleMech Star (5 BattleMechs)
- Fox Elemental Star (5 Elemental Points)

13TH WOLF GUARDS CLUSTER (THE WOLF SPIDERS)

Star Colonel Marco Hall

WarShip: *Full Moon* (Potemkin)

Support Vessels: 3 Clan Overlords

Command Star (Star Colonel Marco Hall)

5 BattleMechs

Trinary Alpha (Star Captain Thea Misjak)

- Alpha Assault (5 BattleMechs)
- Battle Star (5 BattleMechs)
- Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Liston Whull)

- Bravo Assault (5 BattleMechs)
- Battle Star (5 BattleMechs)
- Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Nigel Wallace)

- Charlie Nova (5 BattleMechs, 5 Elemental Points)
- Charlie Assault (5 Elemental Points)
- Battle Elemental Star (5 Elemental Points)

Trinary Delta (Star Captain Thomas Ch'in)

- Delta Assault (10 fighters)
- Battle Star (10 fighters)
- Striker Fighter Star (10 fighters)

16TH BATTLE CLUSTER (THE GOLDEN HAGS)

Star Colonel Craig Ward

Support Vessels: 1 Clan Star Lord, 3 Clan Invaders, 5 Clan Union-Cs

Command Trinary (Star Colonel Craig Ward)

- Alpha Command Star (5 BattleMechs)
- Bravo Command Star (5 BattleMechs)
- Command Nova (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Captain Makai Vickers)

- Alpha Nova (5 BattleMechs, 5 Elemental Points)
- Alpha Assault Star (5 Elemental Points)
- Battle Elemental Star (5 Elemental Points)

WOLF CLAN IN EXILE UNIT SUMMARY

Trinary Bravo (Captain Reshondra Fetladral)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Assault Star (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Charlie (Star Captain Donic Kerensky)

Charlie Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

4TH WOLF GUARDS (THE CYCLOPS CLUSTER)

Star Colonel Jera Carns

Support Vessels: 2 Clan Star Lords, 3 Clan Union-Cs, 5
Clan Broadwords, 1 Clan Titan

Command Trinary (Star Colonel Jera Carns)

Command Star (5 BattleMechs)
Command Assault (5 BattleMechs)
Battle Star (5 BattleMechs)

Trinary Alpha (Captain Vertin Tutuola)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Assault (5 BattleMechs)
Battle Star (5 BattleMechs)

Trinary Bravo (Captain Valallen Ruby)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Delta (Star Captain Morsha Nygren)

Delta Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

OMEGA GALAXY

4 Clusters

CO: Galaxy Commander Jocelyn Fetladral

WarShip: *Implacable* (Black Lion)

Support Vessels: 1 Clan Star Lord, 1 Clan Overlord-C, 2
Clan Lions

COMMAND TRINARY

(Galaxy Commander Jocelyn Fetladral)

Alpha Nova (5 OmniMechs, 5 Elemental Points)
Bravo Nova (5 OmniMechs, 5 Elemental Points)
Charlie Nova (5 OmniMechs, 10 fighters)

279TH BATTLE CLUSTER (THE GOLDEN HORDE)

Star Colonel Lara Ward

Support Vessels: 3 Clan Star Lords, 4 Clan Union-Cs, 2
Clan Leopards, 1 Clan Behemoth



WOLF CLAN IN EXILE UNIT SUMMARY



Trinary Alpha (Star Colonel Lara Ward)

Alpha Assault (5 BattleMechs)
Battle Star (5 BattleMechs)
Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Powell Sradac)

Bravo Assault (5 BattleMechs)
Battle Star (5 BattleMechs)
Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Elva)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Delta (Star Captain Orson)

Delta Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

8TH STRIKER ASSAULT CLUSTER (THE WOLF'S SWORDS)

Star Colonel Rodham Winson

Support Vessels: 1 Clan Star Lord, 3 Clan Invaders, 3 Clan Union-Cs, 2 Clan Leopards, 1 Clan Carrier

Command Trinary (Star Colonel Rodham Winson)

First Command Star (5 BattleMechs)
Second Command Star (5 BattleMechs)
Command Nova (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Captain Alexia Noble)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Bravo (Captain Alvarez)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Charlie (Star Captain Haden Samis)

Charlie Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

37TH STRIKER CLUSTER (THE BLOOD KITS)

Star Colonel Deener Vickers

Support Vessels: 1 Clan Star Lord, 2 Clan Invaders, 1 Clan Overlord-C, 5 Clan Union-Cs, 1 Clan Carrier, 1 Clan Titan

Command Trinary (Star Colonel Deener Vickers)

Command Star (5 BattleMechs)
Assault Star (5 BattleMechs)
Battle Star (5 BattleMechs)

Trinary Alpha (Captain Harrell Vickers)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Assault (5 BattleMechs)
Battle Star (5 BattleMechs)

Trinary Bravo (Captain Korson Torshi)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Charlie (Star Captain Vic LeRoux)

Charlie Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

11TH WOLF GUARDS (THE LIGHTNING PACK)

Star Colonel Alos Winson

WarShip: *Killing Blow* (Vincent MK 42)

Support Vessels: 1 Clan Star Lord, 3 Clan Invaders, 1 Clan Lion, 3 Clan Union-Cs, 2 Clan Leopards, 3 Clan Carriers

Command Trinary (Star Colonel Alos Winson)

Command Star (5 BattleMechs)
Command Nova (5 BattleMechs, 5 Elemental Points)

WOLF CLAN IN EXILE UNIT SUMMARY

Command Supernova (10 BattleMechs, 10 Elemental Points)

Trinary Alpha (Star Captain Dana Gorga)

Alpha Assault (5 BattleMechs)
Battle Star (5 BattleMechs)
Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Flahar Sword)

Bravo Assault (5 BattleMechs)
Battle Star (5 BattleMechs)
Striker Star (5 BattleMechs)

Trinary Charlie (Star Captain Gilttern Kerensky)

Charlie Nova (5 BattleMechs, 5 Elemental Points)
Charlie Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Delta (Star Captain Carl Misjak)

Delta Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

EPSILON GALAXY (THE SILENT WOLVES)

2 Clusters

CO: Galaxy Commander Gaylon Noruff

WarShip: *Mother Jocasta* (Cameron)

Support Vessels: 1 Clan Hunter, 1 Clan Comitatus,
1 Clan Monolith, 1 Clan Overlord-C, 1 Clan Union,
1 Clan Carrier

ALPHA GARRISON CLUSTER

Star Colonel Tally

Support Vessels: 3 Clan Invaders, 5 Clan Union-Cs

Trinary Alpha (Star Captain Konrad)

Alpha Assault (5 BattleMechs)
Battle Star (5 BattleMechs)
Striker Star (5 BattleMechs)

Trinary Bravo (Star Captain Darnell)

Bravo Assault (5 BattleMechs)
Battle Star (5 BattleMechs)
Striker Star (5 BattleMechs)

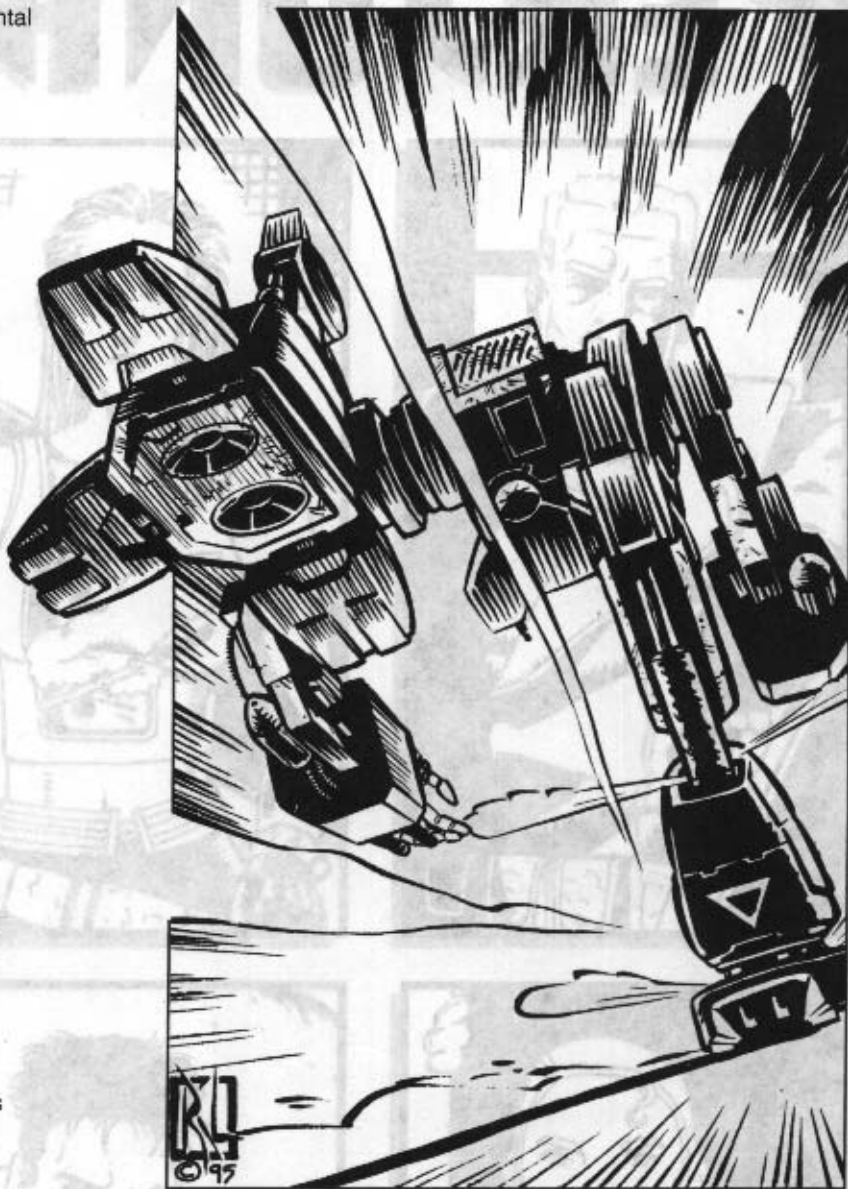
Trinary Charlie (Star Captain Fredrick Samis)

Charlie Assault (10 fighters)
Battle Star (10 fighters)
Striker Fighter Star (10 fighters)

BRAVO GARRISON CLUSTER

Star Colonel Brett Ward

Support Vessels: 3 Clan Invaders, 1 Clan Overlord-C, 5
Clan Union-Cs



Command Trinary (Star Colonel Brett Ward)

Command Star (5 BattleMechs)
Assault Star (5 BattleMechs)
Command Nova (5 BattleMechs, 5 Elemental Points)

Trinary Alpha (Captain Byron Kabrinski)

Alpha Nova (5 BattleMechs, 5 Elemental Points)
Alpha Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

Trinary Bravo (Captain Tamar Tutuola)

Bravo Nova (5 BattleMechs, 5 Elemental Points)
Bravo Assault (5 Elemental Points)
Battle Elemental Star (5 Elemental Points)

PERSONALITIES



PERSONALITIES

ELIAS CRICHELL KHAN, CLAN JADE FALCON

Attributes

BLD	4	(8+)
REF	3	(9+)
INT	6	(6+)
LRN	6	(6+)
CHA	5	(7+)

Characteristics

Athletic	11+
Physical	9+
Mental	6+
Social	7+

Skills

Administration	2	(4+)
Bureaucracy	5	(2+)
Computer	2	(4+)
Gunnery/Mech	6	(3+)
Interrogation	2	(5+)
Leadership	5	(2+)
Negotiation	6	(1+)
Perception	4	(2+)
Piloting/Mech	5	(4+)
Protocol	5	(2+)
Small Arms	2	(7+)
Strategy	5	(1+)
Tactics	4	(2+)
Unarmed Combat	2	(9+)

Edge: 2

Preferred BattleMech: *Summoner*

Elias Crichtell, senior Khan of Clan Jade Falcon, is the foremost political leader within the Clans and is widely expected to become the ilKhan once the Truce of Tukayyid is formally repudiated. Though he has never been credited with tactical genius, he compensates for this flaw by surrounding himself with the best and brightest warriors in his Clan. An adroit politician, Khan Crichtell manages to share the credit for these warriors' successes while distancing himself from their failures. Crichtell's age is testimony to his survival skills; he is well into his sixties, and his days of piloting a BattleMech are virtually over. He has relied on his saKhan, Vandervahn Chistu, to carry the Falcon banner into battle for the past several years.

Suspecting that Chistu had ambitions to supplant him, Khan Crichtell supported Star Captain Vlad of the Wolf Clan in his Trial of Grievance against the saKhan. Upon Chistu's death, Khan Crichtell maneuvered to make Vlad his ally by granting him a Bloodname and partly repudiating the Rite of Abjuration that Chistu had demanded. Khan Crichtell declared that, rather than being absorbed by Clan Jade Falcon, the Wolf supremacist survivors of the Refusal War should become Clan Jade Wolf. Khan Crichtell hopes that this piece of politicking has removed at least one potential threat to the survival of the weakened Jade Falcon Clan.



PERSONALITIES

JOANNA STAR COMMANDER, JADE FALCON GUARDS

Attributes

BLD	5	(7+)
REF	4	(8+)
INT	6	(6+)
LRN	4	(8+)
CHA	3	(9+)

Characteristics

Athletic	9+
Physical	8+
Mental	8+
Social	9+

Skills

Acrobatics	4	(5+)
Blade	5	(4+)
Climbing	4	(5+)
Demolitions	1	(7+)
Gunnery/Mech	6	(2+)
Interrogation	4	(5+)
Leadership	1	(8+)
Medtech	2	(6+)
Negotiation	1	(8+)
Perception	2	(6+)
Piloting/Mech	5	(3+)
Running	2	(7+)
Small Arms	4	(4+)
Survival	3	(5+)
Swimming	3	(6+)
Tactics	4	(4+)
Technician/Mech	2	(6+)
Throwing Weapons	3	(5+)
Tracking	2	(6+)
Training	6	(3+)
Unarmed Combat	5	(4+)

Edge: 3

Preferred BattleMech: *Mad Dog*

Although she is an aging MechWarrior of undistinguished rank, Star Commander Joanna is a celebrated figure among many Jade Falcon warriors. A long-time member of the Falcon Guards, the Star Commander joined that unit shortly before its infamous defeat on Twycross. A lone Inner Sphere MechWarrior singlehandedly decimated the Falcon unit in that humiliating defeat, which haunted the Falcon Guards and the entire Jade Falcon Clan for years. Joanna, one of the few survivors of the battle, was stripped of her rank of Star Captain after the defeat and forced to fight two Trials of Refusal to gain her present rank. However, the Star Commander redeemed herself and the Falcon Guards when she killed the legendary Wolf Khan Natasha Kerensky in single combat during the recent Jade Falcon/Wolf battle on Twycross.



PERSONALITIES

MARIALLE RADICK STAR CAPTAIN, CLAN JADE WOLF

Attributes

BLD	4	(8+)
REF	6	(6+)
INT	4	(8+)
LRN	5	(7+)
CHA	4	(8+)

Characteristics

Athletic	8+
Physical	8+
Mental	9+
Social	10+

Skills

Bureaucracy	2	(8+)
Gunnery/Mech	6	(2+)
Leadership	2	(8+)
Medtech	2	(7+)
Negotiation	2	(8+)
Perception	1	(8+)
Piloting/Mech	6	(2+)
Protocol	3	(7+)
Small Arms	2	(6+)
Strategy	1	(8+)
Survival	2	(7+)
Swimming	1	(7+)
Tactics	2	(7+)
Technician/Mech	2	(7+)
Unarmed Combat	3	(5+)

Edge: 1

Preferred BattleMech: *Ferris*

As a Star Commander, Marialle Radick led Bravo Nova of the 16th Battle Cluster during the Battle of Tukayyid, downing seven ComStar 'Mechs before her *Ferris* was shot out from under her. For this valiant action, she earned a field promotion to Star Captain and was given command of the 6th Assault Cluster. An ardent Crusader, Marialle helped engineer the downfall of Ulric Kerensky, and is expected to become saKhan of Clan Jade Wolf. She is eager to use that position or any other she may achieve to propel the Jade Wolves to the forefront of the Crusader faction's political and military leadership.



PERSONALITIES

MARTHE PRYDE SAKHAN, CLAN JADE FALCON

Attributes

BLD	4	(8+)
REF	6	(6+)
INT	5	(7+)
LRN	4	(8+)
CHA	5	(7+)

Characteristics

Athletic	8+
Physical	7+
Mental	9+
Social	8+

Skills

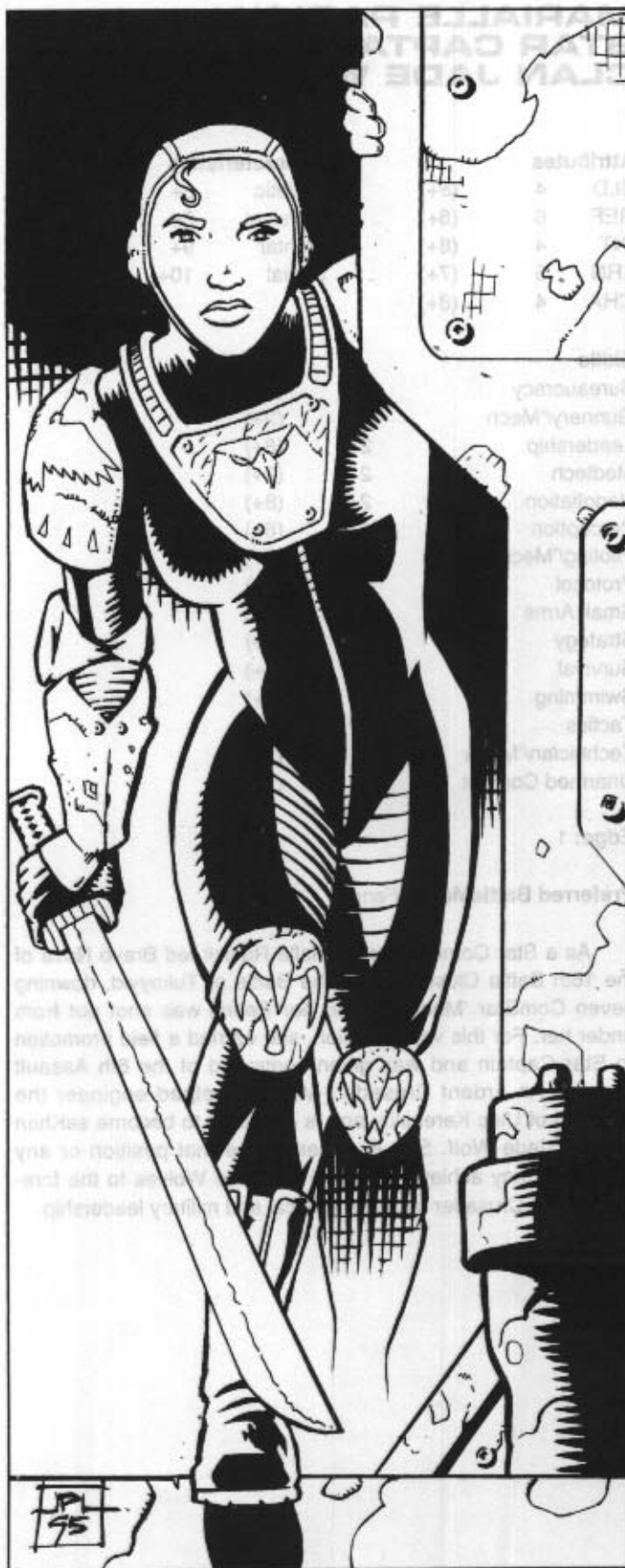
Acrobatics	3	(5+)
Blade	2	(6+)
Gunnery/Mech	6	(1+)
Interrogation	3	(5+)
Leadership	4	(4+)
Medtech	1	(8+)
Negotiation	1	(7+)
Perception	2	(7+)
Piloting/Mech	5	(2+)
Running	2	(6+)
Small Arms	3	(4+)
Strategy	2	(7+)
Survival	1	(8+)
Swimming	1	(7+)
Tactics	4	(5+)
Technician/Mech	1	(8+)
Training	2	(6+)
Unarmed Combat	4	(4+)

Edge: 2

Preferred BattleMech: *Summoner*

After the death of Vandervahn Chistu, Elias Crichell nominated Star Colonel Marthe Pryde as his choice for a new saKhan. Star Colonel Marthe Pryde has a distinguished battle record and will make a formidable Khan.

Marthe Pryde has served with distinction throughout her military career, and has led her unit to several impressive victories. Subconsciously, she continues to measure her accomplishments against those of her legendary sibling, Aidan Pryde of the Falcon Guards, whose memory still haunts her years after his death. The Star Colonel is widely respected, but rarely forms friendships even with her peers. In recent years, she has grown somewhat disenchanted with the Falcon Khans' emphasis on Byzantine political maneuvering and believes that they have subtly neglected military achievements. Pryde is determined to set the imbalance to rights by doing everything she can to re-establish her battered Clan's military prowess and prestige.



PHELAN KELL KHAN, CLAN WOLF IN EXILE

Attributes

BLD	5	(7+)
REF	5	(7+)
INT	6	(6+)
LRN	4	(8+)
CHA	4	(8+)

Characteristics

Athletic	8+
Physical	7+
Mental	8+
Social	8+

Skills

Acrobatics	5	(3+)
Bureaucracy	2	(6+)
Gunnery/Mech	6	(1+)
Leadership	5	(3+)
Medtech	2	(6+)
Negotiation	3	(5+)
Piloting/Mech	6	(1+)
Running	5	(3+)
Small Arms	3	(4+)
Strategy	3	(5+)
Survival	2	(2+)
Swimming	5	(3+)
Tactics	5	(3+)
Technician/Mech	2	(6+)
Technician/Mechanic	6	(2+)
Unarmed Combat	5	(3+)

Edge: 3

Preferred BattleMech: *Wolfhound IIC*

His capture by Clan Wolf on the Periphery planet The Rock began a radical new life for Phelan Kell. His captors at first refused to accept that this freebirth had any worth except to perform the lowliest tasks of a bondsman, but his obvious skill, intelligence, and knowledge of the Inner Sphere militaries soon brought him to the attention of Wolf Khan Ulric Kerensky, who used the young Kell Hound as an asset in order to push his Clan out ahead of the other invaders. Phelan soon proved his worth and returned to the life of MechWarrior, this time for the Clans, and with great skill and determination won a coveted Bloodname and command position.

Phelan Ward rose to the rank of Khan when Ulric Kerensky assumed the ilKhanship of the invading Clans. When Clan Jade Falcon spearheaded the effort to unseat Ulric Kerensky by accusing him of highest treason—deliberately conspiring to destroy the Clans' genetic heritage by agreeing to the truce of Tukayyid and therefore denying coming generations the opportunity to hone their fighting skills against the enemy—Ulric devised a plan to save Clan Wolf and the Inner Sphere and at the same time cripple the most rabid invading Crusader Clans. As the culmination of his plans, Ulric sent Khan Phelan, along with the best and brightest of the Wolf Wardens, warriors and other castes alike, to shelter with the Kell Hounds on their home



planet of Arc-Royal. Knowing that the Clans would strip Phelan of his rank, name and authority for running to the Inner Sphere, ilKhan Ulric used the privilege of his rank to create the Bloodname of Kell and award it to Phelan. He further charged Khan Phelan Kell with preserving the best of the Clan Wolf way and continuing to protect the Inner Sphere from the worst ravages of the Crusader Clans.

PERSONALITIES

VLAD WARD KHAN, CLAN JADE WOLF

Attributes

BLD	5	(7+)
REF	6	(6+)
INT	5	(7+)
LRN	4	(8+)
CHA	3	(9+)

Characteristics

Athletic	7+
Physical	7+
Mental	9+
Social	10+

Skills

Acrobatics	4	(3+)
Blade	2	(5+)
Bureaucracy	1	(9+)
Gunnery/Mech	6	(1+)
Interrogation	4	(6+)
Leadership	3	(7+)
Medtech	1	(8+)
Negotiation	1	(9+)
Piloting/Mech	5	(2+)
Small Arms	2	(5+)
Strategy	1	(8+)
Survival	1	(8+)
Swimming	2	(5+)
Tactics	3	(6+)
Technician/Mech	1	(8+)
Unarmed Combat	4	(3+)

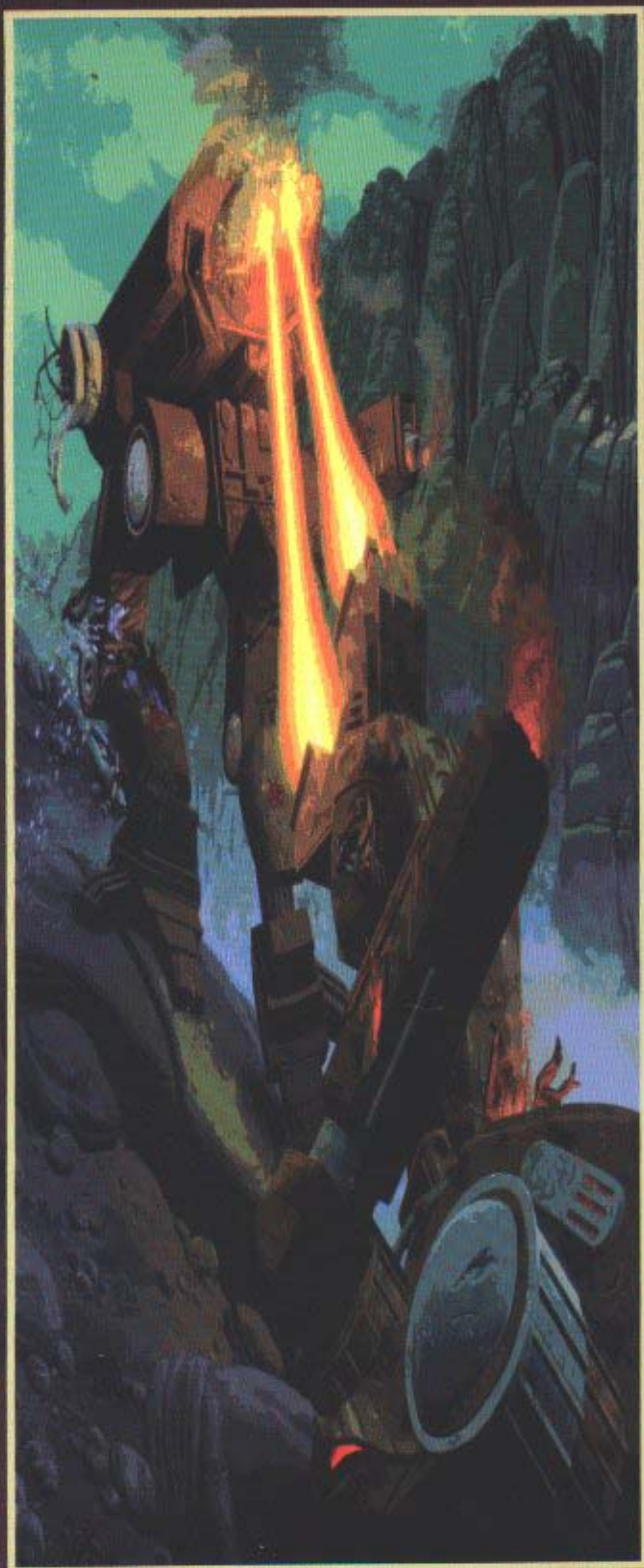
Edge: 2

Preferred BattleMech: *Timber Wolf*

An exceptional MechWarrior, Star Captain Vladimir supported the Crusader philosophy from a young age. After the Truce of Tukayyid, Vlad became the leading voice of the so-called Wolf supremacists—young Wolf MechWarriors sympathetic to the Crusader cause yet fiercely loyal to their Clan. During the five years of uneasy, forced peace between 3052 and 3057, the younger Wolf warriors' discontent with their Warden Clan leaders grew and Vlad saw an opportunity to achieve the glory he believed the Truce had denied him. Along with the late Wolf Clan Loremaster Dalk Carns and a young Star Captain named Marialle Radick, Vlad conducted a secret internal investigation of ilKhan Ulric Kerensky. That investigation resulted in charges of genocide and treason against Ulric. However, the subsequent Trial of Refusal forced Vlad to choose between allegiance to his fellow Crusaders among the Jade Falcons and allegiance to his own Clan, and Vlad fought side by side with Ulric Kerensky against the Falcon forces. He witnessed the dishonorable act of cowardice and treachery by which the Jade Falcon Khan Vandervahn Chistu killed Ulric and later retaliated by killing Khan Chistu in a Trial of Grievance. The reward for his victory was the Bloodname of Ward that he had so long coveted, a Bloodname that had once belonged to Khan Phelan Kell of the Wolf Clan in exile.



As the pre-eminent warrior among the Wolf supremacists that make up the newly christened Clan Jade Wolf, Vlad is widely expected to become that Clan's first Khan. If he attains that position, he will face the daunting task of rebuilding the Wolf military machine and maintaining control of the systems the Wolves captured during the initial invasion of the Inner Sphere. He will be aided in this enormous endeavor by his staunch belief that the Jade Wolves are the best of the Wolf Clan, exemplars of the purest Clan traditions.



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