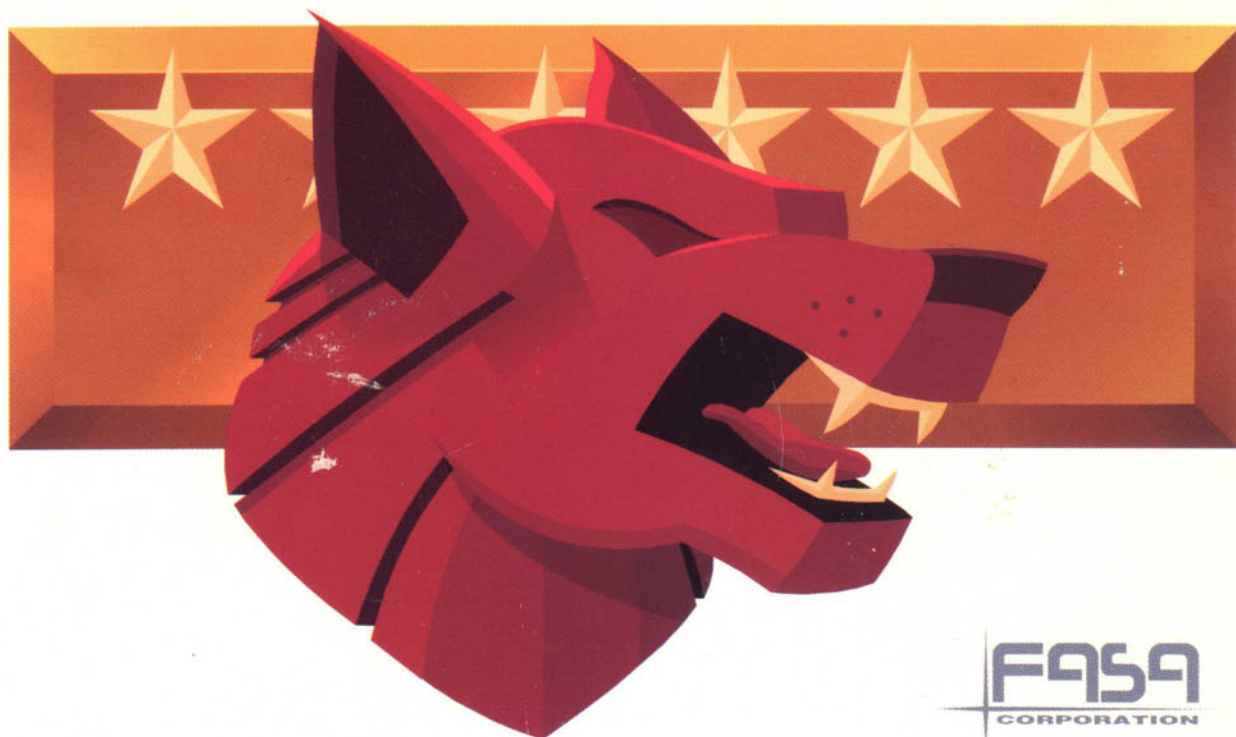


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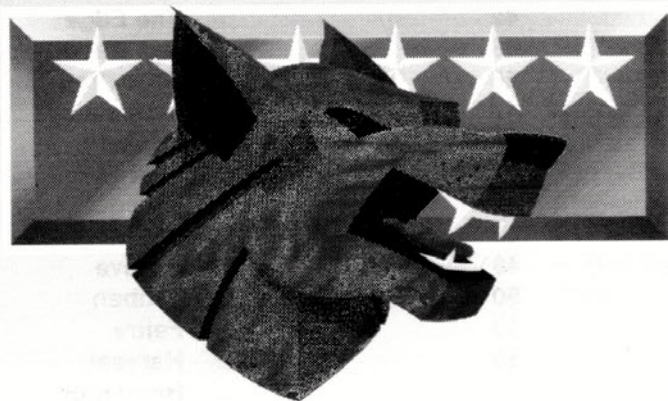
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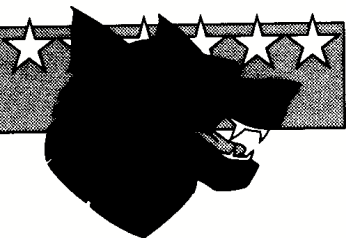
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**COMSTAR CLASSIFIED REPORT
SANCTUM LEVEL CLEARANCE
BLP-612-DTC**

FROM: Anastasius Focht, Precentor Martial of the Com Guards, Hilton Head Island, Terra
TO: Cadets of the Sandhurst Royal Military Academy, Terra
DATE: 1 December 3052

This summary of the Clans' history and Clan Wolf's military status relies heavily on personal observations and interviews, not on what military commanders would consider hard facts. Indeed, the historical account is based almost entirely on a remarkable epic poem, *The Remembrance*. Like other great epics, it tends to glorify the figures and events of the past, rather than present a historically accurate record.

The Remembrance is unique and well worth study in order to gain the fullest possible understanding of the Clans. I was fascinated by this saga from the first time I heard it quoted. It opens with the Periphery uprisings and relates in fascinating detail the events of the Amaris coup, the retaking of Terra, the final dissolution of the Star League, the Exodus, the creation of the Clans, and those final, fateful days of blood and tears on Tukayyid. *The Remembrance* is an ongoing account that is continually expanded to include contemporary events, and each Clan has a slightly different version reflecting its own opinions and experiences. All Clan warriors can quote whole verses of this marvelous epic from memory, proof of its importance to this strange and alien people. I quote from *The Remembrance* repeatedly throughout this document so that their society may be better understood. All quotes are from the Clan Wolf version of the poem unless otherwise noted.

I met with the Oathmasters and Loremasters of several Clans, who were willing to explain *The Remembrance* and supply additional information about Clan society and mores. I also met and spent many hours with key leaders of Clan Wolf and other Clans, both interviewing and observing them, gaining valuable insight into their characters and society. My aides and I have also reviewed hundreds of reports filed from the Wolf Occupation Zone. The fairest and most accurate overview possible of Clan Wolf, the preeminent Clan and standard-bearer of Kerensky's legacy, is the result of this research.

ComStar cadets must study well what is written here. Clan Wolf, because of its influence among the other Clans, continues to be the greatest threat and greatest opportunity our Blessed Order has ever faced. Three years ago they descended upon the Inner Sphere like Fate's hammer and threatened to shatter the world as we knew it, including our Blessed Order. Instead of destroying us, they struck away centuries of misguided beliefs and assumptions to expose the bright and shining center of Blake's true message. They returned us to a clear vision of our purpose in life, but the cost of our awakening still stains the surface of Tukayyid. The countless blackened hulks of destroyed BattleMechs lie as mute reminders of the days when the ilKhan and I played with human lives as if they were chess pieces on a game board. Another such holocaust must be avoided at all cost.

So learn well, future marshals of Blake. In fifteen years the shackles we put on the Clans at Tukayyid will be broken.





HISTORY OF THE CLANS





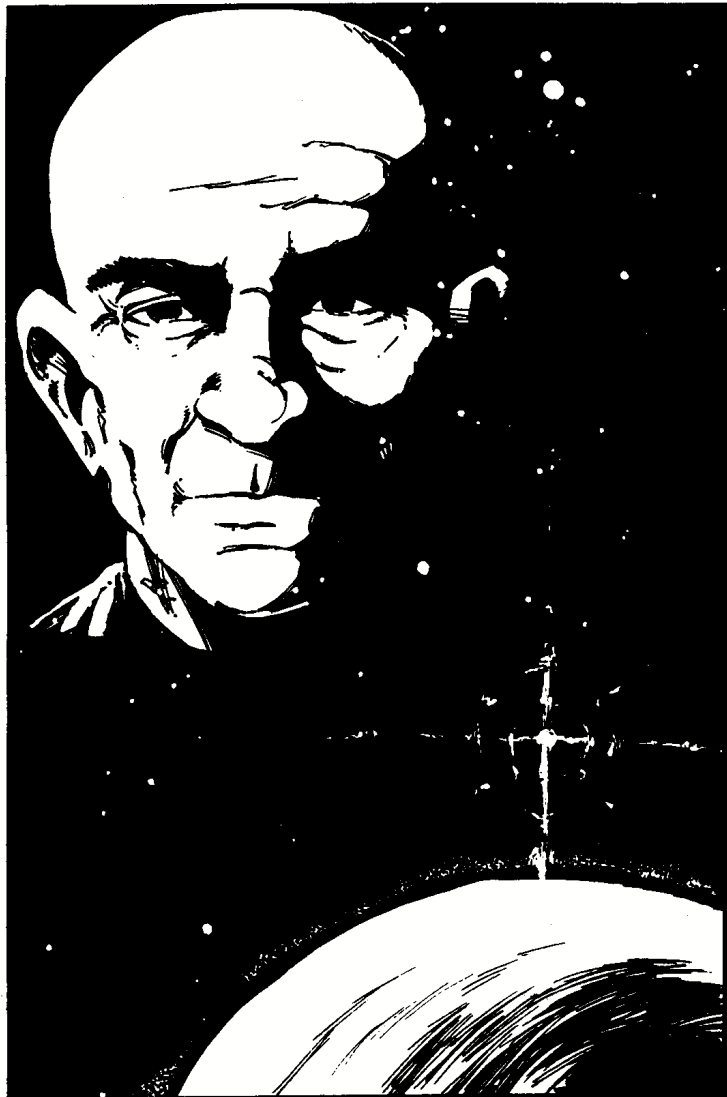


E X O D U S

*Where nature's laws threatened the weary;
When food, water, even air itself ran low,
It took just a command, a word, a smile,
From the General to light the way.
He was comfort, stern courage, compassion
To our sires as he led them from the fires
That grew and fed on those they left behind.*

—*The Remembrance*, Passage 2, Verse 14, Lines 18–24

Whether General Kerensky knew where he was leading the Exodus when he left the Inner Sphere is one of the questions historians have tried to answer for the past two and a half centuries. Information gleaned from my studies of Clan Wolf make it obvious that General Kerensky had only a vague sense of his destination. Data from the computers of the Star League Astrological Mapping Corps were downloaded to the flagship *McKenna's Pride* in preparation for the Exodus, and the original Star League map and chart files were destroyed. The general may have had only a rough idea of his destination, but he made sure that no one from the Inner Sphere could track him and his followers.



The Inner Sphere has dissected and reassembled the life of General Aleksandr Kerensky countless times. Despite all this interest, several crucial facts about his private life have remained unknown until now. At the outset of the Exodus, the general stunned everyone by announcing that he had a wife, Katyusha, and two sons, Nicholas and Andery. According to Wolf Loremasters, Aleksandr had been married for more than 17 years before the Exodus began, but kept the identity of his wife and children secret to shield them from the political intrigues that swirled around him. During the Amaris regime, their anonymity saved them from possible harm by the lunatic leader and his cutthroats.

General Kerensky mounted an assault on Moscow in 2777, during the initial stages of Terra's liberation, in order to rescue his wife and her underground rebel cell. He kept their identities concealed even after Terra's liberation to protect them from the spies of the House Lords. Once the Exodus was underway, however, Katyusha and the two boys took their rightful places alongside the general.

Kerensky was strong and dynamic during the Exodus, shuttling between ships as much as possible to address his followers during the layovers between jumps. He made sure that each man and woman understood the ideals of the Star League. He explained why those ideals were best served by the Exodus rather than by staying and trying to force the House Lords into submission.

The fleet explored new worlds, taking consumable supplies (oxygen, water, and foodstuffs) on board when available. Kerensky changed course many times to discourage pursuit. He also sent ships out to jettison garbage and other debris in randomly chosen star systems to confuse any pursuers. As our own ROM Explorers can attest, the general's precautions were extremely effective.

Over the course of that first uncertain year, the strain and stress of the Exodus began to take its toll despite Kerensky's efforts to maintain unity. The most blatant challenge to his authority came nine months into the Exodus, when the crews and passengers of nine warships mutinied. Led by the officers of the *Prinz Eugen*, a Texas Class battleship, the group refused to continue on with the rest of the fleet, choosing instead to return to the Inner Sphere.

The general formed a task force and went after the mutineers, ordering them to surrender unconditionally. They refused, and so the general ordered his task force into action against the rebels. Kerensky's marines captured the *Prinz Eugen* in a daring boarding action, and the rest of the vessels quickly surrendered. A quick trial was held at the jump point, and all officers at or above the rank of captain were summarily executed.

Clan sources do not record the names of those executed. Research into our own records reveals that the leader of the revolt was probably Major General Wilbur Braso, a highly respected officer of Cameron blood, albeit a distant relation to the First Lord's line.

HIDDEN HOPE

*The just deaths of the traitors frightened some
There among the darkness and alien stars.
A few lost heart and began with quavering resolve
To question the Great Father's plan.
With stern compassion he spoke and all was revealed;
How their destiny was the Hidden Hope
Of all mankind and how their sons' sons
Would one day return to the Inner Sphere
Bringing back the enlightenment of the Star League
To those unfortunates they had left behind.
Such was their right, such is our legacy of blood.*
—*The Remembrance*, Passage 3, Verse 22, Lines 1–11

The *Prinz Eugen* incident further lowered the morale of the fleet. The mutiny itself was shocking, but the general's swift execution of the ringleaders was not accepted without question. Kerensky's actions made it clear that he considered himself not only the fleet's commander, but also its ruler. Many began to suspect that Kerensky did not have a final destination for the fleet, openly questioning his authority and the decision to leave the Inner Sphere.

In order to quell the growing dissent, Kerensky published General Order 137. This document is etched just above eye level into the Common Room walls of every Clan ship. It is Kerensky's justification for the execution of the *Prinz Eugen* mutineers, the need to maintain discipline, and the harsh penalties for failure to obey orders or in any other way hinder "the smooth functioning of this emergency operation." His formal yet eloquent statement of goals for himself and those who followed him made this more than just a cold warning. General Order 137 expressed what became known as the Hidden Hope Doctrine.

In the general's own words:

Return to the Inner Sphere is impossible for us. Our heritage and our convictions are different from those we left behind. The greed of the five Great Houses and the Council Lords is a disease that can only be burned away by the passing of decades, even centuries. And though the fighting may seem to slow, or even cease, it will erupt again as long as there are powerful men to covet one another's wealth. We shall live apart, conserving all the good of the Star League and ridding ourselves of the bad, so that when we return, and return we shall, our shining moral character will be as much our shield as our BattleMechs and fighters.

His prophecy proved chillingly accurate in light of the destructive Succession Wars the Inner Sphere endured.

Kerensky's order apparently served to renew his followers' resolve to continue the journey. How it quelled the swelling discontent is uncertain. Perhaps the dissenters' devotion to the general allowed them to forgive his harshness in hope that his words would prove true. The Jade Falcon *Remembrance* hints that the general had spies in the Inner Sphere who were already relaying information that illustrated just how pointless return would have been.

A NEW BEGINNING

The ships of the Exodus traveled through barren star systems for another month without further incident, but the general must have realized by this time that unless he called an end to their journey soon, his followers would become truly desperate. The fleet, now more than 1,300 light years away from Terra, arrived at a cluster of five marginally habitable star systems. The systems lay less than one jump apart and only a few jumps away from a large globular cluster. A thick dust-nebula they soon christened Kerensky's Cloak hid them from the Inner Sphere. Short supplies and short tempers prompted Kerensky to announce that the fleet had reached its destination. The date, 24 August 2786, is still celebrated by the Clans as Founding Day.

The five worlds they colonized, Arcadia, Babylon, Circe, Dagda, and Eden, were dubbed the Pentagon because of their nearly five-pointed arrangement. The planets were hostile: three hosted microbes that manifested in hideous forms on human hosts, while the other two had only marginally viable ecosystems. The members of the Exodus nevertheless willingly set up camps and began to colonize the five worlds.

General Kerensky and his second-in-command, General Aaron DeChevilier, realized during their 21-month journey that their people lacked the cross-section of skills necessary to colonize new worlds. Overloaded with soldiers and military technicians and lacking experienced farmers and a manual-labor force, Kerensky knew that his new society required more members able to handle the non-military aspects of a community. Ironically, the Inner Sphere would face just the opposite problem in the years ahead: a lack of military technicians to fight the long Succession Wars.

Five months after the colonization began, warships intercepted a Rim World merchant JumpShip that was hopelessly off course. The vessel attempted to flee, but surrendered when boarded. The merchant vessel's crew unwillingly joined Kerensky and served as the seed from which would grow the merchants and laborers of Kerensky's new society. Interviews with the crew and information extracted from the ship's computer plainly showed that the general's grim prophecies were already coming true. The Inner Sphere's slide into destructive conflict was accelerating. Many of the Exodus felt more isolated than ever, and allowed General Kerensky great latitude in reshaping their society.

The general's answer to the glut of warriors was obvious but subtle. He ordered a controlled demobilization of 75 percent of armed personnel. The mustering-out was not arbitrary, however. Kerensky introduced a rigorous series of tests that everyone from the lowliest private to the highest general had to face. The tests left only the top soldiers in uniform. Those who failed were given another series of tests to determine where he or she would best fit in the new order. The use of tests was a shrewd move on the general's part, because those who tested out of the military could not blame anyone but themselves.



The demobilization program resulted in a surplus of military hardware. Huge storage caches were constructed to prevent the material from falling into unauthorized hands. *The Remembrance* refers to these depots as "Brian Caches," an obvious reference to the Star League's Castle Brians. These caches were strongly fortified and guarded by the most loyal troops of the Regular Army. Excess naval vessels were mothballed in orbit around distant planets or moons in each inhabited star system.

General Kerensky's remarkable vision not only foresaw the coming of the Succession Wars, but also the resulting loss of information and technology. In the Inner Sphere, only our Blessed Order was able to preserve this knowledge. In order to prevent this kind of loss among the new colony worlds, he ordered vast libraries of information to be created and stored in the caches. Everyone with technical or scientific skill recorded his knowledge for these libraries as quickly as possible, even when it meant neglecting important expeditions and projects.

The active naval vessels explored the nearby globular cluster that *The Remembrance* calls "The Kerensky Cluster" or "The Stars of the Protector." Many of the demobilized troops found a place in the Explorer Corps, a quasi-military organization whose sole aim was to explore and exploit the cluster worlds. The best worlds were colonized. Katyusha Kerensky named the most promising world in the cluster Strana Mechty, Russian for "Land of Dreams."

Though no maps or star charts were made available to me during my stay with the Clans, I was still able to learn the names of some of the other worlds discovered in the cluster. They include Ironhold, Shadow, Hector, Gatekeeper, Brim, and Roche. Most of these worlds supported only small farming and mining communities at first. The worlds of the Pentagon remained the centers of development and continue as the heart of Clan society today.

Within a few years, the people of the Exodus had conquered their environments and overcome their lack of civilian skills to become fully functioning societies with individual economies and cultures. The makeshift camps grew into small cities. Each planet's economy became self-sufficient, no longer relying on others to supply food and shelter. All the newly settled worlds boasted light industry, and heavy industry was developing quickly.

General Kerensky was the guiding force behind the progress. Once again taking the title of Protector of the Star League, he led a provisional government that oversaw the five planetary governments. The few references to the general's government call it the Exodus Planetary Council. Some Loremasters refer to it as "The Star League in Exile" as a reminder of their origins and future. As head of the government, the general encouraged large families by offering generous incentives of goods and land. He sought to expand the population base beyond chance decimation by any natural force such as disease. A large population would also have both the training and size to respond to any challenge or threat.

For a time, the Star League in Exile appeared to be a stunning success. The strong, united people were free and eager to pursue whatever course their beloved leader suggested. Sadly, the plague of war racing through the Inner Sphere would soon stir hatreds thought forgotten.

TIME OF DARKNESS

*The rebels, heeding neither strength nor sense,
Cowardly ambushed noble DeChevilier.
Although he fought like a lion, he died
And with his death came the clouds, and reason fled
Like a winter sun's feeble evening light
Above hopeless Eden and wicked Babylon.*

—*The Remembrance*, Passage 8, Verse 36, Lines 51–56

Despite the efforts of General Kerensky and his staff, it gradually became obvious that all was not right. Discontent among the civilians grew from grumbling about a lack of once-cherished luxuries to full-scale rioting on all five Pentagon worlds. The problem seemed linked to the resentment of demobilized soldiers who could not accept their new roles in society. To be treated as just another civilian was not the reward they thought they deserved for their faithful service to the general. These malcontents agitated for the creation of planetary militias in which they felt they would regain pride in their place in society.

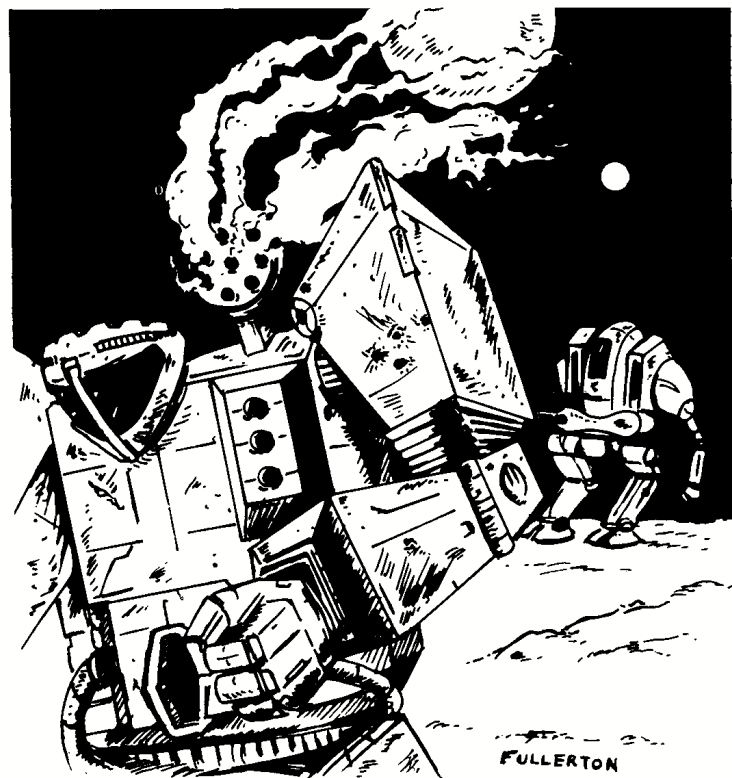
Other tensions rose from cultural differences. The population accepted the concept of a unified world view, but cultural differences began reasserting themselves when demobilization broke up the artificial military culture. All the Pentagon worlds became caught up in the unrest because the political and cultural divisions (Hegemony, Capellan, Lyrans, Federated, Combine, and League) reemerged after colonies became established. People of common backgrounds gravitated together and eventually began to view those from other societies with increasing suspicion and bigotry. The globular-cluster colonies did not suffer these problems as severely because they were settled by relatively homogeneous groups. They were also too busy trying to survive to be concerned about past loyalties.

Eden's advanced industry and large population centers made the planet a natural focal point for the growing tensions. *The Remembrance* refers to Eden as "the Garden where the seeds/Of our downfall and birth were sheltered." Most of Eden's population had been raised in the Federated Suns or the Capellan Confederation, two societies not known for mutual cooperation.

Tensions between the colonists on Eden reached the boiling point 15 years after their arrival at the Pentagon. At first the violence was limited to local riots and minor clashes between villages, but it escalated steadily, even in the face of harsh punishment from the planetary government. After months of bloody, but still sporadic fighting, full-scale rebellion broke out. Several Liao settlements led the fighting, declaring independence and mounting an attack on one of the caches in order to arm themselves with BattleMechs and other weapons.

General Kerensky sent General DeChevilier and a detachment of troops to put down the rebellion. During the firefight, General DeChevilier was killed in his BattleMech by a fluke rebel hit from a hand-carried missile system. The cache was intact, but the loss of his closest aide and friend was a heavy price for the aging Kerensky to pay.

By any standards, the general's response to DeChevilier's death was brutal. Citing General Order 137, he ordered the



execution of all rebels, ignoring any legal concerns. Whole settlements were razed and their remaining populations dispersed in what became known as the DeChevilier Massacre. However, instead of preventing further trouble, this overreaction only sowed the seeds of further resentment against General Kerensky and the standing military.

On Babylon, rioting broke out between citizens of Combine and Lyrion heritage. Attacks against Exodus government facilities on Arcadia, Circe, and Dagda became common. With blood on their hands from the DeChevilier Massacre, the Regular Army tried to regain moral high ground by obeying orders to quell the violence in an even-handed manner using a minimum of force. Unfortunately, BattleMechs are not effective riot-control vehicles. A 'Mech cannot control a crowd without fatalities, so the military's attempts to back off from the level of violence seen in the massacre were unsuccessful. The rioting and attacks continued and news of more massacres was widely publicized. Before long, the military and the Exodus government were universally despised.

Eden erupted in all-out civil war between former Liao and Davion citizens. On other worlds, rebels successfully secured arms and weapons from military depots and caches. Soon, private armies staffed with soldiers who had been mustered out of the Regular Army controlled key towns and cities on all five worlds.

General Kerensky, by now more than a hundred years old, had been kept alive only by pushing the limits of Star League medical technology. Deprived of his closest friend and his wife, who had died five years earlier from a mysterious fever, the burden of

fighting another civil war proved too heavy. While preparing plans for a campaign to secure Eden, General Kerensky suffered a massive heart attack and died at his command post. Most people reacted to the news of the general's passing by igniting further civil unrest rather than mourning.

With both Kerensky and DeChevilier dead, the military was crippled. The general's designated successor was his son Nicholas, then in command of the 146th Royal BattleMech Division. Though he had the support of most of the Navy and the military units garrisoning the cluster colonies (no more than one or two regiments per colony), the division commanders on the five Pentagon worlds unexpectedly rejected him as a leader, citing his lack of active command experience. In a situation that oddly parallels the start of the Succession Wars, each division commander pressed his claim to take command of the government, just as the Lords of the Inner Sphere sparked the first Succession War. Within a few months, each of the five planets was divided into enclaves of rebellious citizens and armed troops. The situation was ripe for someone to trigger all-out war.

The 146th did not mobilize to enforce Nicholas' right of command. When his officers urged Nicholas to press his claim, he referred to the writings of his father, saying that "individuals stricken with greed, envy, and avarice hiding behind false patriotism and justice cannot be made to change: they must either burn the sickness out of their lives with years of futile fighting, or die a senseless death, as all fools do."

The young Kerensky saw that the eventual salvation of his people and the preservation of his father's ideals were far more important than fighting a "political squabble." Thus did Nicholas call for his own "Exodus" to the cluster world of Strana Mechty. Kerensky knew that he must save the civilians and scientists so vital to the survival of his people. He issued pleas through the media of all five planets, urging them to join him. For several tense weeks, loyal Navy ships collected those willing to flee, often under the guns of what were now enemy units. The last ship leaving for the cluster marked the exodus of almost 25 percent of the civilian population, including most of the scientific community.

Full-scale wars erupted on all five worlds within three weeks of Nicholas' Exodus. Passage after passage of *The Remembrance* describes battles that wiped out entire populations. The land was ravaged by the soldiers once considered the best humanity had to offer. Military units loyal to Nicholas resolutely stayed in the cluster, impervious to pleas for assistance, no matter how compelling or desperate. When the Navy withdrew to the cluster, communication between the Pentagon worlds quickly broke down. Yet the fighting continued.

This period of unrelenting violence, called the "Exodus Civil Wars," lasted for almost two decades. The men and women on the Pentagon worlds pounded each other back into barbarism. By the time the civil wars finally ended, most technology was destroyed and the harsh environments, once controlled, were killing those few who survived the manmade holocaust.

In stark contrast, Nicholas Kerensky and his followers thrived on Strana Mechty and the other cluster worlds, furthering the technology their brothers and sisters had abandoned in pursuit of pointless battles and foolish wars. Nicholas bided his time.



BIRTH OF THE CLAN

*From Kerensky's Stars came the Eight Hundred
Beneath a banner of Truth and Righteous Light
To lift up those who had suffered and to smite down
With fearful vengeance those who had ruled
In the name of Vanity or Greed.
The thunder of their BattleMechs' feet, the lightning
From their weapons, and the blood spilled in their name
Created the Clan Spirit, the forge upon which
We have fashioned ourselves to be the weapon
Of the resurrected Star League,
Honed to a razor's edge by the Trials,
By The Remembrance, and by the Words
Of the Great Kerenskys, our sires, our saviors.
—The Remembrance, Passage 98, Verse 24, Lines 8–20*

ORIGINS

Nicholas planned the retaking of the Pentagon worlds for 20 years. While he waited, aided by Jennifer Winson, his wife and most trusted confidant, he moved to rid his supporters of the "last vestiges of that contaminated society that gave us such woe." Central to his plan was the complete and total reorganization of his military.

He declared the traditions of the Regular Army hopelessly tainted by its sinful past. He organized his strike force of 800 into 20 "Clans" of 40 warriors each. Gone were the lances, companies, battalions, and regiments favored by the Star League. As their base, the Clans used "Stars" of five MechWarriors each. Two Stars formed a Binary, and four Binaries formed a Cluster. Each Clan was a Cluster, and several Clusters formed a Galaxy. The most reliable evidence indicates that this germinal force contained five Galaxies, but conflicting records place the numbers at three to seven Galaxies. The original 800 warriors proved crucial to the final form of the Clan structure. Star League ranks, and every other aspect of that army glorifying the individual, were replaced by an organization stressing ongoing testing. The new order also stressed that each Clan was a family, a society unto itself. Using BattleMechs from caches on Strana Mechty, Nicholas equipped and trained his army according to his vision.

When the newly formed Clans finally returned to the worlds of the Pentagon, they found a nightmare situation. From the descriptions of the Loremasters and the intelligence holotapes taken by Nicholas' forces, it is clear that the Exodus Civil War was far more devastating than any of our Succession Wars. The soldiers who survived faced the Clans in barely functional 'Mechs. Even though the rebels on each of the five worlds had numerical

NICHOLAS KERENSKY, THE MAN

I admit to a certain fascination with Nicholas Kerensky, not as an historical figure, but as a man. What was it like for him as a child, to deny his heritage under the shadow of Amaris' cutthroats? How did he deal with people looking to his father as a god? What force drove him to develop the whole of Clan culture?

That Aleksandr Kerensky singlehandedly preserved the Star League is a fact. That he was revered as a god is also a fact; one needs only look through *The Remembrance* to recognize that. However, what is also plain is that Nicholas believed in his father's superiority just as fervently. It must have been hard for him to live in the shadow of such a man. Most boys feel the need to impress their fathers. But how could a boy impress someone like Aleksandr Kerensky, who had accomplished more than any other man in history? It is amazing that Nicholas Kerensky managed to move out of the shadow cast by his father to cast his own upon the face of history. At what personal cost was he able to do this?

I am disturbed by another, darker side to Nicholas Kerensky. He was raised during the Amaris occupation of the Hegemony, but in the fragments of his personal writings I have reviewed, Nicholas Kerensky never does more than hint at the atrocities he witnessed on Terra. These images of brutality, torture, and calamity must have scarred the mind of the young boy. Though I am certainly no psychiatrist, the absence of any record of these experiences leads me to believe that Nicholas Kerensky repressed what he saw.

During the first chaotic years on the Pentagon worlds, Nicholas contracted the same brain fever that killed his mother. For two weeks, he burned with an illness known to cause extensive brain damage in most of its victims, yet he survived.

Given everything he was exposed to in his life, the Clans and the new society devised by Nicholas Kerensky appear to be inspired attempts on his part to forever banish the demons of the society that had so traumatized his life. The trials by combat are honorable and do not allow "ganging up" on an enemy, reflecting Nicholas' bitterness over how DeChevillier and his brother Andery had died. There is no way of knowing if the fever damaged his brain, no way to tell how much of what he created was genius and how much was madness.

As I write this report, I continue to wonder if Nicholas Kerensky was the genius that the Clansmen worship or a raving madman tormented by a life that offered no escape. I doubt that we will ever know the truth. One thing is clear, however. Because Nicholas Kerensky created the Clans, every person in the Inner Sphere may someday curse his name.

—From the journal of Anastasius Focht, 22 December 3050

superiority, the firepower and reliability of the Clan BattleMechs won the day. Battles were bitterly fought, and many Clan warriors died. Nicholas Kerensky suffered personal losses. In the final battle for Eden, his younger brother Andery was ambushed and killed by five rebel BattleMechs. Within a year, however, the Pentagon worlds were beaten and forced to acknowledge the supremacy of Nicholas and his Clans.

Many of the survivors hailed Nicholas as savior. His physical appearance, strikingly similar to his father's, added to his mystique. The supplies he distributed freely saved countless lives. The survivors were so grateful to him and so unbalanced by the events of the past 20 years, that they virtually worshipped Nicholas. In fact, they often hailed him as his father, a mistake Nicholas seemed reluctant to correct.

The Exodus Civil War took a tremendous toll on the populations of the Pentagon worlds. A census taken soon after Nicholas' invasion found that the survivors numbered less than half the population of General Kerensky's Exodus. The war had cost millions of lives.



CLAN SOCIETY

*Five, Nicholas proclaimed, was the foundation
Upon which our true society was to be built.
Laborers to till the land, to do the tasks:
They shall have our undying gratitude,
For they are the muscle behind us all.
Merchants to buy and sell with fairness:
They shall have our commerce and respect,
For they are the bones upon which we are built.
Technicians to build and fix the machines:
They shall have our admiration,
For they are the fingers with which we grasp life.
Scientists to create and discover:
They shall have our awe and our attention,
For they are the mind of our society.
And above all, the Warriors who protect:
They shall have our cooperation and worship,
For they are the blood and soul of us all.*

—*The Remembrance*, Passage 67, Verse 26, Lines 21–37

Nicholas' new order carried his father's words to an extreme. He gave his father's Hidden Hope Doctrine to the survivors once again, admonishing them to grow, mature, and eliminate the greed that had caused them so much misery. He promised that one day their great-grandchildren, united and strong, would return to the Inner Sphere and restore the Star League. He said:

But the first step on that road is to devote our efforts toward personal and Clan growth. We must destroy our greed and false patriotism when building the Clans. We will purge our old ideals and ethics; those belong to the corrupt stars of the Inner Sphere, and will not serve as we begin anew. Now, while our minds are open and yearning for new insight, we must remold them and fill them with the truth of our destiny. For we are destined to be not only different from those we left behind, but better. My father knew this, and saved us from the holocaust of the Inner Sphere. I accept it as truth, and have returned to lead you, the survivors of this most bitter trial. I am certain that, in our heart of hearts, we all realize our vital importance to the future of all humanity.

True to his word, Nicholas began to purge all vestiges of the Inner Sphere and the old ways. One of his first actions was to scatter the survivors of the Exodus Civil War, relocating them among the Pentagon and cluster worlds to make certain that old affiliations to Inner Sphere societies would not be revived. He formally outlawed any loyalties outside the Clans. He erased all mention of prior residence or lineage from every personal record, replacing them with Clan affiliation and current residence. Every survivor, civilian and military alike, was assigned to one of the 20 Clans. Public mention of the Inner Sphere, except to criticize it, was made a punishable offense.

What is amazing is not the lengths to which Nicholas went in shaping his new society; other despots have gone just as far. What made his efforts unique was the absolute lack of resistance, a sure sign that the Exodus Civil War was fully as traumatic as *The Remembrance* reports. The survivors were willing to do anything to avoid a repetition of the war's devastation. Even taking that into account, it is difficult to understand these peoples' blind accep-



tance of Nicholas' new order. They were brothers and sisters to our own ancestors 250 years ago, yet have been tempered by a stronger flame. Now they are so utterly alien that it is hard to accept that they are human. They are still our brothers and sisters, but hardened to a point that we fear even in our nightmares.

Nicholas strengthened the warriors of the Clans with edicts based on the writings of his father, which he gave his own unique interpretation. Nicholas imposed many rules derived from such works as *A Primer of Tactics and Strategy* and *Applied Concepts of Attack and Defense*, both written by his father. The general's *Twelve Principles of Command* seems to be the basis of the Clans' internal bidding process for tests of combat, and General Order 137 is the basis for Clan justice. These edicts are written and presented in a way that more resembles divine revelation than orders from a commanding officer. Nicholas seems to have adopted this tone deliberately; he was trying to instill in his people a sense of religious devotion toward the Clans.

Nicholas believed that unless the Clans were fully functional and firmly established before he died, they would revert back to the old, corrupt ways upon his death. He realized that 800 Clan warriors was not enough to fulfill his goals, nor would normal birth rates expand their number quickly enough. Nicholas needed a way to accelerate the growth of his new society.

For civilians, Nicholas instituted an ambitious breeding program that gave each Clan the right to arrange mandatory marriages within trades, such as merchant with merchant or laborer with laborer. He also mandated the number of children each match could produce. The children of these marriages were eligible for only a narrow range of professions, based upon their parents' trade, but only if they tested successfully; those who failed were sent to a lower trade, or "caste." Occasionally, a child tested so well that he was placed in a higher caste. These exceptional offspring are infrequent, but are considered vital to the quality of the gene pool. Within a few years, Nicholas swept aside the concepts of marriage for love and free choice of jobs, replacing them with arranged marriages and a rigid caste system.

If the civilians chafed under the new rules and regulations governing their lives, they could still be thankful they were not members of the warrior caste. Nicholas envisioned his warriors as the true standard—bearers of their Star League heritage—but knew that all his efforts would come to nothing if their number could not be quickly increased. Before returning to the Pentagon worlds, he spent long hours consulting with his scientists. On the eve of their departure, he announced that as warrior offspring were to carry on the legacy of the Star League, they must be brought forth into the universe as quickly as possible. The warriors were required to donate genetic materials to what can only be described as baby factories. A systematic eugenics program placed sperm and ova in artificial wombs, called "canisters" or "iron wombs" by Clan warriors, and produced a new generation selected and bred to be superior to the previous one.

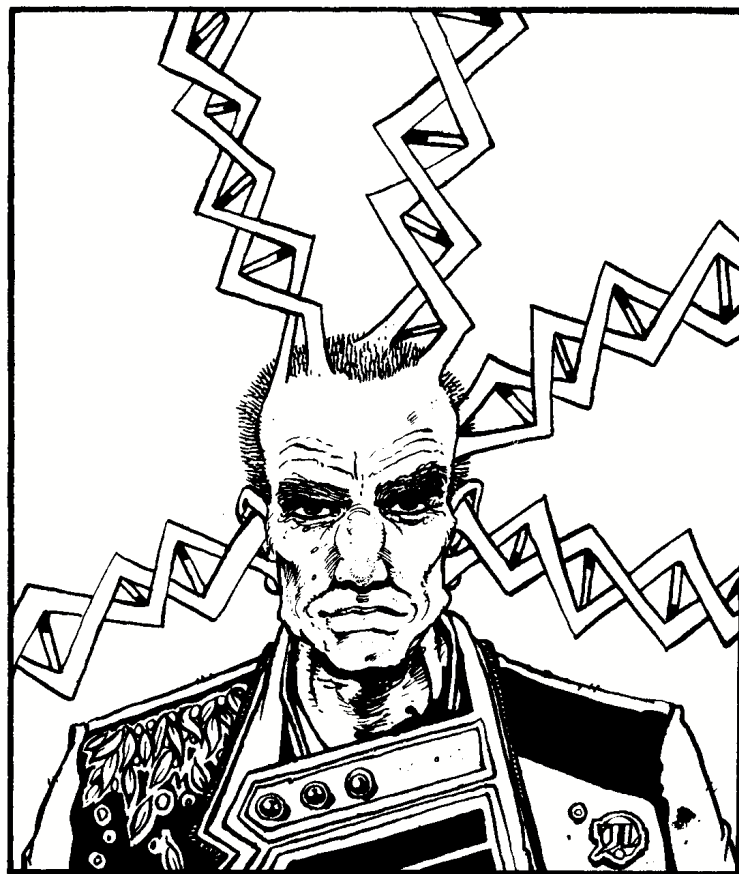
Using this process, the scientists produced 20 children per birthing from the genetic material of one pair. Following Nicholas' directives, the pair's Clan then raised this "sibko" (sibling company), using continual testing and education to weed out those not fit for the warrior caste. New generations were produced in this fashion every ten years, creating thousands of new Clan warriors and adding to

the ranks of the citizenry. Though Nicholas was careful to state that the motive of this forced breeding program was to enable the Clans' return to the Inner Sphere, he must also have been trying to produce sufficient warriors to control any future unrest.

Another reliable source indicates that most of what I have reported concerning the warrior caste system is of questionable accuracy. My source indicated that it was formed from only 600, not 800, warriors, and that a typical sibko consists of 100 sibkin, not 20. Sibkin are also not necessarily genetically related. My source recently died under questionable circumstances, so I may never discover the truth about the warrior caste.

Sibko children face continual testing of their abilities. On the average, fewer than one-tenth of any given sibko actually become warriors. Those who cannot pass the testing are assigned to one of the lower castes, as their talents dictate. An unspoken but obvious goal of the eugenics program is the removal of "tainted" genes. Nicholas determined that anyone who remained on the Pentagon worlds during the Exodus Civil War was suspect, and so that person's genes would not be passed on. By limiting the number of "freebirths" (uncontrolled births) among the descendants of these families, and by favoring the descendants of loyal warriors who entered the lower castes, the program eventually included only the genetic legacy of those followers Nicholas deemed unquestionably loyal: 800 warriors and 600 civilian families.

Five castes make up the structure of Clan society: warrior, scientist, merchant, technician, and laborer. A sixth caste, called the dark, or bandit, caste, exists unofficially for those who cannot or will not fit into mainstream society. Each caste has myriad sub-castes based on specialties within a professional field.



WARRIOR CASTE

Warriors are obviously the most powerful caste. The vast majority of warriors proudly trace their lineage directly to the 800 Bloodnamed. Each looks like the product of the genetic breeding program. Clan MechWarriors are robust, with lightning-quick reflexes and quicker intelligence. Fighter pilots are thin, their heads disproportionately large and with far-seeing eyes. Elementals, the Clan infantry, are huge, unusually strong soldiers possessed of grace and speed far exceeding what is expected of people of such intimidating size.

The warrior caste's eugenics program is a completely alien means of reproduction. It seems cold and analytical, making no allowance for the passion and love we consider necessary to a full life. Warriors, however, gain great comfort and strength from their sense of belonging to the sibko, and from their unbroken lineage to Kerensky's 800. Each warrior's lineage is recorded in his codex, a copy of which is electronically stored in a band worn on his right forearm. A warrior's career, from his first sibko test to his dying oath, is recorded by the codex and analyzed by his Clan. If a warrior's deeds are judged worthy, his genetic material helps create the next generation. Failure means the termination of his or her line. It is little wonder that the drive to excel overshadows all other considerations.

Seldom do freebirths, those not born from the eugenics program, win a chance to join the warrior caste. Those who do are usually consigned to garrison and paramilitary police units, with little hope of advancing to a level where their genes would be incorporated into the warrior pool. This disregard for freebirth warriors may be changing. The growing responsibility given freebirth warriors in recent decades is best exemplified by Jaime and Joshua Wolf's command of the Wolf Dragoons.

SCIENTIST CASTE

The scientist caste has two responsibilities: continued technological development and genetic control of the population. The warriors' eugenics program naturally occupies a place of prime importance in their work. Assignment to the scientist caste is considered a high honor for civilians because it literally holds the future of the Clans in its hands. This caste is also responsible for educating and testing all freebirths.

MERCHANT CASTE

The merchant caste is powerful because it controls all commerce within the Clans. The merchants' economic power is held in check by the warrior caste's monopoly over JumpShip travel. Though merchants own their own vessels, explicit laws require that all vessels carry warriors for protection. Long journeys are allowed only with a naval escort. This arrangement effectively prevents merchants from gaining too much power. The merchants still feel free, however, to indirectly criticize the warrior caste for the way the merchant caste's affairs are handled. Indeed, many suggest that the impetus for the invasion of the Inner Sphere originated in the merchant caste, which was eager to pursue new monetary endeavors. The merchants are the most rebellious of the lower castes, though some have suffered severe punishment for their protests. The Clan Widowmaker merchants, for example, precipitated an internal dispute with the warrior caste that ultimately led to the whole Clan's annihilation. This is described more fully in the next chapter.

TECHNICIAN CASTE

The technician caste is less defined than the others. In general, a member of the technician caste is responsible for the upkeep, repair, and operation of complicated equipment, including everything from a cyclotron to an agribot to a BattleMech. In fact, a technician's status in Clan society is directly related to the caste he is supporting. Thus, technicians assigned as support for a BattleMech Star are much higher in status than technicians assigned to maintain agribots, even though the two groups possess the same skills.

LABORER CASTE

The laborer caste is both the largest and lowest-level caste in the official Clan hierarchy. This caste farms the fields, operates the factories, and provides all basic services. In short, it is composed of the common citizens. During my stay with the Clans, I never encountered a member of this caste, except for the "bondsmen" (captured warriors of other Clans serving as laborers while working to regain their warrior status) aboard their ships.

BANDIT CASTE

This caste is not recognized by Clan society, yet it exists. Sometimes referred to as the "dark caste," it supports the failures of Clan society, the unwanted, and the rejects. How or where they live is unknown, but Clan literature is filled with stories of malcontents who fled to the bandit caste and came to unsavory ends. Warriors who fail to test up or who grow too old to be of service sometimes slip away to this caste, as do scientists whose discoveries are deemed counterproductive to the Clans. The dark caste has no voice in Clan affairs because their group is not sanctioned. Bandit caste atrocities are the stuff of legends, but it is difficult to believe that the caste is strong enough to be more than a minor nuisance to the Clans. Cynics suggest that the bandit caste exists solely to sharpen developing warriors' fighting edge.

ORIGINAL CLANS

Nicholas Kerensky named the original Clans after beasts, entities, or attributes he felt would inspire his warriors. Each exemplifies some worthy feature that he wished his warriors to reflect. Wolves, for example, were admired for their cunning and stealth.

Seventeen Clans remain of the original 20. Two of the missing Clans were absorbed by other Clans through trials and Grand Council rulings. The third Clan is spoken of only as the "Not-Named Clan," the reasons for which are discussed in the main body of this text. Suffice it to say that the crime committed was considered so heinous that all mention of the Clan was purged from the official history of the Clans. Following is a list of the original 20 Clans and the origin of their names.

Blood Spirit

This name honors the esprit de corps that held together the 800 Bloodnamed warriors during the horrors of the Exodus Civil War.

Burrock

This Clan is named for the burrock, a large invertebrate indigenous to Eden. The burrock is capable of burrowing through solid rock. It excretes a powerful, acidic mucous which allows it to move through rock.



Cloud Cobra

The cloud cobra was introduced to Arcadia and adapted quickly to its new environment. It evolved to prey on fauna in the planet's misty jungles.

Coyote

This Strana Mechty carnivore descended from coyotes found on the North American continent on Terra. This coyote is larger and apparently much more intelligent than the Terran species, perhaps because of genetic engineering.

Fire Mandrill

This name is taken from a primate introduced to Eden whose aggressiveness and fire-red fur were admired by warriors.

Ghost Bear

This Clan is named for the arctic bear that inhabits Strana Mechty's southern hemisphere. It is admired for its strength and cunning.

Goliath Scorpion

The large Babylon arthropod for which this Clan is named uses lethal poison to kill its prey. Many of the early settlers lost their lives to this creature. It is admired for its suicidal defense of its nest.

Hell's Horses

In an attempt to genetically adapt horses to life in the deserts of Circe, Clan scientists bred carnivorous horses of uncontrollable aggressiveness. The prototypes of these horses were intended to be terminated, but a tender-hearted warrior set them free to live and breed in the deserts. These horses have a peculiar fascination for Circe's many caves. The Clan has embraced the aggressiveness and hardy stock of its namesake.

Ice Hellion

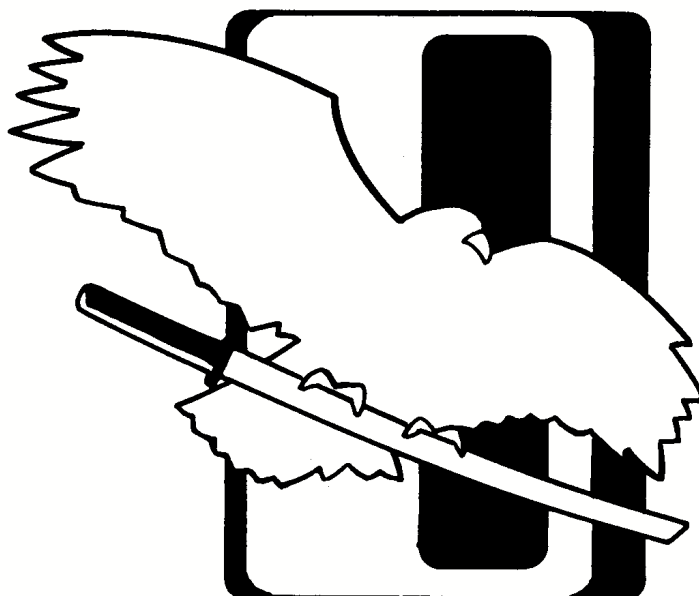
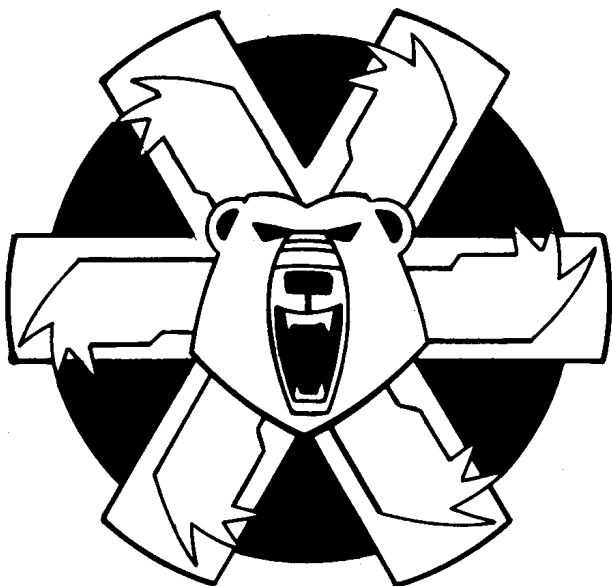
Even though this cunning pack predator of Hector's snowy mountains preyed on the first Clan explorers, it was admired for its lithe shape and blindingly white fur.

Jade Falcon

The jade falcon is a large bird that was genetically altered from a Terran peregrine to live in the jungles of Eden. It has a distinctive, shimmering, emerald-green plumage and an ear-piercing cry.

Mongoose

One of the absorbed Clans, the Mongoose was named after the sinuous predator found on the planet Shadow. It stalked and killed that world's large, dangerous venom worms, which endeared it to the Clan.



Nova Cat

The Dagda feline whose mane stands on end (like a sudden nova) whenever it is alarmed was the inspiration for this Clan name. Its mane is tipped with barbs containing a substance poisonous to most creatures. The nova cat is admired for its alert response to danger.

Sea Fox

This Clan takes its name from the seal-like reptilian predator of Strana Mechty's freshwater oceans. The sea fox appears to honor its prey by bellowing and then bowing, as though in respect for its kill.

Smoke Jaguar

Smoke jaguar is an altered Terran jaguar let loose in the jungles of Strana Mechty, so named because its fur looks like grayish smoke. Nicholas Kerensky held up the smoke jaguar as the epitome of unadulterated aggressiveness, citing as proof the animal's ferocity and its habit of springing on its prey from above.

Snow Raven

This Clan name was inspired by the huge ravens inhabiting Strana Mechty's southern tundra. The warriors honor the creature's unwillingness to waste anything the tundra offers them, the sign of a true survivor.

Star Adder

The star adder is a genetically altered adder that was released into the northern steppes of Strana Mechty to control the disease-carrying crana, a rodent-sized insect. The snake's shimmering black scales, peppered with white spots, might be reason enough to call it the star adder. The real source of its name, however, is its nightly rearing and swaying in response to almost constant stellar displays resembling the aurora borealis.

Steel Viper

This clan name refers to the tenacious Arcadian snake that coils around its victims in a solid grip, then slowly releases a poison. The word steel refers both to its unyielding embrace and the rigidity of its victims once they have been thoroughly poisoned.

Widowmaker

The second absorbed Clan was named for the black widow spiders accidentally released into the jungles of Eden, where they grew to three times their Terran size. Their aggressiveness and the strength of their poison increased at the same rate.

Wolf

Though nearly twice the size of their progenitors, the Strana Mechty wolf is otherwise identical to Terran wolves. Wolf packs roam both the northern and southern continents, and the Kerenskys considered them the epitome of the warrior spirit.

Wolverine

Wolverines were introduced to the forests of Strana Mechty, where they flourished, growing in size and ferocity. They were admired by warriors because they stood their ground against any intruder, no matter what its size or strength. The Wolverine Clan is the Not-Named Clan, which was annihilated.

CLAN LANGUAGE

The root of Clan language is what linguists in the Inner Sphere refer to as Star League Standard English, a variation of English created by the Terran Hegemony and spread by the influence of the Star League to become the parlance of government, commerce, and culture throughout the Inner Sphere. With the collapse of the Star League, the language quickly mongrelized into the countless languages and dialects now used throughout the Inner Sphere. Today, only our Blessed Order and the upper classes of the Inner Sphere use a language approximating Star League Standard English.

The Clans took this language with them when they left and treated it with the same reverence they have for all things associated with the Star League. Talking to a Clansman is like talking to a holo from those bygone days; it is an amazing and sometimes eerie experience.

This reverence for the language of their forefathers gave birth to a subtle but very striking taboo in Clan society: the use of contractions is forbidden. I did not immediately recognize the total absence of contractions from their speech. In the first days of my association with the Clans, warriors would blanch and others become visibly upset at my speech, even though the words I had used were not offensive. I soon realized this effect was produced by my use of contractions. In my first conversation with the Loremaster of Clan Wolf, I discovered the rationale behind this odd taboo. He explained, "We in the Clans have learned almost from birth to revere the old Star League ways; everything we do should in some way glorify the Clans and the memory of the Star League. This specifically includes our speech, because we believe as strongly in the freedom of speech and expression as did the Star League. To slight the beauty of the language with contractions is to treat it as your people in the Inner Sphere treated the memory of the Star League. You have cut out its heart and reduced it to a cultural contraction, devoid of beauty and the best of its meaning. Only someone wishing to deliberately scorn the language and shock the listener would use contractions."

This does not mean that the Clans have allowed the language to stagnate. Over the years, the Kerenskys and the Clans have added terms to express unique Clan concepts. These words come from a wide variety of languages, especially Russian. Some are military terms adapted for common use. Others are formed by splicing together two words to form a third. These added words sometimes create the effect of listening to a completely foreign tongue.

Clan warriors also have a "battle language," with which I was much more comfortable. Like warriors in the Inner Sphere, Clan warriors use a wide range of acronyms, hyphenations, splices, and buzz words to convey the most meaning in the least number of words. Clan warriors' battle language is so quick and complex that even when Inner Sphere forces are able to intercept Clan communications, they seldom understand what they hear.



CLAN GOVERNMENT

Each Clan is ruled by a council composed of its Bloodnamed warriors. The Clan Council elects two ruling Khans. One

Khan serves as the Clan's senior military commander and the executor of that Clan's bureaucracy. The other Khan's position is more nebulous. He or she is second-in-command and enjoys a high status within the Clan, but the position does not include specific duties. These must be assigned by the "senior" Khan.

Clan Councils control their warriors and the members of all other castes belonging to that Clan. The interaction between a Clan Council and the various caste governments is extremely convoluted, but when necessary, the Clan Council can invoke the *satarra*, an overriding veto.

The Khans of all the Clans form the Grand Council, which passes judgment on matters affecting Clan society as a whole. Nicholas Kerensky erected the Hall of Khans on Strana Mechty for this important governing body. His father's tomb dominates a small chapel on one side of the Hall. Nearby are smaller, though no less impressive, halls for each Clan.

The supreme ruler of the Clans is the ilKhan. This position is filled only when the Clans must coordinate their efforts for some task, or during times of great internal or external threat. A simple majority vote in the Grand Council can elect an ilKhan. However, those who oppose the election can and usually do demand a Trial of Refusal (see below). Nicholas Kerensky appointed himself the first ilKhan of the Clans in the summer of 2815. He was unopposed.

One of the most far-reaching measures Nicholas instituted was the elimination of surnames. Surnames were too closely associated with the corruption of the Inner Sphere. Kerensky allowed only the loyal 800 to retain their surnames. These 800 family names are the basis for the Bloodnames. In fact, it is considered a deliberate affront to society to give a child two names or to adopt a second personal name, unless it is an earned Bloodname. The second name can only be interpreted as an intentional slur on the honor and dignity of Bloodnames.

CLAN TRIALS

*And Minaka Widowmaker spoke,
"I claim the Bloodname Vordermark;
It was my mother's and my mother's father's.
It is mine by association and blood pride."
The Council was stunned and outraged
By her lack of respect for the Clan ways.
Then the ilKhan rose and spoke wise words.
"Such a claim is not freely granted, Minaka.
Although your blood may cry out Vordermark,
It is your muscle and mind that will make it so.
Remember the Rede of our past, Widowmaker,
And do not ask words to win what the trial decides.
If strong, you will win the Right.
But do justice to our future
By remembering our past, young one.
Those are my words, that is my judgment."*

—The Remembrance, Passage 167, Verse 34, Lines 33–48

Nicholas was determined that civil war would not claim his new society. Instead of banning warfare, which he considered part of human nature, he created controlled conflicts through regulations and rituals. Thus, the Six Trials of Combat were established. Each trial begins with the *batchall*, the formal challenge, by which the aggressor announces to his opponent his intentions, his goal, and his fighting force.

TRIAL OF GRIEVANCE (HONOR DUEL)

When disputes arise between individual warriors that neither they nor their immediate superiors can resolve, both warriors must petition to have their differences heard by the Clan Council (or the Grand Council if the opponents are Bloodnamed or hold important rank). Until the council rules, the disputants are bound by Clan law to avoid any unnecessary contact. This may be carried to the point of one transferring to another unit. If one takes aggressive action against the other before the council rules, or if he disagrees with the council's decision, he or she has committed a breach of Clan law punishable by expulsion into a lesser caste or out of Clan society entirely.

The parties may also call for a Trial of Grievance. The rules governing the trial are many and strict. If the combatants are MechWarriors or fighter pilots of different weight-class vehicles, the council must make the contest more even. Often, a vehicle type that is mid-way in size is chosen, and the disputants have several weeks to become accustomed to their new vehicles. If the disputants are from different branches of the warrior caste, then some kind of a middle ground, such as fencing with Medusa whips, is chosen.

The trial itself is judged by members of the council, who ensure that trial and combat etiquette is strictly heeded. A Circle of Equals is defined, anything from ten meters in diameter for a hand-to-hand trial to more than 100 kilometers wide for an air duel. No one but the combatants may enter the Circle of Equals unless invited, and leaving the Circle before the contest is ended is a shameful defeat. All trials are defined as to the death, but they usually end before either combatant is killed.

This system of decisions and regulations is designed to outlast the anger that sparked the trial, and that is usually the case. Some records indicate, however, that sometimes the anger between two warriors, or two sets of warriors, outlasts even the Trial of Grievance, degenerating into what we would call a feud. The most notorious and well-documented failure of the grievance trial system involved the Nicholas Pride sibko and the Blue Devil sibko of Clan Smoke Jaguar. The Blue Devil warriors maintained a grudge for several generations, based on an imagined slight during a Smoke Jaguar Council ceremony.

Other tales suggest that many Honor Duels are resolved less formally and more swiftly than official sources dictate. For example, a Trial of Grievance between two sibkin rarely draws the attention of the Clan Council. Instead, a Circle of Equals is drawn immediately and the two fight under the supervision of a superior officer until one is knocked from the circle.

TRIAL OF POSITION

Trials of Position determine rank and honors. The Trial of Position determines whether a cadet becomes a warrior as well as whether a warrior deserves a promotion to the next level of training. The trial is a combat situation in which the candidate usually faces selected superiors one at a time with live weapons. The candidate's success determines how far he advances in rank and responsibility.

The use of live weapons for what is essentially an examination seems barbaric and wasteful of human life to those outside the Clans. An accident can easily cut short a promising career or life. It is one of the best examples of how little regard the Clans have for individual life in their quest for social supremacy.

Even if the goal is worthy, is it worth the cost in suffering and human life? When asked this question, a Clansman most often reacts with a blank stare. The concept of individuality is as alien to the Clanspeople as they are to us. Those who understand that it is a question of balance can answer easily. The cause is worth everything, the individual, nothing. If a warrior is unwilling to risk his life for the good of the Clans, he cannot claim the status of warrior and is of no use to the Clans. His fellow Clansmen would prefer to discover this in a test than in the heat of battle. Therefore, they see no point in using powered-down weapons when a warrior is training to face real weapons.

Throughout a cadet's training and a warrior's career, he continually undergoes Trials of Position. From the sibko on, a warrior must face many trials. The early trials would be familiar to us in the Inner Sphere as simple exams. The trials grow progressively harder, however, and the cadet's attitude and mental endurance is tested as well as his knowledge of facts.

The Trial of Position is also a cadet's final trial. During this test, two cadets face six frontline warriors with weapons at full power. Each candidate faces three of the experienced warriors, who attack one at a time. If a candidate attacks any of the warriors assigned to another cadet, they are free to return fire, and the combat becomes a general melee. To pass the trial, a candidate must defeat at least one of his opponents. If he does so, he becomes a warrior and enters active service. Defeat of two opponents earns the rank of Star Commander. Defeat of three, a rare accomplishment, ranks the candidate as a Star Captain. Defeat of four requires cooperation between the two candidates, in that one surrenders a potential kill to the other. On only one occasion has a candidate defeated four opponents in a Trial of Position. Natasha Kerensky accomplished this feat and earned the rank of Star Colonel upon her recent return to the Clans. A warrior can be required to repeat the Trial of Position at any time in his career, especially when his continuing ability to perform is in question, as it was with Natasha Kerensky's, or when he is in line for a promotion.

TRIAL OF BLOODRIGHT

The Clans have approximately 760 Bloodnames. The name of each of the 800 warriors who joined Nicholas Kerensky and refused to take part in the Exodus Civil War is considered a Bloodname, less the 40 names removed when the "Not-Named Clan" was annihilated. Clan tradition dictates that only 25 living Clan warriors may hold the same Bloodname, and each must have a direct matrilineal link to the original progenitor.

Each Clan originally claimed rights only to the Bloodnames of the 40 warriors Nicholas Kerensky assigned to that Clan. This organization gradually blurred as Clans fought each other in Trials of Possession for specific warriors' genes to enhance their individual Clan. Even if warriors became *abtakha* (captured by another Clan), they still retained the right to claim a Bloodname belonging to their former Clan. In this way, more than one Clan could claim the same Bloodname. Additional cross-naming took place when two Clans were disbanded and their Bloodnames spread among the other Clans. There are still some Bloodnames, however, that are the exclusive property of a Clan. The Kerensky and Ward Bloodnames, for example, are still held only by warriors of the Wolf Clan.

Winning a Bloodname is a warrior's guarantee of Clan immortality. Not only is he honored with the right to use the Bloodname as his own, but he becomes eligible for high military and political positions. Most important to Bloodnamed warriors is the fact that, barring any subsequent action that would bring them shame, their genes will contribute to the gene pool for the next generation. The remains of most Bloodnamed warriors are returned to one of the 800 memorial chapels built by Nicholas Kerensky on Strana Mechty to honor each of the original 800 warriors. There, the ashes of each Bloodnamed warrior lie with the ashes of the other warriors of the same Bloodname in the ornate tomb of their honored namesake.

When a Bloodnamed warrior dies, a Trial of Bloodright is declared. The current Bloodnamed warriors of that name each select one nominee from the pool of eligible candidates. The Bloodname's leader nominates additional warriors to bring the number to 31 candidates. The 32nd slot is reserved for all other eligible candidates, those who were not nominated but who still wish to compete for a Bloodname. This group engages in a Grand Bloodname Melee, with the survivor being awarded the 32nd slot. The 32 candidates then begin a series of one-on-one duels that eventually result in one victor, who is awarded the Bloodname. This fulfills Nicholas Kerensky's requirement that a Bloodname be won by defeating all others who make a claim to that name.

General Bloodnames

Fetladral
Kerensky

MechWarriors

Carns
Radick
Vickers
Ward

Elementals

Shaw
Sradac
Tutuola

Pilots

Ch'in
Leroux
Mehta



Though winning any Bloodname is significant, it is interesting to note that considerable prestige is attached to certain Bloodheritages. Because lineage is traced matrilineally, each warrior is only

qualified to compete for one Bloodname. It is not uncommon for an ambitious warrior to decline nomination for what he considers an inferior Bloodheritage, in hopes of competing for a better Bloodheritage later on.

TRIAL OF POSSESSION

The fourth type of combat trial is conducted when two or more Clans claim the rights to the same thing, be it territory, a warrior's genes, or even supremacy in a conflict of opinion. Nicholas Kerensky created this combat trial within a year of the end of the civil war. As a reward for their loyal support, Kerensky decided that each Clan should receive half of one of the colonized Clan worlds and small shares of the others. Strana Mechty would remain neutral. The Clans had to determine among themselves who would possess what area. If two or more Clans wanted the same piece of land, their claims were subject to a Trial of Possession. This policy resulted in many hard-fought battles to determine which Clans got the lion's share of the better worlds and how the remaining lands were to be divided.

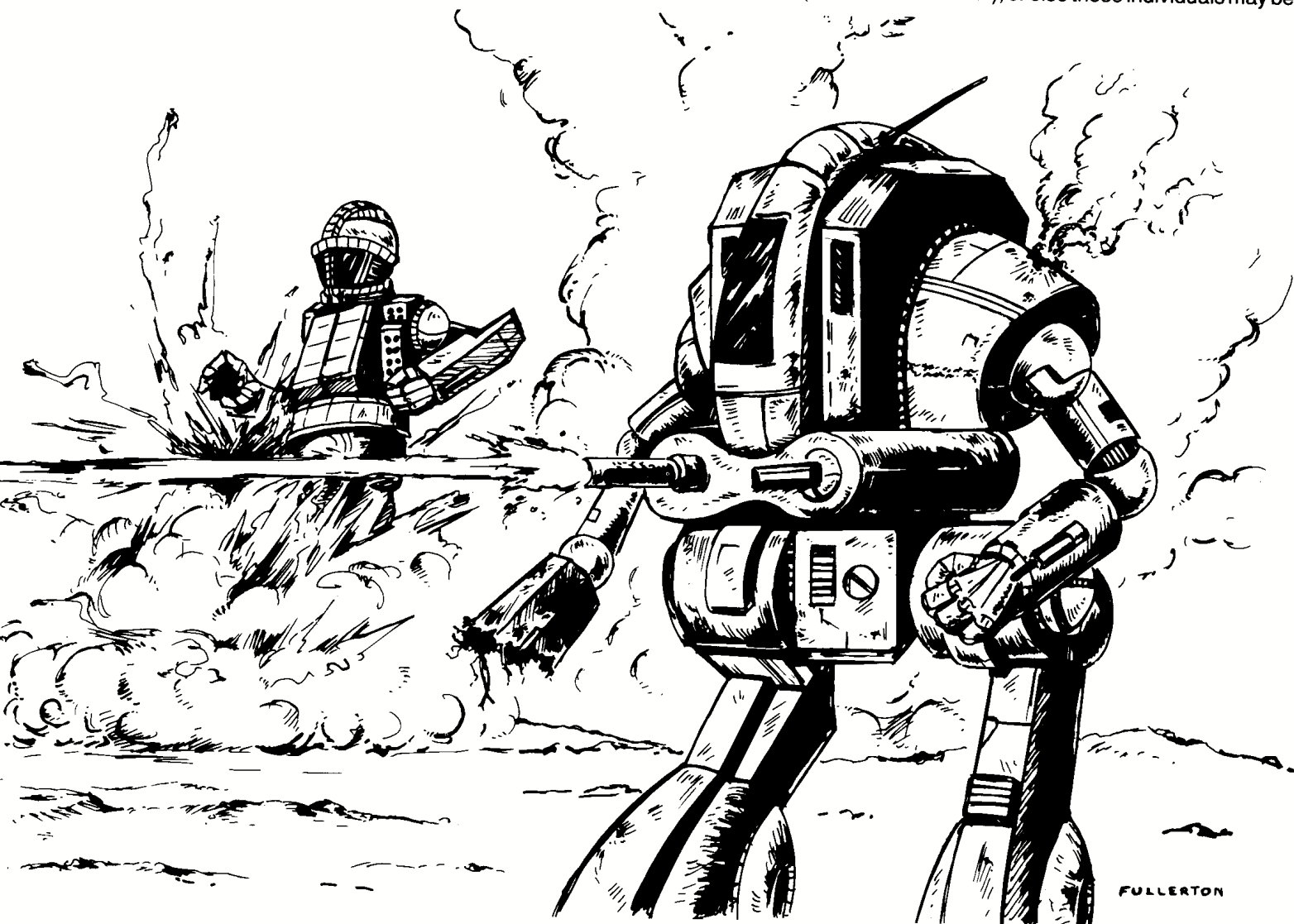
A Trial of Possession is initiated when the attackers issue a formal challenge to the defenders. The attackers identify themselves, state their objective, and ask the defender what forces he will use. For example, Star Colonel Adler Malthus began the campaign against Twycross with this challenge: "I am Star Colonel Adler Malthus of the Falcon Guards. What forces defend this world?"

The challenge changes to fit the objective. If, for example, the challenge is over the rights to genetic material, part of the challenge might be stated in the following manner: "What forces defend the spawn of Dan Kryla?"

The defenders then state what forces they will place in defense of the objective. They also have the right to name the location of the trial. The defenders may increase the stakes by demanding a prize of equal or lesser value if they win. This option available to the defender is largely unknown in the Inner Sphere, but explains why Hohiro Kurita was able to bargain with the Clan commander at Wolcott.

The attacker's subcommanders then bid among themselves for the right to engage in the trial. The subcommander who bids to fight with the fewest forces wins the right and responsibility to make the attack.

Clans can keep prisoners taken during such trials to serve as "bondsmen" (laborers for the Clan), or else these individuals may be



FULLERTON

sent back to their original Clan, with little honor lost. Bondsmen must serve the Clan until the Clan Council decides to reinstate their rights as a warrior. A Clan can formally adopt captured warriors if the Clan Council considers them an asset to its forces. Once a warrior is officially adopted into a new Clan, he regains his warrior status.

Bidding and Trials of Possession both favor commanders who succeed using minimal forces. Nicholas used these methods to prevent all-out war and the catastrophic loss of industry and civilian life that inevitably accompanies it.

TRIAL OF REFUSAL

The Clan Councils and the Grand Council, like any legislative bodies, vote on laws and actions that affect the community. Unlike Inner Sphere legislative bodies, however, any decision can be challenged and reversed by a Trial of Refusal. These trials afford the losing side the right to demand that the issue be settled by combat.

The forces used in a Trial of Refusal are determined on a pro-rated basis. The side rejecting the vote declares what forces they will use. The winning side can field a force equal to the ratio of winning votes to losing votes. If, for example, the contested vote carried by a three-to-one margin, those on the winning side of the issue can field a force three times the size of the force of those challenging the decision. The traditional bidding by subcommanders usually results in a smaller attacking force, however.

If this trial process is taken to its logical conclusion, it is possible that a subcommander might vote for a decision he actually opposed, and then bid so low that the decision could be overturned. My suggestion that a warrior might consider this course of action was met with shock and frozen silence. One Loremaster refused any further interviews, and another prohibited me from any contact with the warriors of his Clan. Such a breach of honor is clearly unthinkable.

An interesting variation of the Trial of Refusal is the Absorption Right. The Grand Council can vote to allow one Clan to absorb another, but only by a unanimous vote (excepting the Clan being absorbed). The council then determines which Clan will benefit from the Absorption. Naturally, the Clan to be absorbed would demand a Trial of Refusal. The Clan chosen to absorb the weaker Clan may also be challenged by others in a Trial of Refusal even before battling the Clan to be absorbed. The resulting trials can last for years. Wolf won the right to absorb Widowmaker in 2825, for example, but had to defeat three other Clans for that right.

TRIAL OF ANNIHILATION

A Trial of Annihilation is the most extreme punishment the Clans can declare. It goes beyond the question of right and wrong. A Trial of Annihilation virtually guarantees that the warrior will die and that his genes will be eliminated from the Clans' gene pool. This trial can only be invoked by a unanimous vote of the appropriate council, and only for the most heinous crimes against Clan society.

Trials of Annihilation have been declared against warriors, Stars, and even Clusters, but only once has an entire Clan suffered this ultimate punishment. Because any mention of the Clan involved in this Trial of Annihilation is punishable by a Trial of Grievance, no Clansman would reveal the name of the "Not-Named Clan." The details behind its annihilation were also impossible to discover. However, careful research into *The Remembrance* and artfully phrased questions point to the Clan Wolverine as the object of this Trial of Annihilation.

CLAN WOLVERINE

*Like a poisonous weed, the Not-Named fostered
Thoughts and actions against the Clans, calling them
"Independence" and "Freedom," not realizing
Their every act chained them to the corruptions
That brought down the noble Star League
And set the Inner Sphere aflame.
But the Clans survived by condemning
Them to a bitter annihilation.
Led by Clans Wolf and Widowmaker,
The Grand Council wiped clean the records,
Obliterating with the warm blood
Of its tragically doomed warriors
Every mention of the Not-Named Clan.*

—*The Remembrance*, Passage 149, Verse 55, Lines 21–33

Nicholas Kerensky's new society, with its formalized rules of combat, was not completely accepted by all his followers. In 2823, Clan Wolverine rejected a Grand Council decision on the division of equipment found in a Brian Cache in Wolverine territory, claiming that the cache belonged to Clan Wolverine alone. They invoked a Trial of Refusal and lost. They did not accept the ruling, but shocked the rest of the Clans by declaring Clan Wolverine totally independent. IlKhan Nicholas Kerensky declared that Clan Wolverine had become "tainted by the old ways of lust for power." He urged the Grand Council to vote for a Trial of Annihilation against the rebellious Clan. The resulting vote was swift and unanimous, and Clans Wolf and Widowmaker won the honor of annihilating Wolverine.

Wolf and Widowmaker took the opportunity of the Trial of Annihilation to expand their prestige, each at the cost of the other. The long-time rivalry between these two Clans was fierce and bitter. The bidding between the two Clans for the honor of destroying Clan Wolverine turned the bitterness into hate. The Wolf Clan version of *The Remembrance* states that Clan Widowmaker deliberately drove the bidding down to dangerous levels, then withdrew, leaving the warriors of Clan Wolf facing the majority of Clan Wolverine at very poor odds. Clan Widowmaker was pleased when Clan Wolf suffered major losses in the battle, but their hatred was fanned higher by Clan Wolf's eventual triumph over Clan Wolverine. The warriors of Clan Wolverine were dead, and the Grand Council moved to purge its tainted ways from Clan society. The Wolverine Bloodnames were eliminated from the gene pool, all Wolverine lower-caste citizens were sterilized, and all mention of Clan Wolverine was removed from Clan documents.

Rumors among the Clans say that some Clan Wolverine warriors escaped and fled the Clan worlds. It is probably no coincidence that the "Minnesota Tribe" that attacked the perimeter of the Combine struck in 2825, a year after the annihilation of Clan Wolverine. This tribe was reported as using brand-new 'Mechs, fighting in ways alien to the Inner Sphere.



GOLDEN CENTURY

Tensions between Clans Widowmaker and Wolf escalated into a bitterly fought battle that would mark the end of an era for the Clans. Warriors from Widowmaker claimed Wolf had cheated in its victory that annihilated the Wolverines. Clan Wolf responded by accusing Clan Widowmaker of misusing the bidding system to deliberately place Wolf warriors in hopeless situations. This animosity lasted through a decade marked by vicious Trials of Possession that often skirted the limits of the Grand Council's rules of combat.

DEATH AND ABSORPTION

*About the fallen hero they gathered,
None able to give voice to his shock.
Khan Jerome Winson knelt, tears streaming,
To cradle Nicholas Kerensky's head.
To wipe the blood from the cold brow,
To close the lightless eyes. Peace, great Hero.
Choked with sadness and anger
Khan Jerome Winson spoke. "Khan Cal Jorgensson,
I cry, not for myself, nor for others.
I weep for your Clan Widowmaker.
There is a price for such a crime
As you have committed. A price you
And your Clan will pay."*

—The Remembrance, Passage 154, Verse 34, Lines 16–28

It was during a Trial of Possession between Clans Widowmaker and Wolf that the merchants of Clan Widowmaker lodged a formal protest against their parent Clan with the Grand Council. The cause of the tensions between the freebirth merchants and their Clan is unrecorded, but the warriors' response is well documented. Mass arrests and the execution of the protest's leaders were carried out with ruthless efficiency.

Emotions on both sides were running high, and they reached a flashpoint when Khan Cal Jorgensson of Clan Widowmaker publicly accused Clan Wolf of having agitated the Widowmaker merchants to rise against their Clan. Khan Jerome Winson of Clan Wolf vehemently denied any involvement. He countered by claiming that Clan Widowmaker's massacre of its own people invalidated their right to govern. Clan Wolf demanded before the Grand Council that Clan Widowmaker be absorbed.

Clan Widowmaker eventually lost the debate, but immediately invoked a Trial of Refusal. Clan Wolf competed for and finally won the right to defend the Grand Council's decision.

The trial took place on the Steitz Plains of Ironhold. Widowmaker was defending with a Cluster of ten Stars against eleven Stars from Clan Wolf. Off the battlefield, warriors from the other Clans watched the trial through a system of monitors and satellites. The Khans of the Grand Council, led by Nicholas Kerensky, officiated the duel to ensure that the rules of this bitter battle were strictly enforced.

The initial exchange was fierce, with both sides committing large forces to frontal attacks. Well into the battle, Khan Jerome

Winson and Khan Cal Jorgensson mutually declared a Trial of Grievance. As the combat around them gradually died down, the two Khans squared off. When it became clear that Khan Jerome Winson was about to disable the 'Mech of Khan Cal Jorgensson, a Star of Widowmaker BattleMechs leaped into the Circle of Equals and attacked the Khan of Clan Wolf. Whether they attacked on orders or on the spur of the moment will never be known.

Nicholas Kerensky and the rest of the Grand Council immediately moved to defend Khan Jerome Winson from this cowardly action. A moment later, one of Khan Cal Jorgensson's large lasers discharged at point-blank range into ilKhan Nicholas Kerensky's cockpit. There is no way of knowing if the action was intentional. The melee came to an abrupt end as technicians and medics tried desperately to extricate the stricken leader from his 'Mech. By the time they reached him, ilKhan Nicholas Kerensky was dead.

In a fit of rage, Clan Wolf attacked Clan Widowmaker full force. The battle, which lasted for three days, was marked by uncompromising brutality. The Wolf Clan warriors, with the aid of the other Clans, tracked down and captured or killed all warriors of Clan Widowmaker. Clan Wolf emerged victorious and the Grand Council unanimously granted their demand to claim all Clan Widowmaker's resources.

RIGHT OF FORGIVENESS

Recent discussions with members of the Third Battle Cluster revealed some curious insights into Clan honor from their reaction to the Invasion vote. The Wardens in Clan Wolf, those who disapproved of the invasion, were eager for the chance to show their extreme displeasure at having been outvoted, which I understood. I found it surprising that the Crusaders within the Clan, those who agreed with the idea of invading the Inner Sphere, were just as eager to accept punishment as a way of atoning for their Clan having dared disagree with the the Grand Council's decision. This instance of desiring to atone for disagreeing with authority was not unique. My research into Clan literature has uncovered many poems, by warriors and lower castes alike, describing the joy and pride with which the poet willingly endured punishments that we in the Inner Sphere would consider beyond the realm of human decency. All dissent is subject to the Right of Forgiveness. This holds true from the highest level (Clan against Council) to the lowest (laborer caste against warrior caste). In the latter case, however, proper atonement does not guarantee that the warrior will spare the laborer's life. I am not aware of an equivalent among Inner Sphere societies and governments for what the Clans call *Surkai*, the Right of Forgiveness.

—From the journal of Anastasius Focht, 20 August 3050

The Widowmaker symbol, a red hourglass against the abdomen of a black widow spider, was removed from Clan records. It became synonymous with disregard for Clan rules and traditions. The bandit caste frequently uses the symbol as a sign of its independence. More recently, Khan Natasha Kerensky has adopted the symbol as her own, not because she is associated with the bandit caste, but because she believes that many Clan traditions hinder rather than help the Clans.

REBIRTH AND EXPANSION

The death of ilKhan Nicholas Kerensky, followed by the election of Jerome Winson of Clan Wolf as ilKhan, marked the first time that the Clans were not led by a Kerensky. Instead of marking the beginning of an age of indecision and uncertainty, the next century came to be known as "The Golden Century." All facets of Clan society experienced a period of intense development and growth during this time. The worlds of the Pentagon were reconstructed, erasing the final scars of the Civil War. Nicholas Kerensky, like his father before him, was elevated to the level of a demi-god, and both his writings and recorded speeches became objects of reverence.

Exploration continued in the Kerensky Cluster, but exploitation of its worlds lagged for two reasons. One was the sheer lack of people trained to take advantage of any discoveries, and the other was the Grand Council's desire to keep Clan society on a short rein. This did not prevent the Clans from bidding for newly discovered worlds. Although most Clans established only small outposts on new worlds, Clan Wolf seems to have taken fuller advantage of what they owned. They established major industrial complexes on the cluster worlds of Paxon and Tiber, despite rumblings within the Grand Council against such extensive colonization.

The scientist and technician castes reached new heights of excellence during the Golden Century. They perfected artificial womb technology, rebuilt the Clans' industrial base, and made advances in virtually every field of endeavor. Not surprisingly, it was in military technology that they made the greatest, and ultimately the most devastating, advances.

In 2854, scientists from Clan Coyote carried the concept of the *Mercury BattleMech* to its logical extreme by developing a 'Mech with a completely modular weapons system. The result was an "OmniMech," a machine whose weaponry could be completely reconfigured or replaced by a few technicians to suit the situation in just a few hours. This was the first significant improvement of the BattleMech since its development by the Star League, and it gave the Clans tremendous flexibility, which they have used against us to great advantage. Because of the OmniMechs, Clan Coyote enjoyed a considerable advantage until the other Clans could create their own versions. This took several years.

At about the same time the OmniMechs were being developed, Clan Wolf scientists were working on an armored infantry suit. It protected a soldier, allowed him to keep up with 'Mechs, and enabled him to carry weaponry that could threaten 'Mechs. The Wolf Clan used the first of these powered armor suits in 2868, when two Stars of Clan Wolf infantry defeated a light Star of Clan Nova Cat OmniMechs during a Trial of Possession.

CLAN OMNIMECH NAMES

During the course of the Clan invasion, the Inner Sphere began to assign code names to the various types of OmniMechs they encountered. Obviously, the Clans have their own names for their equipment. For clarity, this briefing uses Inner Sphere nomenclature. The list below provides Clan names for the various types of OmniMechs we have seen.

Inner Sphere Name	Clan Name
Black Hawk	Nova
Daishi	Dire Wolf
Dasher	Fire Moth
Dragonfly	Viper
Fenris	Ice Ferret
Gladiator	Executioner
Koshi	Mist Lynx
Loki	Hellbringer
Mad Cat	Timber Wolf
Man O'War	Gargoyle
Masakari	Warhawk
Puma	Adder
Ryoken	Stormcrow
Thor	Summoner
Uller	Kit Fox
Vulture	Mad Dog

Both the battle armor and those wearing it were called "Elementals" because they could fight in any element: air, water, fire, earth, or even space. It is interesting to note that some passages of *The Remembrance* mention specific elements when referring to the battle armor, which suggests that early versions of the units functioned in specific environments. The scientist caste began breeding larger and physically stronger warriors who could better cope with the strain of wearing the armor. Other technological and biological advances resulted in the Clans boasting troops of genetically superior Elementals before 25 years had passed.

During the Golden Century, the Clans matured into a society totally unlike anything with which we are familiar. Discussions with various Loremasters indicate that it was during this era that the Clans began to foster a hatred for the peoples of the Inner Sphere. Though *The Remembrance* couches the Clan's sentiments in quasi-religious tones, their view of us is made clear. We are considered unenlightened savages living in luxury, while a far more civilized people is forced to live on hostile worlds far from Terra. In particular, they developed a strong contempt for the five major Houses, whom they consider responsible for the Star League's fall. Clan warriors see the worlds of the Inner Sphere, especially those of the former Terran Hegemony, as virtual paradises, but their view is distorted by both bitterness and idealization.



CRUSADERS' CALL

*There will be a time when our descendants
Return to reclaim what is our right.*

*With honor swelling their hearts, they will crusade
Against the dark emotions that have dimmed
The Inner Sphere for so long.
But with the glory comes responsibility;
Without a pure soul we cannot give sight
To their blind lives, but will only blind ourselves.*

—*The Remembrance*, Passage 3, Verse 41, Lines 1–8

By 2980 many in the Clans were ready to return to the Inner Sphere. Citing *The Remembrance*, warriors noted that three generations had passed many times over, and that it was time to reestablish the Star League and end their self-imposed exile. This zealous faction called itself the "Crusaders." Other warriors embraced the Crusaders' views, not because they believed in the faction's interpretation of *The Remembrance*, but because they saw the Inner Sphere as an opportunity to prove themselves. Even the lower castes, particularly the merchants, who were always eager for new markets, began to agree that the Hidden Hope would be resolved by the Clans' return to the Inner Sphere.

The Grand Council had strong reservations about returning, mainly because of an almost total lack of information about events in the Inner Sphere since the Exodus. They expressed the fear that the Inner Sphere had not gone up in flames as predicted, but was united, as strong as or stronger than the Clans.

The council decided to form Intelser, an intelligence service whose operatives would move cautiously toward the Inner Sphere to gather information. Operatives traveling as independent traders made contact with and infiltrated the Periphery states, relaying what they learned to the Clans. By 2984, a somewhat confused picture of the Inner Sphere had begun to emerge.

The Clans learned that there had, indeed, been a holocaust, called the Succession Wars, as predicted by Aleksandr Kerensky. However, they mistakenly believed that the technological level of the Periphery domains was typical of the entire Inner Sphere. The Grand Council decided that the Inner Sphere was not a military threat. Those who wanted to return claimed that the conditions laid out by General Order 137 proved that the time was ripe: "When the time is right, when the strength of our will and our honor is humanity's only hope to struggle up from the ashes, only then can our strong descendants make the long journey to the home that is rightfully ours." The Crusaders felt these conditions had been fulfilled. The Grand Council agreed to discuss the Crusaders' call to arms, and thus began what would become known as the Great Debate.

The Clans eventually formed two camps, the Crusaders and the Wardens. The Crusaders were those who favored an immediate return to the Inner Sphere to reestablish the Star League according to the writings of the Kerenskys. The Wardens, on the other hand, believed that the Kerenskys had never meant their words to be read so literally. They asserted that the words were meant not as a command to future generations, but to stir courage. They believed the Clans' destiny was to develop their own culture, separate from the tainted ways of the Inner Sphere, but willing and able to come to the Inner Sphere's aid if menaced by any outside threat.

Though challenged to do so, the Wardens never clearly articulated what they meant by "outside threat." Some suggested intelligent life forms from beyond human-conquered space. Others made reference to the possibility of a despotic domain in the Inner Sphere whose principles ran so contrary to human decency that the Wardens would feel compelled to intervene.

At most, said the Wardens, the Clans should establish only the coolest of relations with the domains of the Inner Sphere, returning only if invited or if the Successor States collapsed through their own folly. Both sides supported their arguments with the writings of the Kerenskys, but neither side could claim a majority and force the issue. Individual Clans were divided over the issue, most being split almost evenly between the two suggested courses of action. This is the most divisive issue that the Clans have ever faced.

The debate lasted months, then years, during which the Crusaders slowly mustered a majority. Though Clan Wolf remained primarily Warden, even their influence could not stem the tide of support for the Crusaders.

DRAGOON COMPROMISE

In 3000, Khan Nadia Winson of Clan Ghost Bear, sensing that the Crusaders had finally gained the upper hand, attempted to force the issue with a vote. She was stymied when Khan Kerlin Ward of Clan Wolf suggested a clever compromise. Khan Kerlin Ward contended that not enough information was yet available to make such an important decision. He proposed sending a sizable Clan force, under the guise of a mercenary unit, into the Inner Sphere to judge its military, economic, and political might, providing the Grand Council with a detailed report of the strengths and weaknesses of their future opponents.

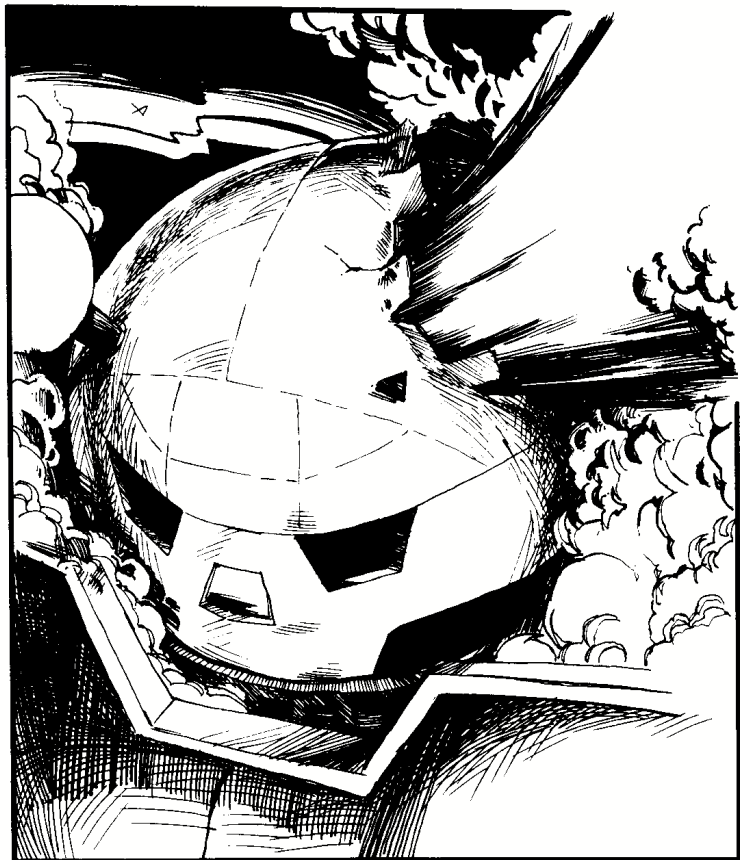
The Grand Council agreed the plan had merit, and Clan Wolf was awarded the honor of mustering the force. Rather than risk their best fighters, they planned to use freebirths and other low-regarded warriors. If these warriors performed well, they would be rewarded by having their genes added to the gene pool.

The unit was dubbed "Wolf's Dragoons." Commanding the multi-regiment unit were Jaime and Joshua Wolf, controversial choices because both were freebirth. Many of the Clans balked at this choice, but the Grand Council finally decided that Clan Wolf had the right to outfit and staff the Dragoons as they saw fit. The roster of the Dragoons included several Bloodnamed warriors who volunteered for the mission, among them a young and feisty Natasha Kerensky.

The Dragoons left for the Inner Sphere in 3004, outfitted with pre-Exodus BattleMechs from some of the oldest Brian Caches. Other vehicles and equipment were retro-fitted with pre-Exodus parts to prevent advanced technology from accidentally falling into the hands of the Inner Sphere. Young freebirth "dependants" rounded out the appearance of a nomadic mercenary company.

The Dragoons made contact with the Inner Sphere a year later, after making a long, circuitous journey to prevent the curious from discovering their point of origin. They went on to make their historic circuit of service through the Inner Sphere, gathering detailed information on each of the governments and militaries they served. In 3009, the unit returned to the Clans for refitting. They also filed their first-hand reports on the Inner Sphere.

The Dragoons' reports contrasted significantly with the previous Clan perception of the Inner Sphere. The Dragoons reported that the Inner Sphere was not on the verge of collapse, but on the road



INVASION

The thought of the Star League being reborn without our divine input and guiding hand is appalling. It eats at my very soul. We must not wait, we must seize the initiative while it is still within our grasp.

—Khan Leo Showers, addressing the Grand Council, November 3048

I was stunned to discover that the incident that eventually tipped the scales in favor of invasion was triggered by our own Blessed Order. One day a ROM exploration vessel, *Outbound Light*, appeared at a jump point near Huntress, a world dominated by Clan Smoke Jaguar. Sensing an opportunity but fearing that the Inner Sphere might be on the verge of discovering the location of the Clan worlds, Khan Leo Showers ordered that the vessel be taken intact, with the crew unharmed. Instead of instantly informing the Grand Council of the capture, as might be expected, Khan Leo first interrogated the crew of the explorer ship for several days.

When Khan Leo finally notified the other Clans of his discovery, he did so with superior knowledge of the Inner Sphere situation and of how ComStar, a force previously unknown to the Clans, fit into the picture. By manipulating what he had learned, Khan Leo Showers forced the Clans to reopen the Great Debate and consider several new issues. Most convincing was his argument that our Blessed Order might soon uncover the location of the Clans, thus exposing them to the entire Inner Sphere. The thought of Inner Sphere forces invading the worlds of the Clan, instead of the converse, was unthinkable to most Grand Council members. Khan Leo Showers laid out the facts of what was happening in the Inner Sphere. The Federated Commonwealth was now a battle-proven, undeniable fact. Also, there had been a sudden recovery of lostech, and the Inner Sphere was far from falling into shambles. The Khan extrapolated that the Federated Commonwealth might well subdue the rest of the Inner Sphere and declare itself the Star League reborn. This was a travesty every Clansman would be willing to give his life to prevent. It was an extremely persuasive argument.

The result was a Grand Council vote in favor of invasion. Only Clan Wolf voted against. Khan Ulric Kerensky demanded a Trial of Refusal for Clan Wolf. The odds began at sixteen to one, but the bidding reduced the odds to four to one. The warriors of Clan Wolf fought bravely, particularly those of the Third Battle Cluster, who bore the brunt of the action. They nearly seized victory from Khan Leo Showers and his forces, but sheer numbers prevailed, leaving the Wolf force devastated. Khan Leo Showers took advantage of pro-Crusader sentiment, and was elected ilKhan of the Grand Council. Preparations to invade the Inner Sphere began immediately. Their plan was named Operation Revival.

IlKhan Leo Showers, satisfied that he would soon see his life's ambition fulfilled, issued a formal recall order to Wolf's Dragoons, calling upon "our valiant warriors in the barbarian hinterlands to return home," despite his long-standing disdain for the unit. The recall was actually an effort to prove once and for all that Wolf's Dragoons had turned their back on the Clans and could no longer be trusted. He hoped to imply by this that Clan Wolf was also suspect. Natasha Kerensky, the only living Bloodnamed warrior of the Dragoons, was the only Dragoon to return to the Clans when called, which seemed to prove the ilKhan's contention.

to recovery. This revelation further divided the Grand Council. The Dragoons were ordered to return to the Inner Sphere and continue their mission, while the Clans considered the implications of their new information.

The Dragoons returned, but near the end of the Third Succession War, their intelligence reports to the Grand Council began to slow, for no known reason. It is possible the Dragoons found the freedom of the Inner Sphere, where there were no real castes and where growing old as an active warrior was accepted, to their liking. On the other hand, the death of Joshua Wolf may have played a key role in turning Jaime and the rest of the Dragoons away from the Clans' grand scheme. The Grand Council was unprepared for the Dragoons' sudden reticence, and could not agree on how to react or how to supplement their intelligence-gathering efforts.

The Wardens and Crusaders squared off for a new, more hotly contested debate in late 3029 when rumors from the Periphery suggested a possible union between the Federated Suns and the Lyrn Commonwealth. The Crusaders claimed that if the rumors were true, such a union would represent a major obstacle to any attempt by the Clans to restore the Star League.

Khan Ulric Kerensky, successor to Khan Kerlin Ward in Clan Wolf, stalled a decisive vote in the Grand Council long enough for news of the Fourth Succession War to reach the Clans. This new war took much of the steam out of the Crusaders' argument that the Inner Sphere was on the verge of reunification. Khan Ulric took advantage of the situation by sponsoring a proposal to postpone the Great Debate until the end of the Fourth Succession War. The proposal was narrowly accepted, but Khan Ulric Kerensky had antagonized the leaders of Clan Jade Falcon, the most radical of the Crusader Clans.



OPERATION REVIVAL

*Then the order came, "Furl the sails.
Ready for jump, mighty warriors.
We journey back, we journey home,
Carrying the flame of the Star League
Back to the hearth. We face the ignorant
Who believe themselves civilized and strong,
But they will soon discover otherwise.
We are the Clans, the Star League incarnate.
None can stand against us and survive."*

—The Remembrance, Passage 272, Verse 8, Lines 11–19

The question that had for so long plagued the Grand Council was settled. A strange calm fell over the Clans. It was not an occasion for riotous celebrations, but rather for increased dedication to the task at hand. The Grand Council began considering the invasion's strategy. The Crusaders, long prepared for this eventuality, unveiled several detailed plans that covered everything from the number of Clans that would participate to the handling of logistics. The council quickly agreed on a plan. They decided that four Clans would participate, with a fifth Clan traveling with the expeditionary force as a reserve with which any Clan could negotiate a contract if necessary. Many Crusaders felt that five Clans would be overkill. They expected only enough resistance to keep two Clans occupied.

The council hotly debated which Clans to send, as every Khan worked to see his Clan take its place among the lucky few. The only undisputed choice was Clan Wolf. As one Khan put it, "Through the blood of Wolf flows the blood of the Kerenskys. It is only right that they participate as the conscience and living soul of the Clans."

Clan Wolf accepted the honor, even though Khan Ulric Kerensky promised to speak out at every occasion against the folly of the invasion. Clan Wolf's first priority was to care for its wounded and properly honor its dead and to rebuild the shattered Third Battle Cluster. By custom, sibko systems receive the ashes of their fallen warriors, if not Bloodnamed, to mix with the amniotic fluid in the artificial wombs. In this way, the dead nourish the unborn, serving the Clan one last time. The warriors of the Silver Devils voted to break with this tradition, vowing instead to honor those who fell during the coming conflict by scattering their ashes across the Inner Sphere. New OmniMechs, fighters, and battle armor brought the Wolves back to full strength.

When the debate and subsequent combat trials ended, four Clans stood beside Clan Wolf: Smoke Jaguar, the Clan of ilKhan Leo Showers; Ghost Bear, a strong Crusader Clan; Jade Falcon, a longtime enemy of Clan Wolf; and, as the invasion's reserves, Steel Viper, a moderate Warden Clan.

FINAL PLANS

Do not plan for how to defeat the enemy. Plan for how you will avoid acting like a surat when—not if—the enemy does the totally unexpected.

—Khan Ulric Kerensky, addressing the soldiers of the Thirteenth Wolf Guards

The plan to conquer the Inner Sphere was designed during a *Grand Kurultai* (war council) convened on Strana Mechty a few weeks before the Clans left their homeworlds. The plan was simple, reflecting at once the Clans' confidence and their weakness. Each of the four Clans was assigned an "avenue" through which it would travel toward Terra, meeting and defeating all opposition in its path. Not only was Terra a virtual Eden in the eyes of the Clans, the most revered of all worlds in the Inner Sphere, but it represented a tremendous political prize as well. Nicholas Kerensky had proclaimed that whichever Clan conquered Terra in the name of the Clans would become the "ilClan," and that its senior Khan would become ilKhan for life, with the right to appoint his or her successor from the ilClan. Nicholas Kerensky clearly intended the invasion of the Inner Sphere to be a test to determine from which Clan the First Lords of a resurrected Star League would descend.

The Free Rasalhague Republic was chosen as the main path for the Clans' invasion. Not only was its military considered the weakest of all the Inner Sphere realms, but the Khans believed that its location between the Federated Commonwealth and the Draconis Combine, two bitter enemies, reduced its chances of receiving aid from its neighbors. To ensure that no help would be forthcoming, both the Federated Commonwealth and Draconis Combine would face Clan invasions of their own.

Rasalhague was probably also chosen because it is the closest Inner Sphere realm to the Clan worlds. The Clans have done their best to keep the location of the Clan homeworlds hidden, but hints and logic lead me to believe that their domain is on a direct line from Terra, through the FRR, and then out through the Periphery. The exact distance the worlds lie from the Inner Sphere is unknown, but it is almost certainly less than a year's travel by unmodified JumpShip.

Four "operation corridors" split the planned invasion route into wedges, one spearheaded by each Clan. The corridors on the outer edges of the route were much-coveted. Clans assigned to those corridors would protect a flank of the invasion (a high honor in Clan thinking), in addition to facing the might of the Federated Commonwealth or Draconis Combine, both military powerhouses of the Inner Sphere. Bidding and dueling among all four Clans would normally have determined which Clan followed which corridor, but ilKhan Leo Showers announced that Clan Wolf would not be allowed to participate in the bidding trials. He stunned the assembly by assigning Clan Wolf the Rasalhague-Federated Commonwealth corridor, the one that seemed to offer the least potential for gaining glory and honor.

The ilKhan's decision was obviously meant as a slap in the face of Khan Ulric Kerensky and the other Wardens. The ilKhan underscored this message by announcing that he would honor Clan Wolf by headquartering aboard Clan Wolf's flagship, the *Dire Wolf*, for the duration of the operation. Not only did he shame Clan Wolf by denying them participation in the upcoming trials, but also by the implication that the Wolf Clan would be "supervised" during the invasion to guarantee their loyalties.

Clan Jade Falcon won the right to the prestigious Federated Commonwealth corridor, while Clan Smoke Jaguar won the right to the equally vaunted Draconis Combine corridor. Both Clans an-

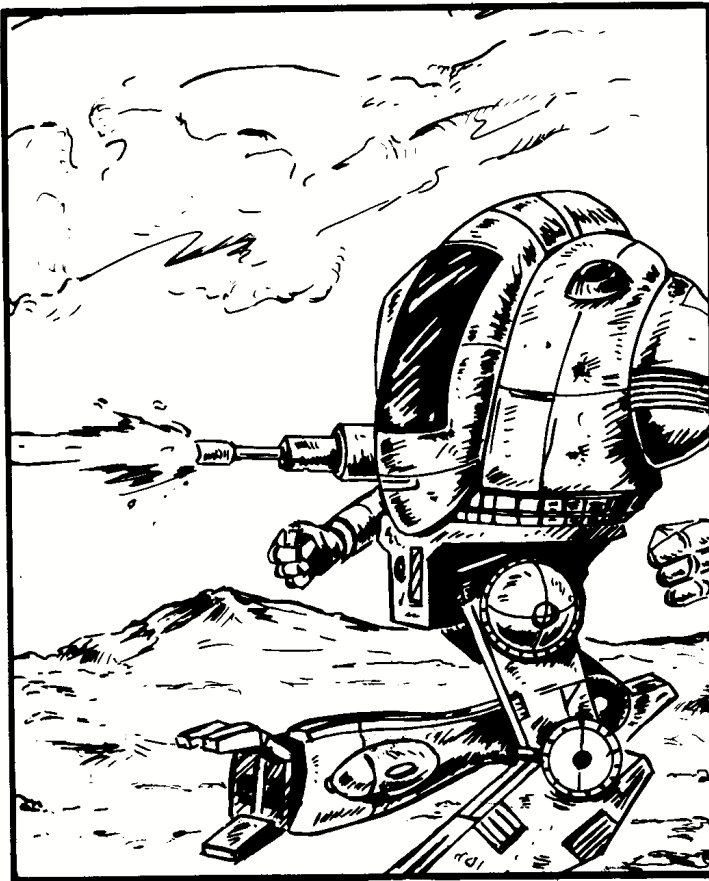
anticipated seeing heavy fighting. Clan Ghost Bear lost key trials and accepted the Free Rasalhague Republic-Draconis Combine corridor.

IlKhan Leo Showers must have been very pleased with the bidding. Not only was his Clan to face one of the strongest Inner Sphere militaries, but its warriors would be gathering glory while Clan Wolf could only be embarrassed at their lack of worthy opponents.

The command staffs of the four Clans decided to divide the invasion into 15 waves, each two months long and each followed by two weeks of rest and refit. At the end of 15 waves, Clan forces should stand on that most coveted objective: Terra. Each Clan announced its tentative order of attack for each wave of the operation. Jade Falcon's plan was easily the most optimistic, while Smoke Jaguar's plan was considered cautious. Clan Wolf's plan for the conquest of its corridor was unremarkable, reflecting its split feelings.

The last protocol and procedure questions were hammered out during the final days of the *Grand Kurultai*. Border-world disputes would be decided by bidding between the Clans responsible for the two corridors. It was also decided that the Clans would give the Inner Sphere forces the chance to fight honorably by invoking the *batchall*, the formal naming of forces, at each world.

From the holos I viewed, the mustering of the DropShips of the invasion force above Strana Mechty in June 3049 was a stirring sight. The ilKhan, Clan Loremasters, and other high officials made speeches vaunting the destiny of the Kerenskys, calling those participating in the invasion the vanguards of a new golden age. The speakers' fiery rhetoric and the crowds' enthusiasm make it plain that the lower castes fully supported the invasion.



PERIPHERY WARMUP

*In the Periphery
We came to know you
For the barbarians you are.*

*Is it any wonder I
Feel pride at
Ridding the Inner Sphere of you?"*

—Lyrics from a challenge song to the Inner Sphere militaries written by a Clan Jade Falcon warrior

The Clans' first contact with the Inner Sphere came as encounters with "errants," a Periphery term for solitary 'Mech and aerofighter mercenaries who frequent the lonely worlds at the Periphery's extreme edges. These warriors were the first to trade fire with Clan warriors and the first to be captured or die. Some of the errants may have impressed their Clan opponents (Charles E. Foreston, late of the AFFC, is rumored to have taken down a Smoke Jaguar OmniMech before being killed), but the generally dilapidated state of their machinery and their fighting tactics, which seemed cowardly to the Clans, reaffirmed the Clans' belief that they would quickly defeat the armies of the Inner Sphere.

As the Clans pressed forward, they encountered more heavily settled Periphery worlds that had ComStar facilities and steady ship traffic. In order to ensure that the Inner Sphere would remain ignorant of their approach, the Clans summarily occupied ComStar facilities. This was easily accomplished using information from the captured explorer-vessel crew. Under an umbrella of ECM, they made it impossible for our people to send a warning. Praise be to Blake that the Clans considered our Blessed Order a curiosity rather than a threat.

Clan warships and fighters destroyed any ships that attempted to flee at their approach. Ships and crews cooperating with the Clans were prevented from leaving star systems, but were otherwise unharmed.

It was during this initial approach to the Inner Sphere that the Khans and Galaxy commanders of Clan Wolf reached an understanding. Khan Ulric Kerensky gave in to the demands of Khan Garth Radick and other Wolf Crusaders who yearned to prove their right to participate in the invasion. Though it is said Ulric declared that he believed the invasion to be fundamentally wrong, he also said, "The best revenge against those who forced it on us is to best them at it."

The campaign to take the Periphery worlds went well, ending ahead of schedule in January 3050. Clan Wolf completed its sweep even more quickly, ending its first wave in September. During the first wave of attacks, Clan Wolf faced no more than a single 'Mech regiment on any of ten defended worlds.

Two of the regiments they fought belonged to the Oberon Confederation, a pirate kingdom lorded over by Hendrik Grimm III. His warriors had recently increased their attacks on Inner Sphere domains and other pirate bands within the Periphery. When faced with the alien OmniMechs and the phenomenal skill of the Clan warriors on Crellaccor, most of the Oberon Guards fled, only to be caught and overrun by the swifter Clan forces.

In direct contrast, the First Oberon Guards, commanded by Hendrik Grimm himself, put up a stiff fight when the Eleventh Wolf Guards invaded Oberon VI on 18 September 3049. By analyzing



this battle, Clan Wolf gained valuable information about how other Inner Sphere forces likely would fight. Grimm and his heavy 'Mechs found themselves gradually outmaneuvered and outgunned

by the OmniMechs of the Eleventh Wolf Guards. When the smoke cleared, the First Oberon Guards were no more. King Grimm died by his own hand rather than submit to capture by Clan Wolf.

THE ROCK

One of the first major targets for Clan Wolf was The Rock, a cluster of asteroids used as a hideout by Ryan's Rebels. The Rebels, a pirate band of reasonable skill from the Greater Valkyrate, were reputed strong enough to take what they wanted in the Periphery. A lack in the Clans' intelligence network led them to believe that the Rebels consisted of just one mixed regiment. Khan Ulric Kerensky announced that he would forgo bidding for the right to conquer the planet. Instead, the Golden Keshik (the Trinary Clan Command) would invade the planet while he and Khan Garth Radick observed.

As the *Dire Wolf* entered The Rock system, it picked up transmissions indicating that only the First Battalion of the Rebels, led by Kenny "Redjack" Ryan, were in-system, on the asteroid Sisyphus' Lament. Khan Garth Radick and Khan Ulric Kerensky decided to continue with the operation as planned, even though they were disappointed in the enemy's less-than-hoped-for strength.

The drop onto the asteroid was accomplished with typical Wolf Clan efficiency. The major elements of the Golden Keshik landed north and east of the Rebels' domed-over crater. Though the Rebels detected them, the Clan warriors' superior skills and technology confounded the defenders. The Clan dropped closer and faster than any Inner Sphere BattleMechs could have. Wolf OmniMechs destroyed or disabled the Rebel picket lines with ease.

Two lances of Rebel 'Mechs on maneuvers just outside the Rebel base moved to intercept the northern Wolf force, believing it the stronger part of the divided force. In fact, the northern force consisted of only two Elemental Points, with a single OmniMech providing support. The Rebels' mistake gave the bulk of the Keshik OmniMechs free access to the base, and introduced them to the horrifying strength of Clan infantry.

Ryan, sensing that this was not an ordinary Inner Sphere raid, decided to cut his losses. He and his command lance exited the base, heading southwest. The Golden Keshik quickly overtook them. Ryan and his aides turned, attempting to ambush their pursuers in a narrow pass between two crater walls. Their efforts did little more than dirty the armor of the Clan OmniMechs, which disabled one Rebel and severely wounded a second. Ryan, probably unable to believe his sensors, fled in terror.

In his panic, Ryan and his two surviving aides ran straight into the Third Battalion of the Kell Hounds First Regiment, one of the premier Inner Sphere mercenary units. The Hounds had been sent by the Free Rasalhague Republic to track down Ryan and end his reign of terror. Having landed on the far side of the asteroid, the mercenaries were unaware that a third party was on Sisyphus' Lament until they saw the last of Ryan's Rebels fleeing from strange BattleMechs.

The sight of the Kell Hounds took the warriors of the Golden Keshik aback for a moment. Not only were the Kell Hound 'Mechs in visibly better shape than those of the Rebels, but two were of a

type never before seen by the Clans (a *Wolfhound* and a *Hatchetman*). This new development was met and resolved in typical Clan fashion: by force.

The Khans gave the command to open fire on this new, unexpected opposition. Initial clashes proved what Khan Ulric Kerensky expected. The warriors of the Kell Hounds were easily the best the Clans had faced, superior to any force some had thought possible. The Keshik DropShips reported two companies of unidentified 'Mechs moving in fast from the southwest. The Khans, out of caution or just plain curiosity, withdrew and waited a few clicks away from their first contact with the Kell Hounds, allowing their Elemental Star to rejoin the rest of the unit.

The rest of the Hounds' Third Battalion entered a crater dust bowl in staggered, standard "V" formation, spreading out and seeking cover as they advanced, still not aware that their every move was being watched intently and recorded by the Khans of Clan Wolf. They received their first hint that things were not as expected when a challenge came over the comm to identify their unit and their strength, so that they could be engaged in a standard Trial of Possession.

Believing that this was some new stall by the Rebels, Major Preston, commander of the Third Battalion, retorted that he hadn't realized Ryan and his band of slime had gone insane. He suggested that a laser enema would end their troubles. The Khans, taken aback by the earthiness of the enemy commander's reply (Clan warriors seldom curse), decided that a civilized duel was out of the question. They released a mixed Star of OmniMechs and Elementals to meet the Kell Hounds at the northeast lip of the crater.

The lead elements of the Kell Hounds spotted the Clan force and moved to intercept them. Each Clansman, free of the rules regulating duels, chose an opponent and opened fire as soon as the Hounds were in range. The Kell Hounds, not expecting accurate fire from such long ranges, changed course to take advantage of the broken terrain on the eastern rim of the crater, ending up just below the observing Khans and the rest of the Golden Keshik.

As ranges closed, the Elementals went into action. The sight of huge figures in battle armor bounding toward them and firing lasers was a shock to the Kell Hounds. That shock turned to horror as the Elementals attacked the nearest Kell Hound 'Mech, covering it like biting insects swarming over a naked man. Major Preston, at a loss to explain what he was seeing, ordered a retreat, with his command lance providing cover.

The Khans, working from their vantage point directly above the action, ordered the Elementals to break off the attack, and sent the OmniMechs of Joshua Ward and Aizona forward. Major Preston held off ordering his lance to flee or to attack the enemy 'Mechs, instead demanding that they identify themselves and their purpose for being in the Rock system. Even though this was an obvious ploy to give his comrades time to retreat, his courage impressed Khan Ulric Kerensky. The Khan replied that they were "members of the Wolf Clan's Golden Keshik, rightful upholders of the Words of the Immortal Kerenskys."

Major Preston himself opened fire against the approaching OmniMechs. He scored hits against both enemy 'Mechs in the first exchange, but at great cost to his own 'Mech. Major Preston continued to hit Aizona's OmniMech as he retreated. Joshua Ward attempted to flank Major Preston, but was stymied when the major altered his retreat beyond ridges of loose rock and rubble.

Unfortunately, Major Preston's stalling tactics were to no avail.



The *Dire Wolf* had chased away the Hounds' DropShip and JumpShip, and the barren asteroid offered few places to hide. The entire Third Battalion was destroyed within a few hours.

The Wolf Clan distributed holotapes of the action to the other Clans so that they could study this new fighting style. The other Clans were generally unimpressed, even though the Kell Hounds managed to severely damage two OmniMechs. Clan Wolf was accused of either toying with the Kell Hounds or performing below Clan standards. The Kell Hounds' complete lack of honor was also noted. Their barbaric tactics of ganging up on one target made it plain that "the moral state of the Inner Sphere has slipped far below what we had expected. Those are not warriors. They are nothing more than wealthy barbarians."

Clan Wolf warriors, particularly those of the Golden Keshik, were more respectful of the Hounds. Recognizing skill and even honor in how the Hounds had fought, they could not understand their counterparts' easy dismissal of what they saw. Some Khans who had remained silent during previous *kurultais* began to support Khan Ulric Kerensky's contention that the attack force was seriously underestimating the strength of the Inner Sphere.

The battle's most valuable consequence would not be realized until some months later. Phelan Kell, a gifted MechWarrior in the Kell Hounds, survived the destruction of his 'Mech and was claimed by the Clan as *isorla* (a spoil of battle). His skills, courage, and a fortunate ancestry would save his life and give him the opportunity to win glory as a great Clan warrior. Indeed, he would become Khan Ulric Kerensky's most trusted advisor.

FINAL PREPARATIONS

My heart hoped for glorious wars against honorable warriors. My mind expected honorless battles against uncivilized barbarians. You tell me that our conquest of the Inner Sphere will be nothing more than skirmishes against cowardly children. Imagine my bitter disappointment!

—IlKhan Leo Showers addressing the *kurultai*, 23 February 3050

The Clans ended their advance once the last Periphery objective had been conquered. They were ready to take stock of what they had learned and make final preparations for the full-scale invasion of the Inner Sphere. Clan warriors consolidated new Clan holdings by crushing any remaining resistance and putting in place a system of ruses designed to keep the Inner Sphere ignorant of what was happening. The Clans also began to ship supplies from their homeworlds to stockpile on specific Periphery worlds. As this was taking place, the warriors of the four invading Clans underwent an extensive debriefing with their Khans, reporting their impressions of what they had faced and their opinions on what the coming fight with the Inner Sphere would be like.

IlKhan Leo Showers called a *kurultai* in February to hear the reports of the Khans of the four Clans and to discuss strategy for coordinating the first wave into the Inner Sphere. On 18 February 3050, the *kurultai* was convened aboard the *Dire Wolf*, orbiting Paulus Prime. IlKhan Leo Showers opened the war council with a speech of glowing praise for the Clans' efforts thus far and with predictions of glorious victories in the coming months.

The *kurultai* was notable for its optimism. Only Khan Ulric Kerensky did not share the upbeat mood, and was chided by the others for his lack of enthusiasm. "How could I put a smile on my face when I saw nothing to smile about, and while my fellow Khans were promising each other the fruits of yet-unconquered worlds? How could I in clear conscience quote shining and boastful passages from *The Remembrance*?"

Their optimism was founded on the strong conviction that the Inner Sphere would continue to offer meager resistance to the Clans' military might. As proof, the Khans pointed to their easy successes against even the most stubborn Periphery foe. Battle after battle had been won against dilapidated 'Mechs and fighters, against barbaric warriors with no sense of honor or tactics, and against societies that had only degenerated since Kerensky's Exodus. Khan Ulric Kerensky alone maintained that the warriors of the Periphery were not representative of the militaries of the Inner Sphere and that to think otherwise was inviting disaster.

COMSTAR

*And never forget that help may come
From the most unlikely of quarters
And success rest upon the shoulders
Of those kept shadowed until the time of need.*

—*The Remembrance*, Passage 222, Verse 6, Lines 11–14

Our Blessed Order began receiving emergency communiques from ROM agents a month after the Clans began their assault on the Periphery. We did not realize the gravity of the situation for several months because of the Clans' skillful deceptions and the remote-



ness of the region. When the true scope of the situation became clear, the Precentors of the First Circuit began to engage in vocal and inconclusive debate.

With no consensus likely, the Primus declared that she could wait no longer and outlined a course of action.

Several explorer expeditions handled the first tentative contacts between the Clans and ComStar. They jumped into Clan-controlled star systems, broadcast an appeal for a dialogue, then attempted to leave. The previous capture of our exploration vessel *Outward Light* meant the Clans were already well-informed about our Blessed Order, our role as the technological leader in the Inner Sphere, and our monopoly on intersystem communications. They had some admiration for our adherence to the Word of Blake and for what they considered his misguided attempt to preserve knowledge. In particular, they respected our commitment to the eventual restoration of the Star League. Clinching the Clans' favorable attitude toward us were the words of both Great Kerenskys, who had advised their descendants that the Clans might find unexpected friends in the path of their return to the Inner Sphere. The ilKhan and other Khans expressed the hope that the Clans and ComStar could establish a friendship "based upon shared ideals and goals."

In January 3050, the Primus and the ilKhan agreed that I would travel with the Clans as the ambassador of our Blessed Order. The Primus instructed me to determine the location of the Clan homeworlds (which I have yet to do), size up their strengths and intentions (this and other books are the result of efforts toward that end), and determine if they could be of service to ComStar's purposes.

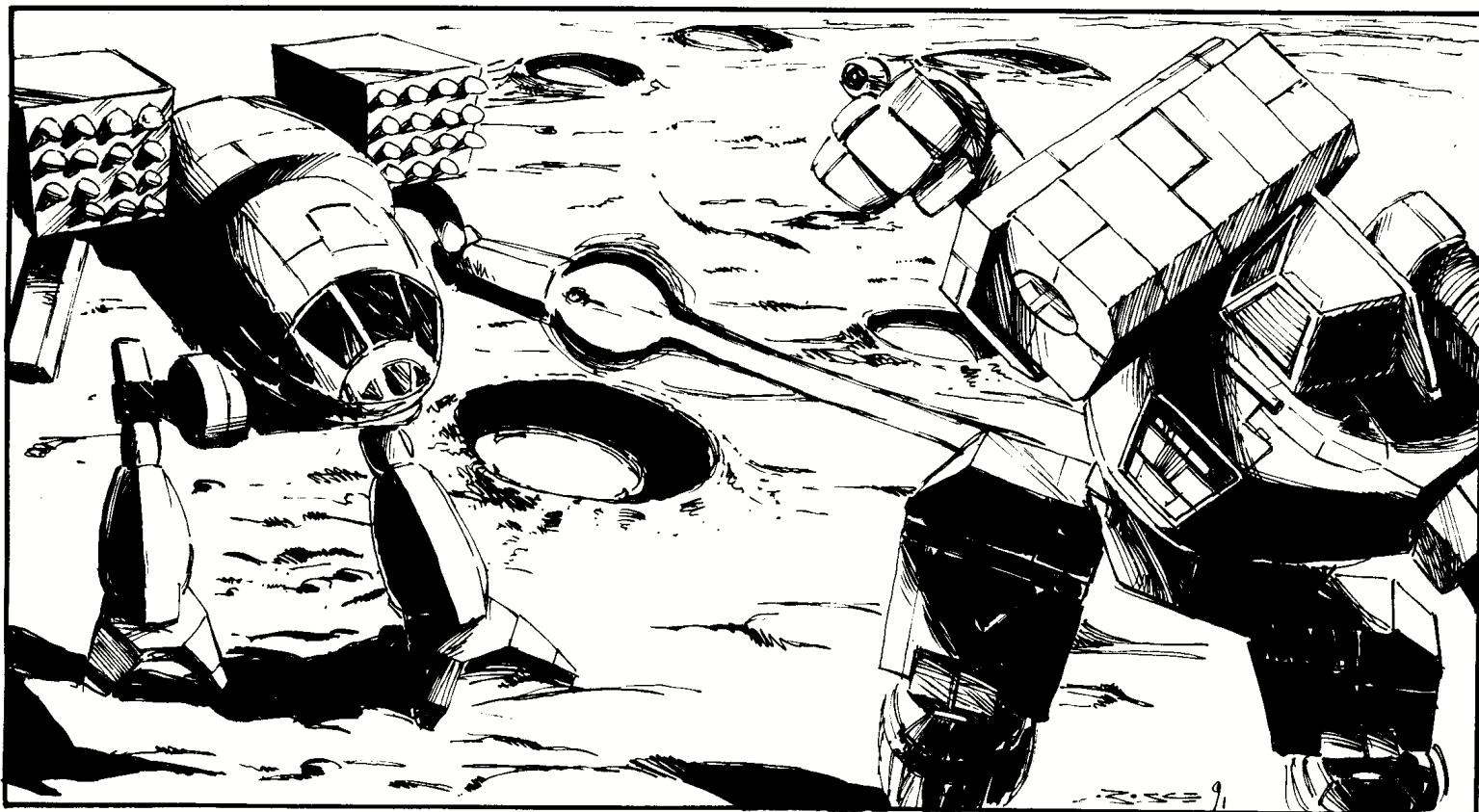
Negotiations with the Clans were at once difficult and surprisingly easy. Though I often felt totally at a loss in dealing with this most unusual society, some Clansmen seemed eager to help me

understand. In response to my constant questions, they freely discussed virtually all aspects of their society. This candor was matched by a curiosity about me and the people I represented that often required me to obscure the truth or even to lie, something I do neither willingly nor well.

The grace of Blake was with me, though, and I was able to negotiate a Clan-ComStar pact that gave us valuable time and access to the inner workings of the Clans. We agreed to suppress or completely cut off all transmissions made by Inner Sphere militaries and intelligence services into or out of worlds targeted by the Clans. In certain instances, we also passed on information to the Clans about the size, strength, and location of Inner Sphere armed forces on worlds they planned to attack.

In return, the Clans agreed not to interfere with ComStar facilities and functions. They also allowed us to act as mediators on worlds they conquered in order to facilitate communications and understanding between planetary populations and the Clans. In essence, we would become the foundation of the occupation governments created by the Clans, a role we hoped would provide us with vital information about and political power over the civilian population.

When the Primus informed the First Circuit of these terms, some were uneasy, concerned that it violated ComStar's stance of neutrality toward Inner Sphere affairs. The Primus disregarded their reservations, however, having already committed our Blessed Order to the agreement. Personally, I agreed with those who objected. I am a soldier, not a politician, but the thought of allying with the Clans against the Inner Sphere did not sit well. I feared that we could only become the lap dogs of the invaders or be forced by circumstances to turn against them in defense of Terra. Events would prove my apprehensions all too accurate.



FIRST WAVE: WOLF AT THE DOOR

*No natural calamities cost you.
There was no great disease, no famines;
No interstellar catastrophe to blame.
You have no excuse to explain
How this, our rightful palace, has been fouled
With the dust of countless innocent dead.
The truth is that you are the descendants
Of traitors who scurry about like rats
In the dark, fighting over petty kingdoms
At the foot of the empty throne.
Never recognizing that you have given up
The one true prize.*

—*The Remembrance*, Passage 285, Verse 15, Lines 21–32

"In the early hours of 20 March 3050, Colonel Hannah Caitlin, commander of the Third Regiment of the Twelfth Star Guards, was roused from her sleep with the news that DropShips of unknown origin had just appeared above Icar. Someone calling herself Star Colonel Jera Carns was on the blower demanding to talk to the officer in command. The colonel found bedlam in Ops Control, as the staff, most just out of bed, tried to get a handle on the situation. The colonel gave curt orders to alert the troops and notify the commander of the planetary militia to ready its forces.

"She opened the link with Colonel Carns. A strangely accented voice acknowledged her call, and immediately issued the following challenge: 'I am Star Colonel Jera Carns of the Fourth Wolf Guards. What forces defend this world?' The Old Lady, to her credit, replied immediately: 'I, Colonel Hannah Caitlin, commander of the Third Regiment of the Twelfth Star Guards, command here and stand ready to repulse any invaders. I demand you further identify yourself. I am not familiar with a merc unit called the Wolf Guards. Which House do you—.' She was cut off by Carns. 'We are not honorless mercenaries, nor are we in the employ of any of your corrupt Houses. Our identity is stated. You will either inform me immediately of the composition of your forces or I will be forced to attack without the honor of the *batchall* and with all the forces at my disposal. You have one minute.'

"Twenty minutes later, the First Battalion, 30 kilometers south, reported contact with armored infantry and 'Mechs of alien design, but that report ended mid-sentence, to be replaced by a nearly incoherent MechWarrior screaming that the devil's legion had come to Icar. Despite her years of command, Colonel Caitlin could not help looking around at her staff as they pored over displays and asking in a peeved voice, 'All right, I give up. Just who the hell are these guys?'"

Though a bit dramatic, the above account, written by Colonel Caitlin's aide-de-camp, gives an accurate description of just how shocking and disruptive the first few moments of a Clan invasion usually were for unsuspecting Inner Sphere defenders. Clan intelligence, while inaccurate in a few instances, was almost always correct in sizing up the opposition and providing information with which to formulate battle plans. The Clan's superior technology allowed their forces to slip deep into a star system before the defenders were even aware of their presence. In itself, the unexpectedness of the invasion was shocking. Once on the ground, the superior Clan 'Mechs, the alien appearance of the Elementals in their battle armor, and the Clan warriors' exceptional fighting skills

stunned most defenders beyond their ability to recover.

The Clans had, from the beginning, planned a campaign of conquest and purification, not destruction. They viewed the Inner Sphere warriors as inferior children or uncivilized savages, and the Clans do not kill wayward children. They dislike destroying people or possessions destined to become Clan property. Their strategy was designed to strip away the defenders' will to fight and to strike with overwhelming speed to maintain the element of surprise. They assumed that the shock of their arrival, their obvious military superiority, and the implied threat of stronger Clan action would discourage even the most stubborn defenders. Their favored method of operation was to swiftly attack a world, force the surrender of the planetary government, and then move on to the next world, leaving second-line garrisons, the aging, the inexperienced, and the freeborn, as the occupying force.

Clan Wolf employed this strategy during the first wave with no major complications. They attacked six worlds in the Free Rasalhague Republic and two in the Federated Commonwealth during March and April 3050. Resistance on most of these worlds was ill-coordinated and came too late to do much good. The defenders either retreated offworld or surrendered, overrun before they could react.

The worlds in the Free Rasalhague Republic were Clan Wolf's easiest conquests during this first wave. The Republic, because of its shaky political and economic structure, had traditionally relied on mercenaries, both BattleMech-equipped and conventional, to defend its Periphery border. Yet both the Rasalhague government and its people hated the mercenaries they were forced to hire. Mercenaries received little cooperation and support from Republic regulars when Clan Wolf attacked.

The Wolf warriors encountered stronger and more determined defenses on Icar and Chateau, both F-C worlds. The AFFC forces on those worlds were no less surprised and stunned by the attack, but their training, confidence, and experience in both the Fourth Succession War and the War of 3039 kept them from collapsing at their first sight of the Wolf Clan.

SECOND WAVE: WOLF STRIKES AGAIN

What's it like fighting the Wolf? Imagine lightning on legs, or an earthquake with arms, or catastrophe with genius, or just pure hell on wheels.

—A soldier of the Lovinac militia to a reporter, 2 June 3050

No official reaction resulted from the successes of the first wave of the invasion. It went as was expected, and therefore did not deserve comment. The reactions of individual Clan warriors, however, were interesting. During the first wave, our ROM agents reported that Clan warriors contemplated with quiet reverence the wonders of the worlds they had conquered, often just scant hours after they had ruthlessly hunted down and disposed of its last defenders. Their first glimpses of Inner Sphere worlds had a profound effect. These were the promised lands, the worlds the Kerenskys had sworn they would one day possess. This privilege was not granted to the original 800, or even to the previous generation of warriors, but to them alone. For many, this reconfirmed the validity of the Clan breeding programs. It was fitting that these warriors would conquer the Inner Sphere, because they were the finest generation of warriors that the Clans had yet produced.



The general public's reaction to the appearance of such bizarre and fearsome invaders was understandably negative. During the first days of the invasion, rumors that the Clans were not human spread like wildfire, panicking thousands. Holotapes of huge Elementals in battle armor bounding over buildings and ripping apart unsuspecting 'Mechs and tanks caused many to flee or take even more drastic measures in xenophobic horror. Even though everyone now realizes that the Clan warriors are human, the sight of an Elemental or fighter pilot is still too alien for many to accept.

The governments of the Inner Sphere realms were stunned, blindly trying to grasp what was happening during those first weeks of the invasion. All were severely hampered by a lack of detailed information, due in large part to ComStar's agreement with the Clans to prevent the transmission of military intelligence. Many government officials did not believe what little information they could gather, because the implications were simply too awesome for them to comprehend. Only following the debriefing of units fortunate enough to escape the Clans did a coherent picture of the enemy come into focus.

The heads of the Federated Commonwealth and the Draconis Combine quickly shook themselves free of the shock and ordered the complete mobilization of their militaries. Troops in the interior of the two domains moved from their duty stations to the site of the invasion, while troops along the Periphery who had not been attacked were put on full alert in anticipation of a broadening Clan front. Both governments sent emergency shipments of weapons and supplies to planetary militias on worlds threatened by the Clans.

In public, the ruling families of the Federated Commonwealth and the Draconis Combine were models of calm leadership. Privately, both the Steiner-Davions and the Kuritas must have

been deeply concerned. The heirs of both realms, Victor Ian Steiner-Davion and Hohiro Kurita, respectively, were well within harm's way in the Clans' first wave of invasions. Victor, a battalion commander with the Twelfth Donegal Guards RCT, barely escaped when his unit was overrun by Clan Jade Falcon. Hohiro had an even closer call with the Clans when his Fourteenth Legion of Vega was routed and he was taken prisoner by the forces of Clan Smoke Jaguar. Only a rescue by the local yakuza saved him from a very uncertain future.

The personal danger the two young men faced and the incredible threat the Clans posed to the Federated Commonwealth and the Draconis Combine were reasons enough for the two governments to set aside centuries of animosity and make the first tentative steps toward cooperation. In a move that shocked the whole Inner Sphere, Theodore Kurita pulled crack troops from the Combine-Federated Commonwealth border to face the Clans. The chance to take advantage of this sudden gap in Combine defenses tempted many in the Federated Commonwealth. The Sandoval family, political and military leaders of the Draconis March, were vocal in their demands for an immediate offensive against their long-time enemies. However, Hanse Davion and Melissa Steiner foiled their plans by returning the Combine's trust and ordering some of their own troops off the border and against the Clans.

The government of the Free Rasalhague Republic was not as quick or efficient in reacting to the invasion. When word of the invasion reached them, a bitter dispute arose between Elected Prince Magnusson, leader of the Rasalhague government, and Överbefälhavare Månsdotter, commander-in-chief of the Rasalhague military. The Prince believed that Rasalhague's troops should remain where they were, defending their position at all cost. General Månsdotter, taking a more pragmatic view of his troops' abilities, wanted units on the outer worlds to fall back and establish a defensive perimeter around Rasalhague. He also urged the Prince to request assistance from the Federated Commonwealth and the Draconis Combine.

Neither could overcome the other's objections, and neither was willing to defer to his opponent. Frustrated, they turned the question over to the Rasalhague parliament, which spent precious weeks in debate. Once the hand-wringing and useless debate ended, the Prince announced that the troops of the Rasalhague Province would defend where they stood, while the troops of the Radstadt and Skandia Provinces would reinforce Rasalhague and the worlds surrounding it, creating "an impregnable band of steel around the domain's capital world." The Prince vetoed the idea of asking his neighbors for aid, declaring that the Free Rasalhague Republic had waited too many years to become truly independent. To ask for help now would be an admission of weakness. General Månsdotter is said to have replied gloomily, "Better to admit weakness than to fight weakly and remove all doubt."

Clan Wolf's second wave of invasions went a long way toward proving the general correct. Just six worlds came under attack during the second wave, all within the Free Rasalhague Republic. The attacks, begun a week after the end of the first wave, convinced any doubters that the Clans were more than just a new Periphery threat. The militia on the worlds attacked during the second wave prepared as best they could, but they lacked offworld support because of the Republic's paralysis. Their defenders' best efforts failing, these worlds fell just as quickly and just as completely as those attacked in the first wave.



THIRD WAVE: CHALLENGE FROM THE WOLF

*Ambition is the fire of the will, the spur to the horse, and the arm
wielding the flashing sword.*

—A Clan saying

Fear the loping wolves

They hunt with cold confidence

Deer should flee in haste

—Japanese haiku graffiti, Rasalhague University

In late May, Clan Wolf released a revised plan for the third wave of Operation Revival that made the other Clans take notice. The Wolves were no longer content with mere participation in the invasion of the Inner Sphere. They intended to lead. The plan, authored by Khan Ulric Kerensky, called for Wolf forces to invade eleven worlds, rather than just the originally planned six, including key enemy strongholds in both the Free Rasalhague Republic and the Federated Commonwealth. The key to the entire plan, and the objective that caused the most concern among the other Clans, was Khan Ulric Kerensky's intention to seize Rasalhague, the capital of the Free Rasalhague Republic.

Within the Wolf Clan, the plan was well-received. The warriors approved the accelerated pace and the extra combat opportunities it offered. Many among the Clan's Crusader element were particularly pleased, believing it signaled a change of heart in their Khan. Only the technician caste had reservations. They were responsible for the logistics and transport of the Clan military and were worried that this new plan might strain their resources. They did not realize that Khan Ulric Kerensky had anticipated their concerns and was already taking steps to prevent problems.

Ulric's plan met with almost unanimous skepticism outside the Wolf Clan. The Khans of the other Clans believed that his scheme was far too ambitious. They enjoyed the thought that the accelerated plan might fail, leaving the Wolves disorganized and demoralized with shame. At the same time, they feared that a Wolf Clan failure would give the enemy a chance to regroup and seize the initiative. A few strongly recommended that the Khans of Clan Wolf reconsider their strategy while they still could. Khan Ulric Kerensky and Khan Garth Radick stood firmly behind the new plan, however, coolly rejecting all suggested changes.

On 5 June 3050, Clan Wolf initiated its third wave, beginning with a massed transit of JumpShips that moved tons of supplies across the battle lines, deep into enemy territory. By traveling through uninhabited star systems, the Wolf Clan ships slipped unnoticed past Rasalhague and Federated Commonwealth worlds. Their destinations were barren stars in systems two and three jumps into enemy territory. The cargo was dropped in orbit around barren planets, floated among asteroid systems, or grounded on airless moons.

The reason for these caches was simple: to shorten supply lines for the Wolf forces that would be severely pressed under the new timetable. The time normally allowed for restocking supplies would simply not be available. This unusual logistic action illustrates three important points about Clan Wolf. The first is that Khan Ulric Kerensky was willing to risk much to make his plan succeed. The other Clans would not take the risk of allowing Clan technology to fall into the hands of the Inner Sphere should a cache be discovered.

Second, the action demonstrates the rapport Wolf's warrior caste has with its lower castes. Every member of Clan society is

bound to one Clan or another, and the relationship between a Clan's warrior caste and its technician, merchant, and laborer castes varies greatly from Clan to Clan. Merchants are bound to obey any order issued by their Clan's warriors, particularly during wartime. Of course, it is often possible to delay carrying out an order until it is countermanded, especially if the order places the caste in danger. Khan Ulric Kerensky's ability to persuade his merchants to travel so far into enemy space speaks highly of his relationship with his Clan's non-warrior castes.

Third, the fact that Khan Ulric Kerensky concerned himself with the logistics of the third wave in such a thorough and innovative way provided sharp contrast to the Khans of the other Clans. His involvement would make a decisive difference in the next two years. The other Clans seldom gave the disposition of supplies much consideration, believing that they would never require more than one or two ammunition reloads on any world. They failed to realize that this attitude was already costing them time. They were forced to wait for merchant vessels to deliver supplies from the rear for their next jump. Clan Wolf no longer depended on these supply missions.

Well-planned logistics and the forward supply depots gave the Wolf Clan the much-needed flexibility and rapid rate of response that supported their demanding schedule. As it turned out, they needed every ounce of flexibility, for their opponents were stronger, wiser, and far more willing to go to extremes to defend their worlds. Though the Wolf warriors would fulfill their leaders' high expectations, it was accomplished at considerable cost in both warriors and equipment. The price could easily have been too high had the Wolf Clan not been so thoroughly prepared.

COUNTERMEASURES

IlKhan Leo Showers and Clan Ghost Bear were vehemently opposed to Khan Ulric Kerensky's plan and dismayed by its initial success. IlKhan Leo was probably upset because the Wolf's plan threatened to move the spotlight away from his Smoke Jaguars, possibly even weakening his position as leader of the invasion. From my personal observation, it was obvious that the already-strained relations between the ilKhan and Khan Ulric Kerensky took a definite turn for the worse after the plan was announced. Yet the ilKhan refused to comment on the revised plan, even though he had the right to change or even cancel it. Instead, the ilKhan showed his displeasure through more underhanded means.

Clan Ghost Bear, which was having difficulty with its own part of the invasion, did not want to see the Wolf Clan succeed when they had failed. They were forced to contract with Clan Steel Viper's Clusters to put down insurrections on worlds the Ghost Bear Khans had thought completely conquered. It was a major loss of face for the Ghost Bears to be the first to call on the reserve Clan. Making it worse was Steel Viper's and Ghost Bear's bitter, long-standing enmity. When Clan Wolf, another traditional enemy, began to outpace all the other Clans, a storm of protest raged throughout the Ghost Bear Clan.

Because Rasalhague was located near Ghost Bear's operational corridor, the former had the right to dispute Clan Wolf's right to invade it. When the two Clans had compared their invasion plans at the *kurultai* around Paulus Prime months earlier, they had agreed to bypass Rasalhague until the fifth wave. At the fifth wave, the two Clans would bid for the invasion rights to this important planet. Clan Wolf's new plan forced the Ghost Bear Khans to face a major decision: should they challenge Khan Ulric Kerensky's right to



Rasalhague, losing face if they lost the bid, or let him have the planet uncontested and hope that the Rasalhague defenders would hand Clan Wolf its head?

Considering the Ghost Bear Clan's animosity toward the Wolves and the importance of the target, the choice between the two options was never in question. However, the Khans still hoped to weaken the Wolves by forcing them into a waiting game. In June, the Ghost Bear Khans issued a communique stating that they wished to discuss the situation further among themselves, and that their decision would be made in early July, just days before the Wolves intended to attack Rasalhague. The ilKhan readily approved this delay.

The delay was a shrewd move on the Ghost Bears' part. It forced the Wolves to keep at least a Galaxy in reserve in case they won the bidding for Rasalhague, making that Galaxy unavailable for action elsewhere. It also made it difficult for Khan Ulric Kerensky

to plan an effective attack on the planet, because he would not know how large a force he would be using until after the bidding.

Some suggest that the Ghost Bear Khans' delay was created at the suggestion of the ilKhan himself. If true, it was a telling sign. The ilKhan's animosity toward the Wolves had grown to the point where he was actively seeking ways to make them fail.

RASALHAGUE: THE BID

*All praise the art of batchall and bidding
For it proves our love of peace and tradition.*

—*The Remembrance*, Passage 118, Verse 3, Lines 11–12

By 4 July, when Khan Bjorn Jorgensson and Khan Aletha Kabrinski of Clan Ghost Bear were formally welcomed aboard the *Dire Wolf* by ilKhan Leo Showers and Khan Ulric Kerensky, anticipation and speculation over the coming bid for Rasalhague was

KHAN PHELAN WARD

When the third wave of the invasion hit Rasalhague, Clan Wolf was able to successfully bid for the planet, because Ulric Kerensky had a source of information which revealed more about the defenders on Rasalhague than would be found in even the best intelligence reports. This was his edge over the ilKhan and Clan Ghost Bear. This source was a captured Inner Sphere MechWarrior, who, even before the invasion of Rasalhague, had already proven his worth by providing Clan Wolf with information that saved them lives and time.

The captured MechWarrior was Phelan Kell. His extraordinary story and the implications it raises deserve consideration. Phelan's story began when his unit, the Third Battalion of the elite Kell Hounds, was sent to The Rock to deal with Kenny Ryan and his band of cutthroat pirates. As able as he proved himself to be, Phelan Kell was not prepared for Wolf OmniMechs. Though he fought with considerable skill, his 'Mech was destroyed and he was severely wounded. Fortunately, Clan Wolf adhered to their code of war and spared his life, accepting his value as a human, if not a warrior.

Clan officials discovered while interrogating Phelan that he was a matrilineal descendant of Michael Ward, the bloodsire of the powerful House of Ward. This, along with Phelan's obvious skill, intelligence, and knowledge of the Inner Sphere militaries, brought him to the attention of Khan Ulric Kerensky, who eventually ordered the use of advanced truth serums and electro-persuasion to force information from him. When not being questioned, Phelan served as a common bondsman in the bowels of the *Dire Wolf*. It was there he won the attention and respect of several key Wolf officers, most notably Star Captain Ranna, now of the Wolf Spiders. Through their efforts, Phelan was treated more humanely and was eventually introduced to Khan Ulric Kerensky, who realized more could be had from the young man through trust and respect than through coercion and serums.

Phelan managed to gain status with Clan Wolf, repaying Khan Ulric Kerensky's consideration with detailed advice on how best to conduct specific invasions. This advice included information that gave Khan Ulric Kerensky the edge in the bidding and conquest of Rasalhague. His own skills and determination helped Phelan shed the shackles of a bondsman, and he was officially welcomed into the ranks of Wolf warriors after demonstrating his loyalty and devotion to his new Clan. The culmination of his meteoric rise came with his recent successful claiming of a Ward Bloodname against fearsome odds.

The unit Khan Phelan Kell commands has a high personnel turnover. This is not because he is an incompetent commander. In fact, he is an intelligent, skillful, compassionate leader, but is scorned because of his freebirth status and Inner Sphere heritage. He has inspired the loyalty of a small number of Clan warriors, but still has to prove himself to the vast majority, because acceptance by those in power is no guarantee of acceptance by the rank-and-file.

When it became known that Phelan Kell lived, and advised Clan Wolf, his loyalty to the Inner Sphere was severely questioned. Those who call him traitor ignore the fact that the worlds targeted by Clan Wolf would have fallen with or without Phelan's input. The information he supplied meant that the conquests were less costly for everyone involved. He accepted and was accepted by the Clans. His rise to a position of power in Clan Wolf is not a betrayal of the Inner Sphere, but a way for Phelan to more effectively moderate Clan policy to the advantage of both sides.

tremendous. The ship was thick with observers from other Clans. All looked forward to a hard-fought bid, and many were certain that tempers and tensions would run so high that the loser would demand a Trial of Grievance, no matter who won the bid.

The "cutdown" (a bidding term for the absolute minimum force needed to subdue an enemy force) was also a hot topic. The latest information from Rasalhague put the defending forces at two and a third frontline 'Mech regiments, four battalions of reserve 'Mechs, an exceptionally large, competent aerospace contingent, and more than 20 conventional regiments. It was obvious that there was no quick and easy way to bring this planet's defenders to their knees. Observers willing to discuss the matter with an outsider placed the cutdown at five full Clusters, with additional fighter and warship support to counter the defenders' heavy aerospace force. They also were certain that the conquest would take six full months. Khan Ulric Kerensky's plan, which called for the fall of Rasalhague in just four weeks, was considered a total impossibility. Two officers from Jade Falcon claimed that no matter the outcome of the bidding, Clan Wolf had already lost. If Ghost Bear won the right to Rasalhague, Wolf had lost its best chance at the glory and honor that would make them the leading Clan of the invasion. On the other hand, if Wolf won the bid, the officers were certain that the Clan would not be able to conquer Rasalhague quickly enough to maintain Khan Ulric Kerensky's schedule, bringing great shame to the Wolf Clan and inviting the ridicule of the other Clans.

Three days later, onlookers packed the observation room overlooking the *Dire Wolf's* battle bridge. The IIKhan had already taken his place on the bridge at the center of a large holographic arena where the Khans would meet and make their bids in full view of the onlookers. The Khans were heralded onto the bridge by the two Clans' standard-bearers, each masked and dressed in ceremonial garb. The Wolf standard-bearer wore the full skin of a huge timber wolf as a cape, while the bearer of Ghost Bear's standard wore a uniform trimmed in shimmering white fur. Upon her head rested a fearsome helmet made from the skull of the legendary ghost bear that gives the Clan its name. Once the standards were in place on either side of the holotank, the Khans of the bidding Clans, also in ceremonial dress, took their positions. A hush fell over the observers as Khan Ulric Kerensky, Bidder Prime by virtue of Rasalhague lying within the operational corridor of the Wolves, opened the bidding. He offered seven Clusters, but no active warship support. His bidding away the use of warships was a surprise, but only the first of many.

For the next hour and a half, the observers witnessed a war of nerves hailed as one of the classic bidding contests in Clan history. The bidding was fierce, the Khans of both Clans showing no fear as they bid away whole Clusters with the push of a button. Neither side showed any concern when the bidding fell below the expected cutdown level of five Clusters, much to the surprise of all observers. As the bidding continued and fell below four Clusters, it became clear that Khan Ulric Kerensky wanted Rasalhague at any cost. It was also clear that the Khans of Ghost Bear knew this and were deliberately pushing the bid as low as possible, no longer concerned with having to fulfill the contract themselves.

The Khans of Ghost Bear finally conceded the bid, walking away from the arena smirking in satisfaction. Clan Wolf won the honor of the invasion, but had only three Clusters with which to accomplish it. The Ghost Bear Khans were not alone in their satisfaction at the results of the bidding. IIKhan Leo Showers had difficulty hiding his own pleasure at the outcome.

RASALHAGUE: THE ATTACK

Mercy? Mercy is something the weak pray for from the strong. I have no mercy. The best an opponent can hope for from me is my respect. If he has not earned that, then he is little more than a pest to be exterminated for the common good, and will be treated as such.

—A Wolf Clan MechWarrior, Rasalhague News Net, 12 July 3050

As the sun rose over the Rasalhague capital of Reykjavik on the morning of 10 July, few looked upon it with pleasure. A week earlier, Clan warships had appeared at several pirate points and were soon parked in orbit around the planet. Khan Ulric Kerensky's challenge was broadcast on all communications bands. He declared his intention to "win control of Rasalhague and bring its people under the protection of Clan Wolf, warriors of bloodhonor and upholders of the Grand Council's will." General Månsdotter, commander of the Rasalhague defense, refused to fight the Clan on its own terms, replying to the Wolves that "my force will use whatever means available, whether honorable or the vilest trickery, to keep you from our homeworld."

For the next two days, the Clan ships orbited the planet just out of effective aerospace-fighter range, heightening the tension by maintaining silence. On the ground, the defenders of Rasalhague waited. Circling Reykjavik, the First Drakøns, with their massive aerospace wing, a battalion of Second Drakøns that had survived Verthandi, a regiment of light 'Mechs piloted by aging veterans, two regiments of armor, and five regiments of mechanized infantry made last-minute preparations. To the south on the tropical continent of Ystad, the First Freeman, supported by an additional regiment of light 'Mechs, a regiment of armor, and one of mechanized infantry, positioned themselves around the city of Tyr and within the fortified approaches to Firebase Tyr. Even farther south, on the frigid polar continent of Hammerfest, were the Third Freeman, two regiments of hover tanks, and two regiments of infantry defending Ymir, a vital industrial center. Morale among the Rasalhague soldiers remained high despite the tension of waiting, due mostly to Commander Månsdotter's frequent messages. The troops were also bolstered by his unflagging concern that his troops receive everything they needed.

Commander Månsdotter planned for his troops to fight a mobile campaign from the start by harassing the Wolves as they made their drops, perhaps even forcing them to drop away from their intended DZs. His forces would give ground slowly, using the many ambush sites they had prepared to make the Wolves pay for every meter gained. Månsdotter knew from his analysis of the Clans' tactics that his greatest strength was his air power. He judged, and rightly so, that the Clans placed their emphasis on ground forces, often working without fighters altogether. If Månsdotter's aerospace fighters, which were led by the Flying Drakøns, the elite air wing of the First Drakøns, could gain control of the air, then Månsdotter was confident that Rasalhague could be successfully defended.

Månsdotter was no fool, however, and realized that his plan had many weaknesses. The greatest of these was a factor over which he had little control: the health of his warriors. Every July a new strain of the Fenris flu emerges from the Rasalhague tropics. This flu, a constantly mutating strain of the deadly Fenris plague, is



always debilitating, though usually not fatal. The thought of his troops infected and ailing in the face of the Clan invasion was the commander's greatest nightmare, which came true by 1 July, when almost a third of Tyr's defenders were ill. When Månsdotter was forced to enact strict travel restrictions into and out of the tropics to prevent the flu from spreading, this created logistical problems and made it impossible for him to personally oversee the defenses of Tyr.

Shortly after noon on 8 July, General Månsdotter received word that Wolf DropShips had begun their insertion run into the planet's atmosphere. Preliminary trajectories suggested that the Clan forces were heading for three separate objectives, as expected. Computer plotting indicated that two groups of enemy DropShips were heading for drop zones outside Tyr and Ymir, also as expected. However, the third was not heading for Reykjavik, but for Asgard.

Asgard, a small city 200 kilometers north of Reykjavik, had two years earlier been chosen by the Free Rasalhague Republic as its new capital city. Construction was still underway, however, and no vital facilities had been transferred north. To the general, it seemed that the Wolves had made a major blunder, sending forces against the wrong city. Månsdotter hurriedly ordered his forces 75 kilometers northward to new defensive positions. The Drakøns and the majority of his heavy forces established a line just south of the Klaräven River, north of the rugged forests overshadowed by the Jotunheimen Mountains.

The defenders were unaware that Khan Ulric Kerensky, advised by Phelan Wolf, was working from a cunning plan that would take advantage of Rasalhague's weaknesses. He had two reasons for choosing Asgard as the DZ for the DropShips and freefalling OmniMechs of his crack Fourth Wolf Guards. First, this DZ kept them from running an extended gauntlet of the Flying Drakøns. Once down, the Fourth Wolf Guards would use the forests and mountains that lay between Asgard and the capital as cover to shield them from strafing fighters. Khan Ulric Kerensky's second reason had little to do with military strategy and everything to do with human psychology.

While the Fourth Wolf Guards worked their way south from Asgard, the initial focus of the invasion shifted away from Reykjavik toward Tyr and Ymir. The 279th Battle Cluster landed west of Tyr and its defenders. Any hope that the thick jungles would give an advantage to the Freeman was quickly dashed as the Clan OmniMechs and Elementals moved through the jungles as if born to the terrain, right up to the Freeman's positions. The ensuing battle for Tyr became a violent parody of hide-and-seek; small units blundered into each other, fought fiercely, then melted back into the jungle. By 12 July, the defenders, still fighting the flu, had been pushed back to positions just outside of Tyr.

News from the south pole was even worse. The 352nd Assault Cluster of Beta Galaxy, Khan Garth Radick's contribution to the invasion, landed west of Ymir and immediately marched toward the city. Neither blizzards nor the perpetual night slowed the 352nd. Their OmniMechs were configured with beam weapons unaffected by the cold, allowing them to inflict a terrible toll on Rasalhague's defenders. By 12 July, the remnants of the Third Freeman and their supporting regiments had been forced back to the outskirts of Ymir and were preparing for one last, hopeless stand.

As news of the imminent fall of Tyr and Ymir was broadcast daily over the public media, despair took hold of the people of Reykjavik. Even though the capital was in no immediate danger, most realized that the other two cities were doomed. Once they had fallen, their attackers would undoubtedly come for Reykjavik. General Månsdotter ordered the Drakøns to break contact with the Fourth Wolf Guards and return to the city as quickly as possible. Though their tactics had ensured that the enemy's progress toward the city was slow and costly, the Drakøns were needed for what would be the defenders' final stand.

Elected Prince Magnusson, after days of tortured deliberation, decided to escape. Despite his obvious agony at abandoning his people, his decision to leave Rasalhague was predictable. Years earlier, Haakon Magnusson had been known as the Silver Fox, a much-beloved guerrilla leader who fought the Draconis Combine for the independence of the Rasalhague worlds. He was renowned for his hit-and-run tactics and his ability to elude capture. When the war ended and the worlds of Rasalhague were independent, its people made this charismatic warrior their first Elected Prince, an honor that swelled his already large ego.

His experience as a guerrilla and his ego convinced Prince Magnusson to leave Rasalhague. He believed that if he stayed and was captured by the Wolves, resistance throughout the republic would collapse completely. He concluded that it was better to leave now and let what remained of his domain continue to fight the Clans than to stay and suffer a hero's defeat.

The Elected Prince boarded a DropShip in the early hours of 13 July. Joined by his closest advisors, he left Rasalhague for the *Norseman*, his *Star Lord* Class JumpShip. To ensure the safety of their leader, General Månsdotter grudgingly sent the entire AeroWing of the Flying Drakøns to escort the Prince's DropShip. As the DropShip cleared the planet's atmosphere, it was immediately flanked by Wolf fighters. The Wolf fighters did not attack the DropShip, knowing that the fanatical Drakøn fighters were ready to pounce. They seemed satisfied merely to follow the DropShip to its rendezvous with the *Norseman*.

Månsdotter and Magnusson had no way of knowing that every move the Clan had made, from the seeming blunder at Asgard to the Wolf fighters trailing the Elected Prince's DropShip, was part of an elaborate plan to bring about the fall of Rasalhague as quickly as possible. Forcing the Elected Prince to leave the planet was the key to the plan. Khan Ulric Kerensky knew that if Magnusson was captured or killed, it would enrage the defenders, turning an already potent force into a fanatical army ready to avenge their leader at any cost. Magnusson needed to "escape" in order for their plan to succeed.

The Fourth Wolf Guards' landing near Asgard allowed the Elected Prince to feel the potential danger, yet gave him time to escape. Khan Ulric Kerensky correctly guessed that the Elected Prince would order a large escort of his best fighters to protect him as he fled, thus neutralizing the Drakøns' fearsome air support. The large number of Wolf fighters patiently following the Elected Prince and his entourage were there to ensure that once the Elected Prince was safe, the Flying Drakøns would think twice about heading back to Rasalhague, low on fuel and facing major losses. As hoped, the Flying Drakøns jumped out with the *Norseman*.

The warriors and citizens of Rasalhague were sad to see their Prince leave, but his departure did not lessen their resolve to fight. The defenders of Tyr and Ymir bowed to the inevitable when Wolf

forces launched all-out attacks the following morning. Ymir fell within hours, the remnants of the Third Freeman forced to surrender or freeze in the arctic cold. At Tyr, most of the First Freeman were overrun. The few survivors abandoned the city and withdrew into their fortified firebase, enduring a month-long siege before finally surrendering.

The Wolf units assigned to Ymir and Tyr immediately boarded their DropShips and headed for Reykjavik. They faced defending forces of almost two full regiments of 'Mechs, most of them from the two Drakøn regiments, with supporting tank, infantry, and artillery regiments. The defenders had become fanatical.

This attitude worried Khan Ulric Kerensky. The past months had taught him to respect the willingness of Inner Sphere warriors to die when reason dictated surrender. He lacked the time and the desire to engage in a bloody house-to-house fight with people who preferred death to surrender. There seemed little choice, particularly after an emissary sent to propose an honorable surrender was nearly killed by Drakøn warriors before General Månsdotter intervened.

It was with extreme reluctance that Khan Ulric Kerensky ordered the Wolves to attack Reykjavik on 15 July. The ferocity of the fighting exceeded even Khan Ulric Kerensky's worst fears. The Drakøns took the fighting into the streets of Reykjavik at the cost of the lives of many of its citizens. Such was the fervor of the Rasalhague defenders, particularly the Drakøns, that the Wolves faced mass destruction previously unencountered. The Wolf warriors reacted in kind, driven to new heights of ruthlessness by their inability to understand how troops could callously destroy the city they had sworn to protect and still consider themselves warriors to be treated with honor. The Wolf warriors considered their opponents lunatics, undeserving of battlefield honor. No mercy was offered, and none was expected.

Two days later, Khan Ulric Kerensky toured the remains of Reykjavik. What he saw was enough to harden the softest heart. Over 70 percent of the city's buildings had been destroyed beyond repair. The city's central park, which had been a lush forest with fountains and lakes, now looked as if it belonged on a cratered moon. The Riksdag Complex, where once the government had passed laws, was now a hellish graveyard for the blackened hulks of the last Drakøn 'Mechs.

Rasalhague belonged to Clan Wolf. This battle was easily the toughest fighting the Wolves had seen thus far. Putting Rasalhague's ComStar mediators in place as quickly as possible, Khan Ulric Kerensky returned his warriors to their JumpShips.

Once the three attacking Clusters were back in orbit, Khan Ulric Kerensky gave considerable attention to determining how Rasalhague would be governed. He realized that Rasalhague's acceptance of Wolf occupation would be the key to keeping other occupied worlds under control. He did not hesitate to fill crucial administrative posts with those who had been actively fighting the Clan just days before. The commander of the Wolf occupation force, Nikol, an aging but wily veteran from Epsilon Galaxy, was chosen to head the council.

Khan Ulric Kerensky left Rasalhague on 25 July, but only after he was satisfied that everything was in order. The successful defeat of Rasalhague was proof that Clan Wolf would no longer take a back seat.

FOURTH WAVE: THE WOLF RACES AHEAD

*For the day will come and our kin will stand
On Terra's firm soil, ready to rebuild
The Star League with their hearts and hands.
But who shall lead? Upon whose shoulders
Will the burden lie? The answer is the test;
The test is the journey. Whichever Clan
Carves its way through the barbarians
To reach that fabled cradle of us all
Shall be the vehicle of the League's rebirth. Upon
The Star League throne shall sit that Clan's
Wisest Khan. So should it be—So shall it be.*

—The Remembrance, Passage 72, Verse 22, Lines 14–24

After a wave of conquests, the Clans routinely spent a few weeks consolidating their holdings, resting the troops, and allowing logistics to catch up and resupply the Clusters. Though this lull in activities was not mandatory, it was something all four Clan leaders had agreed would be sensible.

Thus it was with considerable shock that the ilKhan and Khans of Clans Ghost Bear, Jade Falcon, and Smoke Jaguar greeted the news in mid-July that Clan Wolf had launched another series of invasions. The news confirmed what many had suspected as they watched the bidding for Rasalhague. Khan Ulric Kerensky was determined to become the permanent ilKhan, and his Wolves the ilClan, by reaching Terra first and fulfilling Nicholas Kerensky's dream. IlKhan Leo Showers protested "Clan Wolf's impetuous actions" and declared that Clan Wolf was endangering the invasion, but he could do little more than complain. Clan Wolf was not disobeying any order, nor were they acting against any Clan tradition. Indeed, to seek to curb Clan Wolf's ambition would go against one of the basic tenets of Clan society.

The ilKhan did attempt to slow Clan Wolf by refusing to allow the use of Provisional Garrison Clusters (PGCs) for the occupation duties being handled by frontline troops. He claimed that PGCs had not been part of the invasion bid. This was true enough, but these essentially administrative units are not traditionally considered part of a bid. He was challenged by the Wolf Khans, who pointed out that the ilKhan had already authorized the use of PGCs for his own Smoke Jaguars. The Khans of Clan Jade Falcon also requested to bring forward PGCs. Jade Falcon suggested that PGCs might prove the only way, short of introducing more Clans into the invasion, to catch up with the Wolves. The ilKhan reluctantly accepted the wisdom of their arguments and granted Clan Wolf's request in late August. The first Wolf PGCs began assuming control of Wolf-held worlds just days later, which meant that Khan Ulric Kerensky had called the PGCs from the Clan worlds months earlier. Twenty-six Wolf PGCs are currently helping to integrate the Rasalhague people into Clan ways.

The wave of Wolf invasions that began in mid-July and ended with the fall of Radstadt in late October was only possible through Khan Ulric Kerensky's continued attention to logistics and supply lines. He increased the flow of supplies from the Clan worlds and instituted the Logistical Augmentation Program (LAP). This was the official name for widespread supply-scrounging from conquered worlds. Most technical parts could not be replaced by Inner Sphere products, but items such as food, low-tech vehicles, and clothing



could. Soon it became an odd, yet common sight to see Wolf Clan Techs carrying OmniMech weapon pods in Defiance trucks, or to see a Wolf warrior wearing an Inner Sphere cloak and biting

into a Rasalhague naranga. Khan Ulric was determined that LAP would not degenerate into planet-wide looting, and for the most part, it did not. Owners of supplies appropriated by Clan Wolf received chits redeemable for similar items of equal or greater value once these items arrived from the Clan worlds. Even though the other Clans accepted that LAP freed up valuable transport space for more weapons and technical items from the Clan worlds, most could not stomach the idea of using "corrupted" Inner Sphere materials.

Inner Sphere reaction to the Wolves' new wave of invasions was mixed. Despite the communication interdiction, news of Rasalhague's devastating fall and of Edo's destruction on Turtle Bay by Smoke Jaguar warships had somehow spread. The effect of this was that some worlds put up only token resistance, allowing the local governments to save some dignity before surrendering. On other worlds, the defenders were willing to risk far more than their dignity.

Inner Sphere defense had by now fallen into two distinct tactical categories. Both used the Clans' peculiarities to their advantage. The Castle Defense was designed to protect what the defenders considered the most likely target with one or more static defensive lines. When attacked, the defenders took advantage of the Clans' unwillingness to press a numerical superiority by converging on Clan BattleMechs and swiftly shifting reserve units to the incursion point.

The Bandit Defense scatters the defenders in company-sized units across the countryside, where they live off caches of hidden supplies. The Bandit Defense took advantage of the Clans' tendency to deploy their forces in Stars to cover the maximum amount of terrain when looking for the enemy. The defenders, if fortunate, could pounce upon an isolated Star of Clan forces, defeat them by sheer numerical superiority, then escape before Clan reinforcements could arrive.

RADSTADT

*Tyra of the Rasalhague led,
Forth her fiery flying Drakøns,
Gallant in bronze. A warrior woman whose hands
Were unskilled in the ways of hearth and home,
In skills of war she was hard and trained
To leave behind the airy winds and fight
Where the void is eternal and life fleeting.*

—*The Remembrance*, Passage 294, Verse 8, Lines 17–23

Radstadt, with its thriving economy and large agriculture and aquaculture industries, had a place in the hearts and minds of the people of the Free Rasalhague Republic almost as dear as Rasalhague itself. The planet had political and strategic importance, and became a testing ground for the Wolf Clan. The invasion of Radstadt came at the end of six months of continuous fighting. It was here that Khan Ulric Kerensky would prove his assertion that his troops could function efficiently without resting every couple of months.

Radstadt's main defenders were the heavy 'Mechs of the Fourth Drakøns, a veteran unit commanded by Överste Carl Sleipness. He planned to press the attack by throwing forward most of his aerospace fighters to interfere with the Clan's drops, then to hit the Wolves on the ground with the Bandit Defense. The terrain was in his favor. The land around Munich, the capital, was hilly and covered with thick forests, while the two major approaches to the city were across a broad river and the islands of a stormy sound. The Överste was unaware of a further point in his favor; the Wolves believed that the elite First Drakøn AeroWing, tricked into leaving Rasalhague with the Elected Prince, would probably be on Radstadt ready for blood. The AeroWing was not on Radstadt, and was, in fact, listed as missing in action.

Out of a healthy respect for the AeroWing's power, Galaxy Commander Conal Ward chose landing and drop zones well away from Munich. His Red Keshik accompanied the Eleventh Wolf Guards to landing zones 300 kilometers west of the capital city, near the small ranching community of Varberg, while the Thirty-seventh Striker Cluster landed on the island of Froya at least 500 kilometers from Munich. The commander intended to avoid a pitched battle, particularly with aerospace fighters and the heavier 'Mech elements of the Drakøns, and to push toward the capital from opposite directions. He hoped to prevent the defenders from coordinating their defenses quickly enough to stop his fast-moving forces.

Within a day of landing, the Wolf Guard lead elements were attacked by a company of heavy Drakøns supported by a regiment of mechanized infantry. The battle was punctuated by several brutal firefights. At first, it seemed the defenders would hold the field, but one Star of Elementals discovered a drainage culvert system that they could enter. After relaying its location to their commanders, the Star entered the culvert and reappeared a short time later behind the Drakøns. The Elementals' sudden appearance provoked chaos in the Drakøns' rear guard. Additional Elemental Stars used the culvert to further harass the Drakøns. In minutes, the defenders' position was compromised and they withdrew with heavy casualties.

The Thirty-seventh Striker Cluster had an easier initial approach. Though constantly harassed by fighters and missile boats, the Wolves moved steadily westward over a series of islets in shallow seas. Their steady approach was slowed when orbiting DropShips reported heavy 'Mechs arrayed on the shore ahead. The defenses were particularly heavy around the fishing village of Kjakan, the point at which the chain of islands the Cluster was following came closest to the mainland.

This situation posed a dilemma for Star Colonel Marcos Radick, commander of the Thirty-seventh, and points out perhaps the only flaw in Clan officer-training. Though Clan warriors are without peer in almost everything they do, their experience with fighting on nonstandard terrain is minimal because Clan duels and trials use tactically simple terrain such as valleys, hills, forests, and the like. When the Clans invaded the Inner Sphere, they often faced terrain that was anything but standard, putting some Clan officers at a disadvantage and accounting for most of the infrequent Clan defeats.

Meanwhile, the Eleventh Wolf Guards continued to move steadily forward. Individual Stars were ambushed several times by Drakøn companies and supporting units, but the Cluster as a whole pushed the defenders back toward Munich. At Tönsberg, the Wolf

Guard Elementals outflanked the Drakøns, turning their line and winning the day. The Wolf Guards moved so rapidly that Överste Sleipness was forced to pull troops from around Kjakan to reinforce his defenses on the west side of Munich.

Star Colonel Marcos Radick took advantage of his unexpected good fortune to launch his attack against the mainland. The execution of Star Colonel Marcos Radick's plan proved that though the Thirty-seventh may have found this situation puzzling, they adapted quickly to the situation with typical Clan thoroughness and courage. Wolf fighters began the strike by strafing the defenders around Kjakan. Elementals hitched rides on the unit's OmniMechs as they waded into the deep water. Radstadt Naval Arm patrol boats attempted to set off depth charges over the submerged BattleMechs, but most were blown out of the water by Wolf fighters before they could accomplish their goal.

As the Wolf 'Mechs emerged from the water and strode toward the beach, the Elementals dropped away, lighting their jets to close with the enemy. At first, the defenders found the Elementals easy pickings, and were able to seriously damage the OmniMechs with their crossfire. As Clan 'Mechs continued to emerge from the water, loosing their Elementals, the initiative shifted in favor of the Clan. The battle ended when a Star of Elementals broke through the shore defenses and destroyed the mobile HQ coordinating the defense. The Drakøns were forced to withdraw.

Överste Sleipness ordered all his forces back to Munich at top speed. He hoped to make a stand behind a series of defensive lines and protect the capital as long as possible, but the speed of the pursuing Wolf 'Mechs and Elementals prevented the defenders from ever really establishing their perimeter defense.

By 9 October, Överste Sleipness' position was compromised in several locations. He may have wanted to surrender at this point, but the government and religious leaders had both proclaimed their willingness to continue the fight to the bitter end. By the end of October the bitter end had finally been reached. Few of the Drakøns survived a holocaust that too closely resembled the painful destruction of Rasalhague.

Radstadt belonged to Clan Wolf.

FATE INTERVENES

*Tyra and her warriors fought
Like crazed demons above Radstadt.
When her fighter was crippled by ours,
And her life leaked away into the endless night,
She chose to die
And sent her fighter like a spear
Through the Dire Wolf, claiming as isorla
Our mighty ilKhan's life. Sing of our loss, warriors!
Sing, but of Tyra also,
For though an enemy, her courage none can deny.*

—The Remembrance, Passage 294, Verse 8, Lines 24–33

News that Radstadt had fallen to Clan Wolf enraged ilKhan Leo Showers. He had hoped that the Drakøns would somehow hand the Wolves a major defeat and stall Khan Ulric Kerensky's offensive. By the end of October 3050, Clan Wolf had seized almost twice as many Inner Sphere worlds as had the Jade Falcons and his own Smoke Jaguars. Only Clan Ghost Bear came remotely close to matching the Wolves' successes, but they were forced to



devote part of their efforts to dealing with heavy guerrilla activity on worlds they had captured. Where Clan Wolf used to advantage each world's proven political and military leaders, quieting most sedition, Ghost Bear's typical Crusader prejudice against the Inner Sphere blinded it to the usefulness of its recently conquered foes.

The ilKhan moved to regain face before the assembled Clans. Only five Clans were participating in the invasion, but all 34 Khans were present in the theater of operations, eagerly observing each campaign. The ilKhan ordered that a *Grand Kurultai* be held aboard the *Dire Wolf* on 1 November. The ilKhan was apparently going to attempt to rein in the Wolves by removing or at least censuring Khan Ulric Kerensky.

Khan Ulric Kerensky made two shrewd requests of the ilKhan. The first was that the Khans of the other Clans arrive in ships smaller than the *Dire Wolf* so that in-system spies would not realize what was occurring and attempt an attack against the gathered heads of the Clans. In fact, Khan Ulric Kerensky did not want the other Khans to bring more than a handful of their own troops. He wanted to avoid bloodshed if it came to blows with the ilKhan and the Khans' anger. The second request was that the meeting be held in the Radstadt system. It was the scene of an important Clan Wolf victory and the deepest penetration into the Inner Sphere by any Clan. The ilKhan granted these requests, though his reasons for doing so are not clear. The most likely explanation is that the ilKhan was so confident of succeeding in his private agenda that he was willing to let Khan Ulric Kerensky have his way, certain the *Grand Kurultai* would more than make up for it.

The ilKhan would not attend the *Grand Kurultai*. The *Dire Wolf* arrived at Radstadt, and just hours before the ilKhan was to convene the *Grand Kurultai*, the Clan warships were suddenly



ordered to battle stations. A *Star Lord* Class JumpShip and three smaller *Scout* Class JumpShips had appeared in-system just minutes away from the flagship, and moments later began launching fighter after fighter toward the *Dire Wolf*.

It was the AeroWing of the First Drakøns. When the *Norseman*, the JumpShip carrying the Elected Prince and the AeroWing of the Drakøns, left the Rasalhague system, it was assumed by its crew and passengers that the Wolves would be in hot pursuit. To avoid capture, the Elected Prince decided to flee toward Radstadt, a provincial capital, traveling through only uninhabited star systems. It was a good plan, but they were delayed by two breakdowns of the ship's drive and power cores that required weeks of extensive repairs.

It was as much a shock for the *Norseman* to see Clan warships, led by the huge *Dire Wolf*, as it was for the Clans to see the *Norseman* and its companions. Surrender must have been considered, but must surely have been overridden by the need to extract the Elected Prince from this unexpected trap. The *Norseman* had a good chance of escape because its lithium-fusion batteries, given to the Elected Prince by the NAIS, were charged with enough power for the *Norseman* to jump clear of the Radstadt system.

As the AeroWing of the Drakøns launched from their DropShips, they had few illusions. They knew that theirs was a one-way trip. They would have no chance to return to the *Norseman* before it jumped. For Major Cnut Bernadotte, commander of the Flying Drakøns, the immediate target of his fighters was the *Dire Wolf*. It was the largest and closest warship, and it was already turning its huge weapons toward the *Norseman*.

The fighting equalled the ferocity of the battle on Rasalhague. The Flying Drakøns got off one pass against the *Dire Wolf* virtually unopposed, because the pilots of the Golden Keshik were not prepared for combat. Antiaircraft fire from the *Dire Wolf*'s weapons was ineffective. However, the *Dire Wolf* survived the first pass with only minimal damage to its in-system engines and flight decks.

The fighters of the Golden Keshik had to brave heavy enemy fire to launch themselves clear of the *Dire Wolf*, but were soon offering heavy opposition to the Flying Drakøns' strafing. Fighters from other Clan warships launched and headed for the melee at full throttle. Momentum soon shifted away from the Flying Drakøns, who were continually forced to regroup, each time a bit closer to the *Norseman*.

Suddenly the *Norseman* disappeared in the shimmer of a successful jump. The sight of the JumpShip slowly fading inspired the Flying Drakøns to a final attack. The Clan pilots were momentarily taken aback at the sight of the JumpShip disappearing, stranding its fighters, and the Drakøns took advantage of this split second. Seven Drakøn fighters dove once more at the *Dire Wolf*. Close examination of holotapes provided by Clan Wolf and rosters provided by our Blessed Order have allowed us to determine that the seven fighters were led by Kapten Tyra Miraborg, daughter of General Tor Miraborg. Her fighters strafed the Wolf flagship twice before most were destroyed by the ship's guns or by Clan fighters.

Kapten Miraborg's *Shilone* was heavily damaged. Under normal circumstances, she would have turned away from the fight in an effort to save herself. However, these were hardly normal circumstances. The holotapes of the battle make it obvious that the brave Kapten deliberately aimed her stricken craft directly at the

Dire Wolf. Her flight path was not a freak accident, as some Clan officers have later claimed. Breaking through the *Dire Wolf*'s last defenses, she had one last moment of peace before her fighter impacted and exploded. She hit the *Dire Wolf* in its most vulnerable location—the bridge. At the moment she hit, Khan Ulric Kerensky and ilKhan Leo Showers, along with most of the *Dire Wolf*'s senior officers, stood watching the battle in the bridge's holotank.

The impact threw everyone on board the massive ship against the bulkheads like rag dolls. I and Phelan were just steps away from the bridge when the fighter hit. After regaining our feet, we rushed to the bridge only to find the hatches around the deck closing to prevent a major pressure loss. Though he was only a bondsman, the leadership skills Phelan learned in warrior training came to the fore, and he assumed command of the effort to reach the bridge and rescue the survivors. He managed to override the ship's emergency systems and open a hatchway onto the bridge.

Most of the fighter had disintegrated upon impact with the ship's armored exterior, but the energy blast had punched a fist-sized hole through to the bridge, spraying the interior with deadly shrapnel. The area around the hole, weakened by the impact, threatened to give way at any moment.

Scrambling into an environmental suit, Phelan searched the bridge for survivors. He pulled Khan Ulric Kerensky from the rubble and turned him over to the waiting medics. He found one more survivor, somehow managing to drag him clear of the bridge before the bulkhead collapsed. Only later did we learn that ilKhan Leo Showers, the Khan of Khans, was dead, sucked bodily into the vacuum of space.



YEAR OF PEACE AND DREAD

Proud upholders of the Great Kerensky's words, heed me, for I must relate a tragedy. Our leader is dead. Leo Showers, Khan of Khans, leader of the noble Clan Smoke Jaguar, commander of those who would raise the Star League up from the ashes, is physically no more. Yet mourn not the loss of his physical presence, for his blood legacy will course through the veins of countless fierce warriors of future generations, all awaiting the command to revenge his most foul death.

—From the recall order issued by Khan Bjorn Jorgensson, Clan Ghost Bear

The death of ilKhan Leo Showers stunned the Clans. When the *Grand Kurultai* convened, it was only to discuss how to react to the ilKhan's death. Though I was not allowed to attend the meeting, Khan Ulric Kerensky later told me some of what happened.

Most of the Khans wanted to launch an all-out offensive to punish the Inner Sphere for the ilKhan's death. When Ulric asked who they would attack and why, most realized that the only person who could properly take blame for the ilKhan's death was dead herself. If the situation were reversed and Tyra Miraborg had been a member of the Clans, they would be hailing her as a hero.

Then Khan Perigard Zalman of Clan Steel Viper pointed out the most crucial matter facing them. Without the ilKhan to arbitrate disputes and guide the invasion, the Clans were in danger of losing what precious little cooperation and unity they had achieved. They must choose a new ilKhan, but that required consultation with the Bloodnamed of all the Clans. The Khans and the Bloodnamed warriors of the five invading Clans would have to return to Strana Mechty to convene a Grand Council to elect a new leader.

Many objected that this course of action would leave what the Clans had already won vulnerable to counterattack. In the end, a majority agreed that the Inner Sphere was in no position to launch an offensive to retake their worlds, even if they chanced to realize that a large part of the Clans' elite force was no longer present. PGCs were already in place on many worlds, and enough competent warriors without Bloodnames would remain to control the rest.

The Clans asked ComStar to help cover their absence. In a communique to Primus Waterly, the *kurultai* requested that the ComGuards oversee the occupation governments of the conquered worlds and notify them immediately if the Inner Sphere leaders showed signs of preparing an offensive. The Primus readily agreed, believing that this would tighten her grip on the occupied worlds.

The Bloodnamed of the five Clans met at Paulus Prime on 1 December to begin the long journey back to their homeworlds. They would not return to the Inner Sphere for almost a year.

Both the Federated Commonwealth and the Draconis Combine intercepted the coded recall-order issued by the Khans to their Bloodnamed troops, but could make little sense of it. Meanwhile, reports of elite Clan units pulling off the front lines gradually made their way past our communication interdiction and into the rest of the Inner Sphere. The news was at first greeted with much fear, for most interpreted it to mean the Clans intended to launch an offensive from an unexpected direction. The Periphery became a hive of activity as preparations began to withstand a fresh assault.

But no new Clan offensive came. Some generals of the Inner Sphere wanted to take advantage of the seeming lull to launch an immediate offensive of their own, believing they could somehow

defeat the remaining Clan forces and then hold onto what they gained. Cooler heads prevailed, urging that the unexpected calm be used to rest and refit troops while seeking new ways to defeat the enemy.

Foremost in the effort to retrain the militaries of the Inner Sphere was Jaime Wolf, commander of the elite Wolf's Dragoons. In January 3051, he gathered the leaders of each of the Great Houses on the Dragoon world of Outreach. There he made the startling revelation that the original Wolf's Dragoons were members of Clan Wolf, sent by the Grand Council to scout the Inner Sphere. Colonel Wolf declared that the Dragoons stood opposed to the Clan invasion and were ready to provide everything from training to OmniMech construction specifications to see the Clans defeated.

Most of the gathered leaders, particularly those of the Federated Commonwealth and the Draconis Combine, placed their trust in the offer. They willingly submitted themselves, their aides, and even their heirs to the strenuous and often dangerous training. They learned how to think and fight like Clan warriors. They also accepted the level of mutual trust they must achieve if they hoped to defeat the Clans.

While the training on Outreach proceeded, the people in the Clan Occupation Zones adapted to their new lives. Conditions on those worlds during the year of peace varied, depending on how responsive each occupation government was to its people. On worlds where the Clan representatives, either ComStar or PGC, were indifferent to the populace, guerrilla activity and terrorism were rampant. On worlds where the occupation government attempted to respond to the people's needs, the atmosphere reflected calm.

It is no surprise that the worlds dominated by Clan Wolf were peaceful, considering Khan Ulric Kerensky's generally liberal views toward the Inner Sphere and its people. Though pockets of resistance existed, particularly on politically and socially important worlds, the populations were gradually adapting to a modified version of the Clan social system, as administered by Clan officials and ComStar representatives.

The year of peace also saw the Gurbeng Garrison Cluster capture Överbefälhavare Christian Månsdotter on Rasalhague. Månsdotter was leading the remnants of that planet's defense forces in guerrilla warfare. During one firefight, his vehicle overturned, pinning him to the ground and preventing his escape. As soon as General Månsdotter was identified, he was separated from the rest of the prisoners and bondsmen to await the return of Khan Ulric Kerensky.

ILKHAN ULRIC KERENSKY

*Do you swear upon the words of the Great Kerensky that you will follow the ordained trail through the black firmament of space, the trail that will ultimately lead us back to Terra to restore all that was good and pure in the Star League?
Aff. I swear my blood future upon it.*

—From the ilKhan oath-taking ceremony

Reactions ranging from disbelief to outrage greeted the news of the death of ilKhan Leo Showers on Strana Mechty. That the first ilKhan to be elected in a hundred years should die in combat, at the hands of an alien enemy, gave pause to an entire society. The Grand Council convened two days after the memorial to ilKhan



Leo, on 28 February. They had many important issues to resolve, the most vital being the election of the next ilKhan, but this session did not reach any decisions.

Meanwhile, Clan Wolf formally adopted Phelan as a warrior, and required that both he and Natasha Kerensky undergo a Trial of Position within six months. While they were training for the trial, a charge was brought in the Clan Council against Wolf's Dragoons for failing to heed the recall order. This charge was reluctantly dropped when Natasha Kerensky, supported by Cyrilla Ward, revealed that Khan Kerlin Ward had revised the Dragoons' orders, commanding that they obey no Khan but him. In following his orders, they properly refused to answer the recall.

The Grand Council met many times over the next three and a half months, but the continual in-fighting between the Crusaders and Wardens distracted them from the main task at hand—choosing a new ilKhan. The Crusaders ultimately accused Khan Ulric Kerensky of somehow arranging the death of ilKhan Leo Showers. The idiocy of the accusation and the passion of those who rose to his defense seemed to shame the Crusaders. They proceeded to nominate a surprise candidate for the ilKhanship, one who was quickly seconded and approved by the rest of the Grand Council.

ilKhan Ulric Kerensky was given the highest position in Clan society by the Crusaders, his worst political enemies. The Crusaders had two ulterior motives. First, as ilKhan, Ulric Kerensky was honor-bound to diligently pursue the Grand Council's invasion directive, and the Crusaders currently controlled a majority of the council. The head of the Warden movement suddenly found himself forced to lead the Crusaders' invasion of the Inner Sphere.

Second, Clan Wolf was now free to choose a staunch Crusader, such as Conal Ward or Mikel Furey, as its second Khan. That would give the Wolves two staunch Crusaders as Khans, who would throw their full support behind any Crusader resolutions in the Grand Council.

Their plans were disrupted when the new ilKhan named Natasha Kerensky as his replacement as Khan of Clan Wolf. The Grand Council was shocked that such a high honor would go to one who had spent years "among the barbarians," as one Khan put it. The Crusaders could only hope that Khan Natasha Kerensky would fail her upcoming Trial of Position. That hope was vain, however, for she proved herself even more fearsome than when first accepted as a warrior so many years ago.

The new ilKhan had another surprise in store that made many Crusaders wonder what sort of leader they had placed in charge of the invasion. In an impassioned speech before the Grand Council, he tore away the veil of beneficence the Clans were using to justify their invasion. "The goal of this invasion is not to lift our barbarian brethren up from their ignorance, it is to resurrect the Star League with us as its head. And I accept—no—I embrace that truth. We are in the Inner Sphere to conquer the people who so foolishly rejected the wisdom of our grandsires!"

Of even greater concern was ilKhan Ulric Kerensky's next act. He teamed Clan Steel Viper with Jade Falcon, and activated Clan Nova Cat to work with Smoke Jaguar. The ilKhan's reasoning was simple, yet subtle. On the surface, the plan provided relief to the two Clans facing the brunt of the fighting. It practically guaranteed that their conquests would soon catch up with the number achieved by

the Wolves. However, it also forced Jade Falcon and Smoke Jaguar, the two most ardent Crusader Clans in the invasion, to share their glory with new Clans. Jade Falcon and Smoke Jaguar of necessity ceded conquered worlds to their new partners, so that the new Clans would have a secure line of supply and communication back to their homeworlds.

For the moment, the concerns these changes raised went unspoken. The Clans, under their new ilKhan, must now prepare for their return to the Inner Sphere. Logistics were a major part of the preparation, but only the Wolf Khans seemed to appreciate the new ilKhan's frequent reminders about the vital nature of sufficient supplies. Fierce competition among the Clans and the traditional taboo against advising other Khans about how to manage their Clans meant his message went unheeded.

By late July, the preparations were complete. Once again the jump points of Strana Mechty were busy with ships waiting to jump on the first leg of the journey back to the Inner Sphere. This time, however, their departure was marked by few speeches and only guarded optimism.

THE CLANS RETURN

The Bloodnamed arrived back in the Inner Sphere in October and quietly assumed their positions on the front lines. Because of the communications interdiction, it was not until early November that the Inner Sphere militaries realized the Clans had returned. By that time, the Clans were already in the final stages of preparation for what every warrior expected to be a bloody race to Terra.

To aid the coming offensive, the ilKhan once again urged the Clans to pay closer attention to the logistics of their campaigns and the most effective utilization of their human resources. He urged the Khans to adopt his LAP strategy to make supply-acquisition less costly. The Wolves' own LAP program was expanded to include the requisitioning of commercial ships to speed up supply and personnel transport to the front. Clan Wolf also continued to stockpile supplies ahead of their front line, as they had during the third and fourth waves. As before, only Clan Wolf used the ilKhan's advice to full advantage.

THE HUNTING WOLF

To all fledglings, this is Peregrine Eyrie. Stars of Elementals have been sighted approaching this location. Repeat. Elementals seen approaching Peregrine Eyrie. Be advised that command will go off-air if attacked; fledglings should revert to Plan Scatter / (sounds of explosion) / (E.O.T.)

—Transmission from 26th Lyran Guards HQ, 18 November 3051, Tamar

The Wolves resumed their offensive on 7 November 3051, with the invasion of the key Federated Commonwealth worlds of Tamar, Sevren, and Laurent. The plans devised by the Wolf Khans called for initial attacks to hit the enemy where they were strongest, bypassing less well-defended worlds that could be taken later. The most heavily defended worlds were attacked first for two reasons: the Clan needed to test the strength of their enemy, and hoped to demoralize the enemy early with major defeats.

This plan naturally focused attention on Federated Commonwealth worlds, and for awhile it seemed as if the Wolves were

bypassing the Free Rasalhague Republic. That assumption quickly evaporated with the invasion of Memmingen, Vorarlberg, and Weingarten.

The attack and defeat of Satalice was a particularly bitter pill for the Free Rasalhague Republic to swallow. With news of the defeat came word that the Wolf Spiders had captured Prince Ragnar Magnusson, a company commander in the defeated Third Drakøns. The Elected Prince was devastated by the news that his son was a prisoner of Clan Wolf. The embattled leader of the shrinking republic received more bad news with reports from the Rasalhague underground about the meeting between General Månsdotter, ex-commander of the FRR military and longtime rival of the Elected Prince, and the ilKhan and Khans of Clan Wolf. The reports suggested that the Clan Wolf leaders discussed the possibility of Månsdotter becoming the civilian leader of the Wolves' entire occupation government; not just for Rasalhague, but for every Wolf-occupied world.

With this new offensive, the Clan warriors had two major surprises for the Inner Sphere. The first was a move away from competitive precision-bidding. If more troops could conquer a world more quickly, then more troops attacked. Low bids were not quite as low as they had been a year earlier.

The second was the implementation of a strategy that Inner Sphere soldiers began to call the headhunter. Headhunters were Elemental Stars that slipped through enemy lines to hunt down and destroy the enemy's headquarters. This required considerable skill and courage on the Elementals' part because their suits had to be modified to carry the extra fuel required for their mission, at the expense of armor and armament. The payoff was usually well

worth the risk, because a successful headhunter-mission could take an Inner Sphere unit out of action, particularly if the unit was green and inexperienced. The chaos created by a headhunter attack often resulted in the collapse of entire defensive lines, particularly when combined with a concerted push by the rest of the Clan unit.

The Inner Sphere forces partially offset the new Clan tactics with the development of their own new Inner Sphere weapon technologies and a new spirit of cooperation between realms. This cooperation, forged on Outreach by Jaime Wolf and the rest of the Wolf Dragoons, resulted in treaties whereby the Free Worlds League would build 'Mechs for the three realms bearing the brunt of the invasions. Other weapon developments, especially kits to upgrade the weapon systems of common 'Mechs, were manufactured in quantity by the cooperating Inner Sphere realms and evenly distributed among them. When the Clans resumed their offensive, the BattleMech and armored units of the Federated Commonwealth, Draconis Combine, and Free Rasalhague Republic were all significantly stronger.

The leaders of these three realms undertook to communicate what they learned of Clan battle doctrine to the pilots of their 'Mechs and aerospace fighters. The Draconis Combine and the Federated Commonwealth initiated extensive training programs that improved the abilities of frontline forces and many militia units on threatened worlds. When it became obvious that the Free Rasalhague Republic would not be able to train all its own warriors, both the Steiner-Davions and the Kuritas trained all those that the Republic could afford to send.

These developments made battles more lethal, but did not significantly shift the balance of power. Clan warriors continued to outperform their Inner Sphere counterparts in one-on-one combat, so the Inner Sphere continued to rely on the one factor in their favor: their considerable numerical advantage.

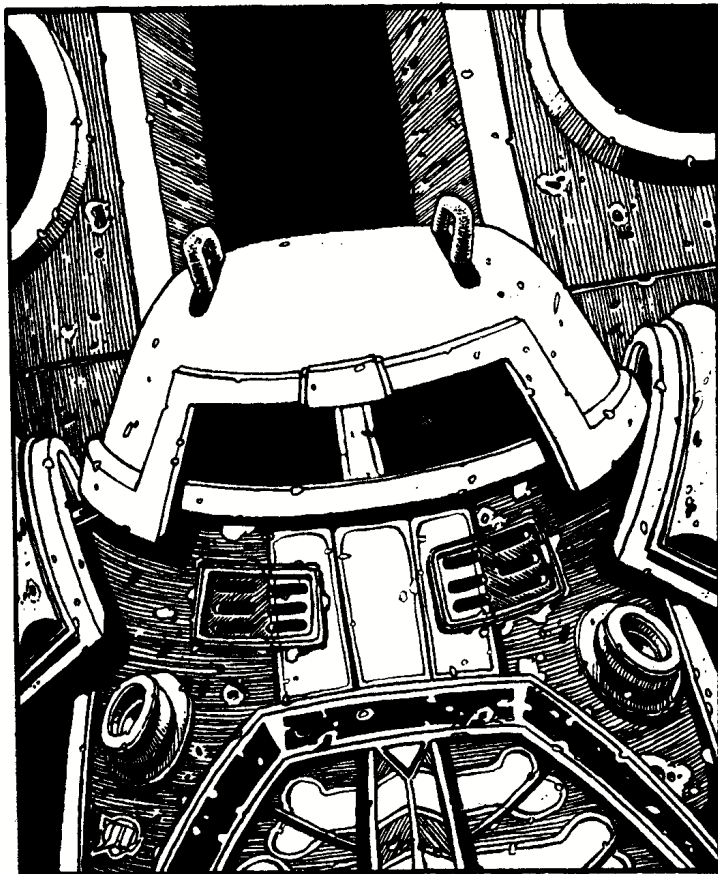
TAMAR

My hair may be gray, my skin wrinkled by many years, but I will not let my ancestral home fall to these alien barbarians! Soldiers, I implore you to stand and fight today if ever Tamar meant more to you than simply living and livelihood. I offer you the chance to become more than one of the countless billions of humans whose lives go unnoticed by destiny. I give you the chance for immortality, for the passing of this day will see us heroes—whether living or dead depends on the fire in your eyes and the hate in your heart—but heroes nonetheless, who will be remembered through the centuries.

—Duke Selvin Kelswa, addressing the cadets of the Tamar War College Training Battalion

Tamar was a shining star for the people of the Tamar Pact worlds. Upon its soil had toiled the pioneering Tamar brothers, who turned a handful of dirt into a commercial empire. The worlds attracted a fervently independent people who believed that the pursuit of money was as holy an endeavor as others' pursuit of peace or property. The lords of Tamar were the Kelswas, the ducal family of the Tamar Pact and living embodiments of the region's independence and business acumen.

The Clan invasion outraged Duke Selvin Kelswa. He was particularly incensed by the fact that most of the conquered F-C





worlds belonged to his Tamar Pact.

Every world taken from him inspired a fresh outpouring of invective against the military of the Federated Commonwealth.

He saved his choicest epithets for Davion forces, claiming that they preferred to abandon the Tamar Pact rather than lose any of their troops to the Clans.

When it became obvious that Clan Wolf would soon target Tamar, Duke Kelswa demanded that five regimental combat units be sent to him. Prince Hanse Davion and Archon Melissa Steiner granted him an audience, where he was informed that there would be no reinforcements for the Twenty-sixth Lyrans RCT already stationed on Tamar. To reinforce Tamar in the face of such a strong enemy would allow other worlds just as worthy of defense to fall without a fight. The Duke flew into a towering rage at this news, and was taken away by his attendants before he could assault his leaders.

When it became clear that the Clans had halted their offensive, the Duke began to bolster his planet's defenses at a feverish pace. He bought as many 'Mechs as he could find for his personal troops, the Kelswa Guards, and for the cadets of the Tamar War College. He also financed the fortification of Tamar City, the capital and economic center of Tamar. Within months, a concrete wall surrounded by turrets practically encircled the city. The fields outside the new walls were sown with countless vibrabombs along the most likely approaches to the city.

The Duke's work made the Twenty-sixth Lyrans uneasy. Meanwhile, Kelswa refused to have anything to do with representatives of the government or armed services of the Federated Commonwealth, even those who had sworn to protect Tamar with their lives. He did not include the Twenty-sixth Lyrans in his preparations, leaving them to stand by idle as they watched the activity in and around the city.

When word reached Tamar that the Clans had returned to the Inner Sphere, the population verged on hysteria. Riots threatened to break out at every major spaceport, as thousands tried to book berths on ships leaving the system. The highways out of Tamar City were also clogged with people fleeing the future battleground.

Khan Natasha Kerensky won the right to conquer Tamar with a bid of Alpha Galaxy and the Golden Keshik, opposed by Khan Garth Radick's bid of Beta Galaxy and two Gamma Clusters. Tamar would be the first opportunity for the new Khan to prove that the ilKhan's trust in Kerensky was justified.

As the ships of Alpha Galaxy approached Tamar, Khan Natasha issued the traditional Clan challenge by stating the composition of her forces. She added that no one could deter her from making Tamar a part of Clan Wolf. Marshal Joy Corelli, commander of the Twenty-sixth Lyrans, thanked Kerensky for her courtesy, and arrayed her forces between the Wolves' DZs and the city of Tamar.

The first major battle of the campaign was joined at Shonick Dale, where the Wolves, spearheaded by the Thirteenth Wolf Guards, attempted to break through the defensive line created by the Twenty-sixth Lyrans. For six hours, the two sides traded volleys until Alpha Galaxy withdrew to reconsider its options. As night fell, the Wolves attacked again. This time, the Clan Clusters pushed through, dislodging the Twenty-sixth Lyrans in a storm of furious fighting.

The Twenty-sixth fell back to Smitton, a small village 20 kilometers north of Tamar City, where Marshal Corelli placed her troops in a dense forest to provide protection from harassment by Clan fighters. She did not count on that same cover giving her opponents the chance to infiltrate two headhunter Stars through her lines. When the confusion caused by the headhunter attack was at its highest, Khan Natasha Kerensky unleashed the rest of Alpha Galaxy against the Lyrans, dislodging them once more from their defensive positions.

Marshal Corelli ordered her troops to pull back and take up positions in and around Tamar City. However, when the first elements of the Lyrans arrived at the city gates, Duke Kelswa refused them entry. The Duke was completely mad, convinced that only he and his loyal Tamar soldiers could save the city.

Denied access to the city, the Twenty-sixth Lyrans instead took their stand before the city's gates. A day later, the Dire Wolves of Alpha Galaxy struck hard from the air. The Thirteenth Wolf Guards hit the Lyrans and chased them from Tamar City's walls, choosing not to follow up their advantage through the suddenly evident minefields.

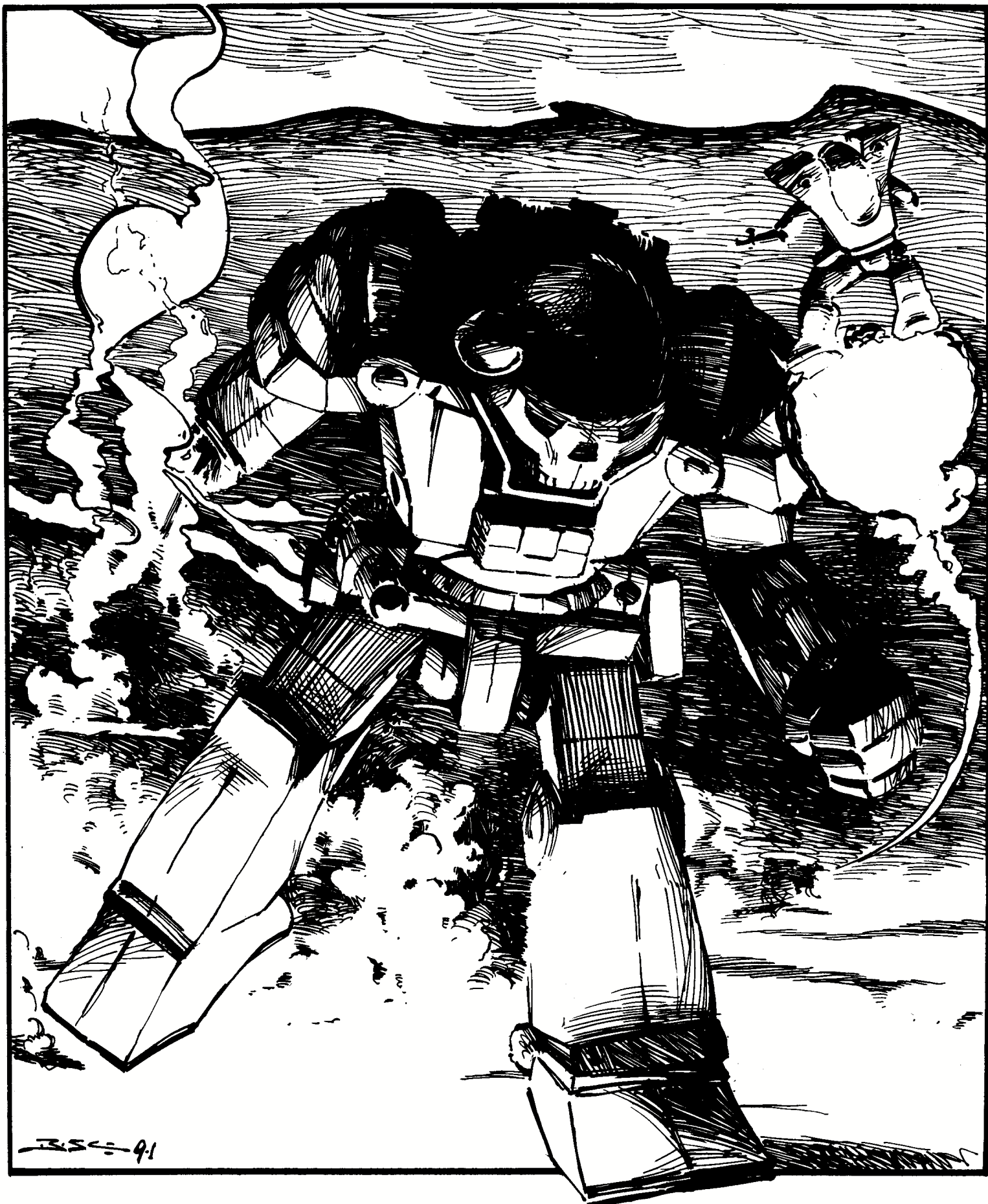
The Twenty-sixth Lyrans retreated offworld to Kobe, offering the Duke and his family transport. The Duke declined, saying that he planned to stay in Tamar City "until the last alien scum is pushed off my planet." He did manage to convince his daughter Morasha to leave with the soldiers.

Alpha Galaxy surrounded Tamar City as Duke Kelswa gleefully taunted them from the wall of his fortified city. Khan Natasha Kerensky, mindful of the necessity for speed, decided to skip the fancy strategies. That night, the Dire Wolves attacked the walls from the north and east simultaneously.

The Elementals and OmniMechs quickly made a mockery of the Duke's supposedly impenetrable wall around the city. As Khan Natasha Kerensky's warriors entered the city, they were attacked by Duke Kelswa's guards and the cadets of the Tamar War College. The fighting once again sank to the level that turned Rasalhague and Radstadt into bloodbaths. The defenders resorted to some of the same tactics, loading light 'Mechs with explosives and sending their pilots tottering toward the enemy in hopes of taking out one or two Clan OmniMechs in the explosion. That many of these suicide machines were piloted by cadets who were little more than boys and girls only added to the horror. The warriors of Alpha Galaxy could not show mercy to the defenders of Tamar City.

During the climactic moments of the battle, Duke Kelswa appeared in an aged *Atlas* 'Mech and attempted to turn the tide of the battle by the strength of his presence. For a time it almost seemed to work. The remnants of the Duke's guards and the cadets pushed the 328th Assault Cluster out of the city and brought the other Wolf units to a standstill. The *Atlas* collapsed in a ball of flame when the Wolves of the 328th counterattacked, but the fight for Tamar City continued until 13 November, when the last group of cadets from the Tamar War College surrendered.

The turmoil left in the wake of the loss of Tamar continues to ripple through the rest of the Federated Commonwealth. Many blame the Steiners and Davions for the fall of the planet and its enslavement to Clan Wolf. This discontent has increased support for Duke Ryan Steiner, husband of Morasha Kelswa, the new Duchess of Tamar, and chief opposition figure in Federated Commonwealth politics.





T U K A Y Y I D

Do not judge yourself by the friends you have, but by the enemies you make.

—From *Collected Short Sayings of Blessed Blake*, Edition XXIV, ComStar Press, 3050

With the Clans' renewed offensive, it became clear that our Blessed Order's policy of alliance and appeasement must be abandoned. In a personal meeting with Khan Ulric Kerensky, Primus Myndo Waterly and I learned from his own lips that the conquest of Terra was the single main goal of the Clan invasion of the Inner Sphere and that nothing would deflect them from this aim. This meeting took place in early January 3052 on Solsveda, in the Wolf Clan Occupation Zone of Satalice.

Now that we knew the goal of the Clans' invasion, the question was how to stop them. On the return trip to Terra, the Primus and I had many discussions, during which we planned our strategy. We would attempt to buy time at first by continuing in our role as administrators of Clan-occupied worlds, as though their hope of conquering Terra did not concern us. Meanwhile, we would regroup our forces in preparation for the inevitable combat.

It was my belief that the key to defeating the Clans lay in choosing the ground of battle and negotiating the goal of the combat. Once the Clans agreed to limitations on the number of troops to be used in the conflict and what constituted victory, the possibility of defeating them became real. We knew, for example, that on the planet Wolcott, Hohiro Kurita had negotiated with the Clan invaders that they would never again set foot on that planet if the defending Combine forces were victorious against them. When the Kuritans did win the battle, the Clans left the planet as agreed. They have never returned, even though the Combine began to use Wolcott as a staging area for other military actions against the Clans.

Bargaining would be the key. We would find a world suitable for combat, then negotiate with the Clans to make that planet a proxy for Terra. If they succeeded in winning the proxy world, Terra would be theirs and ComStar would become their servant. If we won, we would ask that the Clans cease their offensive into the Inner Sphere for as many years as we could negotiate.

Immediately upon return to Terra, I accelerated the study of Clan assaults, leaders, tactics, and losses that was underway at the Sandhurst Military Academy. The Clansmen were formidable opponents, but they had been beaten before and could be beaten again. While we continued this crucial military analysis, the members of the First Circuit would let the leaders of the Inner Sphere know that ComStar believed it could no longer remain neutral in the fight. We would promise to help supply them with information in return for their support.

By February 3052, I had pinpointed the proxy world where our Com Guards would battle with the Clans to decide the fate of Terra and the Inner Sphere.

Tukayyid, a quiet world whose main value to the rest of the Inner Sphere was agriculture, was considered the best of several candidates. It was located in the Rasalhague Free Republic. Not only did the terrain of the Boreal continent offer the best mix of

potential battlefields, from the Cokoladu Mountains to the spacious Crucible Valley, but the planet's low population would keep civilian casualties to an absolute minimum. Tukayyid's mild weather would also be a boon to atmospheric craft, while its numerous agricultural storage facilities could hold the munitions and supplies our troops would need.

Mobilizing our troops and sending them to Tukayyid would not be easy, however. It meant a massive reassignment of our resources that would tax the ships of our transport section to their limit. We would have to coordinate the operation to ensure that the troops arrived at Tukayyid on time and in an orderly fashion. Lastly, we would have to determine from which worlds we could safely draw our troops. Com Guards were and are vital to the protection of our facilities, and that protection is their primary duty.

Though the tasks were daunting, ComStar had the resources and will to see the job done. The Primus paved the way with the government of the Free Rasalhague Republic by promising to send ComStar ships to evacuate the civilians wishing to leave Tukayyid. She would also assure the planet's agrocombines that ComStar would indemnify them for damages the battle might cause their operations.

BARGAINED WELL AND DONE

Tentative feelers about bidding for Terra were sent out to the ilKhan and the rest of the Clans through our representatives in mid-February. After only a short delay, the ilKhan agreed to a meeting.

In early April I traveled once more into the Clan Occupation Zone to meet with Ulric, despite the initial objections of the Primus against sending her commander into the wolf's den. Eventually I persuaded her that the ilKhan would respect this as a show of bravery. My act would also represent a challenge to the other Clans, whose approval Ulric would need.

ilKhan Ulric Kerensky and I met aboard the *Dire Wolf*, and our discussions proved to be straightforward and to the point. As I laid out the plan of a single battle to determine the fate of Terra, I was pleased to see that the ilKhan was impressed with our audacity. We agreed on the following terms.

Tukayyid would serve as the proxy battlefield for Terra, and the Com Guards would act as its defender. To more easily determine the winner, the contest would be fought for the planet's twelve major cities. Twelve armies of Com Guards would defend the cities against the Clans presently within the Inner Sphere. The battle would have no time limit. The commanders of both sides would decide when their troops had suffered too much to effectively fight on.

If the Clans won, then blessed Terra would be theirs alone, with ComStar as their administrative arm. Should ComStar win, I won from Ulric the promise that the Clans would cease all offensive actions for 15 years. Almost as an afterthought, we decided that the fight for Tukayyid would begin the first day of May. When the ilKhan and I clasped hands to seal the agreement, neither of us could have imagined just how much the coming battle would change the known universe.

FINAL BIDDING

*And so the Khans met in kurultai
To discuss the carving of Tukayyid.
As if it was some feast dish cooked
And tender, begging for the server's knife.*

—*The Remembrance*, Passage 327, Verse 3, Lines 5–8

A week after I left, the ilKhan convened a *kurultai* to present our agreement to the other Khans. Some were skeptical, but eventually the dissenters were won over by those Clan leaders eager to participate in what they assumed would be an easy victory. The Khans of Clan Nova Cat and Smoke Jaguar were particularly anxious for the fight because they wanted a chance to wipe away the shame of their humiliating defeat on Luthien.

The six Clans bid to determine where and when each would begin the battle on Tukayyid. Twelve cities were paired by geographic proximity to create six targets. Each target was ranked according to desirability, which was determined by size and whether the surrounding terrain favored the attacker or the defender. Having concluded the bidding for the targets, the Khans next decided on the timing of each Clan's drop onto the planet. The Clans would land at regular intervals, with the first Clan to land having the best chance at glory if they could defeat their opponents and seize their targets before the next Clan dropped onto the planet.

This bidding became an opportunity to repay a few grudges. Apparently, Jade Flacon, Nova Cat, and Smoke Jaguar went out of their way to ensure that Clan Wolf failed to win good targets or times. They assumed that the fight on Tukayyid would be over before Clan Wolf could join the battle, a loss of glory that would shame the Wolves for many years. When the bidding ended, Clan Wolf was left with the minor cities of Brzo and Skupo, and had to wait five days before dropping onto Tukayyid. The other Clans were allowed to drop during the first day.

The Khans of Jade Falcon and Smoke Jaguar were well satisfied with the results of the bidding, but they did not realize that the ilKhan had actually counseled Khan Natasha Kerensky to curb her impatience and to purposely allow the other Clans to take the better targets and times. He knew that the fight for Tukayyid was likely to be a long, drawn-out battle. Being last to land would actually give Clan Wolf an advantage because they would have two days to observe the action and adjust their plans to match the Com Guards' style of combat.

The rest of the *kurultai* was spent in discussions of how the results on Tukayyid would affect the determination of the ilClan. Half the Khans felt that because Terra was the prize for victory on Tukayyid, then whichever Clan outperformed the others on that battlefield should be declared the ilClan. Other, more tradition-bound Khans passionately argued that Nicholas Kerensky's words were meant to be taken literally and that the Clan to first set foot on Terra would become the ilClan. The traditionalists eventually prevailed.

DAYS OF ARMAGEDDON

*Sons and daughters of the blood legacy,
Inspire me as I sing,
Of the deaths dealt out on Tukayyid
And of what our warriors faced and bravely fought:
Help me paint a portrait of an apocalypse.*

—*The Remembrance*, Passage 328, Verse 1, Lines 1–5

The six separate assaults on Tukayyid were as different as the Clans that mounted them, the battles showing the strengths and weaknesses of each Clan's fighting and leadership style. The terrain was a major factor in each outcome, as expected. The results, however, could not have been predicted. Our holotape record of the 20-day battle for Tukayyid has allowed me to summarize each encounter by Clan.

SMOKE JAGUAR

The DropShips of Clan Smoke Jaguar were the first to land on Tukayyid. Their targets were the cities of Dinju Heights and Port Racice. In an attempt to defeat both cities swiftly, the overconfident Jaguar Khans unwisely split their forces into two groups. One group landed in the Dinju Mountains, and the second landed 30 kilometers to the south, in the Racice Delta.

The Jaguar Grenadiers and the Sixth Jaguar Dragoons, of the Jaguar's Alpha Galaxy, overtook the Fiftieth Division in the foothills of the Dinju Mountains, completely destroying the green unit before the rest of the Com Guard force in the area could be brought to bear. The Clan force sustained minimal damage.

The Com Guard forces in the Racice Delta used the advantages offered by the terrain and some well-placed artillery to herd the Jaguar Beta Galaxy into the marshes. Hit-and-run attacks by the 367th, 401st, and 207th Divisions of the Fifth Army drove the Jaguars further and further into the delta. By the end of the third day, Beta Galaxy's First Jaguar Cavaliers had been decimated and Beta Galaxy mauled; Clan Smoke Jaguar had lost nearly half its forces.

The 323rd Division of the Fifth Army lured the Jaguar Grenadiers and the Sixth Jaguar Dragoons into Dinju Pass, where the heavier elements of the 299th were concealed, waiting to cut off their escape. The strategy was successful, and the Com Guard forces trapped the Jaguars in the pass. The noose grew tighter when several divisions of the Second Army arrived as reinforcements, replacing the elements of the Fifth lost in the initial engagements.

The Jaguars expended a tremendous amount of ammunition in an attempt to break free of the trap. The battle of Dinju Pass had heavy casualties on both sides. Though the Smoke Jaguars finally broke through, both their Khans died leading the attack. The breakdown in the chain of command proved the Smoke Jaguars' undoing. At this point, ilKhan Kerensky ordered the DropShips of Clan Smoke Jaguar to evacuate the remaining forces.

Most of the Sixth Jaguar Dragoons and the Jaguar Grenadiers refused to board the DropShips. Rather than face the humiliation of retreating offworld, the two elite Clusters vowed to fight to the death. The Jaguars led the Com Guards in and out of the steep canyons of the Dinju Mountains, dragging out the battle beyond hope of victory before succumbing to attrition, and withdrawing



what was left of their troops.

The Jaguars probably never realized that the Second Army had been brought in to reinforce the Fifth. Thus they fought too long, believing that they faced only a

handful of remaining foes. Estimates say that in the end, only 22 percent of Clan Smoke Jaguar's three Galaxies made it off Tukayyid.

STEEL VIPER

Learning from Clan Smoke Jaguar's strategic mistake, the Khans of Clan Steel Viper chose a more conservative drop pattern, setting down en masse on the open expanse of the Kozice Plains. Their targets were Kozice Ranch Station and Kelly Springs.

Several divisions of the Sixth Army fought a delaying action, using artillery and aerospace superiority to keep the Vipers off-balance, while the rest of the Com Guard force dug in between the Vipers and their objectives, sending raiding parties out to harass the Vipers between barrages. Despite the constant harassment, the forces of Clan Steel Viper doggedly continued to push forward.

The Sixth managed to slow the Vipers' advance sufficiently to allow several armored units to be concealed directly in their path. These units, coupled with an elite division of heavy 'Mechs in hardened positions, were enough to bring Clan Steel Viper to a full halt 20 kilometers west of Kozice Ranch Station.

When the Viper Guards finally crossed enemy lines, they were blocked by Devil's Bath. This field of geysers, boiling mud, and wind-chiseled granite columns, which rose higher than any 'Mech, was only 15 kilometers wide at its narrowest point. Unsure of how to deal with this new terrain, the Vipers were again brought up short, forced to regroup and rethink their strategy.

The next day the Vipers slowly forced the Com Guards back to Devil's Bath. They copied the Wolf Clan's formation, sweeping the ComStar forces ahead of them with a large front. The Com Guard defenders suffered serious damage.

The victory at Devil's Bath cost the Steel Viper Clan most of its ammunition, leaving them ill-prepared for the counteroffensive launched by two reserve divisions of the Second and Fifth Com Guard Armies that were waiting for them on the other side. When a section of the Viper battleline broke ranks, the Com Guard force pressed their advantage with a broad offensive. Even though these attacks failed to rout the Vipers, they were not able to advance beyond the banks of Devil's Bath.

The Com Guard force renewed its war of attrition with light assaults along the front lines, eating away at Clan Steel Vipers' reserve materiel. The engagement ended when the Sixth Army sent the 386th and First Divisions after the Viper's Gamma Galaxy. The fresh Com Guard troops outmatched the beleaguered Viper forces, and the battle raged for several hours. When both Khans of the Clan were wounded in the action, they called for retreat.

NOVA CAT

The warriors of Clan Nova Cat sought to end their fight quickly with a mixed drop and landing just ten kilometers from both Joje and Tost in the Losijje Lake District. The Nova Cats paid for their daring strategy when Com Guard fighters crippled one of the Clan's DropShips, which crashed with no survivors.

The Cats pushed for Joje immediately upon landing, but the 417th and Ninth Divisions of the Seventh Army lured them into

attacking a well-defended position just north of the city. Their advance was stymied by explosives and vibrabomb fields set by Com Guard sappers. Air and armor elements harassed the Cats, their artillery slowing and finally stopping their advance fewer than five kilometers from their target.

Clan Nova Cat tried to pressure the Com Guards by sending their Beta Galaxy's Forty-fourth Nova Cat Cavaliers east along the Losijje Lake Road toward Tost, while the rest of the Clan redoubled its efforts to take Joje. The Cavaliers were taken by surprise, however, by the reserve units already in position along the road. Under heavy fire, the Cavaliers were forced into the shelter of the hills just above the lake. After a failed rescue attempt by the rest of their unit, the remaining Cavaliers were able to sneak out and rejoin the main force under cover of fog.

Though quickly running out of ballistic ammunition, Clan Nova Cat still managed to push through the Losijje Lake District, surrounding Joje and Tost with little more than a Cluster of experienced pilots and fully functional BattleMechs. The Com Guards successfully held their position for several days, venturing out only to force the Cats to expend more of their small supply of ammunition.

When the Com Guard defenders at Tost began to weaken, the 417th and Ninth Divisions were dispatched from Joje to attack the Cat's Beta Galaxy at Tost, forcing the Nova Cats to divide their attention between the two divisions holding the city and the divisions attacking them from the rear. To avoid spreading their forces too thin, Beta Galaxy withdrew to Joje, concentrating their efforts on a single objective.

After some light skirmishing, Gamma Galaxy withdrew, luring the 244th and 467th Divisions of the Seventh Army into a Beta Galaxy ambush. The two Nova Cat forces routed the green troops of the 467th, trapping the 244th between them. Both Com Guard divisions were eventually defeated, the victory buying the Cats access to several ComStar supply depots.

Settling in for what they expected to be a long siege, Clan Nova Cat was stunned by a furious pre-dawn assault from the Seventh Army that ruptured the Clan's surrounding lines in several places. The Com Guards, having broken through the Cats' encirclement, resumed their hit-and-run tactics to great effect as ComStar armor poured in, literally overrunning the Clan positions. Chaos reigned for the next 36 hours. In the end, the Nova Cats had given up almost half of the Lake district.

Clan Nova Cat maintained the advantage of a surprise attack for several hours in their final advance towards Joje and Tost, but the poor condition of the Nova Cats' weapons, lack of ammunition, and battle fatigue had taken its toll. The final battle for Losijje claimed the heaviest casualties of the war on both sides. The Seventh Army was reduced to 30 percent of its operational strength, and less than three Stars of Nova Cats limped back to their DropShips.

GHOST BEAR

Clan Ghost Bear was targeting the cities of Spanac and Luk. Almost immediately after landing 50 kilometers to the east of their objective, the Ghost Bears encountered elements of the First Com Guard Army, which engaged them in a series of ambushes and hit-and-run attacks.

The Ghost Bears managed to break the center of the First Army's defensive line when the 121st Com Guard Division failed to

fall back as quickly as the rest of the line. As the Third Striker Cluster of the Bear's Beta Galaxy and the Bear's Delta Galaxy tried to exploit this opening and split the ComStar force, elements of the Fourth Army Reserve, called in to reinforce Luk, swept past their front line and attacked their rear in a move that stopped their drive cold. Caught between the Ninety-first and Twelfth Divisions, the Ghost Bears were forced to withdraw.

The Com Guards set up an ambush along the projected Ghost Bear line of retreat, but instead trapped the Seventh Bear Guards Cluster of Beta Galaxy, which had been dispatched to cover the withdrawal. In the ensuing battle, the ComStar troops trapped the Ghost Bears by setting fire to a forest, completely destroying the Seventh Guards.

At Spanac, the remnants of the Beta and Delta Galaxies linked up with elements of Alpha Galaxy that had been attempting to lay siege to the city. Knowing that the rest of the First and Fourth Armies were on the way, the Ghost Bears launched a furious offensive. Their attack unbalanced the ComStar forces, forcing them to give ground to Clan Ghost Bear while they attempted to regroup. Pressing their advantage, the Ghost Bears drove the First Com Guards into Spanac.

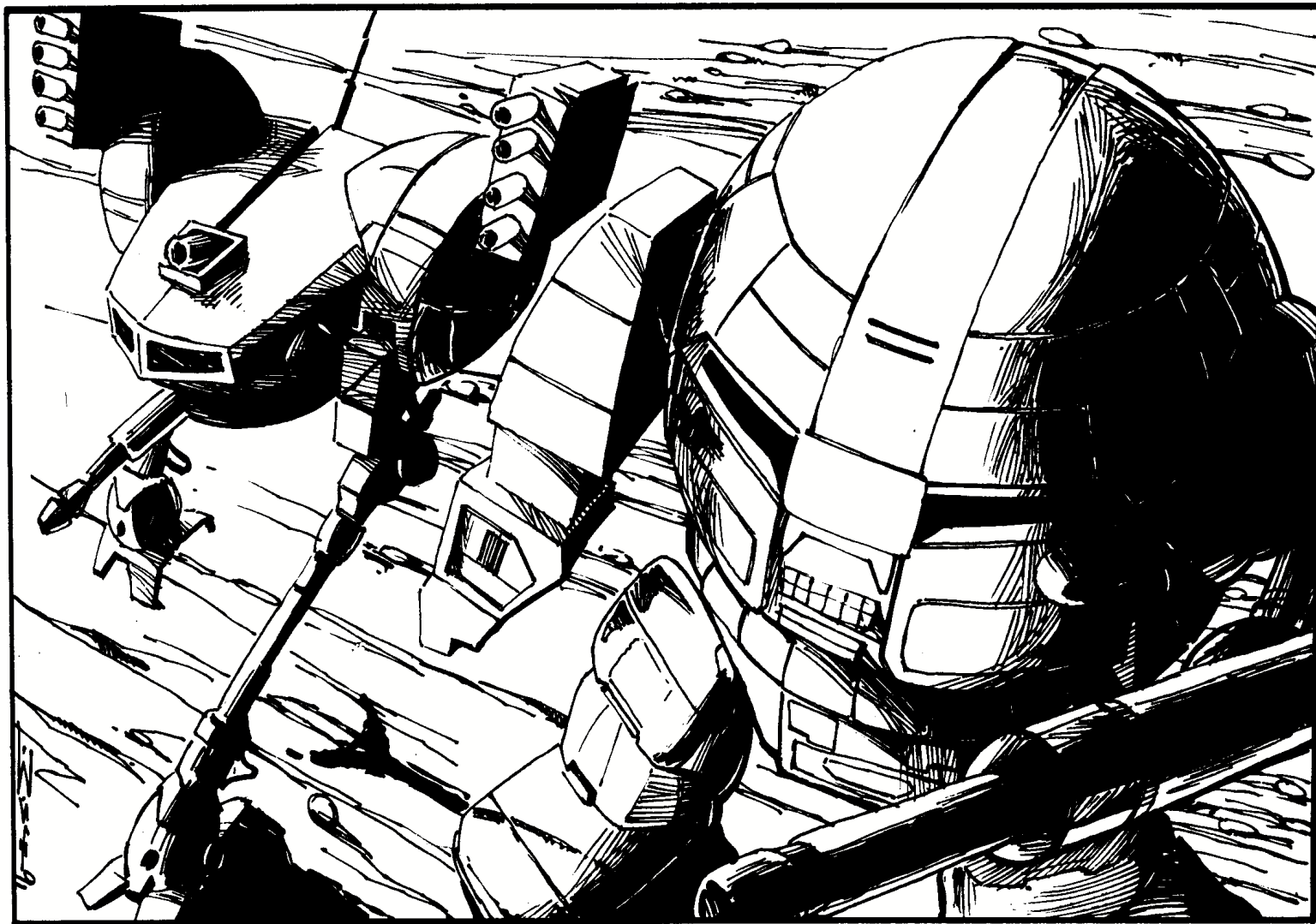
Using their heavy assault Clusters to pin down the Com Guards, Alpha Galaxy pushed through the defensive perimeter.

Though they suffered heavy casualties, their advance quickly compromised the Com Guards' defenses. When the First Com Guards recognized this, they pulled out of Spanac, leaving it to the triumphant warriors of Clan Ghost Bear.

When the Fourth Army arrived, they were faced by two Clan units in highly defensible locations with access to ComStar supply depots. Unwilling to risk a direct assault, the Fourth began an around-the-clock artillery barrage on Delta Galaxy.

Those forces of Clan Ghost Bear not pinned down by artillery fire, and not necessary to hold Spanac, attempted to take Luk. As they attacked, divisions of the First Army, reinforced by elements of the Fourth Com Guards, fell on the nearest Ghost Bear supply depots. The Ghost Bears were forced to decide which was more important, the city or the ammunition. Already dangerously low on supplies, Clan Ghost Bear had little choice. They turned back toward the threatened supplies, giving up most of the ground they had gained.

In their final push, the Ghost Bears advanced 49 kilometers into the defenses of the First Com Guard Army, making it to the outskirts of Luk. Too few operational OmniMechs remained to break through the city's defenses, however. Ghost Bear was one of the few Clans able to achieve even one of their objectives. They were unable to take Luk, but had won the day at Spanac.





JADE FALCON

The warriors of Clan Jade Falcon made the most cautious landing of all. The Clan's DropShips landed in the dead of night on the Przeno Plain, closely guarded by the

Jade Falcon aerospace fighters. The Khans wanted to be ready for all eventualities. Their objectives were the cities of Olalla and Humptulips on the Przeno Plain.

Jade Falcon made their advance cautiously, making full use of their recon capabilities. The Falcons' advance was so slow that it allowed the Third Com Guard Army and its reserve, the Eleventh Com Guards, more than enough time to arrange their defenses.

The Com Guards initiated a series of hit-and-run attacks designed to force the Falcons to waste time creating multiple defenses. The Galaxies of Clan Jade Falcon continued their slow advance despite the constant harassment.

When Clan Jade Falcon finally reached the banks of the Przeno River, their light Galaxy attempted to seize the two bridges spanning its deep waters, only to see the bridges demolished by Com Guard explosives just as the lead elements of the Galaxy were crossing. A follow-up artillery barrage forced the Clan to pull back to just 20 kilometers from where they had landed, almost 50 kilometers from either of their objectives.

Clan Jade Falcon's advance was blocked by the Przeno River when efforts to find a suitable ford proved fruitless. Attempts to wade through the river's swift currents also failed. What little success Jade Falcon Clan achieved came through the air, as their fighters established partial air superiority and began to strafe Com Guard ground forces.

Clan Jade Falcon determined that they must cross the river at any cost. The assault opened with their fighters bombarding and strafing Com Guard positions on the banks. OmniMechs and Elementals jumped across the river, followed by the heavier OmniMechs, who attempted to wade across without being swept away by the current.

The fight to establish a beachhead inflicted heavy damage on both sides. One Clan Jade Falcon supply depot was destroyed by Com Guard fighters during this battle. The Falcon Guard finally broke through Com Guard defenses on the far side of the Przeno River, cutting a path for the rest of their force. Clan Jade Falcon and the Com Guard defenders fought to a stalemate. As supplies dwindled and casualties mounted, Clan Jade Falcon could do little but recall their Galaxies and concede failure. In the midst of the withdrawal the Com Guards attacked, almost turning the retreat into a rout. But the Falcon Guards skillfully covered the withdrawal and stopped the Com Guard attack long enough to reorganize the Falcon positions.

DIAMOND SHARK

Clan Diamond Shark set down in the Kozice Valley. They were to serve as the Clans reserve unit, with objectives chosen by the ilKhan as the battle progressed. The Diamond Sharks' assignment turned out to be with elements of the Third Army, which had been ordered to engage them.

Their initial engagement was with the Eighty-fifth and 182nd Divisions, which happened to be stationed closest to the Diamond Sharks' drop zone. The Nineteenth Heavy Cluster of Alpha Galaxy fared well against the Eighty-fifth Division, but their drive was blunted by the 182nd Division, near the town of Urcunat. The

Eighty-fifth regrouped and harassed the rear elements of the Nineteenth Heavies. The rest of the Third Com Guard arrived just in time to stop a concerted drive by the Sharks' Beta Galaxy down the center of the valley.

When Clan Diamond Shark faced the whole of the Third Com Guard contingent, they discovered that their forces were evenly matched. The battle became a stalemate. The Eighty-fifth Division successfully disrupted Diamond Shark supply lines for the better part of a day. The Sharks' Gamma Galaxy retaliated by destroying the entire Eighty-fifth Division. The rest of the Third Army moved into the hills and set up their defense.

The battle in Kozice Valley continued to be a stalemate for several days, ending with the arrival of the Second and Fifth Armies. Their arrival cut the Diamond Sharks off from their supplies. The combined Com Guard forces laid down a barrage of shells and missiles that blasted the Clan from their fortifications, destroying whole Stars before the Diamond Sharks could move out.

When the Second Army moved in on Alpha Galaxy's position, they encountered no resistance. Gamma Galaxy fought off the first assault by the Eighth Army, but they surrendered when the Second Army flanked and surrounded them. The Beta Galaxy made a break for freedom, but were cut down by the Fifth Army. In the end, the Clan Diamond Shark forces in the Kozice Valley were completely destroyed.

WOLF

The Clan Wolf DropShips landed 40 kilometers southeast of their objectives, the cities of Skupo and Brzo, five days after the rest of Clans landed. Once down and secure, the Clan Wolf Galaxies lined up as if they expected to fight from the first step instead of forming the loose traveling columns they favored.

Arrayed against Clan Wolf was the Tenth Army, composed of some of the best divisions and regiments the Com Guards had to offer. Having pinpointed the exact position of the Clan landing, Precentor V Margo Koivu deployed her forces among the trees covering the foothills of the Porozistu Mountains.

Contact came as Clan Wolf passed the little hamlet of Forest's End. The ComStar forces engaged the Third Battle Cluster of Beta Galaxy and the Seventh Battle Cluster of Gamma Galaxy, holding the 283rd Division to fend off the Fourth Wolf Guards of Alpha Galaxy. The 283rd, though inexperienced, fought better than expected, and prevented Clan Wolf closing a loop that would have trapped the divisions involved in the primary engagement.

While the 283rd held off the Fourth Wolf Guards, elements of the Clan's right flank were harried by members of the elite Sixty-sixth Division. The Wolf Khans, seeing no easy way around the attackers, hit them in the center of their offensive line. The concerted pressure weakened the Com Guards' formation and forced the 278th from their hilltop position.

Hard-pressed, the Com Guards started to fall back under cover of artillery support. Aerospace elements on either side were of little help to those on the ground, as they were fighting a running battle of their own. The retreat was accomplished in good order, and the Tenth Army regrouped 20 kilometers from Brzo and Skupo, establishing a new defensive line.

Precentor Koivu was concerned when her forces withdrew from Forest's End without pursuit. She had expected to be relentlessly harried, especially since Clan Wolf had blooded several divisions. Yet, as she positioned her forces outside Skupo and

Brzo, the enemy was not in sight.

The Precantor's concern was validated when the Clan attempted to skirt the Tenth in an attempt to take the enemy's rear or to bypass them entirely in a drive for Skupo. The Com Guards deployed scouts and fighters to find the Wolves, but the recon fighters were harassed by Clan Wolf fighters, and so Koivu's scouts found nothing but trees and hills.

As the Com Guards started to fall back, Alpha Galaxy's Thirteenth Wolf Guards slipped behind the 166th Division. The Precantor immediately ordered her reserve divisions forward, sending the veteran 282nd Division to take on the Thirteenth Wolf Guards and force them away from the 166th and Skupo.

The next two hours would be crucial. The Com Guards began to pull back from their position, only to be attacked by the rest of Clan Wolf. They could not halt their withdrawal without stretching their forces dangerously thin in order to prevent Clan Wolf from slipping through their lines. The Precantor ordered her reserve divisions to stand firm in the face of the Wolf juggernaut to cover the retreat.

The 282nd Division made contact with the Thirteenth Wolf Guards, and the ensuing fight, though far more costly for the 282nd, forced the Wolf Spiders to abandon their drive. By the time the Wolf Spiders pulled back, most of the Tenth Army stood on the crest of a series of steep hills overlooking the two cities and the road that connected them, less than five kilometers away.

Before the Com Guard forces could dig in, Clan Wolf launched another offensive. Again they engaged the Com Guards up and down the line. When the defenders weakened, they hit the center of the line with a vengeance, straining the defensive perimeter to the breaking point. Having successfully broken through, the warriors of Clan Wolf stood on the road between the two cities.

It was beginning to look as if Clan Wolf would encircle Brzo, trapping most of the Tenth Army. The Wolf Spiders were in for a shock, however. As they closed on what appeared to be an open hilltop, 'Mechs, tanks, and squads of infantry rose out of a system of trenches to fire on the stunned Wolf warriors. The fighting in the trenches was fierce and unforgiving. Only sheer stubbornness and an unwillingness to retreat saved the Wolf Spiders.

After an hour of short-range firefights, the Com Guard division pulled back, with the Wolf Spiders on their heels. They reached the road, ready to continue the push northward and threatening to encircle Skupo. But elements of the Ninth Army appeared from the northwest, supported by aerospace fighters and artillery. The fresh troops barreled into the bulge that Clan Wolf had created between the two cities. Elements of the Ninth were also diverted to reinforce the reeling 138th.

By midnight the battleline resembled the letter "M." Clan Wolf had suffered a major disappointment in being prevented from closing a loop around either Skupo or Brzo. The Com Guards had achieved a great, but costly, victory because the Tenth Army had held long enough for the Ninth to arrive.

The Precantor and her staff made an important discovery during the fighting. Not only was Clan Wolf being conservative with their ammunition (unlike the other Clans), but they had configured their OmniMechs with a heavy bias toward energy weapons. In addition, most of the Elementals fought without the usual SRM pack, and supply trains were following closely behind the second line. This frugality made one thing certain: the Com Guards could not count on Clan Wolf running out of ammunition.

The fight for Skupo and Brzo continued with only short respites. It was centered on the Wolf Spiders, who renewed their efforts against the 138th Division. Under heavy fire from the Clan, the demoralized and inexperienced warriors broke and ran. Despite the reassignment of reserves from the Ninth Army as reinforcements for the 138th, the Wolf Spiders destroyed their prey completely. As Khan Kerensky hunted, the Eleventh Wolf Guards of Delta Galaxy engaged the 278th Division, and the 166th fought a hit-and-run battle with the remnants of the Thirteenth Wolf Guards.

The Com Guard forces were finally overwhelmed. Skupo fell to Clan Wolf. The Com Guards could not slow the progress of the Thirteenth Wolf Guards as they continued to push north to connect with the rest of their force. The resulting encirclement would trap whole Com Guard divisions in Skupo. Rather than risk the loss of so many warriors, the Com Guards withdrew and conceded Skupo to Clan Wolf.

Even retreat would prove difficult, because Clan Wolf launched a major push at virtually the same time. This caused considerable confusion among the retreating forces. Com Guard division commanders are to be praised for preventing the confusion from becoming a panic. As it was, the Wolf Guards captured almost two hundred warriors in their encirclement of Skupo.

The Fourth Wolf Guards and the Third Battle Cluster reappeared in the bulge. Both had been conspicuous by their absence during the past two days, and their arrival was dreaded, with good reason. Their main axis of attack was aimed directly at Brzo. The force of so many Clan heavy and assault OmniMechs attempting to breach the defenses around the city was daunting, and it was understandable when the Tenth Army bent. It is to their credit that they did not immediately break.

The divisions of the Ninth Army did not wait for an order to launch their own offensive in support of the Tenth, hoping to slow the Wolf offensive. The two Clan Wolf assault clusters shifted their axis. The Ninth's assault, instead of helping to hold the Clan forces, allowed Clan Wolf to breach the defensive ring where the two armies should have met. This split the Com Guard forces into two groups, a dangerous situation.

In response to these new attacks, the Eleventh Army was dispatched to reinforce the faltering defense of Brzo. Clan Wolf was expected to attack the Ninth Army, but advance scouts reported the Clan devoting considerable effort to raiding Com Guard supply depots and creating and concealing depots of their own.

Though it was obvious that Clan Wolf was willing to use its mobility to work around advantageous ComStar positions, they remained in the Porozistu Mountains. The Eleventh Com Guards had been assigned to that area to take part in a direct engagement with ilKhan Ulric Kerensky's forces.

Clan Wolf gradually broke off individual battles to regroup for the final engagement in the mountains. The fighting began amid a raging thunderstorm. Clan Wolf moved forward slowly, feinting and thrusting to maintain their advantage. The links to their supply bases held, and ComStar's few attempts to disrupt these lines were quickly smashed. Even with this advantage, what little ground was taken was won at a heavy price. Khan Garth Radick was slain commanding Beta Galaxy.

Clan Wolf inflicted heavy enough damage on the ComStar forces that the Thirteenth Army was committed to the mountains. Before the new ComStar force could join the engagement, however, the battle for Tukayyid ended.



LESSONS OF WAR

*Fifteen years, fellow warriors. Fifteen years
We are to suffer in shame and silence,
Listening to the crowing and laughter*

*Of our enemies, who think us defeated.
But remember, warriors, we are the Clans.
What fails to kill us only makes us stronger.
And when future sibkos learn of us,
They will know the sixteenth year
As the Stacalkas-Nomen: The year
The punishment of our enemies began.*

—*The Remembrance (Clan Smoke Jaguar), Passage 329,
Verse 53, Lines 141–150*

Tukayyid was a bloodbath. No other word accurately describes it. Almost 40 percent of our soldiers died in 21 days of fighting on that planet. Another 42 percent were injured. Among the Clans, the mortality rate ranged from a high of 30 percent dead, 60 percent wounded, for Clan Smoke Jaguar, to a low of 9 percent dead, 29 percent wounded, for Clan Steel Viper. Clan Wolf, for all the hellish action it saw, left Tukayyid with 20 percent dead, 15 percent wounded.

Clan Wolf was the only Clan to capture both objectives. Only Clan Ghost Bear and Clan Jade Falcon achieved a draw, and the other Clans were defeated.

The defeat of warriors who had seemed invincible, who had shaken the best soldiers of the Inner Sphere, was hard to explain. The best explanation was given by the ilKhan himself, who said, "Our bidding promotes brilliance and audacity, but it also minimizes losses." Their elaborate rituals for fighting serve as much to promote the survival of the Clans by limiting who can fight and for what, as to encourage warriors to be their best. An absolute minimum of warriors are allowed to risk their lives, and it discourages further fighting to satisfy vendettas and revenge.

The Clans' rules of engagement have worked so well that the last time the Clans fought an extended campaign was during the Exodus Civil Wars, 250 years ago. As a result, the Clans display great tactical wizardry, but little strategic skill.

The logistics of supply proved the undoing of most of the Clans on Tukayyid. All the Clans but Wolf brought only enough spare parts and ballistic ammunition for a three-day campaign, at most. Clan warriors, in their eagerness to prove their worth, burned up their supplies at twice the rate of normal combat use. Even when a Clan had adequate supplies, it failed to keep those supplies protected and close to the troops. Most of the Clans left their supplies at the DZ, transporting them as needed across increasing distances. As the supply lines lengthened, certain operations, such as reconfiguring OmniMechs, became so impractical as to be impossible. Their ability to rearm and repair dwindled with every kilometer traveled.

The Clans did not see the importance of protecting their supply depots or convoys. Clans never include rear-echelon functions in their bidding, so the idea that supplies could serve as targets gradually disappeared from their concept of military strategy. In the Inner Sphere, however, the destruction of an enemy's supply base has always been as important as the destruction of his BattleMechs. When our commanders realized how little attention the Clans gave to protecting their supplies, their depots became natural targets. The Clans thought this cowardly or dishonorable, but it got the job done, and that was what mattered.

When it was not possible to attack the Clans' logistical weaknesses, the Com Guards attacked their supply line with indirect tactics. A Clan warrior faced with an opponent who refuses to stand and fight will eventually expend whatever ammunition is necessary to see that enemy captured and destroyed. This philosophy encouraged Com Guard warriors to attack in as many light engagements and quick disengagements as possible before being forced to stand and slug it out. By the time the Com Guards reached the point of fighting a prolonged battle, Clan forces would have already expended valuable ammunition in frustration, and would be eager to use even more as their foes came into range.

Clan Wolf was the exception. They landed with enough ammunition, spare parts, and technical support to carry out a lengthy campaign. As the battle moved, so did their supplies, via a system that kept at least half of their supplies in transit at all times. Their supplies were protected by enough second-line troops to hold back any attack long enough for reinforcements to arrive from the front. These systems were the result of ilKhan Ulric Kerensky's unClan-like interest in the behind-the-scenes mechanics of warfare. Only the stubbornness of the other Clans prevented them from adopting similar measures. Many did not live to recognize their mistake.

Battles for other Inner Sphere worlds often lasted longer than three weeks; why was Tukayyid different? Even though Inner Sphere militaries defended other planets against the Clans for weeks and sometimes even months, their tactics were affected by other considerations. Some were purely military: the defenders realized that to adequately protect one world from the Clans, others had to go virtually undefended. This strategy failed because the Clans often bypassed the heavily defended world, took those that were unprotected, then returned at their leisure with enough Clusters to take the well-defended world. Political realities and the protection of a planet's population also occupied the minds of Inner Sphere commanders. These other considerations prevented them from fully recognizing that the Clans' supply lines could have become their Achilles' heel. Though there were exceptions, most Inner Sphere commanders were so blinded by the Clan warriors' battlefield superiority that they failed to realize that the key to success against the invasion was to deprive the Clans of their weapons.

LESSONS FOR THE FUTURE

Many in the Inner Sphere have wondered if the Clans can be trusted to honor the Tukayyid agreement. The answer to that question is an unequivocal yes. The Clans can be trusted not to stray outside the borders of the Clan Occupation Zones: they are honor-bound by the terms of the agreement. Clan Smoke Jaguar and Clan Jade Falcon especially will chafe at the restrictions, dreaming of the day when they are free to avenge their humiliation at the hands of the Inner Sphere, but they will not break the agreement for fear of being cast out of the Clans.

The Clans will spend the next 15 years assimilating the worlds in the Occupation Zones, exploiting their newly won resources, and rebuilding their military. This last work is what makes the Inner Sphere most uneasy. The Clans will be busy with their own concerns, but the next 15 years will not be without tension. The Clans will continue their military exercises and indulge in games of brinkmanship with the Inner Sphere forces. If ComStar and the Inner Sphere governments do nothing rash, however, peace will reign.

Relations between the Clans may not be as tranquil. The war caused a loss of face for some Clans that they might feel requires cleansing by battlefield blood. Battles among the Clans will almost surely occur. One of the more likely confrontations is between Clan Jade Falcon and Clan Wolf over the lingering rumor that ilKhan Ulric Kerensky somehow orchestrated the death of ilKhan Leo Showers at Radstadt. Clan Jade Falcon and Clan Steel Viper, and Clan Smoke Jaguar and Clan Nova Cat are also likely to do battle in Trials of Possession. Clan Jade Falcon and Clan Smoke Jaguar suffer great shame: not only were they forced to accept assistance during the last year of the war, but they now must share the jointly conquered worlds in their zones with other Clans.

The effect of the Clan invasion on the Inner Sphere can only be measured by the events of the next 15 years. In the short term, the Clan invasion has momentarily set aside generations of animosity between Inner Sphere realms, in favor of a cooperation few would have believed possible a few years ago. This is particularly true of the relations between the Federated Commonwealth and the Draconis Combine, who came close to full alliance during the war.

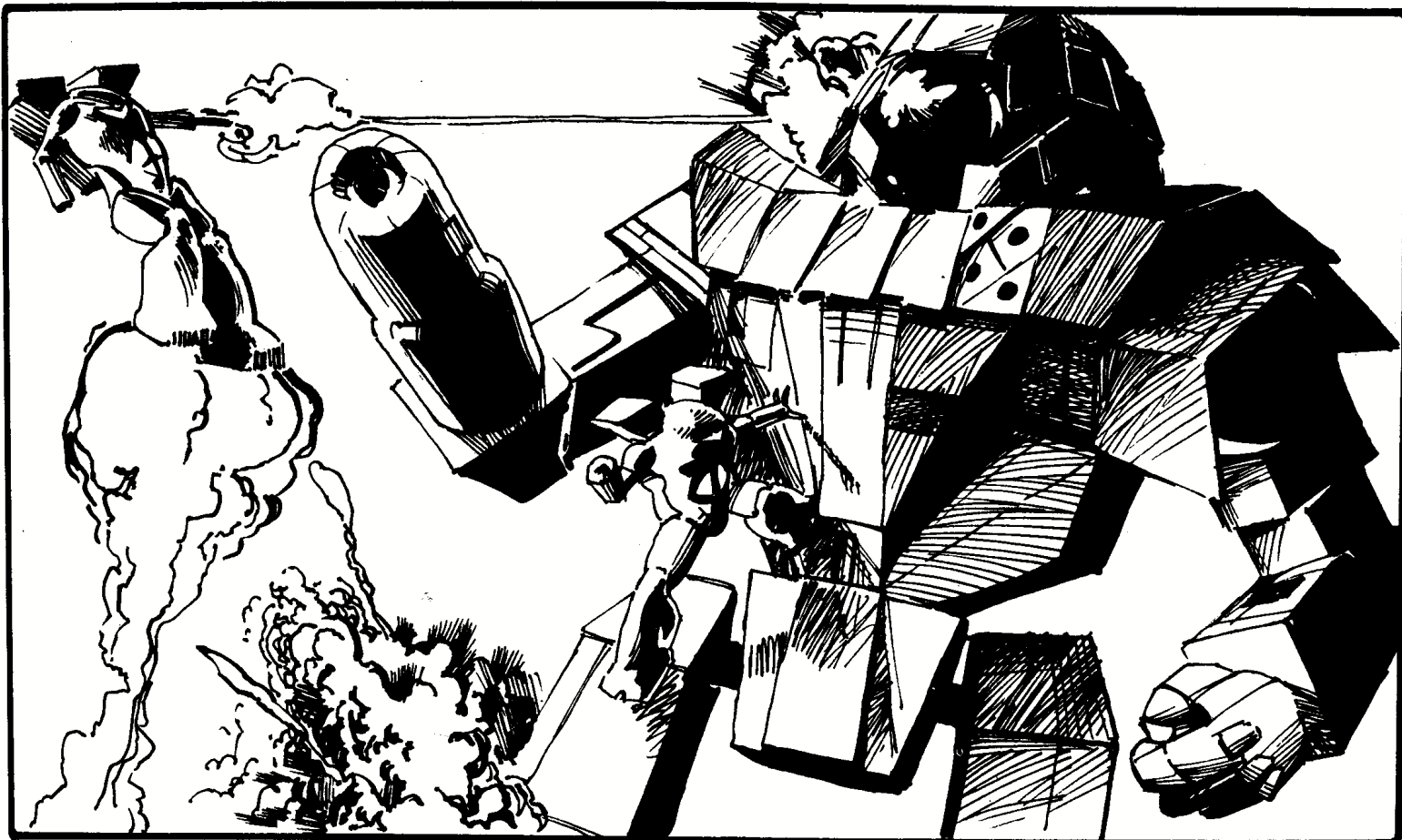
This is not to say that the Inner Sphere realms have banded together closely enough to fight off any outside threat; far from it. Considerable hatred still motivates many actions. Tragic evidence of this is seen in the assassination of Justin Allard, Secretary of Military Intelligence for the Federated Commonwealth, and the revenge assassination of Romano Liao, Chancellor of the Capellan Confederation, who commissioned Allard's death. The ramifications of these murders are still rippling through the Inner Sphere. One of these is the coming marriage of Sun-Tzu Liao, the new Chancellor, to Isis Marik. Isis Marik is, of course, the heir-apparent

to the Free Worlds League if Joshua Marik does not survive his battle with leukemia.

The extent of the Inner Sphere's transformation by the Clans will become clear during the next few years as the Federated Commonwealth comes to grips with the unexpected death of Prince Hanse Davion. His death from heart failure just days after the hostilities ended shocked the whole Inner Sphere. Now his wife, Melissa Steiner-Davion, Archon of the Lyran Commonwealth, must lead that vast empire. She will determine whether the fragile alliance between her realm and the Draconis Combine will continue, now that the Clans have been temporarily stopped.

The invasion of the Inner Sphere must have been a bitter experience for the Clans, but not without its lessons. To have been stopped short of Terra by what they saw as barbarian realms must have been a sickening blow for Clansmen, both here and back on the homeworlds. Some of the Clans will forever be enemies of the Inner Sphere, but others will follow the lead of Clan Wolf, recognizing that the people of the Inner Sphere are capable of great strength and intelligence. Clan Steel Viper, for one, seems to have accepted Clan Wolf's assessment.

Though the invasion was a sobering lesson for the Clans, the acquisition of so many worlds may soothe the sting of defeat. Already reports indicate that shiploads of raw materials are leaving the Inner Sphere for the Clan homeworlds, and the first loads of lower-caste civilians are expected to arrive soon. As the years pass, I am quite sure that trade will develop between the Clans and the rest of the Inner Sphere. This will give us a look into the everyday life of Clan society. It should be stressed, however, that even if the next 15 years prove profitable beyond the wildest





expectations of the Clans, it is unlikely they will be content to leave Terra unconquered. The dream of a reunited Star League burns brightly in the heart of even the most liberal Clansman.

For Clan Wolf, the invasion of the Inner Sphere has turned what looked like certain defeat for their Warden beliefs into, at the least, a stalemate with the Crusaders. At the same time, the war has reestablished Clan Wolf's preeminence. Not only did the Clan of the Kerenskys fight more efficiently and win more worlds than any other Clan, but the Wolf Clan was the only one to carry the day at Tukayyid.

CLAN RISTARS

At least part of Clan Wolf's success must be attributed to two key figures within the Clan.

The first *ristar* is Khan Natasha Kerensky. She left the Clans as a young warrior under the command of Jaime and Joshua Wolf. Her return to Clan Wolf provided them with a warrior of exceptional abilities, who quickly won a Khanship and command of Wolf Clan's strongest Galaxy. More than that, she was a blunt, but undeniably informed, spokesperson for the Warden views. She lived for decades in the Inner Sphere, and knew we are not barbarians, but strong, civilized people. Her return to Clan Wolf makes it difficult to imagine that the Crusaders could ever split that Clan the way they had before the invasion.

The second *ristar* is now Khan Phelan Ward. He was captured and made bondsman to Clan Wolf in the first wave of the invasion. To survive in a society so contemptuous of outsiders is an accomplishment; to flourish in that society is remarkable; to achieve the highest rank of command in such a society is an achievement even the most imaginative writer would consider unbelievable. Khan Phelan Ward has done all that. After Tukayyid, he won a Trial of Bloodright for the Ward Bloodname. In a remarkable show of unity, Clan Wolf promoted him by unanimous vote to the second Khanship, left vacant by the death of Khan Garth Radick on Tukayyid. He was given command of Beta Galaxy. In just three years, he rose from bondsman to the warrior elite. He helps shape the Clans' will and has superseded Loremaster Conal Ward and many other candidates.

Khan Phelan Ward performed a great service for the Inner Sphere at a *Grand Kurultai* convened by ilKhan Ulric Kerensky on 23 May aboard the *Dire Wolf*. The Khans met to determine their response to Primus Waterly's Operation Scorpion and how it would affect their commitment to 15 years without hostilities. Many of the Khans wished to abrogate the Tukayyid agreement and resume the Clan offensive. Primus Waterly's attempt to wrest control of the planets away from the Clans was dishonorable and ultimately ludicrous, and I would not have been surprised if they had immediately resumed their war against the Inner Sphere. However, Khan Phelan Ward reminded the assembled Khans of one basic fact: despite their superior skills, the Clans had just suffered a major defeat. They were heavily outnumbered by foes who, though not the better warriors, were superior in other ways and rapidly improving. The presence of a former Inner Sphere warrior addressing them as an equal helped drive this point home to the Khans. They protested, but ultimately agreed to honor the Tukayyid agreement.

FUTURE OF COMSTAR

The passing days continue to reveal how the invasion affected our Blessed Order. Precentor Waterly's Operation Scorpion was the last straw in a long line of outrages that the First Circuit could no longer tolerate. Primus Waterly's retirement was handled with courtesy and dispatch, as was the voluntary retirement of Precentor Demona Aziz, who could not in good faith serve under our new Primus, Sharilar Mori. It is distressing that rumors of their deaths have followed their retirement, but be assured that I have had the pleasure of communicating recently with both.

Coming hard on the heels of our victory on Tukayyid was the discovery of Jerome Blake's *Technology Primer*. The book was found in the cornerstone of the Hilton Head HPG station, the first that Jerome Blake built as Primus. It is a simple, straightforward text detailing the operation of an HPG station. Even I, lacking technical training, can understand it. The words on the title page, in the hand of Blessed Blake, surpass the importance of the book itself. I quote, "Let no person, or group of people, obstruct the spread of knowledge. We stand for the enlightenment and protection of all mankind. It is our task, and will be our descendants' task, to keep the science of nature alive until such time as the science of man's soul has advanced to once again allow unification into a glorious Star League."

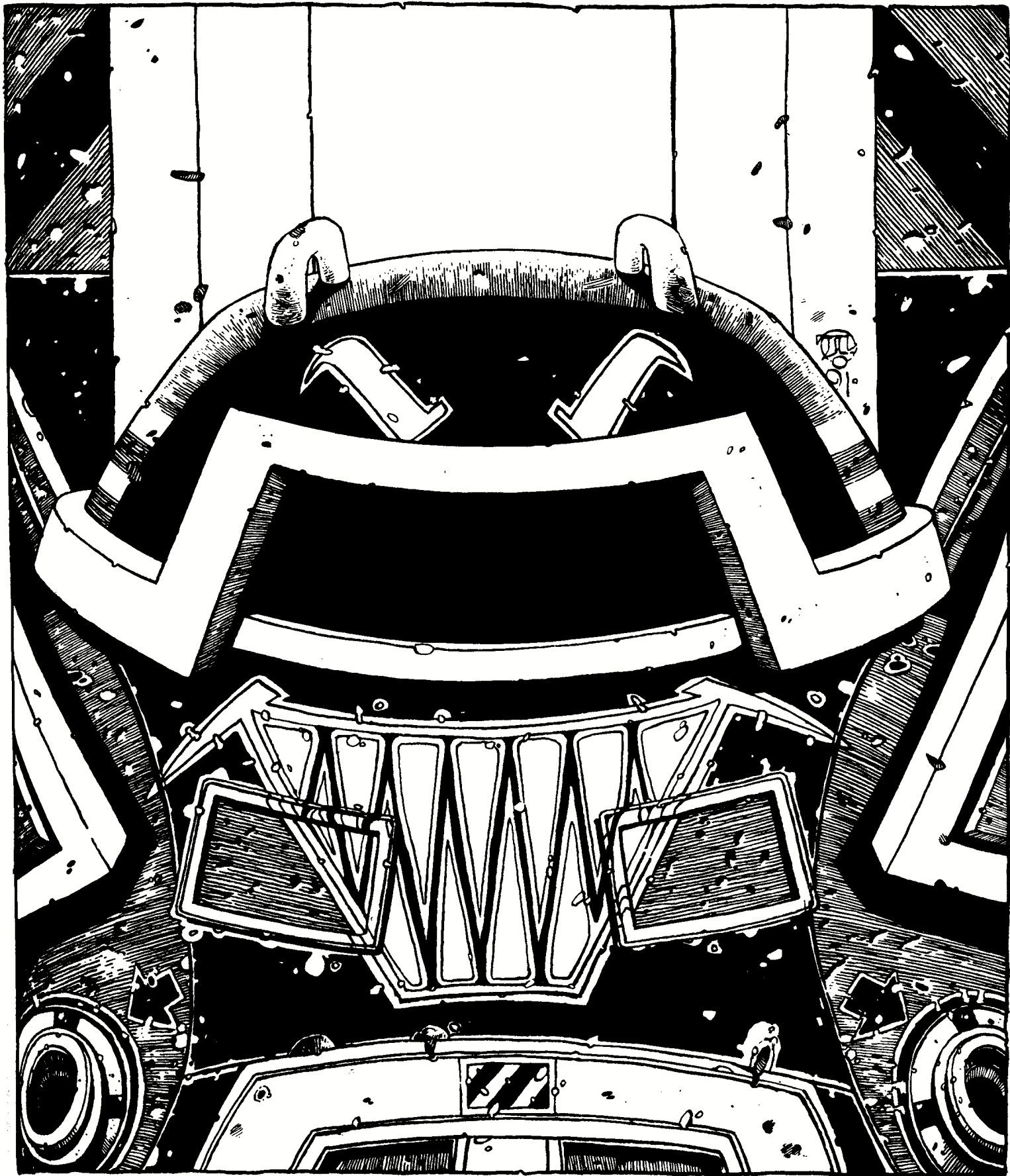
This directive will go far toward dispelling the secretiveness and flummery that has diminished our Order's effectiveness. No longer will we be compelled to conceal our knowledge, forced to stand idle as our brothers and sisters in the Inner Sphere destroy themselves. The day has arrived when we can share our knowledge freely. Our forces will become a strong, fast force in the defense of the spread of knowledge. Blake's blessed words come at an opportune time and are proof of his continued guidance.

Though I have attempted to pass on to you all my knowledge of the Clans, and Clan Wolf in particular, I must stress that this information will not allow us to make more than a rudimentary guess about their next move. The next 15 years will give ComStar time to fill in the gaps in this book, but gaining this knowledge will definitely cost time, and possibly the lives of our operatives in the COZ.

As we study the Clans, the Clans will be studying us. Your students' best weapon against the Clans will be their imaginations. Do not dull their minds by teaching them that every answer can be found in a book. Warriors taught from a book can be read like a book by the enemy.

Never forget the sacrifices of those who lived and died to stop the Clans' invasion. We are unable to honor and remember them by name, but the Tukayyid Memorial on Hilton Island will honor the memory of the thousands of Com Guards who died on that fateful planet. The memorial, a huge obelisk of glittering black Kobe marble, will also be dedicated to all others who died defending their worlds from the Clans. The Clans are the greatest threat the Inner Sphere has faced since the fall of the Star League. The end of their invasion is only a temporary respite. We continue to face the threat of their aggression, and the years of enforced peace are steadily ticking away. I pray we will be ready when the alarm sounds once again.

—Anastasius Focht, precentor Martial of ComStar Forces
ComStar First Circuit, Hilton Head Island, North America, Terra
9 December 3052





WOLF CLAN OCCUPATION ZONE

(AS OF JUNE 3052)

THE PERIPHERY

(August—September 3049)

BLACKSTONE

August 3049

Clan Wolf Forces: The Silver Keshik (Beta Galaxy)

Defending Forces: Blackstone Guards (one company of 'Mechs)

Major Battle Site: Darnin Hills

Outcome: The Silver Keshik completely overran the company of aging MechWarriors.

DRASK'S DEN

August 3049

Clan Wolf Forces: The Red Keshik (Delta Galaxy)

Defending Forces: Drask's Guards (two companies of 'Mechs, one battalion of mechanized infantry)

Major Battle Site: Jallington Vale

Outcome: The aerospace fighters of the Red Keshik destroyed many of the defenders' 'Mechs and armored units before they could fire a shot. The rest were destroyed by the OmniMechs and Elementals of the Keshik.

PLACIDIA

August 3049

Clan Wolf Forces: The Bronze Keshik (Gamma Galaxy)

Defending Forces: Placidia Guards (one company of 'Mechs, one battalion of mechanized infantry)

Major Battle Site: Usilic Ridge

Outcome: The Bronze Keshik caught a majority of the defenders' forces completely off guard.

FERRIS

August 3049

Clan Wolf Forces: 328th Assault Cluster (Alpha Galaxy)

Defending Forces: Ferris Guards (two lances of 'Mechs, one regiment of mechanized infantry)

Major Battle Sites: Canbridge Wells, Gosin Downs

Outcome: The warriors of the 328th made short work of the Ferris 'Mechs, but experienced some difficulty with the infantry, who scattered to the hills and resisted the Wolf invasion for over a week.

THE ROCK

August 3049

Clan Wolf Forces: The Golden Keshik

Defending Forces: First Battalion of Ryan's Rebels, Third Battalion of the Kell Hounds

Major Battle Site: Sisyphus' Lament

Outcome: See text.

BUTTE HOLD

September 3049

Clan Wolf Forces: The Bronze Keshik (Gamma Galaxy)

Defending Forces: None

Major Battle Sites: None

Outcome: The Bronze Keshik was unopposed when it invaded this barren, thinly populated world.

CRELLACOR

September 3049

Clan Wolf Forces: Seventh Battle Cluster (Gamma Galaxy)

Defending Forces: Third Oberon Guards, Crellacor Guards (one company of 'Mechs, one battalion of mechanized infantry)

Major Battle Sites: Ignastius Slope, Hallington Woods

Outcome: The BattleMechs of the Seventh, though outmassed by the assault 'Mechs of the Third Oberon Guards, defeated them in two toe-to-toe slugging matches.

GUSTRELL

September 3049

Clan Wolf Forces: The Red Keshik (Delta Galaxy)

Defending Forces: Gustrell Guards (two battalions of mechanized infantry)

Major Battle Sites: Pellembroke Woods

Outcome: The warriors of the Red Keshik easily overran the defenders, even though the defending forces had entrenched in dense forests.

OBERON VI

September 3049

Clan Wolf Forces: Eleventh Wolf Guards (Delta Galaxy)

Defending Forces: First Oberon Guards, Oberon Militia

Major Battle Sites: Black Canyon, Dao Sing Plain, Kennedy Beach

Outcome: The Eleventh Wolf Guards faced King Grimm and his First Oberon Guards, who were all willing to die to defend the little empire Grimm had created by piracy and treachery. The fighting, marked by three short, violent clashes, was a quick and total victory for the Wolf Guards. Clan Wolf gained valuable insight into the fighting style of the rest of the Inner Sphere, which gave them an early advantage over other Clans in the invasion.

PAULUS PRIME

September 3049

Clan Wolf Forces: 341st Assault Cluster (Beta Galaxy)

Defending Forces: Paulus Guards (one battalion of 'Mechs, one regiment of mechanized infantry)

Major Battle Site: Mannington Dwells

Outcome: The Cluster's invasion was such a complete surprise that most of the Guards surrendered or were killed in the first few moments of the attack.

SIGURD

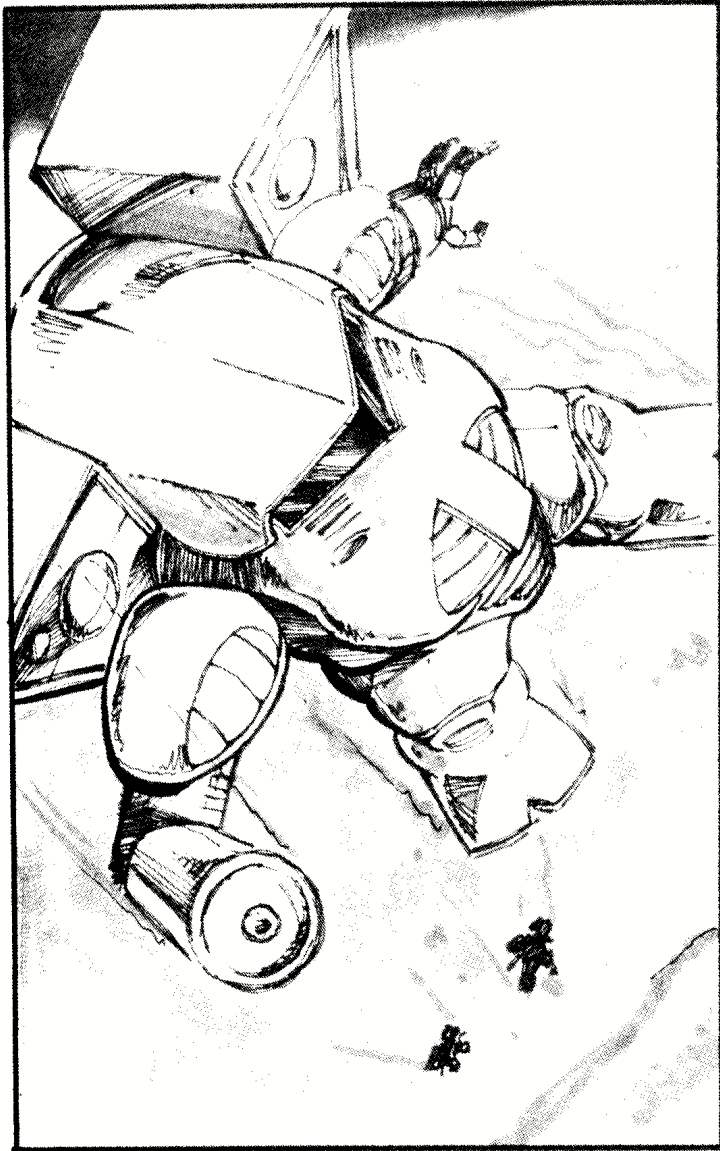
September 3049

Clan Wolf Forces: 37th Striker Cluster (Delta Galaxy)

Defending Forces: Sigurd Guards (two companies of 'Mechs, one regiment of mechanized infantry)

Major Battle Site: Ewell Graveyard

Outcome: The Elementals and BattleMechs of the Cluster made short work of the Sigurd Guards, most of whom surrendered at the first sight of the frightening, strange Clan OmniMechs and Elementals.



FIRST WAVE

(March—April 3050)

ALLEGHE (FRR)

March 3050

Clan Wolf Forces: Supernova Assault (37th Striker Cluster, Delta Galaxy)

Defending Forces: Skinner's Scimitars (a mercenary 'Mech battalion), Second and Fifth Alleghe Tank Regiments, First Alleghe Infantry Regiment

Major Battle Sites: Stensele's Ag-Center, Old Bolby Spaceport

Outcome: The majority of the Scimitars were defeated, except for one company that evacuated offworld to Rodigo.

CHATEAU (FC)

March 3050

Clan Wolf Forces: Supernova Command, Trinary First (279th Battle Cluster, Alpha Galaxy)

Defending Forces: Tenth Donegal Guards Regimental Combat Team, First and Second Chateau Mechanized Militia

Major Battle Sites: Coston Bluffs, The Hi-5 Corridor, Romul

Outcome: The Donegal Guards, commanded by Marshal Sara Steiner, gave Clan Wolf their toughest fight in the first wave. Star Colonel Lara Ward expected to steamroll over any resistance, but was stymied by Marshal Steiner's tactical skill. The decisive point in the campaign came when the Chateau militia panicked, compromising the Guards' positions. Marshal Steiner called a retreat, but could save only two companies of her 'Mechs and less than three regiments of conventional forces.

THE EDGE (FRR)

March 3050

Clan Wolf Forces: Supernovas Command and Second, Alpha and Bravo Fighter Stars (16th Battle Cluster, Gamma Galaxy)

Defending Forces: The Outlaws (a mercenary 'Mech battalion), First Mechanized Brigade

Major Battle Site: Torneträsk

Outcome: The Battle of Torneträsk proved that it is virtual suicide to face the Clans in a set-piece battle. Only two companies of Outlaws were able to retreat offworld.

ICAR (FC)

March 3050

Clan Wolf Forces: Supernovas First and Second, Alpha Assault Star (Fourth Wolf Guards, Alpha Galaxy)

Defending Forces: Third Regiment (Twelfth Star Guards), Third Icar Armored Brigade

Major Battle Sites: Fraserburg, Pofadder's Gully, Cuanger

Outcome: The first Wolf forces overran the Star Guards' Second Battalion minutes after hitting their LZs. Colonel Hannah Caitlin, commander of the Star Guards, counterattacked at Pofadder's Gully but failed to accomplish her goal. Her unit's attempts to retreat offworld at Cuanger were thwarted by Elementals who fought their way into the DropShips and forced the Guards to surrender.



NEW CALEDONIA (FRR)

March 3050

Clan Wolf Forces: Command Nova, Trinary Assault, Binary Fighter (328th Assault

Cluster, Alpha Galaxy)

Defending Forces: Second Drakøns, First and Fourth Militia Tank Regiments, Eighth Militia Infantry Regiment

Major Battle Sites: Avesta, Kumla, Redfev

Outcome: The Second Drakøns, aided by tank and infantry regiments, staged an orderly withdrawal into Redfev, the continental capital, but at the cost of two battalions. From Redfev, the Drakøns deserted New Caledonia and headed for Rasalhague.

OUTPOST (FRR)

March 3050

Clan Wolf Forces: Trinary Third Mixed Services (Fourth Striker Cluster, Delta Galaxy)

Defending Forces: Outpost People's Militia (two regiments of infantry, one regiment of armor)

Major Battle Site: Haparanda

Outcome: The commander of the Outpost People's Militia surrendered to Clan Wolf after the defeat of his tank battalion at Haparanda.

SKALLEVOLL (FRR)

March 3050

Clan Wolf Forces: Trinary Battle, Alpha and Charlie Elemental Stars (Seventh Battle Cluster, Gamma Galaxy)

Defending Forces: The Glory Warriors (a mercenary 'Mech battalion), First Skallevoll People's Armored Regiment, First and Third Skallevoll People's Mechanized Regiments

Major Battle Sites: Stormgard's Crossing, Kesig Plain

Outcome: Most of the Glory Warriors and local forces were destroyed. The Skallevoll government sued for peace soon thereafter.

BALSTA (FRR)

April 3050

Clan Wolf Forces: Trinary Elemental, Bravo Striker Star (Seventh Battle Cluster, Gamma Galaxy)

Defending Forces: First and Second Mechanized Militia Divisions

Major Battle Sites: Coson Hills, Bishop Crossing, Denning Fjord

Outcome: The two divisions of planetary militia put up stiff resistance until Star Captain Mario Sradac discovered and took advantage of an opening in their defense to split their forces.

SAINT JOHN (FRR)

April 3050

Clan Wolf Forces: Supernovas Command and Second (341st Assault Cluster, Beta Galaxy)

Defending Forces: First, Second, Fourth, and Sixth St. John Free Brigades

Major Battle Sites: Yarnbury, Five Crossroads, The Zipper Ring, Rauma

Outcome: Överste Klinton Meyer, commander of the Free Brigades and a hero of Rasalhague's struggle for independence, mounted an aggressive defense of Saint John, but surrendered when Star Colonel Ramon Sender threatened the lives of civilians. Star Colonel Ramon Sender was publicly reprimanded by Khan Ulric Kerensky for this "dishonorable action."

SVELVIK (FRR)

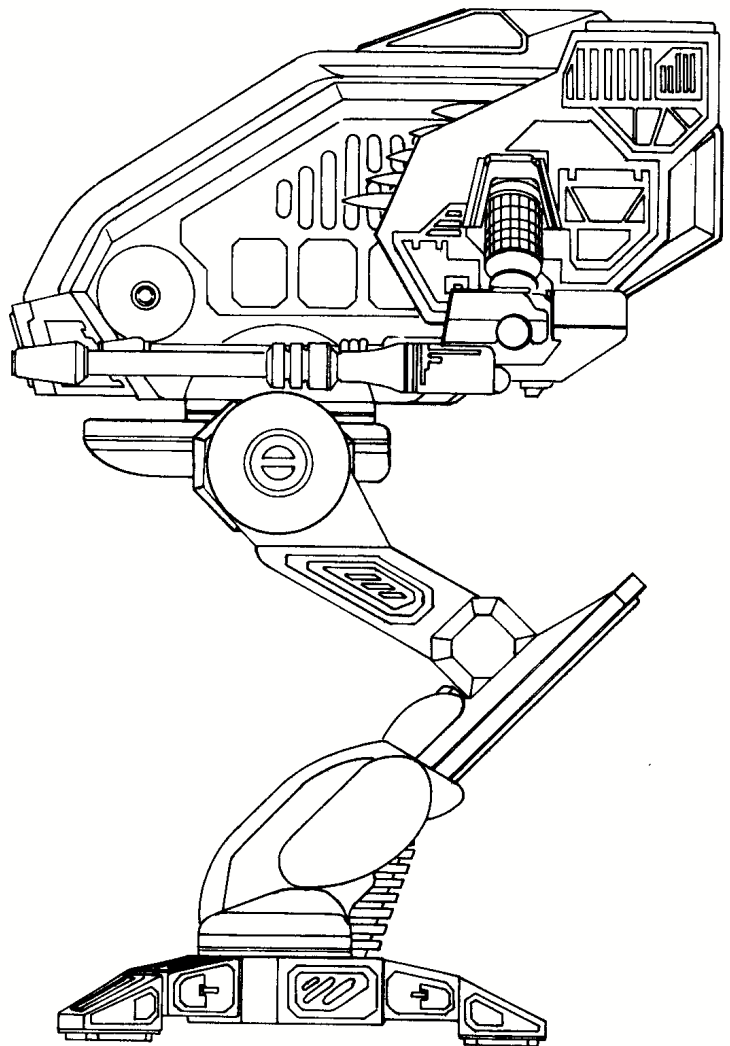
April 3050

Clan Wolf Forces: Supernova Command (Eleventh Wolf Guards, Delta Galaxy)

Defending Forces: First, Second, and Third Svelvik Mechanized Militia

Major Battle Site: Dawson Bluffs

Outcome: The Svelvik militia quickly folded after their first encounter with Elementals.



SECOND WAVE

(May 3050)

CSESZTREG (FRR)

May 3050

Clan Wolf Forces: Trinaries Command and Elemental (352nd Assault Cluster, Beta Galaxy)

Defending Forces: First and Second Csesztreg Militia Mechanized Infantry Regiments

Major Battle Site: Annick Woods

Outcome: The battle of Annick Woods so devastated the defending forces that the planetary government quickly surrendered to avoid further destruction.

LEOBEN (FRR)

May 3050

Clan Wolf Forces: Trinaries First Striker, Second Striker, and Fighter (Eleventh Wolf Guards, Delta Galaxy)

Defending Forces: First, Eighth, Eleventh, and 14th Leoben Provisional Militia Regiments

Major Battle Sites: Yesler Way, The Whirlpool, Castle Rock

Outcome: The militia of Leoben, many of them veterans of the Ronin wars, used guerrilla tactics to take advantage of the planet's extensive network of rivers and harass the Clan warriors. The Clans had no concept of this type of warfare, and so were unable to anticipate the militia's actions. The world has officially surrendered, but guerrilla activity still occurs sporadically.

LOVINAC (FRR)

May 3050

Clan Wolf Forces: Supernova Command, Trinary Striker, and Binary Fighter (Third Battle Cluster, Beta Galaxy)

Defending Forces: First, Fourth, and Fifth Lovinac Royal Citizens Armored Militia

Major Battle Sites: Black Death Pass, Gregor Mines, the Holy Cut-Off

Outcome: The Lovinac militia had stockpiled weapons and supplies to use against the Clans in the Black Death mountains of the southern continent, but a harsh snowstorm prevented their use and the planet's defense was defeated.

NEW BERGEN (FRR)

May 3050

Clan Wolf Forces: Trinaries First, Second, and Striker (279th Battle Cluster, Alpha Galaxy)

Defending Forces: New Bergen Armored Brigade, New Bergen Mechanized Infantry Brigade

Major Battle Sites: Stover's Field, Iron Island

Outcome: Major General Geston, commander of the planetary militia, lied about the size of his force when challenged by Star Colonel Lara Ward. As a result, Star Colonel Lara Ward was ill-prepared for the strength of New Bergen's defense. Rather than break her bid, she ordered her forces to retreat, laying ambushes

as they went, and finally wore down the defenders enough to make a successful counterattack.

RODIGO (FRR)

May 3050

Clan Wolf Forces: Trinary Command (Eleventh Battle Cluster, Gamma Galaxy), reinforced by Alpha Third Nova (16th Battle Cluster, Gamma Galaxy)

Defending Forces: Elements of The Outlaws and Skinner's Scimitar (a total of two reinforced 'Mech companies), the First New Starburg Mechanized Cavalry Regiment

Major Battle Site: New Starburg

Outcome: Clan Wolf's invasion forces were almost immediately pinned inside New Starburg by the swift vehicles of the cavalry regiment combined with the mercenaries' 'Mechs. Reluctantly, and with great embarrassment, Star Colonel Abioseh Winson broke his bid and requested assistance from Star Colonel Dwilt Radick of the 16th Battle Cluster.

VERTHANDI (FRR)

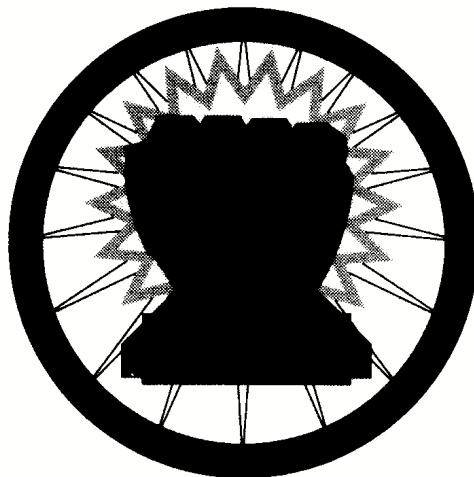
May 3050

Clan Wolf Forces: Supernova Battle (328th Assault Cluster, Alpha Galaxy)

Defending Forces: Second Battalion (Second Kell Hounds), Third Battalion (Second Drakøns), and the Fourth Verthandi Armored Infantry Brigade

Major Battle Sites: Onegin Shore, Divers Plain, Aaron Woods

Outcome: The Kell Hounds and the Drakøns hoped to gather information about the Clans by setting up a network of remote cameras and other recording devices on Prince William Island, a small forested island. When challenged by Star Colonel Athen Kederk of the 328th, the defenders requested that Prince William Island be the battlefield. Clan Wolf agreed, impressed by their opponents' ability to honor the *batchall*. The fighting was fierce as the defenders repaid the enemy almost blow for blow. After five hours of fighting, the Hounds and Drakøns ordered a retreat, but not before a Star of Elementals broke through the defensive lines and destroyed most of the recording equipment. The Hounds fled to the Federated Commonwealth and the Drakøns jumped to Rasalhague.





THIRD WAVE

(June—July 3050)

BRUBEN (FRR)

June 3050

Clan Wolf Forces: Trinaries Nineteenth and Twentieth (Dorbeng Cluster, Epsilon Galaxy)

Defending Forces: First Bruben Dragoons, First and Third Bruben Civil Militia

Major Battle Sites: Coson Field, Jeremiah City, Moyers Vale

Outcome: The attack on Bruben marked the first appearance of Epsilon Galaxy on the front lines of the Wolf offensive. This was a significant event, as it indicated Clan Wolf's trust in its aging and freebirth warriors and further demonstrated Clan Wolf's resolve to outperform the other Clans, no matter what it took.

HERMAGOR (FRR)

June 3050

Clan Wolf Forces: Trinaries Sixteenth, Seventeenth, and Eighteenth (Dorbeng Cluster, Epsilon Galaxy)

Defending Forces: Hermagor People's Militia

Major Battle Site: Hermagor City

Outcome: The Hermagor militia put up a token resistance when Wolf forces advanced on their largest city, then offered complete and unconditional surrender to the Wolf commander.

KIRCHBACH (FRR)

June 3050

Clan Wolf Forces: Trinaries Assault and Rogue (Fourth Wolf Guards, Alpha Galaxy)

Defending Forces: Third Kavelleri, First Kirchbach Armored Regiment

Major Battle Site: Thorson's Hollow

Outcome: The Wolf warriors used the local media to their advantage as they advanced towards the Kavelleri. The inexperienced defenders were so terrified by the Wolf propaganda that when the two sides finally faced each other at snow-covered Thorson's Hollow, the Kavelleri panicked and fled. Överste Barrie Fraga escaped offworld with a battalion of her 'Mechs.

LIEZEN (FRR)

June 3050

Clan Wolf Forces: Trinaries Assault, Battle, Striker, and Fighter (Eleventh Battle Cluster, Gamma Galaxy)

Defending Forces: First Liezen Armored Brigade and Second Fighter Wing

Major Battle Sites: Randolm Valley, Skeiner's Bay, Salzmin

Outcome: The Wolves faced strong resistance from the well-equipped and highly motivated Liezen Militia. The Wolves made effective use of flanking attacks and pinning frontal assaults against the defenders, and carried the day.

FELTRE (FRR)

July 3050

Clan Wolf Forces: Supernova Second, Trinary Fighter (16th Battle Cluster, Gamma Galaxy)

Defending Forces: Feltre Freeman Division

Major Battle Sites: Cuchican, Vasidan, Arrivosh, Pissanin

Outcome: The Plum Wall, a branch of the Todai yakuza, managed to frustrate each Wolf attempt to strike the killing blow by supplying and often rescuing the defenders. It was not until Clan Wolf began occupying major cities and towns with their second-line garrison units that they finally gained control of the planet.

HARVEST (FRR)

July 3050

Clan Wolf Forces: Supernova Second, Trinary Assault, and Rogue Fighter Star (341st Assault Cluster, Beta Galaxy)

Defending Forces: First and Second Royal Harvest Divisions

Major Battle Sites: Josuph Corner, Rookhaven, Dangelabee, Aaron Ranch

Outcome: Överste Kinson, a veteran of the famed Tyr Regiment of the Fourth Succession War, ordered his troops, including a regiment's worth of ancient 'Mechs, into the Skonnens mountain range, where they successfully harassed the Wolf forces until betrayed from within. When Clan Wolf finally fell on the defenders, Överste Kinson challenged Star Captain Cary Vickers to a duel to decide the fate of their forces. Though Kinson lost, he displayed such skill and honor in combat that Star Captain Cary Vickers asked Kinson to head Harvest's occupation government.

MOZIRJE (FRR)

July 3050

Clan Wolf Forces: Supernova Third (16th Battle Cluster, Gamma Galaxy)

Defending Forces: Mozirje Red Division

Major Battle Sites: Coson Culvert, Olmsteen River Crossing, Capital Park

Outcome: The morale of the Mozirje Red Division was crushed when Wolf Elementals overran their lines.

PLANTING (FC)

July 3050

Clan Wolf Forces: Supernova Command, Trinary Battle (341st Assault Cluster), the Silver Keshik, reinforced by Third Battle Cluster (all Beta Galaxy)

Defending Forces: 41st Avalon Hussars Regimental Combat Team

Major Battle Sites: Dantron Meander, Cosimell, Foshinur

Outcome: The Hussars laid in wait for their attackers around the agra-industrial complexes of the Dantron-Sontor-Belex TriCities, where most of Planting's wealth and population is located. The Hussars avoided static, traditional defenses in favor of carefully planned ambushes. Their thorough planning surprised and infuriated Khan Garth Radick, who was forced to break his bid to destroy the Hussars.

RASALHAGUE (FRR)

July 3050

Clan Wolf Forces: Fourth Wolf Guards, 279th Battle Cluster (Alpha Galaxy), 352nd Assault Cluster (Beta Galaxy)

Defending Forces: First and Second Drakøns, First and Third Freemen, attendant regiments

Major Battle Sites: See text.

Outcome: See text.

RIDDERKERK (FC)

July 3050

Clan Wolf Forces: 328th Assault Cluster (Alpha Galaxy)

Defending Forces: First Lyrans Regulars RCT

Major Battle Sites: Vesinur, Sally's Bar and Grill, Canton Downs

Outcome: The warriors of the Lion-Hearted hit their DZs and advanced on the capital unopposed. They were unaware that the commander of the First Lyrans Regulars RCT was in a coma as a result of a traffic accident and that his second could not control the unit. When the 328th finally encountered the First Lyrans, lack of leadership and tactical coordination made even retreat offworld hopeless. At day's end, the First Lyrans Regulars had ceased to exist.

VANTAA (FC)

July 3050

Clan Wolf Forces: Seventh Battle Cluster (Gamma Galaxy)

Defending Forces: Two-thirds of the Tenth Donegal Guards RCT, with Alpha and Bravo Battalions (Third Regiment, Twelfth Star Guards)

Major Battle Sites: Odrade's Lament, Teg Acres, Spider's Climb, Duncan's Rift

Outcome: Marshal Sarah Steiner deployed her forces in the desert of Shaitan Valley. When challenged by Star Colonel Carmin Winson, she declared her troop strength honestly and requested that the valley be the site of their battles, a proposal Star Colonel Carmin Winson accepted. The two sides fought according to the Clan tradition of *zellbrigen* (elimination routine), in which groups of warriors faced off and fought one-on-one, the winner of each pairing taking on another challenger or stepping aside to be replaced by another warrior from his side. When Marshal Steiner stopped the fighting after losing over half her forces, she requested that the remainder be allowed to withdraw from Vantaa. To her surprise, Star Colonel Carmin Winson granted her request.

FOURTH WAVE

(July—October 3050)

DAWN (FRR)

July 3050

Clan Wolf Forces: Trinaries Command, Fourth Mixed Services, and Fifth Mixed Services (Fourth Striker Cluster, Delta Galaxy)

Defending Forces: First, Fourth, and Sixth Dawn Planetary Guard Regiments

Major Battle Sites: Dewin Sinkhole, Wasserstein Pass

Outcome: The Dawn regiments were no match for the three Wolf trinaries with their balanced forces of OmniMechs, Elementals, and fighters. Within five days, the planetary government capitulated.

NEW OSLO (FRR)

July 3050

Clan Wolf Forces: The Green Keshik, Trinaries Seventeenth, Eighteenth, Nineteenth, Twentieth (Dorbeng Garrison Cluster, Epsilon Galaxy)

Defending Forces: First New Oslo Armored Division and the GKT Volunteer Regiment (*Archer* and *Panther* 'Mechs from the GKT 'Mech factory piloted by retirees and veterans)

Major Battle Sites: Trysil Pass, Lillehammer, Ringsaker Valley

Outcome: New Oslo was a key world for the Wolves because it was the site of the only functioning BattleMech factory in the FRR. A lack of frontline forces available for the assault forced Khan Ulric Kerensky to take a great risk and deploy members of the Veteran Guards as the invasion force for this important target. They did not disappoint their Khan. BattleMechs fought pitched battles at Lillehammer and at Ringsaker Valley, just kilometers away from the prized BattleMech factory.

UNZMARKT (FRR)

July 3050

Clan Wolf Forces: Trinaries Command and Striker, plus Alpha and Bravo Assault Novas (37th Striker Cluster, Delta Galaxy)

Defending Forces: The Unzmarkt Free Rebel Armored Division

Major Battle Sites: Hester-Kester Fjord, Castle Rock

Outcome: The armored division of the Unzmarkt defenders staged an effective defense, particularly along the shores of the Hester-Kester waterway, where they held back two Wolf Novas for three days. A critical lack of discipline among the Unzmarkt soldiery, however, who view the military as a democracy, cost the defenders their planet. It was not long before Wolf forces shattered the defenders' line and seized the capital city.



BASILIANO (FRR)

August 3050

Clan Wolf Forces: Trinaries Command, Elemental, and Fighter (Seventh Battle

Cluster), the Bronze Keshik (Gamma Galaxy)

Defending Forces: Third Kavelleri (one battalion), First Basiliano Mechanized Brigade

Major Battle Sites: Green Kurquat, Padua

Outcome: Överste Barrie Fraga, commander of what remained of the Third Kavelleri, was confident that her troops were wiser for having already faced a Wolf attack. She hoped to avenge herself on the enemy with the support of the Basiliano brigade. Unfortunately, she faced Galaxy Commander Mikel Furey, one of Clan Wolf's best tacticians. The Wolf commander masterfully kept the defenders off guard with small, probing attacks that made it impossible for Överste Fraga to keep track of all the Wolf units. Galaxy Commander Mikel Furey personally led the Bronze Keshik through rugged terrain on the Kavelleri's flank to fall on the enemy's rear. During the fight at Padua, Galaxy Commander Mikel Furey faced off against Fraga, and the two fought toe-to-toe for almost ten minutes before Fraga's 'Mech exploded.

FERLEITEN (FRR)

August 3050

Clan Wolf Forces: Supernovas Command and Second, Fighter Trinary (16th Battle Cluster, Gamma Galaxy)

Defending Forces: None

Major Battle Sites: None

Outcome: At the first appearance of Wolf forces on Ferleiten, the planetary government, composed mostly of devoutly religious pacifists, ordered the militia to surrender their weapons. The planet was won by the Wolves without a being shot fired.

HOHENEMS (FRR)

August 3050

Clan Wolf Forces: Supernova Command, Binary Battle, and Trinary Fighter (Eleventh Wolf Guards, Delta Galaxy)

Defending Forces: First and Second Hohenems Militia Brigades

Major Battle Sites: Allic Crossing, Botta, Spider Vale

Outcome: The Wolf forces made quick work of the Hohenems' brigades, avoiding pitched battles by infiltrating Elementals into the enemy's rear echelons and allowing them to create havoc before the rest of the Wolf forces moved. This strategy would be put to steady and effective use during the last stages of the Clans' invasion of the Inner Sphere.

KUFSTEIN (FRR)

August 3050

Clan Wolf Forces: Trinaries First and Second Striker (Eleventh Wolf Guards, Delta Galaxy)

Defending Forces: First and Fourth Kufstein Planetary Guard Brigades

Major Battle Sites: Inston Beck, Nalley Valley, Crow River

Outcome: The battle for Kufstein was unusual in two aspects. The first was the almost total lack of daytime fighting, a result of battling in the extreme southern latitudes of the planet. The second was the ferocity of the Kufstein defenders, particularly the Second Kufstein Mechanized Regiment, which is made up entirely of women. The Wolf invaders defeated the defenders in just seven days, a feat typical of their skill; that they did so with only light casualties was remarkable.

ENGADIN (FRR)

August–September 3050

Clan Wolf Forces: Supernovas Command and Second, Trinary Assault (341st Assault Cluster, Beta Galaxy)

Defending Forces: First and Third Engadin Home Defense Brigades

Major Battle Sites: Timons Vale, Manor Valley, Bristle Cone Forest

Outcome: The Wolf forces, led by Star Colonel Ramon Sender, had to suffer through a seemingly endless barrage of inferno missiles fired by the defenders' tanks and soldiers. Though this did not prevent the Wolves from seizing the planet, it did delay victory and cause considerable embarrassment to Star Colonel Ramon Sender, who had bragged that taking the planet would be quick and easy. After the planet was secured, Clan Wolf began stockpiling supplies in several secure locations on the planet's surface to use in their invasion supply lines.

DELL (FC)

September 3050

Clan Wolf Forces: The Golden Keshik, Fourth Wolf Guards (except Trinary Rogue) (Alpha Galaxy)

Defending Forces: 24th Arcturan Guards RCT

Major Battle Sites: Issel, Bainbridge, Cossin, Mercer Valley

Outcome: Marshal Grace Shremp, commander of the Arcturan Guards, prepared for the defense of Dell by assuming that Clan forces would attempt to slice through to the heart of the planet's megaplex of Cosmopolis. Khan Ulric Kerensky did not intend to strike at the megaplex. Instead, his forces hung back just outside the Guard's defensive positions, skirmishing with the defenders. This did not seriously weaken the defenders' equipment or supplies, but the psychological pressure proved overwhelming. Marshal Shremp finally abandoned her fortifications in an attempt to destroy the Fourth Wolf Guards. The majority of the proud Arcturan Guards met their fate in Mercer Valley, which the Wolves had mined with vibrabombs. This action marked one of the few instances in which Clan forces used such weapons. The mines, combined with interlocking kill zones, produced a carnage from which few of the Lyrans escaped.

KANDIS (FRR)

September 3050

Clan Wolf Forces: Trinaries Command and Assault, Binary Elemental (352nd Assault Cluster), the Silver Keshik (Beta Galaxy)

Defending Forces: Third Freeman (one battalion), First and Second Kandis Mechanized Brigades

Major Battle Sites: Coalston, Byr, Hijjin Bay

Outcome: The Freeman put the lessons they had learned so painfully on Rasalhague to good use on Kandis. They, along with most of the Kandis militia, scattered themselves throughout the main continent of Cess, determined to hit and run from the invaders. This plan worked for several days, but when Khan Garth Radick finally recognized their strategy he ordered his forces to hit the defenders' communication and command structures. Of key importance to the Khan's plan was the death or capture of General Major Rhodes, the charismatic commander of the defending forces. Wolf forces captured the general at his headquarters with a series of lightning raids, and resistance collapsed soon afterwards.

SVARSTAAD (FC)

September 3050

Clan Wolf Forces: Command Nova, Supernova Battle (328th Assault Cluster, Alpha Galaxy)

Defending Forces: Svarstaad Planetary Militia (one regiment of 'Mechs, five of mechanized infantry)

Major Battle Sites: Flannic Bend, Mission Ridge

Outcome: The militia was good, but found itself hamstrung by the planetary government's demand that they defend the capital of Harstad from behind fixed lines. The militia's commanding officer argued the advantages of fighting the Clan in the surrounding hills and forests. The two sides reached a compromise, but their final plan benefited Clan Wolf more than their own forces.

VULCAN (FC)

September 3050

Clan Wolf Forces: Supernovas Command, First, and Second (279th Battle Cluster, Alpha Galaxy)

Defending Forces: First and Second Vulcan Armored Brigades

Major Battle Sites: Hades Funnel, Abernathy Way

Outcome: The Vulcan militia fought valiantly, but could not stand up to the speed and ferocity of the Wolf forces.

MORITZ (FRR)

October 3050

Clan Wolf Forces: Trinaries First, Fourth, and Fifth Mixed Services (Fourth Striker Cluster, Delta Galaxy)

Defending Forces: Moritz Defense Brigade

Major Battle Sites: Falun, Eda Valley, Gnesta Valley

Outcome: The Moritz mountain range around New Coffton, the planet's political and economic heart, gave the defenders the initial advantage. The Brigade's lack of air support, however, turned out to be the deciding factor in the conflict. The fighter Stars of the mixed service trinaries were able to spot hidden defenses and thus support the tortuous advance of the Wolf BattleMechs and Elementals through the mountains toward the city. When the Wolf forces reached the valley floor, the planetary government sued for peace.

RADSTADT (FRR)

October 3050

Clan Wolf Forces: The Red Keshik, Eleventh Wolf Guards Cluster, 37th Striker Cluster (Delta Galaxy)

Defending Forces: Fourth Drakøns, supported by the First, Second, and Third Radstadt Militia Divisions

Major Battle Sites: See text.

Outcome: See text.

SKOKIE (FRR)

October 3050

Clan Wolf Forces: Trinaries Second and Third Mixed Services (Fourth Striker Cluster, Delta Galaxy)

Defending Forces: First and Second Skokie Militia Tank Regiments

Major Battle Sites: Trupelo, Port Marion

Outcome: Skokie, an agricultural center, was expected to be an easy conquest. The Skokie tank regiments lived down to this expectation by fleeing rather than fighting. Both regiments were easily subdued, with few losses on either side. A local variant of meningitis, named the Skokie Shivers for the shaking its victims suffer, accomplished what the tanks failed to attempt. The virus struck down two-thirds of the Wolf force on the planet, forcing their quarantine until they recovered and effectively removing them from the front lines of the invasion.

STANZACH (FRR)

October 3050

Clan Wolf Forces: Eleventh Battle Cluster (Gamma Galaxy)

Defending Forces: First Stanzach Armored Division

Major Battle Sites: Cosognome, Lule Valley, Mount Adament, Kirund

Outcome: Stanzach, an important economic center of the FRR, should have been a difficult world to conquer. Fear of the Clan invasion, however, reawakened old hatreds between the planet's Scandinavian and Oriental populations. Though the tanks and soldiers of the Stanzach division showed flashes of their true strength, the unwillingness of the two factions to bury their grievances for the duration of the conflict caused frequent "miscommunications" and some outright mutiny.



FIFTH WAVE

(November 3051—April 3052)

CUSSET (FC)

November 3051

Clan Wolf Forces: Choyer and Gurbeng Garrison Clusters (Epsilon Galaxy)

Defending Forces: First and Third Cusset Militia Divisions (two battalions of old 'Mechs, six regiments of armor and infantry)

Major Battle Sites: Redbrook Glen, Sandal's Woods, Nixon Bluffs

Outcome: The freebirth warriors of the Choyer and Gurbeng Garrison Clusters had little difficulty defeating the militia of Cusset. The warriors did, however, face the Cusset Crud, a virulent virus that even the Clans' superb medical skills could not fully control.

LAURENT (FC)

November 3051

Clan Wolf Forces: The Green Keshik, Nega and Dorbeng Garrison Clusters (Epsilon Galaxy)

Defending Forces: Laurent TMM (one regiment of medium 'Mechs, three regiments of mechanized infantry)

Major Battle Sites: Weston Fjord, Zesaw Ridge, Polly Crossing

Outcome: The warriors of Epsilon Galaxy gave an impressive performance on Laurent, easily disposing of the planet's defenders.

MAESTU (FC)

November 3051

Clan Wolf Forces: Gamma Galaxy

Defending Forces: First Lyran Guards RCT

Major Battle Sites: Ranch 5633, Sjulla, Zwelton Gray, Cold Harbor

Outcome: Galaxy Commander Mikel Furey's opponent on Maestu was Hauptmann General Jane Craigie, a leader almost as flamboyant and eccentric as the Wolf commander. It proved to be a campaign of derring-do and great drama, reflecting the personalities of the two commanders. The BattleMechs and Elementals of Gamma made a daring and difficult drop through a storm of Lyran fighters just kilometers from the Lyran's defensive positions. On landing, Galaxy Commander Mikel Furey released a Star of headhunters who slipped through the left flank of the Lyrans and found General Craigie's HQ. The ensuing fight in and around the HQ buildings was fierce, but General Craigie and her command staff were not hurt. Gamma Galaxy launched a simultaneous offensive that broke through the general's lines in several places before she could regain command of the situation.

The First Lyrans went on the defensive, retreating toward New Yoko, Maestu's capital. At Cold Harbor, the First Lyrans were cut off from New Yoko. General Craigie determined that her situation was unsalvageable and ordered her troops offworld to Shaula. She was following the orders issued by the Davion High Command stressing that it was far better to run, and live to fight another day, than fight to the last warrior for a planet already lost.

MEMMINGEN (FRR)

November 3051

Clan Wolf Forces: Trinary Command, Alpha Assault Nova, Alpha Fighter Star (37th Striker Cluster, Delta Galaxy)

Defending Forces: Third Drakøns, remnants of the Black Omen and Outlaw mercenary units (four companies worth) and the First Memmingen Armored Division (survivors retreated to Satalice)

Major Battle Sites: Vegas Greens, Danton, Quass, Pissurn Drive

Outcome: Star Colonel Marcos Radick won the bid for Memmingen from Khan Natasha Kerensky, but his winning bid had a high cost. It was so small that it ruled out a slugging match with the fanatical Third Drakøns. He dropped far from the Drakøns and adopted a highly mobile strategy that worked well but made Star Colonel Marcos Radick very impatient. His patience ended abruptly when the Drakøns slipped from his grasp during the battle at Danton. In a rage, he ordered the village of Danton and its neighbor, Greenvale, razed as an example to the rest of the planet's rebellious population. Hundreds of civilians died. The Drakøns, fearing more civilian casualties, retreated offworld for Satalice, but not before broadcasting a final message to Star Colonel Marcos Radick. Their message was their vow to remember what happened at Danton and Greenvale forever, and to make Marcos Radick pay.

SEVREN (FC)

November 3051

Clan Wolf Forces: Beta Galaxy

Defending Forces: 25th Arcturan Guards RCT

Major Battle Sites: Dinton Acres, Oiston Green, Bassingale, Mt. Ripchuk

Outcome: Sevren, with its mineral deposits and abundant agriculture, was such a prestigious target that Khan Garth Radick pulled rank to win the bid for his Galaxy. Facing him was Hauptmann General Gilda Felra, a veteran of the Fourth Succession War and the War of 3039. When Beta Galaxy made their drop on the continent of Carlisle, the general hit them hard and fast at Dinton Acres. The battle, though inconclusive, effectively blunted the Wolves' first offensive. The next series of battles were equally inconclusive. At Bassingale, the Third Battle Cluster found an advantage and attacked a weak spot in the Arcturan Guards' line, overwhelming the defenders and cutting into the rear before General Felra could send reinforcements. The Arcturan Guards went on the defensive. Finally, after a battalion HQ was destroyed by headhunters in the battle of Mt. Ripchuk, General Felra and her troops retreated offworld to Colmar.

TAMAR (FC)

November 3051

Clan Wolf Forces: The Golden Keshik and Alpha Galaxy

Defending Forces: 26th Lyran Guards RCT, Kelswa Guards (two battalions), Tamar War College Training Battalion (five companies)

Major Battle Sites: See text.

Outcome: See text.

THANNHAUSEN (FRR)

November 3051

Clan Wolf Forces: Fourth Striker Cluster (Delta Galaxy)

Defending Forces: First, Second Thannhausen Brigades

Major Battle Sites: Mt. Kopper, Cesson Forest, Nichol Vale

Outcome: The militia of Thannhausen managed to erect an effective defense that kept the TMSs of the Fourth Striker away from the industrial complexes of Finton and Greech. A series of heavy thunderstorms, however, provided the Clan warriors with convenient cover that allowed them to infiltrate several Elemental and OmniMech Stars to hit the Thannhausen communication and command centers. The commander of the militia, a grizzled retiree from the old Lyran military, surrendered.

VOLDERS (FRR)

November 3051

Clan Wolf Forces: Bravo Naval Reserve Star

Defending Forces: None

Major Battle Sites: None

Outcome: Clan Wolf knew that Volders was some type of religious retreat and that its government had consciously avoided creating a militia. Khan Natasha Kerensky dispatched Star Commodore Nihsen and several JumpShips loaded with empty DropShips to the system. As the DropShips maneuvered toward the planet, Star Commodore Nihsen opened negotiations with the planetary government, recommending that they surrender and avoid the coming battle. The looming threat represented by the approaching DropShips quickly broke the government's already shaky resolve. The Clan DropShips were met on Volders by government representatives ready to finalize the terms of the planet's surrender.

VORARLBERG (FRR)

November 3051

Clan Wolf Forces: The Red Keshik, Eleventh Wolf Guards (Delta Galaxy)

Defending Forces: The Vorarlberg Royals (one battalion of 'Mechs, three regiments of armor and infantry)

Major Battle Sites: Clwynd Hill, Moston

Outcome: The government sued for peace after the Eleventh Wolf Guards decimated the Royals in two battles notable only for the Royals' dogged determination and unflinching stupidity.

WEINGARTEN (FRR)

November 3051

Clan Wolf Forces: Seventh Battle Cluster (Gamma Galaxy)

Defending Forces: First and Fourth Weingarten Armored Militia Regiments

Major Battle Site: Ghilly Ridge

Outcome: The planetary government went into exile immediately after the majority of the capital city's defenders were surrounded and captured.

SATALICE (FRR)

November 3051–January 3052

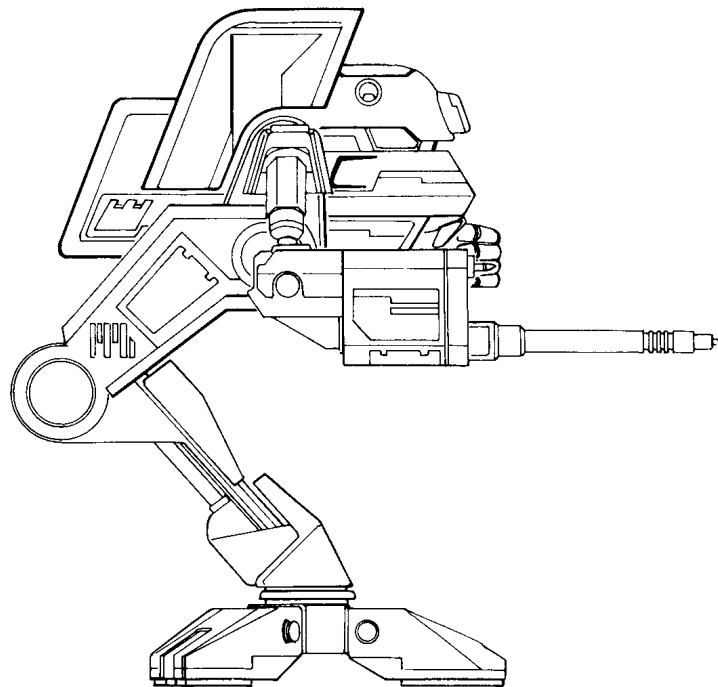
Clan Wolf Forces: Fourth and Thirteenth Wolf Guards (Alpha Galaxy)

Defending Forces: Third Drakøns, First and Second Satalice Armored Divisions

Major Battle Sites: Cat's Bend, Blue Lava Fields, Republic City

Outcome: The commanders of the Fourth and Thirteenth Wolf Guards dispensed with traditional bidding in favor of wagers based on which unit would bring back the most "trophies" from a battle. Trophies were defined as the unit insignia ripped off the body of an enemy 'Mech. During the first few skirmishes Överste Adrian MacGalliard, commander of the Drakøns, deduced that the two Clusters were not cooperating and shaped his strategy accordingly. He used his 'Mechs as bait to lure Clan warriors into ambushes. This strategy did not work for long because the ambushes had no effect against aerospace fighters.

The action on the Blue Lava Fields, north of Hamntrakt, was of great importance, though it was not immediately obvious. The Wolf Spiders chased a Drakøn company into the huge lava and geyser fields in the arctic region of the planet. There, Star Commander Phelan defeated the Drakøn company commander in one-on-one combat. The name of the defeated Drakøn was Ragnar Magnusson, son of Elected Prince Haakon Magnusson. The news of the Prince's capture sent the rest of the Drakøns into retreat offworld to Skandia.





BESSARABIA (FC)

December 3051

Clan Wolf Forces: The Golden Keshik and Alpha Galaxy

Defending Forces: Fifth Davion Guards RCT (survivors retreated to La Grave and later fought Clan Jade Falcon)

Major Battle Sites: Jinnah Rift, Wallah City, Ruebhan, Lothas

Outcome: The Fifth Davion Guards took up positions amid the sand dunes of Sirocco's Den, ready to defend both the capital city of Lothas and the important mining and industrial center of Cintosh. The ilKhan took advantage of the Guards' divided attention by landing his forces away from the defenders and feinting thrusts at both targets while moving to within combat range. The ilKhan continued to move on both cities, increasing the ferocity of each attack. The command staff of the Davion Guards fell into what an engineer would describe as a "destructive harmonic cycle." They found themselves attempting to block enemy attacks first against one city, then the other. They tried to break the cycle and second-guess the ilKhan by sending reinforcements to Cintosh, only to have their forces around Lothas overwhelmed by the Wolves. The losses at Lothas were so heavy that Hauptmann General William Galloway retreated offworld to La Grave. The Fifth Davion Guards would eventually face Clan Jade Falcon and use what they had learned from their battles with Clan Wolf.

GUNZBURG (FRR)

December 3051

Clan Wolf Forces: Star Commander Phelan (Charlie Striker Star, Thirteenth Wolf Guards, Alpha Galaxy)

Defending Forces: Gunzburg Eagles, First Gunzburg Armor Regiment, First and Second Gunzburg Mechanized Infantry Regiment

Major Battle Sites: None

Outcome: The bidding for well-defended Gunzburg was fierce. The final bid was between Khan Natasha Kerensky and her Wolf Spiders, and Star Colonel Marcos Radick and the Heel Snappers. Star Colonel Marcos Radick, still stinging after being low-balled by Khan Natasha Kerensky for Memmingen, hoped to return the favor. Star Colonel Marcos Radick and all the observing Khans were stunned into silence when Khan Natasha Kerensky offered to take the whole planet with just one man, Star Commander Phelan. Star Commander Phelan had been stationed on Gunzburg as part of the Kell Hounds and knew the planet's leader, General Tor Miraborg, very well, though he did not remember him fondly.

Tor was not only the charismatic political leader of Gunzburg, but also commander of all Rasalhague forces in the Radstadt Province. The idea that he could possibly be won over by one man seemed ludicrous, but Star Commander Phelan has the ability to state the truth simply and without flinching. He told General Miraborg that his Gunzburg Eagles would gain great glory if they chose to fight the Clans, but that they could not hope to win and would certainly be wiped out. He asked General Miraborg to weigh that glory against the pain and suffering that the battle would inflict on Gunzburg. Star Commander Phelan's appeal to Miraborg's concern for his people succeeded, and Gunzburg became part of the Wolf Occupation Zone without a shot being fired.

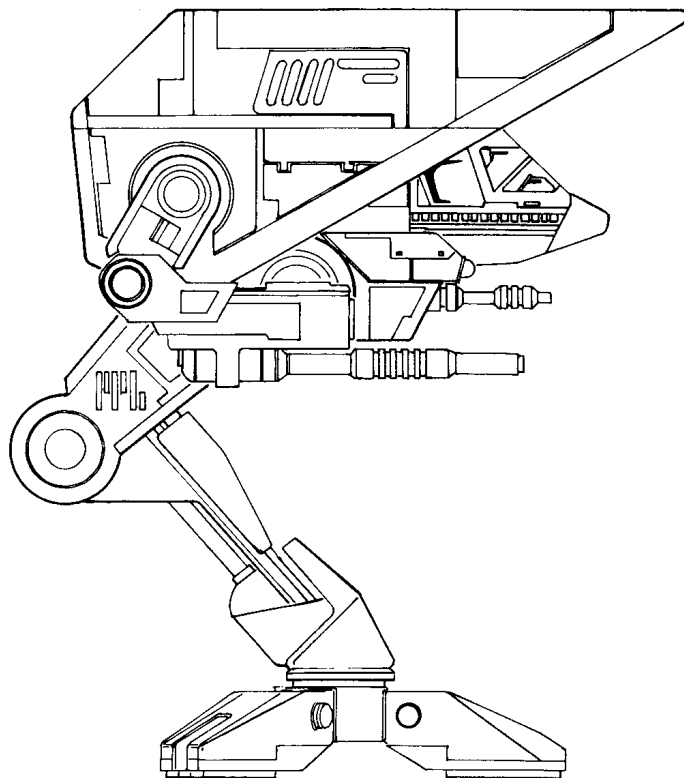
HAINFELD (FRR)

December 3051

Clan Wolf Forces: The Green Keshik, Nega and Dorbeng Garrison Clusters (Epsilon Galaxy)

Defending Forces: Second Freeman; First, Second, and Third Hainfeld Militia Brigades (two mechanized infantry regiments, one armor regiment each)

Major Battle Sites: Pancake Ridge, Heffer Vale, Quarter Ravine
Outcome: Hainfeld was a test for the freebirth and veteran warriors of Epsilon Galaxy. Their opponents were the Second Freeman, commanded by Överste Rhett Weaver, a very capable veteran unit arrayed around the capital city of Hainfeld Central. Galaxy Commander Anton Fetladral recognized that a campaign on open terrain favored the defenders, because they outnumbered the Wolf forces. Reevaluating his strategy, Galaxy Commander Anton Fetladral took notice of the capital city's sprawling, open parks and the defenders' lack of aerospace fighters. His troops performed a night drop into the city's parks. Reluctant to harm their city or its people, the Freeman skirmished only briefly before withdrawing to Carse.



HYPERION (FRR)

December 3051

Clan Wolf Forces: 352nd Assault Cluster (Beta Galaxy)

Defending Forces: First, Second, and Fourth Hyperion Brigades

Major Battle Sites: None

Outcome: Star Colonel Erik Kerensky entered into negotiations with the government of Hyperion immediately upon entering the system, in the hopes of winning their surrender. It is a credit to the young officer's skills of persuasion and diplomacy that when his unit landed on the planet a few days later, he was greeted by the government of the planet and the assembled Hyperion Brigades, ready to turn over their weapons.

KARSTON (FRR)

December 3051

Clan Wolf Forces: Choyer Garrison Cluster (Epsilon Galaxy)

Defending Forces: The Karston Militia Regiment

Major Battle Sites: Cannon Dale

Outcome: The Choyer Garrison Cluster believed that they had negotiated a peaceful surrender of Karston's government, and all that remained was to witness the treaty signing in the valley of Cannon Dale. As Star Colonel Jewel was signing the treaty, the forces of the Karston Militia fell upon her Cluster's rear. The Trinary Eighth Garrison suffered heavy losses in the ensuing battle, but their losses were not as devastating as the losses suffered by the Karston regiment that incurred the full fury of the Cluster's rage.

KOBE (FC)

December 3051

Clan Wolf Forces: Beta Galaxy

Defending Forces: 26th Lyrans Guards RCT, First and Second Kobe Mechanized Brigades (two battalions of 'Mechs)

Major Battle Sites: Ash Valley, New Pompeii, Cinder Bay

Outcome: The planet Kobe holds a special place in the hearts of Clan members because it is one of the many "paradise worlds" found in Clan mythology. The truth behind the myth is that the planet was a popular vacation spot during the heyday of the Star League. Khan Garth Radick and his Arctic Wolves were disappointed when they landed on a world that had been ravaged by volcanic activity for the past hundred years. Against Beta Galaxy stood the 26th Lyrans Guards, who had been pushed off Tamar.

Beta gained the upper hand in the first battle, fought in Ash Valley, when Elementals slipped through the Lyrans' lines and killed Hauptmann General Joy Corelli. Command fell to Lieutenant General Jinders Green-Davion, who showed remarkable composure and leadership in regrouping the 26th Lyrans and stopping the rout. Subsequent battles made it clear, however, that the RCT had been hit too hard to keep the Wolves away from the political and industrial heart of the planet. The 26th Lyrans Guards retreated offworld to Thun.

SHAULA (FC)

December 3051

Clan Wolf Forces: Delta Galaxy

Defending Forces: Survivors of the First Lyrans Guards RCT

Major Battle Sites: Orcim Salt Flats, Kadok Springs, Rolyat Bridge

Outcome: General Craigie, commander of the First Lyrans, was determined her unit would defend Shaula better than they had defended Maestu. To this end, she rebuilt her units by incorporating and even kidnapping most of the planet's militia. She sowed fields of vibrabombs and mapped out ambush sites along the most likely axis of enemy advance. She did not plan for Delta Galaxy, however, with its swift, light BattleMechs. Though the Wolf forces did advance along the routes predicted, the vibrabombs were not very effective because most had been set for heavier 'Mechs. The Wolves were also able to move too fast for the Lyrans to attempt many of their planned ambushes. Two Clusters of Delta Galaxy were ambushed by a battalion of Guard 'Mechs and a regiment of heavy tanks in a pitched battle at Kadok Springs, which came down in the Wolf's favor by virtue of the Wolf fighters' devastating accuracy and the Wolf BattleMechs' maneuverability. General Craigie was forced to retreat offworld to Orkney, where she would eventually face the forces of Clan Jade Falcon.

THUN (FRR)

December 3051

Clan Wolf Forces: Beta Galaxy

Defending Forces: Survivors of the 26th Lyrans Guards RCT

Major Battle Sites: Rewer's Regret, Jagger Bay, Logan Delta

Outcome: The 26th Lyrans had faced Beta Galaxy on the planet Kobe and were trying to recover from the battle when Beta Galaxy DropShips appeared hot on their tail in Thun's system. Lieutenant General Green-Davion deployed his forces to protect the city of Logan Delta so that his reserves would be able to react swiftly to the enemy attack. This was a smart move, because Khan Garth Radick was impatient to defeat the 26th Lyrans. Headhunter Stars failed to find and kill the Lyrans' commanders and it looked as if the Lyrans' line would hold, until Khan Garth Radick personally led Alpha Command Star in a daring low-level drop onto Logan Delta which disrupted the Lyrans forces and forced them to withdraw offworld.

WHEEL (FRR)

December 3051

Clan Wolf Forces: Gurbeng Garrison Cluster (Epsilon Galaxy)

Defending Forces: The Free Wheelers (a corporate regiment composed of two companies of light 'Mechs) and the First Wheel Mechanized Militia

Major Battle Sites: Ryonna, Caderton, Vinckin

Outcome: The soldiers of the Gurbeng Garrison Cluster dealt easily with the defenders of Wheel. The Free Wheelers and the Wheel militia were not inept by any means. In fact, they were actually better trained than most other second-line troops. The two units simply failed to act in a coordinated fashion, even when defending the same line.



DOMAIN (FC)

January 3052

Clan Wolf Forces: 352nd Assault Cluster
(Beta Galaxy)

Defending Forces: First Knights of St. Cameron, First and Second Domain Militia Brigades

Major Battle Sites: Cesswarn Plain, Zazz River, Kusson

Outcome: The appearance of the Clans in the Inner Sphere caused many different reactions, but few reactions were more unusual than that of the Knights of St. Cameron. This mercenary unit, whose members claim undying devotion to the high moral standards espoused by the Cameron family of the Star League, could not decide whether they should fight the Clans or honor these descendants of the Star League's Regular Army. For General Felix Dewey, the answer was clear. The Knights' honorable contract with the Federated Commonwealth had to be fulfilled. Thus it was that the Knights of St. Cameron met and fought valiantly against the 352nd Assault Cluster on the Cesswarn Plain. Outmaneuvered and outclassed, the Knights retreated toward the Kusson Mountains, only to be outflanked at the Zazz River. The Knights suffered a final defeat at the capital city of Kusson, then mysteriously disappeared. The survivors did not retreat offworld, though they had plenty of opportunity to do so, yet no trace of them was ever found. They may have willingly joined the Clans, a plausible but unconfirmed theory.

RASTABAN (FC)

January 3052

Clan Wolf Forces: Third Battle Cluster (Beta Galaxy)

Defending Forces: Second Knights of St. Cameron, First Rastaban Armored Brigade (one battalion of 'Mechs, two regiments of armor, one regiment of mechanized infantry)

Major Battle Sites: Hill 3032, Sanguine Valley

Outcome: The MechWarriors of the Second Regiment of the Knights of St. Cameron found themselves torn between loyalties by the arrival of the Clans, just as did their sister regiment. Unfortunately, the whereabouts of each warrior in the Second Regiment can be accounted for. The Knights of St. Cameron showed great spirit, if not skill, in their attempts to blunt the advance of the Third Battle Cluster toward the capital of Rastaban, Castle City. At Hill 3032, a battalion of the Knights held the crest of a ridge for just an instant too long and were surrounded. They refused to surrender and died fighting to the last MechWarrior. Most of the remaining Knights died at Sanguine Valley during a particularly brutal push by the BattleMechs and Elementals of the Third Battle Cluster.

SUK II (FC)

January–February 3052

Clan Wolf Forces: Alpha Galaxy

Defending Forces: 33rd Avalon Hussars RCT

Major Battle Sites: Mt. Attich, Suquamish Heights, Yevers Valley, Ovivington

Outcome: Khan Natasha Kerensky had no illusions about the 33rd Avalon Hussars. She knew they were a tough and determined collection of regiments led by a four-battalion regiment of heavy 'Mechs. She prepared for a long, drawn-out campaign by choosing landing zones far from the expected defenses of the Hussars, then cautiously approaching the heavily populated eastern seaboard of Suk II's largest continent. When the fighting commenced, it proved to be just as difficult as the Khan expected. Logistics became a nightmare for Alpha Galaxy as they used up most of their available supplies, particularly ammunition, during the first week of battle. The supply situation became so bad that Khan Natasha Kerensky ordered all 'Mech's reconfigured with energy weapons only, leaving what little autocannon ammunition and missiles remained for special assault Stars. Alpha Galaxy eventually prevailed when its Elementals made a massed attack against a Hussar regiment of slow tanks. The Elementals paved the way for the Galaxy's light and fast BattleMechs to attack the Hussars' rear. Hauptmann General John Yapt signaled retreat when his situation became irretrievable, and the Hussars went offworld to Orkney.

ALTENMARKT (FRR)

February 3052

Clan Wolf Forces: Thirteenth Wolf Guards (Alpha Galaxy)

Defending Forces: First Altenmarkt 'Mech Regiment, First Altenmarkt Brigade

Major Battle Sites: Kokstad, Senekal, Mydenburg

Outcome: The Wolf Spiders made quick work of the Altenmarkt brigade at Kokstad, but had a more difficult time defeating the Altenmarkt 'Mechs, who used their superior knowledge of the planet to advantage for several days. The resistance fell apart when their commander was killed at Mydenburg.

BIOTA (FC)

February 3052

Clan Wolf Forces: Bravo Naval Reserve Star

Defending Forces: None

Major Battle Sites: None

Outcome: Biota, passed over early in the invasion because of its poor militia and lack of strategic importance, was picked up by Clan Wolf when both Clan Steel Viper and Clan Jade Falcon expressed little interest in bidding for the water-bound world. Negotiations to win the surrender of the planet and to disarm the world's meager militia were once again successfully completed by Star Commodore Nihsen.

CARSE (FC)

February 3052

Clan Wolf Forces: The Red Keshik, Eleventh Wolf Guards, 37th Striker Cluster (Delta Galaxy)

Defending Forces: The Second Freeman (survivors retreated to Ueda)

Major Battle Sites: Molde, Trosa

Outcome: The Wolves of Delta Galaxy made a rare mistake by landing on the planet's southern continent. The northern continent held both the capital city, New Bonholm, and the majority of the planet's resources and industry. The poor choice of LZ allowed the command staff of the Second Freeman to scout the composition of the enemy and recognize that they were once again hopelessly outgunned. The constant frigid storms that whip Carse grounded all aerospace fighters, however, providing the Freeman with cover when they met the Clan warriors at Molde and again at Trosa. They earned the Wolves' respect before forced to retreat offworld to Ueda.

DIOSD (FRR)

February 3052

Clan Wolf Forces: 341st Assault Cluster (Beta Galaxy)

Defending Forces: First and Second Diosd Brigades (two tank regiments, one infantry regiment each)

Major Battle Sites: El Bur, Bender Beila

Outcome: The heavy BattleMechs of the assault Cluster easily defeated the tanks of the Diosd militia. The planetary government surrendered soon after the battle for Bender Beila and ordered the militia to lay down its arms. Most refused to surrender, however, and fled to the planet's many swamps, forests, and mountain ranges. They were aided by compatriots who destroyed the planet's military computer network, making it virtually impossible for the Clan to determine how many militia units remained. The Wolves have garrisoned Diosd with frontline troops to keep the renegade militia from attempting to retake its cities and industries.

GALUZZO (FRR)

February 3052

Clan Wolf Forces: Fourth Striker Cluster (Delta Galaxy)

Defending Forces: First and Third Galuzzo Mechanized Brigades (one armored regiment, two mechanized infantry regiments each)

Major Battle Sites: Monte Forte de Lemos, Quiroga

Outcome: The Fourth Striker Cluster experienced little trouble in defeating the militia of Galuzzo until the defending forces launched what were essentially suicide attacks against the Clan warriors as they neared the planet's capital. A swift strike into the capital halted these destructive attacks.

NOX (FRR)

February 3052

Clan Wolf Forces: Eleventh Battle Cluster (Gamma Galaxy)

Defending Forces: First Nox Tank Regiment, First and Second Nox Infantry Regiments

Major Battle Sites: Hiel Crossroads, Bolsun

Outcome: The Nox militia surrendered to the Eleventh Battle Cluster soon after the battle for Bolsun.

SKANDIA (FRR)

February 3052

Clan Wolf Forces: The Bronze Keshik, Seventh and 16th Battle Clusters (Gamma Galaxy)

Defending Forces: Third Drakøns and First, Second, and Third Skandia Royal Militia Brigades

Major Battle Sites: Biberist, Sumiswalk, Spiez, Moudon

Outcome: The defeat of the Third Drakøns, who had twice faced the Wolves and escaped, was given top priority by the Clan warriors. They were particularly interested the unit because they hoped that the destruction of one of the few remaining Rasalhague 'Mech regiments, accompanied by the news of Prince Ragnar's capture, would demoralize the rest of the Free Rasalhague Republic. The bidding for the right to take Skandia, the homeworld of the Drakøns, was intense but restrained. The task fell to two battle Clusters of Gamma Galaxy commanded by Galaxy Commander Mikel Furey. The fight for Skandia was tough and unforgiving. Names of individual battles mean little; they only represent convenient ways of dividing up what was essentially one relentless fight from the moment the Wolves set foot on the planet until the destruction of the last Drakøn 'Mech two weeks later.

LOTHAN (FRR)

April 3052

Clan Wolf Forces: 328th Assault Cluster (Alpha Galaxy)

Defending Forces: Second Kavelleri (survivors retreated to Ueda), First Lothan Brigade

Major Battle Sites: Saldhana, Tronsk, Kandalaksha

Outcome: The heavy BattleMechs of the Assault Cluster outclassed the light 'Mechs of the Kavelleri with firepower and mobility. At Saldhana, the Kavelleri position was compromised when an assault OmniMech Star pushed through an infantry regiment on the right flank. At Tronsk, the Kavelleri were undone by a headhunter Star that found and destroyed the regiment headquarters. The Kavelleri's final mistake was to turn and fight in a valley that offered little cover. The surviving members of the Kavelleri, only five companies strong, retreated offworld to Ueda.

RAMSAU (FRR)

April 3052

Clan Wolf Forces: The Green Keshik, Dorbeng Garrison Cluster (Epsilon Galaxy)

Defending Forces: First Ramsau Irregulars

Major Battle Sites: Asab, Lupani, Aminuis

Outcome: The Irregulars of Ramsau consisted of little more than a regiment of citizens and a few aged veterans. They fought the Clan warriors to the best of their abilities, but none of the Wolves had the heart to do anything more than defend themselves. Negotiations with the planetary government eventually ended with a peaceful surrender, and the Wolves could spare the Irregulars' lives with no loss of honor on either side.



CLAN WOLF MILITARY

TABLE OF ORGANIZATION AND EQUIPMENT

(AS OF 1 MAY 3052)

This section describes the five Galaxies that compose the *touman*, or fighting arm, of Clan Wolf's forces in the Inner Sphere. The Unit Summaries provide an overview of the Wolf *touman*, breaking each Galaxy down to the Trinary/Binary/Supernova level. These summaries provide a concise picture of each Wolf Galaxy.

Following the unit summaries are full unit rosters for the *touman*. Included are brief histories of each Galaxy and its Clusters, tables of organization and equipment listing each warrior, and descriptions of warriors within each unit whose rank or skills makes them noteworthy. The tables reflect the Wolf *touman* as of 15 April 3052, two weeks before the Tukayyid campaign.

During the bitter struggle on Tukayyid, Clan Wolf lost over 60 percent of its warriors to wounds or death. The warriors who fell on Tukayyid are noted with the abbreviations KIA (Killed in Action), and WIA (Wounded in Action). Wolf Clan's *touman* is now back to 80 percent strength. The majority of wounded soldiers have returned to their units, and replacements for those who died are expected soon from the Clan homeworlds. Units that have not yet returned to active duty or that have been permanently disbanded are noted by an asterisk (*), and additional explanation is provided when needed.

UNIT SUMMARIES

TRINARY CLAN COMMAND (HQ)

(The Golden Keshik)

IlKahn Ulric Kerensky

Alpha and Bravo Command Stars (4 BattleMechs, 2 Fighters each)

Charlie Command Star (4 Elemental Points, 2 Fighters)

WOLF CLAN NAVAL RESERVE (SUPPORT)

(The Wolf Chariots)

Star Commodore Arthur Mehta

Alpha Naval Reserve Star (2 Clan Monoliths, 3 Clan Star Lords, 5 Clan Invaders)

Star Commodore Amel

Bravo Naval Reserve Star (3 Clan Monoliths, 2 Clan Star Lords, 5 Clan Invaders)

Star Commodore Nihsen

ALPHA GALAXY (THE DIRE WOLVES)

4 Clusters

CO: IlKhan Ulric Kerensky

13TH WOLF GUARDS CLUSTER (THE WOLF SPIDERS)

Star Colonel Khan Natasha Kerensky

Widow Command Star

Trinary Alpha (Star Captain Samis)

Alpha Assault, Battle, and Striker Stars (5 BattleMechs each)

Trinary Bravo (Star Captain Ranna)

Bravo Assault, Battle, and Striker Stars (5 BattleMechs each)

Trinary Charlie (Star Captain Nigel Wallace)

Charlie Assault, Battle, and Striker Stars (5 BattleMechs each)

Trinary Delta (Star Captain Olin Dubczeck)

Delta Command, Second, and Third Stars (5 Elemental Points each)

328TH ASSAULT CLUSTER (THE LION-HEARTED)

Star Colonel Athen Kederk

Command Nova (5 BattleMechs, 5 Elemental Points)

SuperNova Battle (Elemental Star Captain Hannibal Sradac)*

Alpha, Bravo, and Charlie Battle Novas (5 BattleMechs, 5 Elemental Points each)

Trinary Assault (Star Captain Krynok Vickers)

Alpha, Bravo, and Charlie Assault Stars (5 BattleMechs each)

Binary Fighter (Star Captain Elladora Leroux)

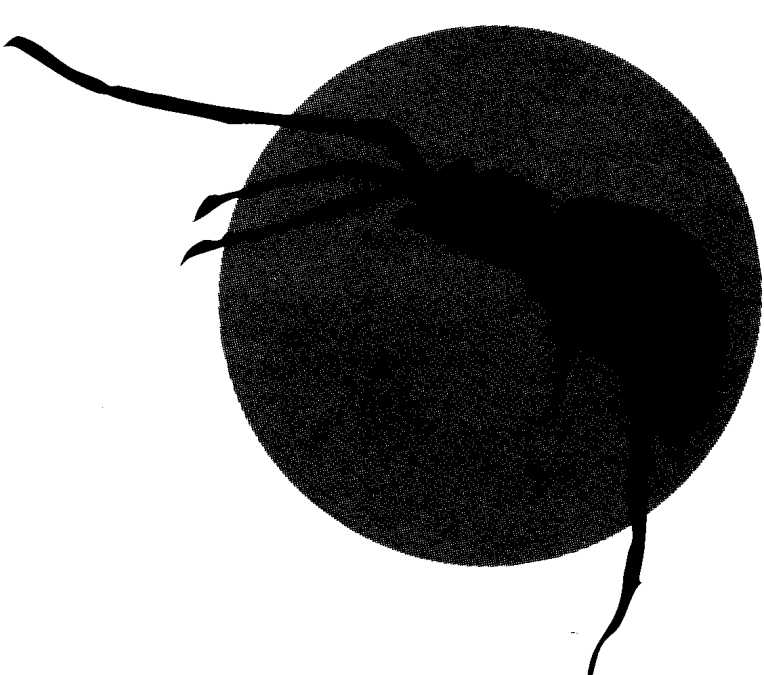
Alpha and Bravo Fighter Stars (10 Fighters each)

Binary Rogue (Star Captain Fergus McKibben)

Alpha and Bravo Rogue Stars (5 BattleMechs each)

Binary Artillery (Star Captain Ortic)

Alpha and Bravo Artillery Stars (5 BattleMechs each)



4TH WOLF GUARDS CLUSTER (THE CYCLOPS CLUSTER)

Star Colonel Jera Carns

Trinary Command

Command Star (5 BattleMechs)

Alpha and Bravo Artillery Stars (5 BattleMechs each)

Supernova First (Star Captain Skinner Ward)*

Alpha and Bravo First Novas (5 BattleMechs, 5 Elemental Points each)

Supernova Second (Star Captain Juanilla Sradac)

Alpha and Bravo Second Novas (5 BattleMechs, 5 Elemental Points each)

Trinary Assault (Star Captain Bryston Radick)

Alpha and Bravo Assault Stars (5 BattleMechs each)

Fighter Assault Star (10 Fighters)

Trinary Rogue (Star Captain Illior)

Alpha and Bravo *Rogue* Stars (5 BattleMechs each)

Fighter *Rogue* Star (10 Fighters)

279TH BATTLE CLUSTER (THE GOLDEN HORDE)

Star Colonel Lara Ward

Supernova Command

Alpha and Bravo Command Novas (5 BattleMechs, 5 Elemental Points each)

Trinary First (Star Captain Katya Kerensky)

Alpha, Bravo, and Charlie First Stars (5 BattleMechs each)

Trinary Second (Star Captain Edora)

Alpha, Bravo, and Charlie Second Stars (5 BattleMechs each)

Trinary Striker (Star Captain Jocelyn Fetladral)

Alpha, Bravo, and Charlie Striker Stars (5 BattleMechs each)

Binary Fighter (Star Captain Rotheran)

Alpha and Bravo Fighter Stars (10 Fighters each)

BETA GALAXY (THE ARCTIC WOLVES)

3 Clusters

CO: Galaxy Commander Khan Garth Radick

Trinary Galaxy Command (The Silver Keshik)

Alpha and Bravo Command Stars (4 BattleMechs, 2 Fighters each)

Charlie Command Star (4 Elemental Points, 2 Fighters)

Command Fighter Star (10 Fighters)

Binary Command Artillery (Star Captain Latharn Fetladral)

Alpha and Bravo Artillery Stars (5 BattleMechs each)

341ST ASSAULT CLUSTER (THE SILVER BLIZZARDS)

Star Colonel Ramon Sender

Supernova Command

Alpha and Bravo Command Novas (5 BattleMechs, 5 Elemental Points each)

Supernova Second (Star Captain Kristina Carns)

Alpha and Bravo Second Novas (5 BattleMechs, 5 Elemental Points each)

Trinary Assault (Star Captain Cary Vickers)

Alpha, Bravo, and Charlie Assault Stars (5 BattleMechs each)

Trinary Battle (Star Captain Lee Kerensky)

Alpha, Bravo, and Charlie Battle Stars (5 BattleMechs each)

Rogue Fighter Star (10 Fighters)

352ND ASSAULT CLUSTER (THE SILVER WOLVES)

Star Colonel Erik Kerensky

Trinary Command

Alpha, Bravo, and Charlie Command Stars (5 BattleMechs each)

Trinary Assault (Star Captain Tobi)

Alpha, Bravo, and Charlie Assault Stars (5 BattleMechs each)

Trinary Battle (Star Captain Zora Vickers)

Alpha, Bravo, and Charlie Battle Stars (5 BattleMechs each)

Trinary Striker (Star Captain Kenbarg Radick)

Alpha, Bravo, and Charlie Striker Stars (5 BattleMechs each)

Binary Elemental (Star Captain Marijoan Shaw)

Alpha and Bravo Elemental Stars (5 Elemental Points each)

Rogue Fighter Star (10 Fighters)

3RD BATTLE CLUSTER (SILVER DEVILS)

Star Colonel Darren Fetladral

Supernova Command

Alpha and Bravo Command Novas (5 BattleMechs, 5 Elemental Points each)

Trinary Assault (Star Captain Richard Kerensky)

Alpha, Bravo, and Charlie Assault Stars (5 BattleMechs each)

Trinary Battle (Star Captain Ancil Radick)

Alpha, Bravo, and Charlie Battle Stars (5 BattleMechs each)

Trinary Striker (Star Captain Dale Carns)

Alpha, Bravo, and Charlie Striker Stars (5 BattleMechs each)

Binary Fighter (Star Captain Sumner Johns)

Alpha and Bravo Fighter Stars (10 Fighters each)

GAMMA GALAXY (THE WOLF HUSSARS)

3 Clusters

CO: Galaxy Commander Mikel Furey

Trinary Galaxy Command (The Bronze Keshik) (Star Captain Dalk Carns)

Alpha and Bravo Command Stars (4 BattleMechs, 2 Fighters each)

Charlie Command Star (4 Elemental Points, 2 Fighters)

Trinary Support (Star Captain Hemsl Mehta)

Command Fighter Star (10 Fighters)

Alpha and Bravo Artillery Stars (5 BattleMechs each)

7TH BATTLE CLUSTER (THE HUNGRY WOLVES)

Star Colonel Carmin Winson

Trinary Command (Star Captain Robert Vickers)

Alpha, Bravo, and Charlie Command Stars (5 BattleMechs each)

Trinary Battle (Star Captain Edwina Carns)

Alpha, Bravo, and Charlie Battle Stars (5 BattleMechs each)

Trinary Striker (Star Captain Selma Ward)

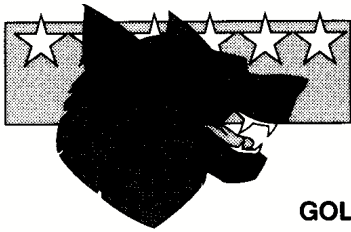
Alpha, Bravo, and Charlie Striker Stars (5 BattleMechs each)

Trinary Elemental (Star Captain Mario Sradac)

Alpha, Bravo, and Charlie Elemental Stars (5 Elemental Points each)

Trinary Fighter (Star Captain Willom Mehta)

Alpha, Bravo, and Charlie Fighter Stars (10 Fighters each)



16TH BATTLE CLUSTER (THE GOLDEN HAGS)

Star Colonel Dwilt Radick

Supernova Command

Alpha and Bravo Command

Novas (5 BattleMechs, 5 Elemental Points each)

Supernova Second (Star Captain Craig Ward)

Alpha and Bravo Second Novas (5 BattleMechs, 5 Elemental Points each)

Supernova Third (Star Captain Chun Vickers)

Alpha and Bravo Third Novas (5 BattleMechs, 5 Elemental Points each)

Trinary Fighter (Star Captain Cinnic Leroux)

Alpha, Bravo, and Charlie Fighter Stars (10 Fighters each)

11TH BATTLE CLUSTER (THE BRONZE LANCERS)

Star Colonel Abioseh Winson

Trinary Command

Alpha, Bravo, and Charlie Command Stars (5 BattleMechs each)

Trinary Assault (Star Captain Elvin Kerensky)

Alpha, Bravo, and Charlie Assault Stars (5 BattleMechs each)

Trinary Battle (Star Captain Lun Ward)

Alpha, Bravo, and Charlie Battle Stars (5 BattleMechs each)

Trinary Striker (Star Captain Zoll Carns)

Alpha, Bravo, and Charlie Striker Stars (5 BattleMechs each)

Trinary Fighter (Star Captain Hutta Fetladral)

Alpha, Bravo, and Charlie Fighter Stars (10 Fighters each)

DELTA GALAXY (THE RED WOLVES)

3 Clusters

CO: Galaxy Commander Conal Ward

Trinary Galaxy Command (The Red Keshik) (Star Captain Birdine Vickers)

Alpha and Bravo Command Stars (4 BattleMechs, 2 Fighters each)

Charlie Command Star (4 Elemental Points, 2 Fighters)

Trinary Command Fighter (Star Captain Nadia Ch'in)

Alpha, Bravo, and Charlie Fighter Stars (10 Fighters each)

11TH WOLF GUARDS CLUSTER (THE LIGHTNING PACK)

Star Colonel John Ward

Supernova Command

Alpha and Bravo Command Novas (5 BattleMechs, 5 Elemental Points each)

Trinary First Striker (Star Captain Sarah Carns)

Alpha, Bravo, and Charlie First Stars (5 BattleMechs each)

Trinary Second Striker (Star Captain Gilltern Kerensky)

Alpha, Bravo, and Charlie Second Stars (5 BattleMechs each)

Binary Battle (Star Captain Layna Kerensky)

Alpha and Bravo Battle Stars (5 BattleMechs each)

Trinary Fighter (Star Captain David Leroux)

Alpha, Bravo, and Charlie Fighter Stars (10 Fighters each)

37TH STRIKER CLUSTER (THE BLOOD KITS)

Star Colonel Marcos Radick

Trinary Command

Alpha, Bravo, and Charlie Command Stars (5 BattleMechs each)

Trinary Striker (Star Captain Harrell Vickers)

Alpha, Bravo, and Charlie Striker Stars (5 BattleMechs each)

Supernova Assault (Star Captain Jule Carns)

Alpha, Bravo, and Charlie Assault Novas (5 BattleMechs, 5 Elemental Points each)

Trinary Fighter (Star Captain Vic Leroux)

Alpha, Bravo, and Charlie Fighter Stars (10 Fighters each)

4TH STRIKER CLUSTER (RED DEATH)

Star Colonel Charles Dinour

Trinary Command

BattleMech Command Star (5 BattleMechs)

Elemental Command Star (5 Elemental Points)

Fighter Command Star (10 Fighters)

Trinary Second Mixed Services (Star Captain Daniel Fetladral)

BattleMech Second Star (5 BattleMechs)

Elemental Second Star (5 Elemental Points)

Fighter Second Star (10 Fighters)

Trinary Third Mixed Services (Star Captain Burke Carson)

BattleMech Third Star (5 BattleMechs)

Elemental Third Star (5 Elemental Points)

Fighter Third Star (10 Fighters)

Trinary Fourth Mixed Services (Star Captain Nick Ward)

BattleMech Fourth Star (5 BattleMechs)

Elemental Fourth Star (5 Elemental Points)

Fighter Fourth Star (10 Fighters)

Trinary Fifth Mixed Services (Star Captain Colin Kerensky)

BattleMech Fifth Star (5 BattleMechs)

Elemental Fifth Star (5 Elemental Points)

Fighter Fifth Star (10 Fighters)

EPSILON GALAXY

4 Clusters

CO: Galaxy Commander Anton Fetladral

Trinary Galaxy Command (The Green Keshik)

Alpha, Bravo, and Charlie Command Stars (5 BattleMechs each)

Trinary Support (Star Captain Von)

Alpha and Bravo Artillery Stars (5 BattleMechs each)

Command Fighter Star (10 Fighters)

Each Trinary Garrison has one BattleMech Star (5 BattleMechs), one Elemental Star (5 Elemental Points), and one Fighter Star (10 Fighters).

NEGA GARRISON CLUSTER

Star Colonel Evon

Trinary First Garrison

First BattleMech, Elemental, and Fighter Stars

Trinary Second Garrison (Star Captain Rebekka)

Second BattleMech, Elemental, and Fighter Stars

Trinary Third Garrison (Star Captain Sojima)

Third BattleMech, Elemental, and Fighter Stars

Trinary Fourth Garrison (Star Captain Serin)

Fourth BattleMech, Elemental, and Fighter Stars

Trinary Fifth Garrison (Star Captain King)

Fifth BattleMech, Elemental, and Fighter Stars

CHOYER GARRISON CLUSTER

Star Colonel Jewel

Trinary Sixth Garrison

Sixth BattleMech, Elemental, and Fighter Stars

Trinary Seventh Garrison (Star Captain Gorsuch)

Seventh BattleMech, Elemental, and Fighter Stars

Trinary Eighth Garrison (Star Captain Armtemio)

Eighth BattleMech, Elemental, and Fighter Stars

Trinary Ninth Garrison (Star Captain Loyce)

Ninth BattleMech, Elemental, and Fighter Stars

Trinary Tenth Garrison (Star Captain Lennis)

Tenth BattleMech, Elemental, and Fighter Stars

GURBENG GARRISON CLUSTER

Star Colonel Jersano

Trinary Eleventh Garrison

Eleventh BattleMech, Elemental, and Fighter Stars

Trinary Twelfth Garrison (Star Captain Storj)

Twelfth BattleMech, Elemental, and Fighter Stars

Trinary Thirteenth Garrison (Star Captain Bathan)

Thirteenth BattleMech, Elemental, and Fighter Stars

Trinary Fourteenth Garrison (Star Captain Hemsli)

Fourteenth BattleMech, Elemental, and Fighter Stars

Trinary Fifteenth Garrison (Star Captain Alford)

Fifteenth BattleMech, Elemental, and Fighter Stars

DORBENG GARRISON CLUSTER*

Star Colonel Sanal Kerensky

Trinary Sixteenth Garrison

Sixteenth BattleMech, Elemental, and Fighter Stars

Trinary Seventeenth Garrison (Star Captain Corrine)

Seventeenth BattleMech, Elemental, and Fighter Stars

Trinary Eighteenth Garrison (Star Captain Gregory)

Eighteenth BattleMech, Elemental, and Fighter Stars

Trinary Nineteenth Garrison (Star Captain Nraf)

Nineteenth BattleMech, Elemental, and Fighter Stars

Trinary Twentieth Garrison (Elemental Star Captain Ghull)

Twentieth BattleMech, Elemental, and Fighter Stars

FULL UNIT ROSTERS

TRINARY CLAN COMMAND

Commander: IlKhan Ulric Kerensky, Elite, *Man O' War*

Aide-de-Camp: Star Captain Josel Fetladral, Elite, *Vulture*

Unit Status: Elite

Unit Nickname: The Golden Keshik

Unit Insignia: Clan Wolf on triangular gold shield

Alpha Command Star

Star Commander Joshua Ward, Elite, *Mad Cat* (KIA)

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

MechWarrior Poul, Elite, *Man O' War C*

MechWarrior Bishop, Elite, *Mad Cat B* (WIA)

Pilot Scar Leroux, Elite, *Jagatai* (KIA)

Pilot Balla, Elite, *Jagatai C* (WIA)

Bravo Command Star

Star Commander Greer Kerensky, Elite, *Fenris*

MechWarrior Senna, Elite, *Mad Cat D* (WIA)

MechWarrior Ian, Elite, *Mad Cat D*

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

Pilot Blehta, Elite, *Jagatai A* (WIA)

Pilot Granders, Elite, *Jagatai A* (KIA)

Charlie Command Star

Elemental Star Commander Evantha Fetladral, Elite, 4 Elementals

Point Commander Jenno Fetladral, Elite, 4 Elementals

Point Commander Edyards Tutuola, Elite (WIA), 4 Elementals

Point Commander Pystol Sradac, Elite (KIA), 4 Elementals

Pilot Carew, Elite, *Visigoth A*

Pilot Virgil, Elite, *Visigoth C* (KIA)



WOLF CLAN NAVAL RESERVE

Commander: Star Commodore Arthur

Mehta

Unit Nickname: The Wolf Chariots

Unit Insignia: Wolf on the side of a golden chariot

ALPHA NAVAL RESERVE STAR

Commander: Star Commodore Amel

2 *Monolith* Class JumpShips: *Quazar*, *Quetzalcoatl*

3 *Star Lord* Class JumpShips: *Medici*, *Megalith*, *Mystical*

5 *Invader* Class JumpShips: *Grisly*, *Gruesome*, *Gratuitous*, *Grotesque*, *Graphic*

BRAVO NAVAL RESERVE STAR

Commander: Star Commodore Nihsen

3 *Monolith* Class JumpShips: *Rough Rider*, *Roustabout*, *Robespierre*

2 *Star Lord* Class JumpShips: *Providential*, *Preternatural*

5 *Invader* Class JumpShips: *Impeccable*, *Illusive*, *Implacable*, *Indestructible*, *Irrefutable*

NOTES

The JumpShips in the naval reserve carry a full complement of all types of DropShips. Ships are often temporarily attached to fighting units to carry troops into battle. When not being used in action, these ships ferry supplies to the front alongside the ships of civilian transport castes.

ILKHAN ULRIC KERENSKY

Commander-In-Chief of Operation Revival

In an army of elite warriors, each of whom seems a genius in warfare and leadership, it is difficult for one to stand out from the rest. IlKhan Ulric Kerensky is one who stands out. His white hair, mustache, and goatee give him a striking physical appearance. More impressive is his natural air of command and the reputation for clear, incisive thought which sets him apart from his fellow warriors. He has been commander of the Alpha Galaxy for an unprecedented eleven years, during which the Galaxy and its members have won several major battles against other Clans. He is considered by even his most steadfast enemies to be an exceptional leader. In his dealings with our representatives he has shown that he is willing to do whatever he determines necessary to accomplish his goals. This attitude is both a comfort and a threat, both to the Inner Sphere and to his enemies within the Clans. His considerable skills won him the ilKhan'ship, the Clans' most exalted position. No one can predict how he will wield this newly won power, but it is certain that the Clan effort in the Inner Sphere is now directed by a cunning leader.

ALPHA GALAXY

Commander: IlKhan Ulric Kerensky

Unit Status: Elite

Unit Nickname: The Dire Wolves

Unit Insignia: Wolf's head on gold Clan star

SUPPORT VESSELS

1 *Sovetskii Soyuz* Class JumpShip: *Dire Wolf* (modified to carry six DropShips)

1 *Overlord* Class Command DropShip: *Lair*

3 *Overlord* Class DropShips (*Snarl*, *Snap*, *Howl*) of the Thirteenth Wolf Guards

NOTES

Alpha Galaxy is one of the Originals, so called to denote its status as one of the first Clan fighting units; it was commanded by Nicholas Kerensky himself during crucial campaigns in the battle to subdue the Clan worlds after the Shunning. Alpha Galaxy has continued to live up to its noble origins, collecting over five hundred trial and duel ribbons: so many, in fact, that on official occasions, their strongest Elemental is the only member able to carry the award-laden Clan flag. The recent addition of the Thirteenth Wolf Guards makes Alpha Galaxy one of the largest frontline Galaxies in the Clans.

Every Wolf warrior dreams of serving in Alpha Galaxy. Even membership in one of the Galaxy's lesser subunits bestows prestige on a warrior, and ensures that he will see considerable action. A warrior's genes will be considered favorably by the Scientists of the more prestigious sibko systems if he belongs to Alpha Galaxy. Warriors of Alpha Galaxy are easily recognized by the synthetic wolf fur on their uniforms: a thin strip is worn over the left shoulder of the uniform and a wide strip is worn over the left shoulder of their dress capes.

Alpha Galaxy maintains many traditions dating from their earliest rituals. One of the most bizarre is the Wolf Rite. To earn the right to wear a strip of real wolf fur on his uniform, a warrior must endure a harrowing test of courage and endurance. Every year at mid-winter, five candidates, chosen for their proven skills and spirit, are dropped into the snowbound forests of the Clan homeworld wearing only briefs and carrying a knife as their only weapon. Acting as a team, the five must steal a fresh kill from a pack of wolves. The team must then carry its prize back to base (approximately a hundred kilometers), and present it to the assembled Galaxy. The entire Clan watches the ordeal by remote broadcast. Those who die in this test are honored by having their names added to the list of other warriors who have failed, painted neatly beneath the Clan ensigns on the *Dire Wolf*. Those who survive have won the right to be addressed as KinWolf on formal occasions, and their genes are given even higher priority in future sibko creation. Currently, only 53 members of the entire Clan may be addressed as KinWolf, including ilKhan Ulric Kerensky, Khan Garth Radick (since deceased), and Khan Natasha Kerensky.

GALAXY COMMAND ORGANIZATION

The Galaxy Command Trinary, "The Golden Keshik," is temporarily detached from Alpha Galaxy to serve as ilKhan Kerensky's honor guard, though they still managed to see plenty of action with the Galaxy during the last weeks of the war. As of this writing, Khan Natasha Kerensky has not organized a replacement unit, preferring her Wolf Spiders (the Thirteenth Wolf Cluster) to serve as her guard and command unit.

STAR COLONEL KHAN NATASHA KERENSKY
Acting Commander of Alpha Galaxy

Khan Natasha Kerensky is a woman of great beauty and haughty disposition. Her exploits, both in the Inner Sphere and among the Clans, have been the subject of such prolific writing that to do her career justice here would take far too long. It need only be said that she is a born MechWarrior and commander. She rapidly rose through the ranks of the Wolf Clan as a member of the 328th Assault Cluster, displaying such aggression and individuality that she became a favorite topic of discussion in the other Clans, who dreamt of somehow winning the right to her genetic heritage. She adopted the red hourglass ensign, symbol of the disgraced Widowmaker Clan, to show her displeasure with the increasing inflexibility of the Grand Council. She volunteered to lead the freebirth warriors of Wolf's Dragoons alongside Jaime and Joshua Wolf, her motivation supposedly that she was in love with Jaime. In the Inner Sphere, she became the Black Widow, the bane of anyone unlucky enough to see her black *Warhammer* approaching.

The Clans assumed she had been lost to the barbaric Inner Sphere, but she surprised them by heeding the recall issued to Wolf's Dragoons just after the death of ilKhan Leo Showers. Even though she returned an untested, therefore unranked, warrior, ilKhan Ulric Kerensky, always a shrewd judge of character, nominated her to acting command of Alpha Galaxy even before she underwent her Trial of Position. Her outstanding performance in this trial so impressed ilKhan Ulric Kerensky that he supplied funding to create a new Cluster as her ransom. The direction in which this defiant warrior will lead Clan Wolf, and against whom, has been the topic of considerable debate whenever members of Clan Wolf gather.



13TH WOLF GUARDS CLUSTER

Commander: Star Colonel Khan Natasha Kerensky

Unit Status: Elite

Unit Nickname: The Wolf Spiders

Unit Insignia: A black widow spider cradling the Wolf's Head insignia or the red hourglass from the spider's abdomen between its forelegs

WIDOW COMMAND STAR

Unit Nickname: The Widow's Escorts

Unit Insignia: A black widow spider surrounded by four smaller spiders

Star Colonel Khan Natasha Kerensky, Elite, *Daishi*
Star Commander Pelano, Elite, *Mad Cat C*
MechWarrior Aaron Carmichael, Veteran, *Mad Cat B*
MechWarrior Karla Sanders, Veteran, *Ferriis*
MechWarrior Josephine Whull, Elite, *Koshi B*

TRINARY ALPHA

Unit Nickname: The Mahisha

Unit Insignia: Charging black bull on a red hourglass

Alpha Assault Star

Star Captain Samis, Elite, *Man O' War*
MechWarrior Calthron, Elite, *Masakari*
MechWarrior Donley, Veteran, *Mad Cat*
MechWarrior Ralmer, Veteran, *Thor A*
MechWarrior Ala, Veteran, *Vulture C*

Alpha Battle Star

Star Commander Marco Hall, Elite, *Black Hawk*
MechWarrior Zomol, Veteran, *Vulture A*
MechWarrior Foley, Veteran, *Ryoken*
MechWarrior Sandal, Veteran, *Mad Cat*
MechWarrior Taner, Regular, *Ferriis*

Alpha Striker Star

Star Commander Phelan, Elite, *Wolfhound**
MechWarrior Ace, Elite, *Dragonfly B*
MechWarrior Thea, Veteran, *Thor B*
MechWarrior Dimitria, Veteran, *Ferriis A*
MechWarrior Lee, Regular, *Black Hawk D*

TRINARY BRAVO

Unit Nickname: The Cacus

Unit Insignia: Fire-breathing monster with red hourglasses for eyes

Bravo Assault Star

Star Captain Ranna, Elite, *Masakari*
MechWarrior Runik, Elite, *Gladiator*
MechWarrior Walister, Veteran, *Mad Cat*
MechWarrior Gronnigal, Veteran, *Loki A*
MechWarrior Listan, Veteran, *Vulture C*



Bravo Battle Star

Star Commander Doritt, Elite, *Black Hawk*

MechWarrior Sangivar, Veteran, *Dragonfly A*

MechWarrior Mistal, Veteran, *Thor A*

MechWarrior Drennika, Veteran, *Puma*

MechWarrior Gilote, Regular, *Ferris*

Bravo Striker Star

Star Commander Skola, Veteran, *Ferris*

MechWarrior Beskir, Veteran, *Ryoken B*

MechWarrior Narha, Veteran, *Vulture A*

MechWarrior Felisana, Veteran, *Dasher*

MechWarrior Droga, Regular, *Koshi*

TRINARY CHARLIE

Unit Nickname: The Widow's Horses

Unit Insignia: Black horse with red hourglass-mark on its forehead

Charlie Assault Star

Star Captain Nigel Wallace, Elite, *Thor*

MechWarrior Volax, Veteran, *Mad Cat B*

MechWarrior Timith, Veteran, *Man O' War*

MechWarrior Dalis, Regular, *Loki*

MechWarrior Regarro, Regular, *Daishi*

Charlie Battle Star

Star Commander Dirkon, Elite, *Man O' War*

MechWarrior Donemar, Veteran, *Vulture*

MechWarrior Yallas, Veteran, *Ryoken B*

MechWarrior Val, Regular, *Koshi*

MechWarrior Truhelo, Regular, *Ferris*

Charlie Striker Star

Star Commander Renner, Elite, *Ryoken B*

MechWarrior Zans, Veteran, *Uller*

MechWarrior Birnak, Regular, *Koshi*

MechWarrior Tholla, Regular, *Thor A*

MechWarrior Dessomeier, Regular, *Dasher A*

TRINARY DELTA

Unit Nickname: The Widow's Sibko

Unit Insignia: Black Elemental with red hourglass on its forehead

Delta Command Star

Elemental Star Captain Olin Dubczek, 4 Elementals

Point Commander Vom, 4 Elementals

Point Commander Hennima, 4 Elementals

Point Commander Zabordo, 4 Elementals

Point Commander Trellik, 4 Elementals

Delta Second Star

Elemental Star Commander Mazil, 4 Elementals

Point Commander Golim, 4 Elementals

Point Commander Tomersin, 4 Elementals

Point Commander Inam, 4 Elementals

Point Commander Sonigar, 4 Elementals

Delta Third Star

Elemental Star Commander Refflin, 4 Elementals

Point Commander Garrik, 4 Elementals

Point Commander Namo, 4 Elementals

Point Commander Polza, 4 Elementals

Point Commander Drahama, 4 Elementals

SUPPORT VESSELS

1 *Sovetskii Soyuz* Class JumpShip: *Dire Wolf* (Trinary Clan Command)

3 *Overlord* Class DropShips: *Snarl*, *Snap*, *Howl*

NOTES

The Wolf Spiders were created by ilKhan Ulric Kerensky as a ransom to Natasha Kerensky for her triumphant reinstatement as a warrior in Clan Wolf and her subsequent election as the new Khan. This untested unit is made up of gifted graduates from Wolf military academies and, true to the commander's rebellious nature, veterans from Epsilon Galaxy others consider to have outlived their usefulness. Though just a few months old, the unit has already begun to embrace its commander's attitude toward Clan traditions, their disregard made obvious by their adopting the taboo Widowmaker insignia as their own. Some consider the unit's mix of youth, experience, and irreverence a weakness, but most other Clans accept that under the driving command of Khan Natasha Kerensky, the Wolf Spiders will be the leaders of Clan Wolf.

328TH ASSAULT CLUSTER

Commander: Star Colonel Athen Kederk

Unit Status: Elite

Unit Nickname: The Lion-Hearted

Unit Insignia: A golden lion's-head (three-quarter profile) with a scarlet heart between its teeth positioned above the Cluster's number in gold

COMMAND NOVA

Unit Nickname: Cold-Hearted

Unit Insignia: An ice-blue heart

Star Colonel Athen Kederk, Elite, *Man O' War* (WIA)

MechWarrior Arnulf, Elite, *Man O' War A*

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

MechWarrior Pettez, Elite, *Linebacker* (WIA)

MechWarrior Alan Carns, Elite, *Linebacker B*

Elemental Star Commander Tilly "Thumper" Tutuola, Elite (WIA), 4 Elementals

Point Commander Lena Mehta, Elite, 4 Elementals

Point Commander Rexel, Elite (KIA), 4 Elementals

Point Commander Janzing, Elite (KIA), 4 Elementals

Point Commander Bethilda, Elite (KIA), 4 Elementals

SUPERNOVA BATTLE*

Unit Nickname: The Heart Eaters

Unit Insignia: A heart with a bite out of one side

Alpha Battle Nova

Star Captain Hannibal Sradac, Elite, Laser (WIA), 4 Elementals
Point Commander Locasico Kerensky, Elite (WIA), 4 Elementals
Point Commander Dwanick, Elite (WIA), 4 Elementals
Point Commander Thalia Tutuola, Elite, 4 Elementals
Point Commander Pharos, Elite (KIA), 4 Elementals
MechWarrior Daphne, Elite, *Vulture* (WIA)
MechWarrior Vsevolod, Elite, *Man O' War A*
MechWarrior Kellie, Elite, *Man O' War* (WIA)
MechWarrior Israel, Elite, *Man O' War C* (KIA)
MechWarrior Estera, Elite, *Ryoken*

Bravo Battle Nova

Star Commander Ivul Radick, Elite, *Masakari* (WIA)
MechWarrior Japser, Elite, *Man O' War* (KIA)
MechWarrior Bishop, Elite, *Man O' War C* (KIA)
MechWarrior Allyce, Elite, *Ferris* (WIA)
MechWarrior Japeth, Veteran, *Mad Cat*
Point Commander Siegel Shaw, Elite, Laser (KIA), 4 Elementals
Point Commander Malmon Shaw, Elite (WIA), 4 Elementals
Point Commander Jobi, Elite (WIA), 4 Elementals
Point Commander Franz, Elite (KIA), 4 Elementals
Point Commander Patrica, Elite (WIA), 4 Elementals

Charlie Battle Nova

Star Commander Traci Radick, Elite, *Vulture*
MechWarrior Skylar, Elite, *Man O' War A* (KIA)
MechWarrior Ianos, Elite, *Man O' War*
MechWarrior Killinap, Elite, *Man O' War C* (KIA)
MechWarrior Feliciano, Veteran, *Ryoken*
Point Commander Zabrina Saline, Elite, (WIA), 4 Elementals
Point Commander Dean, Elite (WIA), 4 Elementals
Point Commander Herylyn Sradac, Elite, 4 Elementals
Point Commander Cizzor, Elite (WIA), 4 Elementals
Point Commander Ninette, Elite (KIA), 4 Elementals

TRINARY ASSAULT

Unit Nickname: Heart Stompers

Unit Insignia: A heart shattered into multiple pieces

Alpha Assault Star

Star Captain Krynos Vickers, Elite, *Man O' War*
MechWarrior Ehita, Elite, *Man O' War A*
MechWarrior Tara, Elite, *Man O' War A* (KIA)
MechWarrior Voshic, Veteran, *Mad Cat* (WIA)
MechWarrior Arthur, Veteran, *Ferris* (WIA)

Bravo Assault Star

Star Commander Mohir Vickers, Elite, *Man O' War*
MechWarrior Cyrus Carns, Elite, *Mad Cat A*
MechWarrior Picknan, Elite, *Man O' War A* (WIA)
MechWarrior Llewellyn, Veteran, *Loki* (WIA)
MechWarrior Chun, Veteran, *Mad Cat*

Charlie Assault Star

Star Commander Domask Lewis, Elite, *Mad Cat* (KIA)
MechWarrior Frieda, Elite, *Man O' War C*
MechWarrior Binnet, Elite, *Man O' War B*
MechWarrior Grace, Veteran, *Daishi* (WIA)
MechWarrior Lutharin, Veteran, *Phantom*

BINARY FIGHTER

Unit Nickname: The Flying Lions

Unit Insignia: Lion flying on golden wings

Alpha Fighter Star

Star Captain Elladora Leroux, Elite, *Jagatai A* (KIA)
Pilot Istun, Elite, *Jagatai A*
Pilot Stamm, Elite, *Jagatai* (WIA)
Pilot Niluth, Elite, *Jagatai D* (WIA)
Pilot Caffy, Elite, *Jagatai A*
Pilot Ullio Mehta, Elite, *Jagatai B* (KIA)
Pilot Giovan, Elite, *Visigoth*
Pilot Tiffur, Elite, *Visigoth C*
Pilot Van Torc, Veteran, *Visigoth* (WIA)
Pilot Niel, Veteran, *Visigoth*

Bravo Fighter Star

Star Commander Gunars Ch'in, Elite, *Visigoth A*
Pilot Delmar, Elite, *Visigoth* (WIA)
Pilot Wixster, Elite, *Jagatai*
Pilot Eric, Elite, *Jagatai* (WIA)
Pilot Pinter, Elite, *Jagatai* (KIA)
Pilot Korson, Elite, *Jagatai*
Pilot Hook, Elite, *Bashkir A* (WIA)
Pilot Adernath, Elite, *Bashkir* (WIA)
Pilot Gillic, Regular, *Jenghiz B*
Pilot Laguna, Regular, *Jenghiz A* (KIA)

BINARY ROGUE

Unit Nickname: The Roaming Lions

Unit Insignia: A gold lion pacing against a dark blue shield

Alpha Rogue Star

Star Captain Fergus McKibben, Elite, *Man O' War A* (WIA)
MechWarrior Orland, Elite, *Man O' War A* (KIA)
MechWarrior Interfa, Elite, *Mad Cat A*
MechWarrior Leopold, Elite, *Mad Cat A* (WIA)
MechWarrior Nifa, Elite, *Ferris* (WIA)

Bravo Rogue Star

Star Commander Lavina, Elite, *Man O' War A* (WIA)
MechWarrior Arrowan, Elite, *Man O' War A* (WIA)
MechWarrior Positor, Elite, *Man O' War A* (WIA)
MechWarrior Jasmine, Veteran, *Mad Cat* (KIA)
MechWarrior Hollian, Veteran, *Mad Cat A*



BINARY ARTILLERY

Unit Nickname: The Lion's Roar
Unit Insignia: Gold lion on an artillery shell

Alpha Artillery Star

Star Captain Ortic, Elite, *Naga* (WIA)
MechWarrior Gren, Elite, *Naga* (WIA)
MechWarrior Istal, Elite, *Naga*
MechWarrior Overst, Elite, *Naga* (WIA)
MechWarrior Biccon, Elite, *Naga*

Bravo Artillery Star

Star Commander Gosvoda, Elite, *Naga* (WIA)
MechWarrior Vadervan, Elite, *Naga* (WIA)
MechWarrior Heiser, Elite, *Naga*
MechWarrior Natuurn, Elite, *Naga* (KIA)
MechWarrior Rex, Elite, *Naga* (KIA)

SUPPORT VESSELS

- 2 *Star Lord* Class JumpShips: *Lion's Den*, *Lion's Pride*
- 1 *Union* Class Command DropShip: *Lion's Heart*
- 3 *Overlord* Class DropShips: *Daniel Express*, *Twister*, *Charon's Barge*
- 1 *Union* Class DropShip: *Lion Barge*
- 2 *Leopard* Class DropShips: *Lion's Pounce*, *Lion's Teeth*
- 2 *Carrier* Class DropShips: *Winged Lion*, *Aero Mars*
- 1 *Intruder* Class DropShip: *Lion's Thunder*

NOTES

This Cluster proudly traces its lineage back to the 328th Royal 'Mech Division of the SLDF, and is one of the few units allowed by Nicholas Kerensky to acknowledge its pre-Clan roots. This particular Cluster's commander died trying to prevent the Exodus Civil Wars.

Recently, the Cluster has fallen upon hard times. The death of its former commander and the participation of most of the command Nova in a Trial of Possession just three months before the invasion began has taken its toll on morale and personnel. The unit's current commander, Star Colonel Athen Kederk, was transferred from the Fourth Wolf Guards to command the Cluster, a move that did not sit well with this independent-minded Cluster. The unit's performance during the invasion, however, has proven that dissent has not affected its warriors' ability to carry out orders. The new commander has also taken charge of the Cluster's politics, steering it away from loyalty to ilKhan Ulric Kerensky and favoring instead Conal Ward and his fellow Crusaders.

STAR COLONEL ATHEN KEDERK

Commander of the 328th Assault Cluster

Star Colonel Athen Kederk is *abtakha*. He was claimed by Wolf Clan after a Trial of Refusal with the Ghost Bears nine years ago. After serving in the Wolf backwaters of Epsilon Galaxy, Star Colonel Athen Kederk was reassigned to Delta Galaxy, first serving in the Fourth Wolf Guards. His prowess as a MechWarrior is matched by his organizational skills and leadership abilities. Under his command, what was the weakest Cluster in its Galaxy has asserted itself as one of the premiere Clusters in all the Clans. His greatest personal triumph was winning the Kederk Bloodname last year.

STAR CAPTAIN HANNIBAL SRADAC

Commander of Supernova Battle

This red-haired giant of a man represents a rarity in the Clans. Traditionally, few Elementals have risen above the rank of Star Commander. The usual reason given is that Elementals cannot keep up with 'Mechs in battle, and so infantry officers cannot effectively lead a battle. However, the Clans hold the unspoken opinion that so much attention has been given to breeding huge mountains of muscle that the intellect must inevitably have suffered. Star Captain Hannibal Sradac is proof that this silent prejudice is wrong. Not only is the captain an able commander of troops and knowledgeable in tactics, but he is also a historian of the ancient Star League society. His troops have performed up to the highest standards under his command. In the event that a battle moves too swiftly for him to keep up on foot (a rarity considering the capabilities of BattleArmor), Captain Sradac has been known to hitch a ride on the shoulder of one of his 'Mechs.



4TH WOLF GUARDS CLUSTER

Commander: Star Colonel Jera Carns

Unit Status: Elite

Unit Nickname: The Cyclops Cluster

Unit Insignia: Golden cyclops head shown in three-quarters profile

TRINARY COMMAND

Unit Nickname: The Cyclops' Brain

Unit Insignia: The Cyclops Cluster insignia on a black, five-pointed star

Command Star

Star Colonel Jera Carns, Elite, *Man O' War A* (WIA)

MechWarrior Niffur, Elite, *Man O' War*

MechWarrior Aretha, Elite, *Man O' War C* (WIA)

MechWarrior Maise Ward, Elite, *Mad Cat* (WIA)

MechWarrior Bannock, Veteran, *Mad Cat* (KIA)

Alpha Artillery Star

Star Commander Clallam, Elite, *Naga* (KIA)

MechWarrior Saridan, Elite, *Naga* (WIA)

MechWarrior Barshiot, Elite, *Naga*

MechWarrior Peruls, Elite, *Naga* (WIA)

MechWarrior Calosha, Elite, *Naga* (WIA)

Bravo Artillery Star

Star Commander Rokay, Elite, *Naga* (KIA)

MechWarrior Minna, Elite, *Naga*

MechWarrior Uliver, Elite, *Naga*

MechWarrior Freda, Elite, *Naga* (WIA)

MechWarrior Ninnesan, Elite, *Naga* (WIA)

SUPERNOVA FIRST*

Unit Nickname: The Cyclops' Fist

Unit Insignia: A gold fist in front of an eye

Alpha First Nova

Star Captain Skinner Ward, Elite, *Man O' War* (KIA)

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

MechWarrior Alita, Elite, *Mad Cat A* (WIA)

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

MechWarrior Hevva, Veteran, *Mad Cat A* (KIA)

Point Commander Dena Shaw, Elite (KIA), 4 Elementals

Point Commander Denice Sradac, Elite (WIA), 4 Elementals

Point Commander Bainbridge, Elite (KIA), 4 Elementals

Point Commander Vertin Tutuola, Elite, 4 Elementals

Point Commander Phanh, Elite (WIA), 4 Elementals

Bravo First Nova

Star Commander Valallen, Elite, *Masakari*

MechWarrior Kaspar Carns, Elite, *Man O' War*

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

MechWarrior Thilla, Elite, *Mad Cat B* (KIA)

MechWarrior Rollow, Veteran, *Mad Cat B*

Point Commander Normu, Elite (KIA), 4 Elementals

Point Commander Dyna Tutuola, Elite (WIA), 4 Elementals

Point Commander Nam, Elite, 4 Elementals

Point Commander Skeld, Elite (KIA), 4 Elementals

Point Commander Puja, Elite, 4 Elementals

SUPERNOVA SECOND

Unit Nickname: The Cyclops' Spear

Unit Insignia: An eye in front of a silver spear-blade

Alpha Second Nova

Elemental Star Captain Juanilla Sradac, Elite (WIA), 4 Elementals

Point Commander Jadeen, Elite (WIA), 4 Elementals

Point Commander Mewborn, Elite, 4 Elementals

Point Commander Ceralde, Elite (KIA), 4 Elementals

Point Commander Karri, Elite, 4 Elementals

MechWarrior Tizor, Elite, *Man O' War C*

MechWarrior Oston, Elite, *Man O' War C* (KIA)

MechWarrior Pocarra Carns, Elite, *Vulture*

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

MechWarrior Foshorra, Elite, *Man O' War B* (WIA)

Bravo Second Nova

Star Commander Mabrams Carns, Elite, *Mad Cat B*

MechWarrior Wilfrid, Elite, *Man O' War B* (WIA)

MechWarrior Issorton, Elite, *Man O' War B* (KIA)

MechWarrior Millok, Elite, *Man O' War*

MechWarrior Hunter, Elite, *Man O' War*

Point Commander Lindan Kemp, Elite (WIA), 4 Elementals

Point Commander Niwat, Elite (WIA), 4 Elementals

Point Commander Arlee Shaw, Elite (WIA), 4 Elementals

Point Commander Arlond, Elite, 4 Elementals

Point Commander Vissor, Elite (KIA), 4 Elementals

TRINARY ASSAULT

Unit Nickname: The Cyclops' Shield

Unit Insignia: Gold cyclops head on a red numeral one

Alpha Assault Star

Star Captain Bryston Radick, Elite, *Man O' War D*

MechWarrior Mhong, Elite, *Man O' War D* (WIA)

MechWarrior Pissorn Kerensky, Elite, *Man O' War C* (KIA)

MechWarrior Danahy, Elite, *Man O' War C*

MechWarrior Colbin, Elite, *Ferris* (WIA)

Bravo Assault Star

Star Commander Illior, Elite, *Man O' War A* (KIA)

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

MechWarrior Beverlee, Elite, *Man O' War C*

MechWarrior Jana, Elite, *Man O' War C* (WIA)

MechWarrior Kirstin, Elite, *Ferris*

Fighter Assault Star

Star Commander Royal Kerensky, Elite, *Jagatai B* (KIA)

Pilot Osinn Ch'in, Elite, *Jagatai A* (WIA)

Pilot Morsha, Elite, *Jagatai*

Pilot Cullion, Elite, *Jagatai* (WIA)

Pilot Vee Leroux, Elite, *Jenghiz A* (WIA)

Pilot Alton, Elite, *Jenghiz A* (KIA)

Pilot Zasser, Elite, *Jagatai* (WIA)

Pilot Jonnon, Elite, *Jagatai*

Pilot Piccun, Veteran, *Visigoth* (WIA)

Pilot Corinne, Veteran, *Visigoth*



TRINARY ROGUE

Unit Nickname: The Cyclops' Club

Unit Insignia: Gold cyclops carrying a club on a black circle

Alpha Rogue Star

Star Captain Forsinnic, Elite, *Man O' War A*
MechWarrior Thoreau, Elite, *Man O' War A* (WIA)
MechWarrior Cassiron, Elite, *Man O' War D*
MechWarrior Nikita Ward, Elite, *Man O' War D* (KIA)
MechWarrior Marcincus, Elite, *Ferris* (KIA)

Bravo Rogue Star

Star Commander Aleksandr, Elite, *Man O' War A* (WIA)
MechWarrior Regina, Elite, *Man O' War A* (WIA)
MechWarrior Errik, Elite, *Man O' War C*
MechWarrior Israel Fetladral, Elite, *Man O' War D*
MechWarrior Canniv, Elite, *Ferris* (WIA)

Fighter Rogue Star

Star Commander Marita Ch'in, Elite, *Jagatai* (WIA)
Pilot Petton Leroux, Elite, *Jagatai* (WIA)
Pilot Madiol, Elite, *Avar*
Pilot Mydia, Elite, *Avar A* (KIA)
Pilot Karah, Elite, *Jagatai C*
Pilot Binnorc, Elite, *Jagatai B* (KIA)
Pilot Salliza, Veteran, *Visigoth* (WIA)
Pilot Ulliff, Veteran, *Visigoth*
Pilot Nonnium, Veteran, *Jenghiz A*
Pilot Jasa, Veteran, *Jenghiz* (WIA)

SUPPORT VESSELS

2 *Star Lord* Class JumpShips: *Cyclops Caravan*, *Cyclops Horse*
1 *Union* Class Command DropShip: *Cyclops Central*
2 *Union* Class DropShips: *Cyclops Drop*, *Cyclops Chariot*
5 *Leopard* Class DropShips: *One-Eyed Wonder*, *Blinder*, *Stomper*,
Poster, *Where Are We?*
1 *Titan* Class DropShip: *Cyclops Airlines*

NOTES

The Cyclops Cluster earned the right to be named a Wolf Guards Cluster over a hundred years ago. According to unit history, a dispute arose between Clan Smoke Jaguar and Clan Wolf over which had discovered, and therefore who owned, a mineral-rich world in a nearby star system. The issue went before the Grand Council of Khans, with a majority siding with Smoke Jaguar. The Khans of Clan Wolf demanded the issue be decided by a Trial of Refusal. The bidding set the Cyclops Cluster against three assault Clusters from the rest of the Clans. The grueling battle destroyed most of the Cyclops Cluster, but they emerged victorious despite the heavy odds.

The present generation of Cyclops warriors carries on the Cluster's tradition of hard-hitting, no-nonsense fighting. Commander Star Colonel Jera Carns has won her position each year for eleven years straight, an amazing feat in a military that considers five years as a Cluster commander remarkable. According to some of the warriors interviewed by our representatives, Star Colonel Jera Carns turned down a promotion and transfer to command Epsilon Galaxy because she felt that her support for ilKhan Ulric Kerensky and his Warden policies would carry more weight from her position as a Cluster leader in Alpha than as commander of the often-ignored Epsilon.

STAR COLONEL JERA CARNS

Commander of the 4th Wolf Guards Cluster

The commander of the Fourth Wolf Guards shares several qualities with the Cluster's chosen ensign. Like the cyclops, she has a massive physique and unusual strength which almost approaches Elemental level. The colonel also shows a grim, single-minded resolve to crush anything that stands in the way of her Cluster or her allies. In battle, few can deny that she, like the cyclops, is fearsome. The similarities end, however, when considering the level of her intelligence and the diversity of her interests. She is a learned student of military history, and her skills as a painter have won awards from the Artisan Subcaste. She has learned the skills necessary to survive on the murky battlefield of politics, but shows little personal ambition, choosing instead to support ilKhan Ulric Kerensky and his views. Rumor has it that Star Colonel Jera Carns and ilKhan Ulric Kerensky have been more than typically affectionate over the years, and that they were the designated parents of a sibko just now entering the Wolf military academies.

STAR COMMANDER MARITA CH'IN

Commander of the Fighter Rogue Star, Trinary Rogue

Star Commander Marita Ch'in has the distinctive physical features that characterize all aerospace pilots: a large head, huge eyes, and slender physique. However, Star Commander Marita Ch'in is distinguished from most other pilots by the number of scars covering her body, the most visible of which is the cut across her face. They are a testament both to her years of service and incredible luck. According to the records, the Star Commander Marita Ch'in has been in over one hundred and thirty engagements, having destroyed an incredible 63 fighters and 41 BattleMechs. Ten times she has had her fighter shot out from under her, and the proof of her instinct for survival is her artificial right leg and left arm, legacies of those lost fighters. Though she is one of the great pilots, Star Commander Marita Ch'in is a poor officer. She is impatient to the point of cruelty with inexperienced pilots. Twice she has been reprimanded for being too harsh when disciplining her pilots; the last reprimand resulted in her demotion to the rank of Star Commander.

279TH BATTLE CLUSTER

Commander: Star Colonel Lara Ward

Unit Status: Elite

Unit Nickname: The Golden Horde

Unit Insignia: Golden barbarian riding a black wolf

SUPERNOVA COMMAND

Unit Nickname: The Golden Savages

Unit Insignia: A golden barbarian portrayed standing

Alpha Command Nova

Star Colonel Lara Ward, Elite, *Masakari* (WIA)

Star Commander Harr Carns, Elite, *Man O' War* (WIA)

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

MechWarrior Paulstol, Elite, *Ferris*

MechWarrior Nok Koga, Elite, *Phantom D* (KIA)

Point Commander Genghis Sradac, Elite (WIA), 4 Elementals

Point Commander Dural Shaw, Elite (KIA), 4 Elementals

Point Commander Rorg, Elite (WIA), 4 Elementals

Point Commander Jolon, Elite, 4 Elementals

Point Commander Zorna Tutuola, Elite, 4 Elementals

Bravo Command Nova

Star Commander Ranna, Elite, *Man O' War* (WIA)

MechWarrior Pewell, Elite, *Ferris*

MechWarrior Valizona, Elite, *Ryoken*

MechWarrior Ophillon, Elite, *Ferris A* (KIA)

MechWarrior Gioy, Elite, *Ferris A*

Point Commander Jullith Shaw, Elite, 4 Elementals

Point Commander Cornia, Elite (WIA), 4 Elementals

Point Commander Pallum Sradac, Elite (WIA), 4 Elementals

Point Commander Amel, Elite, 4 Elementals

Point Commander Yellu Wicks, Elite (KIA), 4 Elementals

TRINARY FIRST

Unit Nickname: The Whirlwinds

Unit Insignia: Golden barbarian riding a tornado

Alpha First Star

Star Captain Katya Kerensky, Elite, *Mad Cat* (KIA)

MechWarrior Elva, Elite, *Ferris A*

MechWarrior Koster, Elite, *Ferris* (WIA)

MechWarrior Ortilus, Elite, *Mad Cat A*

MechWarrior Pollitra, Elite, *Puma* (WIA)

Bravo First Star

Star Commander Calvin, Elite, *Ferris A*

MechWarrior Rus, Elite, *Mad Cat A* (WIA)

MechWarrior Karri, Elite, *Vulture*

MechWarrior Cystros, Elite, *Ferris*

MechWarrior Lotthir, Elite, *Puma*

Charlie First Star

Star Commander Lonna, Elite, *Puma* (KIA)

MechWarrior Rekkem, Elite, *Puma* (WIA)

MechWarrior Pissarn, Elite, *Koshi* (WIA)

MechWarrior Elvena, Elite, *Mad Cat B* (KIA)

MechWarrior Othel, Elite, *Ferris A*

TRINARY SECOND

Unit Nickname: The Torchers

Unit Insignia: A barbarian in black carrying a fiery gold torch

Alpha Second Star

Star Captain Edora, Elite, *Mad Cat* (WIA)

MechWarrior Lala, Elite, *Ferris*

MechWarrior Marcin, Elite, *Puma D* (WIA)

MechWarrior Vladimir, Elite, *Phantom C* (WIA)

MechWarrior Brenden, Elite, *Ferris A*

Bravo Second Star

Star Commander Galvin, Elite, *Ferris*

MechWarrior Nokkin, Elite, *Mad Cat A* (WIA)

MechWarrior Lucian, Elite, *Mad Cat B* (WIA)

MechWarrior Bisston Carns, Elite, *Puma* (WIA)

MechWarrior Wetten, Elite, *Puma A* (WIA)

Charlie Third Star

Star Commander Rusty, Elite, *Puma* (KIA)

MechWarrior Arvo, Elite, *Mad Cat D*

MechWarrior Tevvian, Elite, *Ferris C* (KIA)

MechWarrior Casiwar, Elite, *Ferris*

MechWarrior Yeppher, Elite, *Loki* (WIA)

TRINARY STRIKER

Unit Nickname: The Lightning Chasers

Unit Insignia: Golden barbarian riding a lightning bolt

Alpha Striker Star

Star Captain Jocelyn Fetladral, Elite, *Puma*

MechWarrior Alm, Elite, *Ferris A* (WIA)

MechWarrior Erin, Elite, *Koshi* (WIA)

MechWarrior Hollif, Elite, *Koshi*

MechWarrior Yetta, Elite, *Ferris D* (KIA)





Bravo Striker Star

Star Commander Zasser, Elite, *Ferris* (KIA)

MechWarrior Korinne, Elite, *Ferris A* (WIA)

MechWarrior Agona, Elite, *Puma*

MechWarrior Haggor, Elite, *Black Hawk* (WIA)

MechWarrior Az, Elite, *Phantom B*

Charlie Striker Star

Star Commander Lizzer, Elite, *Ferris* (KIA)

MechWarrior Modert, Elite, *Puma A*

MechWarrior Ballor, Elite, *Puma B* (WIA)

MechWarrior Stamm, Elite, *Ferris A* (WIA)

MechWarrior Laureus Vickers, Elite, *Koshi* (WIA)

BINARY FIGHTER

Unit Nickname: The Savage Eagles

Unit Insignia: Golden barbarian riding a black eagle

Alpha Fighter Star

Star Captain Rotheran, Elite, *Jagatai A* (WIA)

Pilot Veston, Elite, *Jagatai* (WIA)

Pilot Rickor, Elite, *Sabutai A*

Pilot Bayyn, Elite, *Sabutai* (KIA)

Pilot Mithan, Elite, *Jagatai C* (KIA)

Pilot Ulric, Elite, *Jagatai C*

Pilot Zennz, Veteran, *Jagatai* (WIA)

Pilot Por, Veteran, *Jagatai A* (WIA)

Pilot Brannum, Veteran, *Jagatai B*

Pilot Coson, Veteran, *Jagatai B*

Bravo Fighter Star

Star Commander Martika, Elite, *Jagatai C*

Pilot Orson, Elite, *Jagatai D*

Pilot Yiffers, Elite, *Jagatai*

Pilot Coston, Elite, *Jagatai A* (WIA)

Pilot Iyla, Elite, *Sulla A*

Pilot Vinnic, Elite, *Sulla* (WIA)

Pilot Benning, Veteran, *Visigoth B* (KIA)

Pilot Sawn, Veteran, *Visigoth*

Pilot Ista, Veteran, *Jenghiz*

Pilot Eafer, Veteran, *Jenghiz C* (WIA)

SUPPORT VESSELS

2 *Star Lord* Class JumpShips: *Golden Steppes*, *Golden Sky*

1 *Union* Class Command DropShip: *Karakorum*

3 *Union* Class DropShips: *Golden Bow*, *Spear Shaft*, *Saddle*

2 *Leopard* Class DropShips: *Quiver*, *Mongol Arrow*

NOTES

The Galaxy usually gives the 279th Battle Cluster the task of tracking down fleeing enemies, because its BattleMechs are generally lighter and swifter. Over the years, this configuration has given the Cluster many memorable victories and a few humiliating defeats. The latest and worst defeat came during a Trial of Possession against the Nova Cats, when a lack of communication cost the Cluster almost half its number. The defeat was so thorough that the Khans seriously considered disbanding the Cluster and replacing it

with a new one. Only the intervention of then-Star Captain Lara Ward gave the Cluster a second chance.

Khan Ulric Kerensky, impressed by the young Star captain, allowed her to declare a Trial of Position for command of the Cluster, which she easily won. She reshaped her new command using the remnants of the 279th, which had become a loose amalgamation of independent Stars, relentlessly training them into smoothly functioning multi-Starred units. Her drive and the Cluster's efforts have paid off handsomely with victories against Inner Sphere opponents that are textbook examples of teamwork and tactics.

STAR CAPTAIN KATYA KERENSKY

Commander of the Trinary First

Katya Kerensky is, by popular accounts, the great-granddaughter of ilKhan Ulric Kerensky. Judging by her intelligence, demeanor, and air of authority, the rumor could well be true, though only the Clan's genetechs know for certain. The young officer won her Bloodname at the age of 22, missing the mark for the youngest Bloodnamed warrior set by Khan Natasha Kerensky by just three months. Since winning her Bloodname, she rose steadily through the ranks to her present position as commander of the 279th's Whirlwinds. Her unit's actions on Chateau and Vulcan against the experienced Federated Commonwealth military proved that she inherited the Kerensky gift for tactics, as well as establishing her reputation as a stern, but considerate, battlefield leader. Clan rumors say that Katya will soon be promoted to command of the Golden Keshik as a reward for her efforts. This will also allow her to learn strategic command on a grand scale from ilKhan Ulric Kerensky himself.



BETA GALAXY

Commander: Galaxy Commander Khan Garth Radick (KIA)

Unit Status: Elite

Unit Nickname: The Arctic Wolves

Unit Insignia: A wolf's head on a silver Clan star

SUPPORT VESSELS

1 *Black Lion* Class JumpShip: *Arctic Wolf*

1 *Overlord* Class Command DropShip: *Snow Lair*

1 *Union* Class DropShip: *Gun Carriage*

1 *Carrier* Class DropShip: *Owl's Nest*

NOTES

When Galaxy Commander Conal Ward appointed Garth Radick, commander of Delta Galaxy, as leader of Beta Galaxy, he thrust Commander Garth Radick and his Crusader views into the limelight. Galaxy Commander Conal Ward earned a great deal of favorable attention with this gesture, seen by many as a gallant action. With the charismatic Crusader in command, like-minded warriors began transferring to Beta Galaxy from other Galaxies. Morale within Beta Galaxy under Galaxy Commander Garth Radick was always high, not only because he inspired loyalty, but because the warriors were fighting for someone who believed as they did: that the Inner Sphere was due for a healthy dose of enlightenment.

This influx of warriors had a second effect. It rejuvenated a Galaxy considered stagnant, a Galaxy long referred to as "Alpha's Shadow." Under Galaxy Commander Garth Radick's leadership, Beta Galaxy achieved the same level of excellence as Alpha, and showed no signs of reverting to its lackluster days. It is now up to Khan Phelan Ward, the only Inner Sphere warrior ever to become a Bloodnamed warrior, to maintain this high level of achievement as commander of Beta Galaxy. Khan Phelan Ward will be able to chose his own replacements for the warriors who died on Tukayyid, but a strong core of warriors will continue to look upon the young commander with disapproval until he can prove his worth.

GALAXY COMMAND

Commander: Galaxy Commander Khan Garth Radick, Elite, *Gladiator A* (KIA)

Aide-de-Camp: Star Captain Aaron Radick, Elite, *Man O' War* (KIA)

Unit Nickname: The Silver Keshik*

Unit Insignia: White Clan wolf on triangular silver shield

TRINARY GALAXY COMMAND

Unit Nickname: Silver Wolves

Unit Insignia: Five stars around a silver wolf's head

Alpha Command Star

Star Captain Nalbra Fetladral, Elite, *Man O' War*

MechWarrior Freda Vickers, Elite, *Feris* (KIA)

MechWarrior Jisst, Elite, *Man O' War B* (KIA)

MechWarrior Yller, Elite, *Mad Cat* (KIA)

Pilot Kroke Ch'in, Elite, *Visigoth A* (WIA)

Pilot Nuthal Mehta, Elite, *Visigoth* (KIA)

Bravo Command Star

Star Commander Jevanrod Ward, Elite, *Feris* (WIA)

MechWarrior Girard, Elite, *Puma* (WIA)

MechWarrior Darran, Elite, *Puma A* (KIA)

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

Pilot Lilabel Mehta, Elite, *Jagatai* (WIA)

Pilot Valmont Ch'in, Elite, *Jagatai B* (WIA)

Charlie Command Star

Elemental Star Commander Harned Tutuola, Elite (KIA), 4 Elementals

Point Commander Biskeborn Sradac, Elite (KIA), 4 Elementals

Point Commander Yaxunari Shaw, Elite (WIA), 4 Elementals

Point Commander Pacheco Tutuola, Elite (WIA), 4 Elementals

Pilot Dmitry Leroux, Elite, *Jagatai* (WIA)

Pilot Karma, Elite, *Jagatai*

COMMAND FIGHTER STAR

Unit Nickname: The Snow Owls

Unit Insignia: Silver owl in flight

Star Commander Jall Ch'in, Elite, *Jagatai C* (WIA)

Pilot Kenbarg Mehta, Elite, *Jagatai C* (WIA)

Pilot Dorrick, Elite, *Visigoth* (KIA)

Pilot Swenter, Elite, *Visigoth*

Pilot Chi Leroux, Elite, *Jenghiz A* (KIA)

Pilot Zahn, Elite, *Jenghiz* (WIA)

Pilot Walhoa, Elite, *Kirghiz A* (KIA)

Pilot Stanardson, Elite, *Kirghiz A* (WIA)

Pilot Ullon, Veteran, *Jagatai* (WIA)

Pilot Daltrip, Veteran, *Jagatai* (WIA)

BINARY COMMAND ARTILLERY

Unit Nickname: The Snow Ballers

Unit Insignia: Silver wolf on the side of an antique cannon barrel

Alpha Artillery Star

Star Captain Latharn Fetladral, Elite, *Man O' War* (WIA)

MechWarrior Dorrell, Elite, *Naga* (WIA)

MechWarrior Hoech, Elite, *Naga* (KIA)

MechWarrior Kutzora, Elite, *Naga*

MechWarrior Sellin, Elite, *Naga* (KIA)





Bravo Artillery Star

MechWarrior Teery, Elite, *Naga*

MechWarrior Loge, Elite, *Naga* (WIA)

MechWarrior Aran, Veteran, *Naga*
(WIA)

MechWarrior Grafman, Veteran, *Naga* (WIA)

MechWarrior Tamera, Veteran, *Naga*

KHAN GARTH RADICK

Commander of Beta Galaxy

The senior Khan of Clan Wolf hardly looked the part. Indeed, Khan Garth Radick did not even look like a Clan warrior, let alone the second-in-command of one of the strongest Clans. He was short, stout, and nondescript, unlike a typical MechWarrior, who tends to look as if he stepped out of some trideo producers' fantasies. Yet beneath these unassuming features was one of the major leaders of the Clans' Crusader sentiment. Khan Garth Radick led his troops from the ranks as their friend, instead of from the front as the ilKhan tends to do. Militarily, Khan Garth Radick was fond of convoluted plans that relied heavily on deception and guile. Unfortunately, his plans often failed; their complexity made them so inflexible that the slightest uncalculated enemy action brought them down. The same could be said of his political plans, which was why observers often suggested that the real force behind the Crusader faction in Clan Wolf was not Khan Garth Radick, but one of his advisors.

341ST ASSAULT CLUSTER

Commander: Star Colonel Ramon Sender (WIA)

Unit Status: Elite

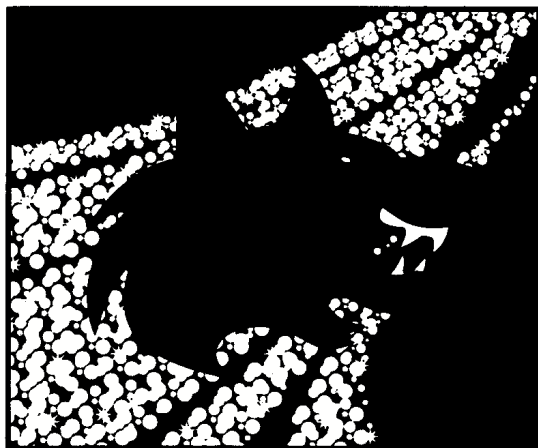
Unit Nickname: The Silver Blizzard

Unit Insignia: Blizzard of snow around a black wolf

SUPERNOVA COMMAND

Unit Nickname: The Snow Knights

Unit Insignia: Knight in white armor riding a black wolf on a blizzard background



Alpha Command Nova

Star Colonel Ramon Sender, Elite, *Man O' War* (WIA)

MechWarrior Ferd, Elite, *Thor* (KIA)

MechWarrior Vevsimal, Elite, *Thor* (KIA)

MechWarrior Mozeyko, Elite, *Man O' War A*

MechWarrior Plotinus, Veteran, *Ferris*

Point Commander Margaret Shaw, Elite (WIA), 4 Elementals

Point Commander Jorma Tutuola, Elite (WIA), 4 Elementals

Point Commander Pergakis, Elite, 4 Elementals

Point Commander Rojas Tutuola, Elite (WIA), 4 Elementals

Point Commander Roxayn, Elite, 4 Elementals

Bravo Command Nova

Star Commander Karron Feltadral, Elite, *Mad Cat*

MechWarrior Bacc, Elite, *Ferris* (KIA)

MechWarrior Nesser, Elite, *Man O' War*

MechWarrior Xiop, Elite, *Man O' War C* (WIA)

MechWarrior Mihalow, Veteran, *Loki*

Point Commander Dena Shaw, Elite (KIA), 4 Elementals

Point Commander Denice, Elite, 4 Elementals

Point Commander Vertin Koga, Elite, 4 Elementals

Point Commander Rahier, Elite (WIA), 4 Elementals

Point Commander Agadan, Elite (WIA), 4 Elementals

SUPERNOVA SECOND

Unit Nickname: The Royals

Unit Insignia: A black neurohelmet topped with a black crown on a blizzard background

Alpha Second Nova

Star Captain Kristina Carns, Elite, *Ferris*

MechWarrior Ossion, Elite, *Man O' War C* (KIA)

MechWarrior Wetzel, Elite, *Daishi*

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

MechWarrior Deener, Veteran, *Vulture* (WIA)

Point Commander Eluard Sradac, Elite (KIA), 4 Elementals

Point Commander Jesse, Elite (WIA), 4 Elementals

Point Commander Shinkark, Elite, 4 Elementals

Point Commander Aimee, Elite (WIA), 4 Elementals

Point Commander Tam Tinn, Elite (WIA), 4 Elementals

Bravo Second Nova

Star Commander Millok Radick, Elite, *Man O' War*

MechWarrior Gyort, Elite, *Mad Cat B* (WIA)

MechWarrior Xesser, Elite, *Man O' War A* (KIA)

MechWarrior Josepho, Elite, *Ferris* (WIA)

MechWarrior Hundiak, Veteran, *Gladiator*

Point Commander Reino Jennings, Elite (WIA), 4 Elementals

Point Commander Tyron, Elite (WIA), 4 Elementals

Point Commander Iva, Elite (KIA), 4 Elementals

Point Commander Rebeka Sradac, Elite, 4 Elementals

Point Commander Arthur, Elite (KIA), 4 Elementals

TRINARY ASSAULT

Unit Nickname: The Snow Oxen

Unit Insignia: Charging silver musk ox

Alpha Assault Star

Star Captain Cary Vickers, Elite, *Man O' War* (KIA)

MechWarrior Pacific, Elite, *Gladiator* (WIA)

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

MechWarrior Corrum, Elite, *Fenris* (KIA)

MechWarrior Lynett, Veteran, *Man O' War B*

Bravo Assault Star

Star Commander Wilfrid Radick, Elite, *Fenris* (WIA)

MechWarrior Trayn, Elite, *Vulture* (WIA)

MechWarrior Wellos, Elite, *Man O' War A* (KIA)

MechWarrior Boshor, Elite, *Man O' War B*

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

Charlie Assault Star

Star Commander Riveton, Elite, *Gladiator* (KIA)

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

MechWarrior Earlene, Elite, *Man O' War D* (WIA)

MechWarrior Fordham, Elite, *Fenris*

MechWarrior Mardian, Veteran, *Vulture*

TRINARY BATTLE

Unit Nickname: The Frostbite

Unit Insignia: Silver wolf over blue icicles

Alpha Battle Star

Star Captain Lee Kerensky, Elite, *Ryoken* (WIA)

MechWarrior Lvollon, Elite, *Black Hawk*

MechWarrior Mcatee, Elite, *Vulture* (WIA)

MechWarrior Ennis, Elite, *Mad Cat*

MechWarrior Tricor, Veteran, *Fenris* (KIA)

Bravo Battle Star

Star Commander Ceralde Radick, Elite, *Mad Cat*

MechWarrior Ghita, Elite, *Puma* (WIA)

MechWarrior Wesor, Elite, *Phantom A* (WIA)

MechWarrior Sassori, Elite, *Mad Cat D* (WIA)

MechWarrior Hak, Elite, *Puma A*

Charlie Battle Star

Star Commander Treh, Elite, *Mad Cat* (KIA)

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

MechWarrior Wellto, Elite, *Fenris*

MechWarrior Niwat, Elite, *Phantom C* (WIA)

MechWarrior Dreyfus, Veteran, *Fenris D* (WIA)

ROGUE FIGHTER STAR

Unit Nickname: The Blizzard

Unit Insignia: Silver snowflakes

Star Commander Karla Fetladral, Elite, *Jagatai* (KIA)

Pilot Ziegel Ch'in, Elite, *Jagatai A* (KIA)

Pilot Nonian, Elite, *Jagatai A*

Pilot Curran, Elite, *Jagatai* (WIA)

Pilot Fuchida, Elite, *Vandal A* (WIA)

Pilot Corinne, Elite, *Vandal* (WIA)

Pilot Krippon, Elite, *Visigoth* (WIA)

Pilot Esle, Elite, *Visigoth*

Pilot Troy, Veteran, *Jagatai C* (KIA)

Pilot Harr, Veteran, *Jagatai B*

SUPPORT VESSELS

2 *Star Lord* Class JumpShips: *Black Prince*, *Agincourt*

1 *Invader* Class Jumpship: *Royal Carrier*

5 *Union* Class DropShips: *Vessel*, *Regal*, *Kerensky's Memory*, *Sandhurst*, *Bannockburn*

2 *Leopard* Class DropShips: *Castle*, *Drawbridge*

1 *Carrier* Class DropShip: *Prince's Aviary*

NOTES

This Cluster can also trace its roots back to the SLDF. According to Cluster history, five of the 800 Bloodwarriors and many of the BattleMechs, fighters, and weapons were from the 341st Royal BattleMech Division. Even in the early days, the Cluster had a reputation for being extraordinarily patriotic. Its current commander is a devoted Crusader who takes great and vocal pride in each of his warriors' wins over the "degenerate bandits" of the Inner Sphere.

STAR COLONEL RAMON SENDER

Commander of the 341st Assault Cluster

Star Colonel Ramon Sender is a muscular black man with long braided hair bound by ornate gold rings and clasps. Star Colonel Ramon Sender is a priest in the Clan Muslim-Swahili religion, one of many religions unique to the Clans. His unimpeachable character as both a commander and leader was one of the reasons he was appointed as commander of this Cluster. The colonel is a dour man who seldom sees anything worth smiling at. He worships the words of Kerensky as truth and believes that it is the destiny of the Clans to bring back the light of the Star League to the wayward people of the Inner Sphere.

STAR CAPTAIN KRISTINA CARNS

Commander of Supernova Second

Star Captain Kristina Carns is a slight, red-haired woman recently reassigned to active duty after recuperating from a bout with what Clan warriors call "Winson's Regret." The nature of this disease, whether physical or mental, is unknown. Star Captain Kristina Carns herself is not likely to tell us, because she seems unusually hostile to questions from outsiders. She is a fierce leader with a flair for what Clan commanders disdain as "barbarian tactics." This means, of course, that she has been successful in beating the Inner Sphere militaries at their own game. Her personal quarters are stuffed with rare books and visual entertainment taken as booty from the Cluster's conquests.



352ND ASSAULT CLUSTER

Commander: Star Colonel Erik Kerensky

Unit Status: Elite

Unit Nickname: The Silver Wolves

Unit Insignia: Silver wolf's head over crossed silver sabres

TRINARY COMMAND

Unit Nickname: The Snow Pack

Unit Insignia: Five silver wolves

Alpha Command Star

Star Colonel Erik Kerensky, Elite, *Man O' War A* (KIA)

MechWarrior Ghita Ward, Elite, *Gladiator* (KIA)

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

MechWarrior Gale, Elite, *Ferris* (KIA)

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

Bravo Command Star

Star Commander Wenter Kisiel, Elite, *Thor* (WIA)

MechWarrior Marshston, Elite, *Ferris* (WIA)

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

MechWarrior Cloyce, Elite, *Mad Cat* (KIA)

MechWarrior Yesston Lombardi, Veteran, *Man O' War*

Charlie Command Star

Star Commander Hannifan, Elite, *Man O' War B*

MechWarrior Kinnol, Elite, *Mad Cat A* (WIA)

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

MechWarrior Kerry, Elite, *Man O' War D* (KIA)

MechWarrior Childra, Elite, *Ferris* (WIA)

TRINARY ASSAULT

Unit Nickname: The Silver Stampede

Unit Insignia: Head-on view of charging silver bison



Alpha Assault Star

Star Captain Tobi, Elite, *Man O' War* (WIA)

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

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

MechWarrior Binnorc, Elite, *Mad Cat C*

MechWarrior Giard, Veteran, *Mad Cat*

Bravo Assault Star

Star Commander Stamm Brown, Elite, *Ferris* (KIA)

MechWarrior Niffur, Elite, *Man O' War B* (WIA)

MechWarrior Cronk, Elite, *Man O' War C*

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

MechWarrior Resst, Elite, *Loki* (KIA)

Charlie Assault Star

Star Commander Schrom, Elite, *Daishi* (KIA)

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

MechWarrior Kiri, Elite, *Ferris*

MechWarrior Kurt, Veteran, *Man O' War B*

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

TRINARY BATTLE

Unit Nickname: The Silver Rifles

Unit Insignia: Crossed silver rifles

Alpha Battle Star

Star Captain Zora Vickers, Elite, *Ferris*

MechWarrior Scollard, Elite, *Ferris A* (WIA)

MechWarrior Talos, Elite, *Man O' War*

MechWarrior Spinola, Elite, *Black Hawk* (WIA)

MechWarrior Dena, Elite, *Puma* (WIA)

Bravo Battle Star

Star Commander Maise Carns, Elite, *Ferris*

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

MechWarrior Hallor, Elite, *Ferris A*

MechWarrior Kiri, Elite, *Mad Cat C* (KIA)

MechWarrior Denis, Veteran, *Puma*

Charlie Battle Star

Star Commander Lurline, Elite, *Mad Cat* (WIA)

MechWarrior Saridan, Elite, *Dragonfly*

MechWarrior Vaars, Elite, *Ferris* (WIA)

MechWarrior Royal, Veteran, *Uller* (WIA)

MechWarrior Freda, Veteran, *Ferris D*

TRINARY STRIKER

Unit Nickname: The Silver Warriors

Unit Insignia: Silver warrior on a galloping silver horse

Alpha Striker Star

Star Captain Kenbarg Radick, Elite, *Puma* (KIA)

MechWarrior Ediver, Elite, *Ferris A*

MechWarrior Gustav, Elite, *Puma* (WIA)

MechWarrior Ulston, Elite, *Ferris B*

MechWarrior Prahm, Elite, *Puma A* (WIA)

Bravo Striker Star

Star Commander Willic Vickers, Elite, *Puma C* (WIA)
MechWarrior Rochelle, Elite, *Ferris*
MechWarrior Nym, Elite, *Dragonfly D* (WIA)
MechWarrior Riog, Veteran, *Ferris*
MechWarrior Rena, Veteran, *Puma* (KIA)

Charlie Striker Star

Star Commander Hak, Elite, *Man O' War*
MechWarrior Kum, Elite, *Ferris A* (WIA)
MechWarrior Novum, Elite, *Ferris*
MechWarrior Genghis, Elite, *Black Hawk* (WIA)
MechWarrior Aleta, Elite, *Puma* (WIA)

BINARY ELEMENTAL

Unit Nickname: Silver Infantry

Unit Insignia: Silver Elemental

Alpha Elemental Star

Elemental Star Captain Marijoan Shaw, Elite, *Laser* (WIA), 4 Elementals
Point Commander Nela Tutuola, Elite (KIA), 4 Elementals
Point Commander Dendixen, Elite (WIA), 4 Elementals
Point Commander Tamar Tutuola, Elite, 4 Elementals
Point Commander Layna, Elite (WIA), 4 Elementals

Bravo Elemental Star

Elemental Star Commander Hensl Shaw, Elite (WIA), 4 Elementals
Point Commander Treger Fetladral, Elite, 4 Elementals
Point Commander Pilnyak, Elite (WIA), 4 Elementals
Point Commander Divik, Elite, 4 Elementals
Point Commander Ratha, Elite (WIA), 4 Elementals

ROGUE FIGHTER STAR

Unit Nickname: The Bald Eagles

Unit Insignia: A perched bald eagle in black and silver

Star Commander Lynette Leroux, Elite, *Visigoth A* (KIA)
Pilot Dracena Ch'in, Elite, *Visigoth A* (KIA)
Pilot Moder, Elite, *Jagatai*
Pilot Cystros, Elite, *Jagatai* (WIA)
Pilot Misurn, Elite, *Bashkir B* (WIA)
Pilot Orvel, Elite, *Bashkir A*
Pilot Yessern Kerensky, Elite, *Jenghiz* (WIA)
Pilot Ceralde, Elite, *Jenghiz B*
Pilot Ionz, Elite, *Visigoth* (WIA)
Pilot Roter, Elite, *Visigoth*

SUPPORT VESSELS

2 *Star Lord* Class JumpShips: *Dhole*, *Pack*
2 *Invader* Class Jumpships: *Lupis*, *Timber Wolf*
1 *Union* Class Command DropShip: *Hearth*
1 *Overlord* Class DropShip: *Fortress*
8 *Union* Class DropShips: *Lager*, *Carns*, *Ch'in*, *Leroux*, *Shaw*, *Vickers*, *Mehta*, *Sradac*
1 *Carrier* Class DropShip: *Arrow*

NOTES

The Silver Dragoons enjoy a well-deserved reputation for being one of the swiftest, most powerful Clusters in the Clan. This high esteem stems from the efforts of its commander, Star Colonel Erik Kerensky, who reorganized and streamlined several of his subunits with faster 'Mechs. The Silver Dragoons' efforts against Inner Sphere forces have proven them to be every bit as swift as the lighter battle and strike Clusters, though not invincible. Politically, the Cluster is as highly Crusader-oriented as the other Clusters of Beta Galaxy. This is surprising, because Star Colonel Erik Kerensky is from ilKhan Ulric Kerensky's sibko.

STAR COLONEL ERIK KERENSKY

Commander of the 352nd Assault Cluster

Star Colonel Erik Kerensky has been given the nickname "the ilKhan's Shadow," because even though they grew up in the same sibko, they have striking physical and political differences. The colonel is a short man with a dark complexion and dark brown hair, while the ilKhan is tall, with prematurely gray hair. They are close friends, but their friendship has not prevented them from embracing completely different ideals. Star Colonel Erik Kerensky is a traditionalist who believes in a literal interpretation of the writings of the two great Kerenskys, including the passages on returning to the Inner Sphere. The colonel is a strong believer in the caste system, and cannot stand the sight of freebirth warriors.

STAR CAPTAIN MARIJOAN SHAW

Commander of Binary Elemental

The commander of the Silver Elementals is three meters tall and weighs 200 kilograms, a physique that makes her stand out even among her fellow Elementals. As imposing as she is physically, Star Captain Marijoan Shaw is equally gentle off the battlefield. She has gained a reputation in the Galaxy for her beautiful singing of the 22nd-century Arabian spirituals she favors. On the battlefield, however, Star Captain Marijoan Shaw is a terror. She has been responsible for four solo 'Mech kills, a Wolf Clan record. Her fourth kill was a Rasalhague *Warhammer* on Kandis. She disabled the 'Mech by ripping away the cladding between the hip and leg, then thrusting her arm deep into the joint and firing her arm weapons to destroy the actuator. She then crawled over the immobilized machine like a monkey over a tree, firing at its weak points with such swiftness that the pilot was able to eject only seconds before the doomed 'Mech exploded.



3RD BATTLE CLUSTER

Commander: Star Colonel Darren Fetladral

Unit Status: Elite

Unit Nickname: Silver Devils

Unit Insignia: A silver devil with a wolf on a chain leash

SUPERNOVA COMMAND

Unit Nickname: The Devil's Wolves

Unit Insignia: Silver wolf with glowing red eyes and horn-like ears

Alpha Command Nova

Star Colonel Darren Fetladral, Elite, *Man O' War*
MechWarrior Carrows Sherbow, Elite, *Daishi* (KIA)
MechWarrior Daniel Tutuola, Elite, *Man O' War A* (KIA)
MechWarrior Leo Ward, Elite, *Fenris*
MechWarrior Karri, Veteran, *Man O' War D* (WIA)
Point Commander Margara Kerensky, Elite (KIA), 4 Elementals
Point Commander Aletha, Elite (WIA), 4 Elementals
Point Commander Sharun Shaw, Elite, 4 Elementals
Point Commander Ingeborg, Elite, 4 Elementals
Point Commander Maddox, Elite (WIA), 4 Elementals

Bravo Command Nova

Star Commander Lents Vickers, Elite, *Fenris* (WIA)
MechWarrior Reshondra, Elite, *Man O' War D*
MechWarrior Kenbarg, Elite, *Man O' War D* (WIA)
MechWarrior Layne, Elite, *Puma*
MechWarrior Coston, Elite, *Puma* (WIA)
Point Commander Jobi Kufahl, Elite (WIA), 4 Elementals
Point Commander Pocarra, Elite (KIA), 4 Elementals
Point Commander Cloyce, Elite (KIA), 4 Elementals
Point Commander Donel Tutuola, Elite (WIA), 4 Elementals
Point Commander Halvor, Elite, 4 Elementals

TRINARY ASSAULT

Unit Nickname: The Grim Reapers

Unit Insignia: The traditional rendering of death, with red eyes and a silver scythe



Alpha Assault Star

Star Captain Richard Kerensky, Elite, *Man O' War*
MechWarrior Rammee, Elite, *Gladiator* (WIA)
MechWarrior Andrey, Elite, *Vulture*
MechWarrior Marcin, Elite, *Fenris* (WIA)
MechWarrior Farn, Elite, *Man O' War D*

Bravo Assault Star

Star Commander Mabrams Vickers, Elite, *Fenris*
MechWarrior Az, Elite, *Vulture* (KIA)
MechWarrior Grell, Elite, *Man O' War B*
MechWarrior Skeld, Elite, *Mad Cat C* (WIA)
MechWarrior Cleotha, Veteran, *Mad Cat B* (WIA)

Charlie Assault Star

Star Commander Cosmo Carns, Elite, *Man O' War D*
MechWarrior Hollif, Elite, *Fenris*
MechWarrior Edora, Elite, *Phantom C* (WIA)
MechWarrior Yvonne, Veteran, *Man O' War A* (WIA)
MechWarrior Montaivo, Veteran, *Man O' War*

TRINARY BATTLE

Unit Nickname: The Demon Executioners

Unit Insignia: Hooded executioner with large silver ax

Alpha Battle Star

Star Captain Ancil Radick, Elite, *Man O' War* (WIA)
MechWarrior Mhong, Elite, *Fenris* (WIA)
MechWarrior Stendfeldt, Elite, *Fenris A* (WIA)
MechWarrior Bradus, Elite, *Fenris B* (WIA)
MechWarrior Gramyer, Veteran, *Mad Cat*

Bravo Battle Star

Star Commander Zoll Radick, Elite, *Fenris* (KIA)
MechWarrior Signe, Elite, *Puma C* (WIA)
MechWarrior Cyrus, Elite, *Phantom B* (WIA)
MechWarrior Olaf, Elite, *Mad Cat A*
MechWarrior Morsha, Elite, *Mad Cat*

Charlie Battle Star

Star Commander Meril Ward, Elite, *Puma* (WIA)
MechWarrior Zan, Elite, *Fenris C* (KIA)
MechWarrior Stinnon, Elite, *Fenris* (WIA)
MechWarrior K'orl, Veteran, *Man O' War* (WIA)
MechWarrior Gerderna, Veteran, *Fenris D*

TRINARY STRIKER

Unit Nickname: The Medusi

Unit Insignia: Silver head of a snake-haired hag with red eyes

Alpha Striker Star

Star Captain Dale Carns, Elite, *Puma* (WIA)
MechWarrior Zasser, Elite, *Puma C* (WIA)
MechWarrior Kristie, Elite, *Puma B*
MechWarrior Baltasar, Elite, *Fenris* (KIA)
MechWarrior Dimon, Elite, *Puma A*

Bravo Striker Star

Star Commander Lorena, Elite, *Puma A*
MechWarrior Caits, Elite, *Koshi* (KIA)
MechWarrior Kollion, Elite, *Puma* (WIA)
MechWarrior Cycil, Elite, *Ferris* (WIA)
MechWarrior Satalla, Elite, *Mad Cat C*

Charlie Striker Star

Star Commander Blada Neely, Elite, *Ferris B* (KIA)
MechWarrior Bovvin, Elite, *Ferris* (KIA)
MechWarrior Eligio, Elite, *Ferris*
MechWarrior Fredrick Tutuola, Elite, *Puma A* (WIA)
MechWarrior Garvy, Elite, *Puma*

BINARY FIGHTER

Unit Nickname: The Tiamat Flyers

Unit Insignia: A silver dragon holding a world in its jaws

Alpha Fighter Star

Star Captain Sumner Johns, Elite, *Jagatai*
Pilot Tamm Ch'in, Elite, *Jagatai*
Pilot Oston, Elite, *Visigoth B* (WIA)
Pilot Gunnary, Elite, *Visigoth B* (WIA)
Pilot Bew, Elite, *Jagatai*
Pilot Alizon, Elite, *Jagatai* (KIA)
Pilot Echin, Elite, *Scytha A* (KIA)
Pilot Orstur, Elite, *Scytha*
Pilot Sawn, Veteran, *Jenghiz* (KIA)
Pilot Berberta, Veteran, *Jenghiz* (WIA)

Bravo Fighter Star

Star Commander Leo Leroux, Elite, *Jagatai A*
Pilot Mart Mehta, Elite, *Jagatai* (WIA)
Pilot Orill, Elite, *Visigoth*
Pilot Oceep, Elite, *Visigoth*
Pilot Saridan, Elite, *Jagatai B* (WIA)
Pilot Tabafunda, Elite, *Jagatai B*
Pilot Zollito, Elite, *Jenghiz* (KIA)
Pilot Rena, Elite, *Jenghiz*
Pilot Alita, Veteran, *Jagatai A*
Pilot Lowayne, Veteran, *Jagatai* (WIA)

SUPPORT VESSELS

1 *Star Lord* Class JumpShip: *Hell's Bells*
2 *Invader* Class Jumpships: *Beelzebub*, *Ol' Nick*
1 *Union* Class Command DropShip: *Asmodeus*
4 *Union* Class DropShips: *Scorcher*, *Hell Fire*, *Sulphur*, *Damned*
1 *Titan* Class DropShip: *Demon Cage*

NOTES

The Third Battle Cluster is the weak link in the chain of Beta Galaxy's power. Over the past three years, the Silver Devils have participated in three Trials of Possession and the Trial of Refusal that decided the invasion question on the Grand Council Fields. The refusal duel so taxed both warriors and weapons that the Cluster has yet to fully recover. To give the Cluster enough time to recuperate, Khan Garth Radick prevented it from participating in the bidding and invasion, even though the warriors of the Third Battle Cluster pleaded to be included and protested their exclusion. When

the Clan offensive begins again, the warriors of the Third Battle Cluster will certainly be first in line to try and make up for the bounty and glory they have missed during their forced convalescence.

STAR COLONEL DARREN FETLADRAL

Commander of the 3rd Battle Cluster

The commander of the Third Battle Cluster is a strong but amiable leader who prefers to be thought of as a soldier's soldier instead of an officer. He pays close attention to his techs and support castes, and so his Cluster tends to be in better shape than others. Our sources recently discovered that Star Colonel Darren Fetladral was once involved in a battle that severed his spine at his neck. That he is alive is remarkable; that he seems fully capable of performing anything any other healthy man can do is just one more example of the Clans' awesome medical technology.

STAR CAPTAIN SUMNER JOHNS

Commander of Binary Fighter

Star Captain Sumner Johns is *abtakha* from Clan Blood Spirit, who lost a Trial of Refusal to the Wolves twelve years ago. To prove his fitness for adoption, he faced a grueling Trial of Position during which he destroyed three Wolf fighters before he was shot down by a fourth fighter. He lost his right arm in the duel, but holds no grudge toward Clan Wolf. In fact, he had his prosthetic arm specially constructed to resemble the forelimb of a wolf, down to the fur and claws; only the dextrous fingers are human. His prosthetic arm, and the fact that he is burly and wears a beard and mustache, has earned him the alias "Wolfman." He is an excellent motivator, which is why his fighter Binary is considered one of the best in the Clans. For some reason, however, this fine unit failed to see much action in the invasion.





GAMMA GALAXY

Commander: Galaxy Commander Mikel

Furey

Unit Status: Elite

Unit Nicknames: The Wolf Hussars

Unit Insignia: A wolf's head on a bronze Clan star

SUPPORT VESSELS

- 1 *Monolith Class JumpShip: Timber Wolf*
- 1 *Overlord Class DropShip: Primeval Forest*
- 1 *Union Class DropShip: Gun Toter*
- 1 *Carrier Class DropShip: Forest Aviary*

NOTES

Gamma Galaxy is almost as tradition-bound as Alpha Galaxy. In addition to the traditions common to all Wolf units (raising the Wolf pennant above that of the Clans and sharing honor guard duties around the tombs of Aleksandr and Nicholas Kerensky are but two of the shared traditions), Gamma proudly bears the Remembrance Insignia. Gamma Galaxy claims kinship to the warriors of the SLDF and all honorable warriors throughout history. They wear the ensigns of famous units on their jackets beneath their own Galaxy and subunit patches. Each warrior accepted into the Galaxy receives a unique insignia, and must know the history of that unit as well as he does his own Clan history. He must also learn the histories of the Remembrance Insignia of his immediate superior and his Galaxy commander. Gamma Galaxy commanders stand squarely behind ilKhan Ulric Kerensky's Warden policies, following his political lead. However, there is strong Crusader sentiment among the rank-and-file, which has sometimes led to unexpected rifts in the Galaxy's opinion.

GALAXY COMMAND

Commander: Galaxy Commander Mikel Furey, Elite, *Man O' War* (WIA)

Aide-de-Camp: Star Captain Lena Fetladral, Elite, *Man O' War* (WIA)

Unit Nickname: The Bronze Keshik

Unit Insignia: Gray Clan wolf on a triangular bronze shield



TRINARY GALAXY COMMAND

Unit Nickname: The Brazen Jinn

Unit Insignia: Jinni rising from a brass bottle

Alpha Command Star

- Star Captain Dalk Carns, Elite, *Man O' War*
- MechWarrior Palitrice Radick, Elite, *Fenris* (KIA)
- MechWarrior Murguia Carns, Elite, *Man O' War B*
- MechWarrior Livengood, Elite, *Fenris* (WIA)
- Pilot Librado Leroux, Elite, *Visigoth B* (WIA)
- Pilot Meredith, Elite, *Visigoth*

Bravo Command Star

- Star Commander Dane Fetladral, Elite, *Man O' War*
- MechWarrior Liam, Elite, *Puma* (WIA)
- MechWarrior Res, Elite, *Puma A*
- MechWarrior Beal, Elite, *Fenris*
- Pilot Dimon Ch'in, Elite, *Jagatai* (KIA)
- Pilot Zella, Elite, *Jagatai A* (WIA)

Charlie Command Star

- Elemental Star Commander Marvin Tutuola, Elite (KIA), 4 Elementals
- Point Commander Graffam Shaw, Elite (WIA), 4 Elementals
- Point Commander Elise Sradac, Elite (WIA), 4 Elementals
- Point Commander Alyce Murphy, Elite, 4 Elementals
- Pilot Arvil, Elite, *Jagatai* (KIA)
- Pilot Kassinick, Elite, *Jagatai* (WIA)

TRINARY SUPPORT

Unit Nickname: The Thunder Wolves

Unit Insignia: Bronze wolf on a black old-fashioned cannon

Command Fighter Star

- Star Captain Hemsli Mehta, Elite, *Jagatai* (WIA)
- Pilot Jeanil Ch'in, Elite, *Jagatai* (WIA)
- Pilot Kenbarg, Elite, *Bashkir*
- Pilot Hevva, Elite, *Bashkir B* (WIA)
- Pilot Kollion, Elite, *Jenghiz A*
- Pilot Nettie, Elite, *Jenghiz* (KIA)
- Pilot Treh, Elite, *Visigoth*
- Pilot Pankaj, Elite, *Visigoth* (KIA)
- Pilot Alita, Elite, *Jagatai C* (WIA)
- Pilot Kevik, Elite, *Jagatai* (WIA)

Alpha Artillery Star

- Star Commander Boj Hakimi, Elite, *Man O' War*
- MechWarrior Marcellus, Elite, *Naga* (WIA)
- MechWarrior Zoll, Elite, *Naga* (WIA)
- MechWarrior Zasser, Elite, *Naga*
- MechWarrior Clide, Elite, *Naga* (WIA)

Bravo Artillery Star

- MechWarrior Kufal, Elite, *Naga* (WIA)
- MechWarrior Huskey, Elite, *Naga*
- MechWarrior Iornic, Elite, *Naga* (WIA)
- MechWarrior Ghita, Elite, *Naga* (WIA)
- MechWarrior Boshon, Veteran, *Naga* (WIA)

GALAXY COMMANDER MIKEL FUREY

Commander of Gamma Galaxy

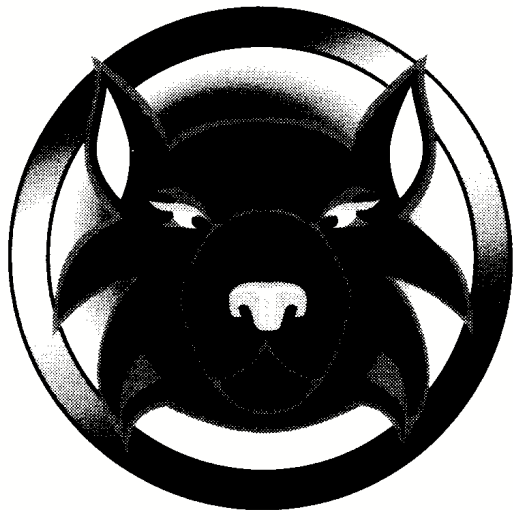
IlKhan Ulric Kerensky tapped the former commander of the Sixteenth Battle Cluster (the Furies) to assume command of Gamma Galaxy after the death of its previous commander. Though Galaxy Commander Mikel Furey was an excellent choice for the position, probably the best available officer from within the Galaxy, the selection was not made without a few reservations, the most important being his unyielding contempt for anything from the Inner Sphere.

Galaxy Commander Mikel Furey is a tall, handsome man, with a large, bushy mustache, a flair for flowery phrases, and a love of antique weapons, particularly sabres. It is well known that he allows his warriors greater liberties than do most other Galaxies and that he favors his warriors over all other castes under his command. Only Gamma Galaxy warriors are allowed to paint their vehicles and BattleArmor as they wish, a tradition of the Sixteenth. Galaxy Commander Mikel Furey's Remembrance Insignia is that of the 54th Massachusetts Regiment of Volunteers from the American Civil War, an odd choice for a rabid believer in Clan superiority. That particular regiment won its glory proving that men of all races and background could live and die as great, and equal, warriors.

STAR CAPTAIN LENA FETLADRAL

Aide-de-Camp, Gamma Galaxy

Star Captain Lena Fetladral commanded Gamma Galaxy before suffering near-fatal injuries in a Trial of Refusal five years ago. She lost her left arm and leg, and was in a coma until a year and a half ago. Superstition credits the incident of her injuries for the onset of the Cluster's series of misfortunes, but naturally, there is no way to prove it was more than coincidence. Her recovery has been remarkable even by the advanced medical standards of the Clans. However, she is not satisfied only with being able to pilot a 'Mech again; she wants her command back, and has focused all her efforts toward that goal. Now that she is so close to reaching her goal, she has begun to show signs of mental strain. She has become unusually combative and conniving, publicly ridiculing Star Colonel Carmin Winson at every opportunity and weaving petty plots to make him look foolish.



7TH BATTLE CLUSTER

Commander: Star Colonel Carmin Winson

Unit Status: Elite

Unit Nickname: The Hungry Wolves

Unit Insignia: A staring wolf silhouette with bronze eyes

TRINARY COMMAND

Unit Nickname: The Ravenous

Unit Insignia: The 7th Battle Cluster insignia, except that the wolf's mouth is open and drooling

Alpha Command Star

Star Captain Robert Vickers, Elite, *Linebacker*

MechWarrior Cynth, Elite, *Phantom C* (WIA)

MechWarrior Galatea, Elite, *Puma C* (KIA)

MechWarrior Moston, Elite, *Puma A* (WIA)

MechWarrior Rammee, Elite, *Linebacker A*

Bravo Command Star

Star Commander Treh Carns, Elite, *Feris* (WIA)

MechWarrior Bainbridge, Elite, *Gladiator* (WIA)

MechWarrior K'orl, Elite, *Man O' War*

MechWarrior Secriz, Elite, *Feris B* (WIA)

MechWarrior Red, Veteran, *Puma A* (WIA)

Charlie Command Star

Star Commander Jiyll Vickers, Elite, *Feris* (KIA)

MechWarrior Tabafunda, Elite, *Feris C*

MechWarrior Cassiton, Elite, *Puma B* (WIA)

MechWarrior Dwanick, Elite, *Puma B* (WIA)

MechWarrior Satalla, Elite, *Linebacker C*

TRINARY BATTLE

Unit Nickname: The Bronze Lopers

Unit Insignia: Bronze wolf in a loping stride

Alpha Battle Star

Star Captain Edwina Carns, Elite, *Man O' War* (WIA)

MechWarrior Gell, Elite, *Feris* (KIA)

MechWarrior Locasico, Elite, *Feris A* (KIA)

MechWarrior Eva, Elite, *Feris B*

MechWarrior Moder, Elite, *Puma* (WIA)

Bravo Battle Star

Star Commander Dirk Radick, Elite, *Puma* (WIA)

MechWarrior Zennus, Elite, *Puma A* (WIA)

MechWarrior Redassa Carns, Elite, *Koshi* (KIA)

MechWarrior Taja, Elite, *Linebacker A*

MechWarrior Skylar, Veteran, *Linebacker D*

Charlie Battle Star

Star Commander Gugg, Elite, *Feris C*

MechWarrior Thilla, Elite, *Puma C* (WIA)

MechWarrior Bovvin, Elite, *Feris*

MechWarrior Dittmer, Elite, *Puma* (KIA)

MechWarrior Kirl, Elite, *Phantom D* (WIA)



TRINARY STRIKER

Unit Nickname: The Thunder Wolves
Unit Insignia: Bronze running wolf on blue lightning bolt

Alpha Striker Star

Star Captain Selma Ward, Elite, *Puma*
MechWarrior Wortnic, Elite, *Puma C* (WIA)
MechWarrior Hoston, Elite, *Puma B* (WIA)
MechWarrior Jevanord, Elite, *Ferris C* (WIA)
MechWarrior Lustra, Elite, *Ferris* (WIA)

Bravo Striker Star

Star Commander Carla Radick, Elite, *Puma A* (KIA)
MechWarrior Puja, Elite, *Koshi*
MechWarrior Quig Vickers, Elite, *Puma* (KIA)
MechWarrior Dena, Elite, *Ferris*
MechWarrior Grendel, Elite, *Ferris C*

Charlie Striker Star

Star Commander Tamera Radick, Elite, *Ferris B* (KIA)
MechWarrior Porfirio, Elite, *Ferris* (WIA)
MechWarrior Van Stims, Elite, *Dasher* (WIA)
MechWarrior Magill, Elite, *Puma A* (WIA)
MechWarrior Thanh, Elite, *Puma*

TRINARY ELEMENTAL

Unit Nickname: The Starving Bounders
Unit Insignia: A leaping Elemental

Alpha Elemental Star

Elemental Star Captain Mario Sradac, Elite (WIA), 4 Elementals
Point Commander Faldo, Elite, 4 Elementals
Point Commander Agon, Elite (WIA), 4 Elementals
Point Commander Hindemith, Elite (WIA), 4 Elementals
Point Commander Anona, Elite, 4 Elementals

Bravo Elemental Star

Elemental Star Commander Bashar Shaw, Elite (KIA), 4 Elementals
Point Commander Dena, Elite (WIA), 4 Elementals
Point Commander Kellin Tutuola, Elite (WIA), 4 Elementals
Point Commander Zita, Elite (WIA), 4 Elementals
Point Commander Cnonce, Elite, 4 Elementals

Charlie Elemental Star

Elemental Star Commander Gom Fetladral, Elite, 4 Elementals
Point Commander Silva, Elite (KIA), 4 Elementals
Point Commander Melby, Elite, 4 Elementals
Point Commander Ingeborg Shaw, Elite (KIA), 4 Elementals
Point Commander Vaun, Elite (WIA), 4 Elementals

TRINARY FIGHTER

Unit Nickname: The Spiraling Vultures
Unit Insignia: A bronze vulture in flight

Alpha Fighter Star

Star Captain Willom Mehta, Elite, *Jagatai A* (WIA)
Pilot Mardia Leroux, Elite, *Jagatai B* (KIA)
Pilot Rollow, Elite, *Jenghiz*
Pilot Oston, Elite, *Jenghiz* (KIA)
Pilot Kaspar, Elite, *Avar C* (WIA)
Pilot Karla, Elite, *Avar B* (WIA)
Pilot Echin, Elite, *Jagatai*
Pilot Fredasa, Elite, *Jagatai A* (WIA)
Pilot Xan, Elite, *Jenghiz*
Pilot Oyton, Elite, *Jenghiz* (WIA)

Bravo Fighter Star

Star Commander Sigird Ch'in, Elite, *Jagatai C*
Pilot Abi, Elite, *Jagatai A* (WIA)
Pilot Samain, Elite, *Visigoth*
Pilot Hochs, Elite, *Visigoth* (WIA)
Pilot Istun, Elite, *Sabutai*
Pilot Serin, Elite, *Sabutai A* (WIA)
Pilot Lowayne, Elite, *Jenghiz* (KIA)
Pilot Binnet, Elite, *Jenghiz* (WIA)
Pilot Curzik, Veteran, *Jagatai B* (WIA)
Pilot Arnard, Veteran, *Jagatai*

Charlie Fighter Star

Star Commander Darwin Leroux, Elite, *Jagatai*
Pilot Alma, Elite, *Jagatai* (WIA)
Pilot Allyne, Elite, *Jagatai* (WIA)
Pilot Baron Ch'in, Elite, *Jagatai*
Pilot Corinne, Elite, *Sulla*
Pilot Arrants, Elite, *Sulla C* (WIA)
Pilot Stinoc, Elite, *Jenghiz*
Pilot Kirl, Elite, *Jenghiz*
Pilot Bostin, Veteran, *Jagatai A* (KIA)
Pilot Marcellus, Veteran, *Jagatai A* (KIA)

SUPPORT VESSELS

1 *Star Lord* Class JumpShip: *Campfire*
2 *Invader* Class Jumpships: *Forest Glen*, *Empty Maw*
1 *Overlord* Class Command DropShip: *Hunger*
1 *Union* Class DropShip: *Forest's Edge*
3 *Leopard* Class DropShips: *EverVeteran*, *Cedar*, *Elm*
3 *Carrier* Class DropShips: *Dark Wing*, *Howling Wind*, *Talon Carrier*
1 *Intruder* Class DropShip: *Forest Lander*

NOTES

The Hungry Wolves are specially trained for extended independent actions in enemy territory. They have not had many opportunities to demonstrate their superior abilities in the current invasion because of the Clans' marked superiority, but the few chances they have had to show off their skills proved to be too much for a colonel from the Free Rasalhague Republic. After several frustrating days chasing an elusive Star, he remarked, "If they weren't so damn devastating, I'd be cheering the bastards on myself."

STAR COLONEL CARMIN WINSON

Commander of the 7th Battle Cluster

Star Colonel Carmin Winson is a stout man of average height with deep blue eyes and prematurely gray hair. He has few peers as a tactical commander, which was one of the reasons he was given command of the elite and unique Seventh Battle Cluster. However, he is unorganized and a poor administrator, and so is unlikely to rise above his present rank. His clerical staff is in a perpetual uproar trying to keep track of his actions. The colonel is uncomfortable with commanding such a flashy Galaxy because he is a very reserved man. He is a gifted exobiologist, and spends much of his leisure time with the scientists at the zoological gardens on Strana Mechty.

STAR CAPTAIN EDWINA CARNS

Commander of Trinary Battle

Star Captain Edwina Carns is the Cluster's "gunslinger," the warrior who has fought and won the most individual duels. This reputation still has the same effect on young up-and-comers as it did in the days of the old west; younger warriors wishing to make a name for themselves feel that challenging her is the fastest way to win a reputation of their own. Her dueling experience and reluctance to kill every foolish warrior who comes along has honed her gunnery skills to the point that she can place her shots at will, range and conditions having little effect. Some say this marksmanship has stripped her of the killer instinct necessary to be a true warrior. The ones who whisper this in the Cluster's locker room point out that of the Inner Sphere 'Mechs she has fought, not one pilot was even wounded, let alone killed. To some, the thought that she allowed enemy pilots to escape unharmed makes Star Captain Edwina Carns very nearly a traitor.



16TH BATTLE CLUSTER

Commander: Star Colonel Dwilt Radick

Unit Status: Elite

Unit Nickname: The Golden Hags

Unit Insignia: Three bronze hags, entwined with snakes, brandishing torches and whips

SUPERNOVA COMMAND

Unit Nickname: Alecto

Unit Insignia: Bronze fury carrying an empty hourglass

Alpha Command Nova

Star Colonel Dwilt Radick, Elite, *Dragonfly* (WIA)

MechWarrior Romall, Elite, *Feris* (WIA)

MechWarrior Drison, Elite, *Man O' War A* (KIA)

MechWarrior Lutharin, Elite, *Phantom C*

MechWarrior Flahar, Elite, *Puma* (WIA)

Point Commander Carrows Shaw, Elite (KIA), 4 Elementals

Point Commander Alpan Sradac, Elite, 4 Elementals

Point Commander Danton, Elite, 4 Elementals

Point Commander Janzing, Elite (KIA), 4 Elementals

Point Commander Assarn, Elite (WIA), 4 Elementals

Bravo Command Nova

Star Commander Marialle Radick, Elite, *Feris* (WIA)

MechWarrior Usillus, Elite, *Puma* (WIA)

MechWarrior Pyr, Elite, *Puma C* (WIA)

MechWarrior Bragdan, Elite, *Feris B* (WIA)

MechWarrior Iona, Elite, *Vulture* (WIA)

Point Commander Domask Tutuola, Elite (WIA), 4 Elementals

Point Commander Aletha Tutuola, Elite (KIA), 4 Elementals

Point Commander Grazia, Elite, 4 Elementals

Point Commander Plomer, Elite (WIA), 4 Elementals

Point Commander Maddox Richardson, Elite (WIA), 4 Elementals

SUPERNOVA SECOND

Unit Nickname: Tisiphone

Unit Insignia: A screaming bronze fury carrying a torch

Alpha Second Nova

Star Captain Craig Ward, Elite, *Feris*

MechWarrior Virgil, Elite, *Feris A* (WIA)

MechWarrior Keagbine, Elite, *Man O' War A*

MechWarrior Elladora, Elite, *Feris* (WIA)

MechWarrior Tara, Elite, *Puma D* (WIA)

Point Commander Endo Sradac, Elite (WIA), 4 Elementals

Point Commander Merlissa, Elite (WIA), 4 Elementals

Point Commander Lefar Kerensky, Elite, 4 Elementals

Point Commander Gennifer, Elite, 4 Elementals

Point Commander Rullick, Elite (KIA), 4 Elementals



Bravo Second Nova

Star Commander Jisston Vickers, Elite,
Fenris

MechWarrior Grell, Elite, *Man O' War D*
(KIA)

MechWarrior Makai, Elite, *Man O' War D*

MechWarrior Jollst, Elite, *Puma A* (KIA)

MechWarrior Edora, Veteran, *Puma C*

Point Commander Klen Kerensky, Elite (WIA), 4 Elementals

Point Commander Stemmish Shaw, Elite, 4 Elementals

Point Commander Bryn Sradac, Elite (KIA), 4 Elementals

Point Commander Jana, Elite (WIA), 4 Elementals

Point Commander Adri, Elite, 4 Elementals

SUPERNOVA THIRD

Unit Nickname: Megaera

Unit Insignia: A bronze fury wielding a whip

Alpha Third Nova

Star Captain Chun Vickers, Elite, *Linebacker C*

MechWarrior Raston Vickers, Elite, *Fenris* (WIA)

MechWarrior Feda, Elite, *Puma A* (KIA)

MechWarrior Bosheer, Elite, *Fenris C* (KIA)

MechWarrior Bradus, Elite, *Man O' War D* (WIA)

Point Commander Lillic Sradac, Elite (WIA), 4 Elementals

Point Commander Trauth, Elite, 4 Elementals

Point Commander Agon Tutuola, Elite (WIA), 4 Elementals

Point Commander Leatha, Elite (WIA), 4 Elementals

Point Commander Ceger, Elite (WIA), 4 Elementals

Bravo Third Nova

Star Commander Reshondra, Elite, *Fenris D*

MechWarrior Llewellyn, Elite, *Man O' War D*

MechWarrior Mhong, Elite, *Fenris*

MechWarrior Gramyer, Veteran, *Puma* (WIA)

MechWarrior Dancry, Veteran, *Puma A* (WIA)

Point Commander Maigatter Shaw, Elite (KIA), 4 Elementals

Point Commander Mikyong Fetladral, Elite, 4 Elementals

Point Commander Burnt, Elite (KIA), 4 Elementals

Point Commander Karyn, Elite (WIA), 4 Elementals

Point Commander Kuhblank, Elite (WIA), 4 Elementals



TRINARY FIGHTER

Unit Nickname: The Wings of Madness

Unit Insignia: An empty hourglass, torch, and whip on bronze wings

Alpha Fighter Star

Star Captain Cinnic Leroux, Elite, *Jagatai A*

Pilot Jasal Ch'in, Elite, *Jagatai C* (WIA)

Pilot Voshic, Elite, *Visigoth*

Pilot Bradus, Elite, *Visigoth* (WIA)

Pilot Raja, Elite, *Visigoth A* (KIA)

Pilot Vaars, Elite, *Visigoth A* (WIA)

Pilot Lutharin, Elite, *Jagatai* (WIA)

Pilot Quilpak, Elite, *Jagatai*

Pilot Nym, Elite, *Bashkir D* (WIA)

Pilot Tal, Elite, *Bashkir A* (KIA)

Bravo Fighter Star

Star Commander Denal Ch'in, Elite, *Visigoth A* (WIA)

Pilot Stonfer, Elite, *Visigoth C* (WIA)

Pilot Brow, Elite, *Jenghiz A*

Pilot Virgilo, Elite, *Jenghiz A* (KIA)

Pilot Micic, Elite, *Jagatai* (KIA)

Pilot Cyrus, Elite, *Jagatai*

Pilot Stonfelt, Elite, *Kirghiz A* (WIA)

Pilot Gaius, Elite, *Kirghiz C*

Pilot Tara, Veteran, *Visigoth* (WIA)

Pilot Tanya, Veteran, *Visigoth* (WIA)

Charlie Fighter Star

Star Commander Donic Kerensky, Elite, *Jagatai*

Pilot Miyong, Elite, *Jagatai* (WIA)

Pilot Treh, Elite, *Jagatai* (KIA)

Pilot Resty, Elite, *Jagatai D* (WIA)

Pilot Harland, Elite, *Vandal B* (WIA)

Pilot Narayan, Elite, *Vandal A* (WIA)

Pilot Erick Mehta, Elite, *Jenghiz*

Pilot Binnet, Elite, *Jenghiz*

Pilot Orla, Veteran, *Visigoth* (KIA)

Pilot Sonya, Veteran, *Visigoth*

SUPPORT VESSELS

1 *Star Lord* Class JumpShip: *Pursuers of the Guilty*

3 *Invader* Class Jumpships: *Revenge*, *Fury of Righteousness*,
Wings of Vengeance

1 *Union* Class Command DropShip: *Bloody Justice*

2 *Overlord* Class DropShips: *Fate*, *Whipslingers*

2 *Union* Class DropShips: *Retribution*, *Scales*

3 *Carrier* Class DropShips: *Repentance*, *Relentless*, *Redoubtable*

NOTES

The Furies are easily recognized by their distinctive uniforms. Red and gold piping is used to stunning effect on the Clans' standard dress uniform, which is capped with a wolf-skin shako. The Cluster's flamboyance is also seen on the battlefield, usually leading to either wildly successful or completely disastrous effects. Their unorthodox tactics, including ordering a Trinary to "do its own thing" against an enemy, impressed ilKhan Ulric Kerensky so much

that he incorporated some of their methods as a standard throughout the Clans, improving the Clans' overall tactical flexibility. Much of the Cluster's independent spirit comes from the Furies' first commander, who was *abtakha* from Blood Spirit, a Clan known to espouse liberal ways. Consequently, the Cluster has gradually adopted many of the habits and traditions of the Blood Spirit Clan.

STAR COLONEL DWILLT RADICK

Commander of the 16th Battle Cluster

When Mikel Furey was promoted to the command of Gamma Galaxy, he personally chose Dwilt Radick to replace him as commander of the 16th Battle Cluster. Star Colonel Dwilt Radick is just as extroverted and flashy as the 16th Battle Cluster itself. Not only is he a skilled commander and pilot, but he takes great delight in taunting his enemy. Off duty, he is a passionate orator, a gregarious host, and a dangerous enemy. For example, Star Colonel Dwilt Radick nurtures a smoldering anger against Star Captain Craig Ward and his pacifist views, and now that Star Colonel Dwilt Radick is Cluster commander, Captain Ward's unit is consistently chosen for nearly impossible assignments.

STAR CAPTAIN CRAIG WARD

Commander of Supernova Second

Star Captain Craig Ward is a reluctant warrior. He is one of the few warriors, even in this predominantly Warden Clan, to openly and defiantly question the invasion of the Inner Sphere. The captain has also tried, unsuccessfully, to transfer out of Gamma Galaxy into Epsilon because he does not want to fight. His doubts about the invasion do not make his skills any less deadly, but his willingness to question the legitimacy of the invasion has made him the focus of considerable hatred from Crusaders and traditionalists. Star Captain Craig Ward cannot continue to be such a vocal opponent of the conflict without facing disciplinary action or being challenged to a duel in the near future.



11TH BATTLE CLUSTER

Commander: Star Colonel Abioseh Winson

Unit Status: Elite

Unit Nickname: The Bronze Lancers

Unit Insignia: Bronze Wolf Head over crossed lances

TRINARY COMMAND

Unit Nickname: Bronze Flags

Unit Insignia: Wolf Head over two bronze signal flags

Alpha Command Star

Star Colonel Abioseh Winson, Elite, *Man O' War A*

MechWarrior Mthomas, Elite, *Puma C* (KIA)

MechWarrior Magna Kerensky, Elite, *Linebacker B* (KIA)

MechWarrior Erin, Elite, *Linebacker* (KIA)

MechWarrior Ovette, Veteran, *Fenris* (WIA)

Bravo Command Star

Star Commander Jobi Ward, Elite, *Linebacker A*

MechWarrior Dujill, Elite, *Phantom C* (WIA)

MechWarrior Niluth, Elite, *Fenris A* (WIA)

MechWarrior Phaethon, Elite, *Linebacker B* (WIA)

MechWarrior Ullio, Veteran, *Puma*

Charlie Command Star

Star Commander Russic Ward, Elite, *Fenris*

MechWarrior Tiffur, Elite, *Vulture C*

MechWarrior Ghita, Elite, *Puma A* (WIA)

MechWarrior Gratrix, Veteran, *Fenris* (KIA)

MechWarrior Mardia, Veteran, *Fenris D*

TRINARY ASSAULT

Unit Nickname: The Chargers

Unit Insignia: Charging assault BattleMech carrying a lance

Alpha Assault Star

Star Captain Elvin Kerensky, Elite, *Man O' War C*

MechWarrior Irmgard, Elite, *Fenris* (KIA)

MechWarrior Zosa, Elite, *Linebacker C* (WIA)

MechWarrior Mallozzi, Elite, *Gladiator*

MechWarrior Piero, Elite, *Man O' War B*

Bravo Assault Star

Star Commander Lents, Elite, *Man O' War D*

MechWarrior Glassco, Elite, *Vulture* (WIA)

MechWarrior Van Torshi, Elite, *Man O' War*

MechWarrior Morsha, Elite, *Fenris* (WIA)

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

Charlie Assault Star

Star Commander Inez Vickers, Elite, *Man O' War B*

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

MechWarrior Agon, Elite, *Linebacker A*

MechWarrior Os, Elite, *Fenris*

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



TRINARY BATTLE

Unit Nickname: The Bronze Shields
Unit Insignia: Bronze wolf on a shield

Alpha Battle Star

Star Captain Lun Ward, Elite, *Linebacker* (WIA)
MechWarrior Orland, Elite, *Puma C*
MechWarrior Treh, Elite, *Fenris* (KIA)
MechWarrior Gooln, Elite, *Linebacker C*
MechWarrior Boder, Elite, *Fenris* (KIA)

Bravo Battle Star

Star Commander Jillce Fetladral, Elite, *Fenris* (WIA)
MechWarrior Ziegl, Elite, *Puma B*
MechWarrior Passin, Elite, *Dragonfly* (WIA)
MechWarrior Dolan, Elite, *Linebacker D*
MechWarrior Lutrin, Elite, *Puma C* (WIA)

Charlie Battle Star

Star Commander Otin, Elite, *Fenris*
MechWarrior Nikos, Elite, *Man O' War*
MechWarrior Greal, Elite, *Puma C*
MechWarrior Hamala Ward, Elite, *Puma C* (WIA)
MechWarrior Stunnick, Veteran, *Fenris D* (KIA)

TRINARY STRIKER

Unit Nickname: The Bloody Lancers

Unit Insignia: A lance with a wolf pendant dripping blood

Alpha Striker Star

Star Captain Zoll Carns, Elite, *Fenris*
MechWarrior Dimon, Elite, *Puma B* (WIA)
MechWarrior Yasunari, Elite, *Puma C*
MechWarrior Killinap, Elite, *Puma* (WIA)
MechWarrior Monk, Veteran, *Fenris* (KIA)

Bravo Striker Star

Star Commander Hee, Elite, *Man O' War* (KIA)
MechWarrior Kester, Elite, *Puma A*
MechWarrior Gell, Elite, *Puma A* (WIA)
MechWarrior Primo, Elite, *Puma* (WIA)
MechWarrior Zasser, Elite, *Puma C* (KIA)

Charlie Striker Star

Star Commander Lents Fetladral, Elite, *Fenris*
MechWarrior Levin, Elite, *Puma* (KIA)
MechWarrior Starmel, Elite, *Phantom*
MechWarrior Letta, Elite, *Puma C* (KIA)
MechWarrior Stevic, Veteran, *Fenris D*

FIGHTER TRINARY

Unit Nickname: The Thunder Eagles

Unit Insignia: Cluster insignia on bronze eagle wings

Alpha Fighter Star

Star Captain Hutta Fetladral, Elite, *Jagatai A* (KIA)
Pilot Soseki, Elite, *Jagatai*
Pilot Orren, Veteran, *Visigoth B* (KIA)
Pilot Darrin, Veteran, *Visigoth* (WIA)
Pilot Farn, Elite, *Jenghiz*
Pilot Kirl Leroux, Elite, *Jenghiz A*
Pilot Bradus, Elite, *Jagatai B* (WIA)
Pilot Arlond, Elite, *Jagatai* (WIA)
Pilot Ianos, Elite, *Batu C*
Pilot Krynos, Elite, *Batu A* (WIA)

Bravo Fighter Star

Star Commander Caits Leroux, Elite, *Visigoth B*
Pilot Eran, Elite, *Visigoth B* (WIA)
Pilot Kartha, Elite, *Jagatai A*
Pilot Cizzor, Elite, *Jagatai B* (WIA)
Pilot Jieuny, Elite, *Visigoth*
Pilot Dimon, Elite, *Visigoth* (WIA)
Pilot Nym, Elite, *Jagatai B*
Pilot Eduard, Elite, *Jagatai*
Pilot Cirtus, Veteran, *Jenghiz C* (KIA)
Pilot Bishop, Veteran, *Jenghiz C*

Charlie Fighter Star

Star Commander Blas Mehta, Elite, *Jagatai A*
Pilot Rena, Elite, *Jagatai A*
Pilot Cromwell Kerensky, Elite, *Jagatai*
Pilot Ferenc, Elite, *Jagatai*
Pilot Lena, Elite, *Bashkir A* (WIA)
Pilot Ehita, Elite, *Bashkir B* (WIA)
Pilot Ference, Elite, *Jenghiz* (WIA)
Pilot Dena, Elite, *Jenghiz A* (WIA)
Pilot Amadeo, Veteran, *Visigoth* (WIA)
Pilot Terpus, Veteran, *Visigoth* (WIA)

SUPPORT VESSELS

1 Star Lord Class JumpShip: *Jaunty*
3 Invader Class Jumpships: *Spirit of Adventure*, *Loose and Free*, *Aimless Traveler*
1 Union Class Command DropShip: *Gypsy*
1 Overlord Class DropShip: *Caravan*
2 Union Class DropShips: *Yonder*, *Wanderlust*
2 Leopard Class DropShips: *Sabbatical*, *Vagabond*
3 Carrier Class DropShips: *Wandering Star*, *Gypsy Life*, *Morning Smoke*

NOTES

The Bronze Lancers are not a flashy unit, but their reputation speaks for them. More Bloodnamed warriors have come from this Cluster over the years than from any other, giving the unit the nickname of "Blood Gallery." The Cluster celebrates most formal occasions with a reading of the Blood List, a roll call of the Cluster members that went on to gain their Bloodnames. Recent events, however, imply that fortune is conspiring against the Cluster. First came the death of three senior officers within the span of a year, two in a training accident and the other in the crash of a commercial transport. Closely following that, the Cluster performed poorly in various combat trials and against Inner Sphere opponents. The Cluster's confidence has been shaken so profoundly that a rumor has begun circulating to the effect that Star Colonel Abioseh Winson has been deliberately losing bids to avoid any further embarrassment.

STAR COLONEL ABIOSEH WINSON

Commander of the 11th Battle Cluster

The commander of the Eleventh is a tall man with a strong build, short brown hair, and a small scar across the bridge of his nose. Like most Winsons, he is a gifted pilot and shares the Winson flair for languages. When angry (and he has been angry a lot lately), he sometimes swears in a variety of languages, including French, German, and Old Luthien Japanese. Obviously he has picked this habit up since the start of the Clan invasion. As a commander, Star Colonel Abioseh Winson is demanding, unforgiving, and generally harder on his troops than other officers in the Clan. To observers he is a posturing martinet, yet he has a remarkable gift for winning unswerving loyalty from his troops. Whether he can hold on to that loyalty in the face of the Cluster's recent misfortunes is questionable.

STAR CAPTAIN HUTTA FETLADRAL

Commander of Trinary Fighter

Star Captain Hutta Fetladral, commander of the Thunder Eagles, has long red hair and the physique typical of most Clan aerospace pilots. She grew up in the Boyington Orbital Sibko, a nursery/education collective famous for raising top fighter pilots. Her early career was notable only for its many failures. The woman whose genes and education should have guaranteed the emergence of another fearsome fighter pilot suffered from a terror of dying in the darkness of space. Clan psychologists, drugs, and even voluntary brain-chemistry manipulation seemed unable to overcome this fear. Talk among the Clan said that she might be sent down to Epsilon Galaxy if she could not improve the score on her competency trials. Completely out of the blue, she one day overcame her fears and began living up to the expectations of her peers. The fear simply went away, or she learned to cope with it. The only thing known for certain is that she is now an excellent pilot and officer.

DELTA GALAXY

Commander: Galaxy Commander Conal Ward

Unit Status: Elite

Unit Nicknames: The Red Wolves, The Light Wolves

Unit Insignia: Wolf's head on a red Clan star

SUPPORT VESSELS

1 *Monolith* Class JumpShip: *Red Wolf*

1 *Overlord* Class Command DropShip: *Open Prairie*

3 *Carrier* Class DropShips: *Dust Devil, Arizona, Grasslands*

NOTES

Some Galaxies rely on superior strength to overcome an enemy, but Delta Galaxy's forte is speed, rather than force. Their initial attacks are designed to prevent the enemy from organizing a coordinated defense. If their first attacks succeed in paralyzing the enemy, then heavier units from other Galaxies can mop up the remaining isolated pockets of resistance at their leisure. During the invasion of the Inner Sphere, the Galaxy's tactics have been so well-executed that reinforcements from other Galaxies have not been needed. The Red Wolves of this striker Galaxy have unique traditions, one of which is the Bloodstart. The Bloodstart is the initiation ceremony for the Galaxy's new warriors making their first confirmed kill. If circumstances allow, the warriors of the Cluster lead the initiate to the place where his enemy fell. He is shown the corpse of his foe and is expected to bury it. First, a medic removes a small amount of blood from the corpse. This blood is ceremoniously wiped across the brow of the warrior, after which he buries his foe. He must then find the slain warrior's next of kin and make restitution. When the situation does not allow the warrior to bury his opponent, he must perform this honor for another fallen enemy. According to the Galaxy's commander, the tradition serves to welcome the new warrior into the Galaxy, and to bring home to him the dire consequences of what he does.

GALAXY COMMAND

Commander: Galaxy Commander Conal Ward, Elite, *Man O' War*

Aide-de-Camp: Star Captain Soval, Elite, *Mad Cat* (WIA)

Unit Nickname: The Red Keshik

Unit Insignia: Red Clan wolf on a triangular silver shield

TRINARY GALAXY COMMAND

Unit Nickname: The Vampire Wolf

Unit Insignia: Wolf's head with red eyes and mouth

Alpha Command Star

Star Captain Lorenzo Ghiberti, Elite, *Puma C*

MechWarrior Stillett Radick, Elite, *Fennis* (WIA)

MechWarrior Mhoon, Elite, *Man O' War B*

MechWarrior Merz, Elite, *Fennis* (WIA)

Pilot Dekor Leroux, Elite, *Visigoth*

Pilot Thilla, Elite, *Visigoth* (KIA)



Bravo Command Star

Star Commander Ipema Kerensky,
Elite, *Man O' War*
MechWarrior Idar, Elite, *Puma*
MechWarrior Almee, Elite, *Puma A*

(WIA)

MechWarrior Vaclav, Elite, *Fenris* (WIA)
Pilot Eparl, Elite, *Jagatai C*
Pilot Tish, Elite, *Jagatai* (WIA)

Charlie Command Star

Star Commander Jacob Sradac, Elite (WIA), 4 Elementals
Point Commander Markland Shaw, Elite (KIA), 4 Elementals
Point Commander Vachel Tutuola, Elite, 4 Elementals
Point Commander Peshkov Fetladral, Elite (KIA), 4 Elementals
Pilot Sharon Ch'in, Elite, *Jagatai A* (WIA)
Pilot Dean, Elite, *Jagatai A*

Trinary Command Fighter

Unit Nickname: The Red Vampires

Unit Insignia: A fear-inspiring diving red bat

Alpha Fighter Star

Star Captain Nadia Ch'in, Elite, *Jagatai* (KIA)
Pilot Kirl, Elite, *Jagatai* (WIA)
Pilot Sandro Leroux, Elite, *Bashkir C*
Pilot Ingeborg, Elite, *Bashkir C*
Pilot August, Elite, *Visigoth A*
Pilot Hemsl, Elite, *Visigoth* (WIA)
Pilot Cass Mehta, Elite, *Jagatai* (WIA)
Pilot Flahar, Elite, *Jagatai* (WIA)
Pilot Braghero, Elite, *Jagatai*
Pilot Otha, Elite, *Jagatai D* (WIA)

Bravo Fighter Star

Star Commander Kirstin Mehta, Elite, *Visigoth*
Pilot Ullon Mehta, Elite, *Visigoth* (WIA)
Pilot Skylar, Elite, *Visigoth C* (WIA)
Pilot Dontric, Elite, *Visigoth* (WIA)
Pilot Keagbine, Elite, *Jagatai* (KIA)
Pilot Ignon, Elite, *Jagatai* (KIA)
Pilot Emil, Elite, *Turk C*
Pilot Wortnic, Elite, *Turk* (WIA)
Pilot Ceary, Elite, *Visigoth B* (WIA)
Pilot Bradus, Elite, *Visigoth*

Charlie Fighter Star

Star Commander Lustra Kerensky, Elite, *Jagatai B*
Pilot Wellers, Elite, *Jagatai B* (WIA)
Pilot Patanjali Mehta, Elite, *Jagatai* (WIA)
Pilot Jall, Elite, *Jagatai*
Pilot Maz, Elite, *Jagatai* (KIA)
Pilot Magill, Elite, *Jagatai*
Pilot Sacklon, Elite, *Jenghiz A* (KIA)
Pilot Kevil Leroux, Elite, *Jenghiz A* (WIA)
Pilot Roter, Elite, *Jenghiz* (WIA)
Pilot Inklund, Elite, *Jenghiz* (WIA)

GALAXY COMMANDER CONAL WARD Commander of Delta Galaxy

Galaxy Commander Conal Ward is, or was, an ambitious man. Tall, thin, and middle-aged, he has demonstrated considerable military skill and political savvy. In battle, he favors standard tactics, but is capable of making changes at crucial moments. In politics, he uses the same tactics. He showed strong opposition to Khan Ulric Kerensky's Warden views before unexpectedly supporting Khan Ulric Kerensky for the ilKhaniship. Rumor has it that Galaxy Commander Conal Ward's dislike of ilKhan Ulric Kerensky is more personal than political. According to a few sources, Galaxy Commander Conal Ward has been harboring a grudge against ilKhan Ulric Kerensky for having embarrassed him in a competency trial fourteen years ago.

What all this has to do with Galaxy Commander Conal Ward's disappearance is hard to say. What is certain is that two weeks after the conclusion of the battle of Tukayyid, Khan Natasha Kerensky and Khan Phelan Ward announced that Star Colonel John Ward had been promoted to command of Delta Galaxy. Since then, efforts on our part, both official and unofficial, to trace the whereabouts of the former commander have failed, uncovering only tantalizing hints of scandal.

STAR CAPTAIN LORENZO Ghiberti Commander of Trinary Galaxy Command

Star Captain Lorenzo Ghiberti, commander of the Red Keshik, has strong features, light brown skin, short, curly hair, and dark brown eyes. He was raised in the Sibko Diana Minor System, noted for its controversial spiritual training, which demands that all students be well acquainted with all Clan religions. The captain has taken his early religious training so much to heart that, for him, even minor incidents have great mystical import. Off the battlefield, he will not make a major decision without consulting an array of priests and mystics. In battle, he manages to command without consulting his various divination sources, putting them aside for the split-second decisions required in warfare. It is possible that he has not been allowed to test for a higher position because of worry over his eccentricities.



11TH WOLF GUARDS CLUSTER

Commander: Star Colonel John Ward (WIA)

Unit Status: Elite

Unit Nickname: The Lightning Pack

Unit Insignia: A charging red wolf whose hindquarters meld into a golden lightning bolt

SUPERNOVA COMMAND

Unit Nickname: Tropic Lightning

Unit Insignia: A palm tree being struck by lightning

Alpha Command Nova

Star Colonel John Ward, Elite, *Fenris* (WIA)

MechWarrior Harreen, Elite, *Fenris C* (WIA)

MechWarrior Alos, Elite, *Fenris A*

MechWarrior Xerxal, Elite, *Fenris D* (KIA)

MechWarrior Dragon, Elite, *Phantom D*

Point Commander Eran Tutuola, Elite (WIA), 4 Elementals

Point Commander Kitthin, Elite (KIA), 4 Elementals

Point Commander Ivan, Elite (WIA), 4 Elementals

Point Commander Decembrist Tutuola, Elite, 4 Elementals

Point Commander Stryer, Elite, 4 Elementals

Bravo Command Nova

Star Commander Henri Radick, Elite, *Fenris* (KIA)

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

MechWarrior Piver, Elite, *Fenris D* (WIA)

MechWarrior Flahar, Elite, *Fenris C*

MechWarrior Cancler, Veteran, *Phantom C* (WIA)

Point Commander Kola Fetladral, Elite (WIA), 4 Elementals

Point Commander Patrick Sradac, Elite (WIA), 4 Elementals

Point Commander Karyn, Elite (WIA), 4 Elementals

Point Commander Faldo Shaw, Elite (KIA), 4 Elementals

Point Commander Dancil, Elite, 4 Elementals

TRINARY FIRST STRIKER

Unit Nickname: The Flash

Unit Insignia: Red wolf's head with thunderbolts held in its bared teeth

Alpha First Star

Star Captain Sarah Carns, Elite, *Man O' War A*

MechWarrior Treh, Elite, *Fenris D* (KIA)

MechWarrior Kutzora, Elite, *Fenris C* (WIA)

MechWarrior Cronce, Elite, *Pouncer*

MechWarrior Abrams, Elite, *Fenris* (KIA)

Bravo First Star

Star Commander Kellin Ward, Elite, *Man O' War* (KIA)

MechWarrior Zachary Vickers, Elite, *Fenris A* (WIA)

MechWarrior Anona, Elite, *Fenris A*

MechWarrior Lellah, Elite, *Fenris* (WIA)

MechWarrior Hoch, Elite, *Pouncer C* (WIA)

Charlie First Star

Star Commander Drison Radick, Elite, *Fenris*

MechWarrior Sharolyn, Elite, *Pouncer D* (WIA)

MechWarrior Grazia, Elite, *Pouncer*

MechWarrior Caits, Elite, *Pouncer A* (WIA)

MechWarrior Ullor Ward, Elite, *Fenris D* (WIA)

TRINARY SECOND STRIKER

Unit Nickname: Lightning Strike

Unit Insignia: Red wolf in front of an oak tree silhouette being rent apart by a lightning strike

Alpha Second Star

Star Captain Gilltern Kerensky, Elite, *Fenris*

MechWarrior Costa Lewis, Elite, *Pouncer D*

MechWarrior Jollst, Elite, *Pouncer B* (WIA)

MechWarrior Sothin, Elite, *Pouncer A* (WIA)

MechWarrior Rodham, Veteran, *Fenris* (WIA)

Bravo Second Star

Star Commander Aberthal Fetladral, Elite, *Mad Cat*

MechWarrior Kriby, Elite, *Fenris* (KIA)

MechWarrior Brandion, Elite, *Dragonfly* (KIA)

MechWarrior Maki, Elite, *Pouncer C* (WIA)

MechWarrior Loge, Elite, *Pouncer D* (WIA)

Charlie Second Star

Star Commander Elanor Radick, Elite, *Fenris* (WIA)

MechWarrior Landura, Elite, *Pouncer B* (WIA)

MechWarrior Lefar, Elite, *Fenris D*

MechWarrior Zora, Elite, *Pouncer C*

MechWarrior Rokay, Veteran, *Fenris D* (KIA)

BINARY BATTLE

Unit Nickname: The Electric Binary

Unit Insignia: A red BattleMech hefting a lightning bolt

Alpha Battle Star

Star Captain Layna Kerensky, Elite, *Phantom* (WIA)

MechWarrior Tora, Elite, *Pouncer* (WIA)

MechWarrior Insusa, Elite, *Puma C*

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

MechWarrior Dancer, Veteran, *Fenris B* (KIA)

Bravo Battle Star

Star Commander Vlad, Elite, *Man O' War*

MechWarrior Amel Carns, Elite, *Puma A* (KIA)

MechWarrior Drison, Elite, *Puma A* (KIA)

MechWarrior Capil, Elite, *Fenris* (WIA)

MechWarrior Spilurn, Elite, *Black Hawk* (WIA)



TRINARY FIGHTER

Unit Nickname: The Lightnings

Unit Insignia: A fighter with a red wolf on its nose

Bravo Fighter Star

Star Captain David Leroux, Elite, *Jagatai* (WIA)

Pilot Carrows, Elite, *Jagatai* (KIA)

Pilot Loge, Elite, *Vandal C* (WIA)

Pilot Carl, Elite, *Vandal*

Pilot Taio, Elite, *Jenghiz A*

Pilot Dani, Elite, *Jenghiz* (WIA)

Pilot Agnew, Elite, *Jagatai C*

Pilot Bosheer, Elite, *Jagatai* (WIA)

Pilot Pettez Ch'in, Veteran, *Jagatai B* (WIA)

Pilot Karissa, Veteran, *Jagatai B* (WIA)

Bravo Fighter Star

Star Commander Mhong Mehta, Elite, *Sulla A* (KIA)

Pilot Liam, Elite, *Sulla*

Pilot Danahy, Elite, *Visigoth* (WIA)

Pilot Firstira, Elite, *Visigoth B*

Pilot Teery, Elite, *Jagatai*

Pilot Synthia, Elite, *Jagatai* (WIA)

Pilot Wesil, Elite, *Jagatai A* (WIA)

Pilot Berl, Elite, *Jagatai A* (WIA)

Pilot Feda, Veteran, *Visigoth C*

Pilot Salvador, Veteran, *Visigoth* (WIA)

Bravo Fighter Star

Star Commander Vincent Leroux, Elite, *Jagatai A*

Pilot Zoll, Elite, *Jagatai* (WIA)

Pilot Bradus, Elite, *Visigoth*

Pilot Orlando, Elite, *Visigoth B*

Pilot Lutharin, Elite, *Jagatai* (KIA)

Pilot Mokillat, Elite, *Jagatai*

Pilot Karla Sherbow, Elite, *Jagatai A* (KIA)

Pilot Arlond, Elite, *Jagatai*

Pilot To'tiona, Veteran, *Visigoth D* (KIA)

Pilot Dalene, Veteran, *Visigoth*



SUPPORT VESSELS

1 *Star Lord* Class JumpShip: *Thunderbolt*

3 *Invader* Class Jumpships: *Thunderstruck*, *Odin's Spears*, *God's Voice*

1 *Union* Class Command DropShip: *Lightning*

1 *Overlord* Class DropShip: *Hammer of the Gods*

2 *Union* Class DropShips: *Summer Lightning*, *Thunderhead*

2 *Leopard* Class DropShips: *Thunderclap*, *Electrocution*

3 *Carrier* Class DropShips: *Storm*, *Chain Lightning*, *Ball Lightning*

NOTES

The Lightning Pack considers itself the elite Cluster of the Galaxy. It was one of the first Clusters formed, and has consistently increased its record of victories and glory. The unit's impressive history does not, however, explain its warriors' almost comic arrogance and self-importance. Observers cannot determine if their cockiness is somehow traditional or if it is a result of the influence of the unit's commander. Equally perplexing are other warriors' reactions to the Cluster's posturing. They are uncharacteristically unconcerned by the Lightning Pack's bullying, and in fact find the actions of the Cluster to be highly entertaining.

STAR COLONEL JOHN WARD

Commander of the 11th Wolf Guards Cluster

Star Colonel John Ward is a direct descendant of Galaxy Commander Conal Ward, which was one of the reasons Galaxy Commander Conal Ward gave for transferring to Delta. Whether or not the young colonel appreciated the "sacrifice" of his sire is unknown. A tall, thin, handsome man, with the pale blue eyes characteristic of his heritage, Star Colonel John Ward is an excellent commander, a feared 'Mech pilot, an ardent Warden, and at times an arrogant fool. His politics put him in direct confrontation with Galaxy Commander Conal Ward. Publicly, the two were great friends, but private confrontations have been reported.

The former colonel will have little time for his beloved literature and other hobbies with his promotion to Galaxy Commander, made in the wake of Galaxy Commander Conal Ward's unusual disappearance. During the first few weeks of his command the Galaxy's overall morale improved markedly. However, certain questions about Galaxy Commander John Ward and his abilities can only be answered with the Galaxy's return to the battlefield.

STAR CAPTAIN SARAH CARNS

Commander of Trinary First Striker

The studious commander of the Eleventh's Trinary striker has earned considerable attention in recent months with her startling announcement that important passages of the Great Kerenskys' papers, which were written in Russian, have been poorly translated and thus misinterpreted by both the Crusaders and Wardens. Star Colonel John Ward was so impressed by Star Captain Sarah Carns' conclusions and by her skills as a commander that his first action as Galaxy commander was to promote her to command of the Eleventh Wolf Guards.

37TH STRIKER CLUSTER

Commander: Star Colonel Marcos Radick (WIA)

Unit Status: Elite

Unit Nickname: The Blood Kits

Unit Insignia: A seated red wolf holding an unhappy victim by the heel with its teeth

TRINARY COMMAND

Unit Nickname: The Big Heels

Unit Insignia: Cluster insignia on a golden "C"

Alpha Command Star

Star Colonel Marcos Radick, Elite, *Fenris* (WIA)
MechWarrior Stunton, Elite, *Man O' War A* (WIA)
MechWarrior Deener, Elite, *Fenris A*
MechWarrior Ianos, Elite, *Puma*
MechWarrior Kaig, Veteran, *Phantom A* (KIA)

Bravo Command Star

Star Commander Dolan Vickers, Elite, *Mad Cat*
MechWarrior Edora, Elite, *Fenris*
MechWarrior Kanie, Elite, *Man O' War A* (WIA)
MechWarrior Niluth, Elite, *Puma* (KIA)
MechWarrior Frieda, Veteran, *Puma B*

Charlie Command Star

Star Commander Jalmes Radick, Elite, *Mad Cat* (WIA)
MechWarrior Xauy, Elite, *Puma* (WIA)
MechWarrior Arvil Ward, Elite, *Puma*
MechWarrior Gok Tinn, Elite, *Puma B* (KIA)
MechWarrior Landis, Veteran, *Dragonfly*

TRINARY STRIKER

Unit Nickname: The Death Pursuers

Unit Insignia: A red wolf running full-out beneath a skull-like moon

Alpha Striker Star

Star Captain Harrell Vickers, Elite, *Fenris*
MechWarrior Adolp, Elite, *Fenris B* (WIA)
MechWarrior Emilio, Elite, *Puma C* (KIA)
MechWarrior Kaurie, Elite, *Puma*
MechWarrior Wetzal, Veteran, *Fenris B*

Bravo Striker Star

Star Commander Edmond Gohcourt, Elite, *Puma*
MechWarrior Vaars, Elite, *Dasher* (KIA)
MechWarrior Aimee, Elite, *Fenris*
MechWarrior Adernath, Elite, *Puma*
MechWarrior Linae, Veteran, *Puma C* (WIA)

Charlie Striker Star

Star Commander Chesell, Elite, *Fenris* (WIA)
MechWarrior Diann, Elite, *Puma*
MechWarrior Gell, Elite, *Fenris D* (WIA)
MechWarrior Higor, Elite, *Puma B*
MechWarrior Grec, Veteran, *Phantom B* (WIA)

SUPERNOVA ASSAULT

Unit Nickname: The Tenacious

Unit Insignia: A crouched red wolf holding its victim by the heel with its teeth and also holding him down with its paws

Alpha Assault Nova

Star Captain Jule Carns, Elite, *Fenris* (KIA)
MechWarrior Korson, Elite, *Puma*
MechWarrior Dothia, Elite, *Uller A* (WIA)
MechWarrior Alek, Elite, *Fenris B*
MechWarrior Jere, Elite, *Ryoken* (WIA)
Point Commander Gavinus Shaw, Elite (WIA), 4 Elementals
Point Commander Goneril Tutuola, Elite, 4 Elementals
Point Commander Tyron, Elite (WIA), 4 Elementals
Point Commander Izzi, Elite (WIA), 4 Elementals
Point Commander Disbert, Elite, 4 Elementals

Bravo Assault Nova

Star Commander Jill Torshi, Elite, *Puma*
MechWarrior Conrad, Elite, *Puma*
MechWarrior Gera, Elite, *Fenris A* (KIA)
MechWarrior Starmet, Elite, *Fenris* (WIA)
MechWarrior Hahto, Elite, *Fenris B* (WIA)
Point Commander Soton Torshi (WIA), 4 Elementals
Point Commander Bladow Dannvers, Elite (WIA), 4 Elementals
Point Commander Boybn, Elite (WIA), 4 Elementals
Point Commander Magne, Elite, 4 Elementals
Point Commander Truong Sradac, Elite (WIA), 4 Elementals

Charlie Assault Nova

Elemental Star Commander Kay Parker, Elite (WIA), 4 Elementals
Point Commander Ozanne, Elite (WIA), 4 Elementals
Point Commander Elkin, Elite, 4 Elementals
Point Commander Perigard Sradac, Elite, 4 Elementals
Point Commander Su, Elite (KIA), 4 Elementals
MechWarrior Skeld Carns, Elite, *Fenris A* (KIA)
MechWarrior Strigland, Elite, *Fenris*
MechWarrior Edwards, Elite, *Puma*
MechWarrior Effi, Elite, *Fenris B* (WIA)
MechWarrior Karen, Veteran, *Ryoken*

TRINARY FIGHTER

Unit Nickname: Death from Above

Unit Insignia: A red wolf walking on a cloud

Alpha Fighter Star

Star Captain Vic Leroux, Elite, *Jagatai* (WIA)
Pilot Corrum, Elite, *Jagatai B*
Pilot Monodor, Elite, *Visigoth* (WIA)
Pilot Fergus, Elite, *Visigoth* (WIA)
Pilot Ubanner, Elite, *Vandal C* (WIA)
Pilot Harlan, Elite, *Vandal*
Pilot Cabdrum Saline, Elite, *Jagatai A* (KIA)
Pilot Farn, Elite, *Jagatai*
Pilot Oscin, Veteran, *Visigoth* (KIA)
Pilot Gell, Veteran, *Visigoth B* (WIA)



Bravo Fighter Star

Star Commander Dryco Mehta, Elite, *Visigoth A*

Pilot Tricia, Elite, *Visigoth*

Pilot Leth, Elite, *Jagatai B* (WIA)

Pilot Boscill, Elite, *Jagatai* (WIA)

Pilot Yoland Ch'in, Elite, *Scytha A*

Pilot Starmell, Elite, *Scytha* (WIA)

Pilot Treh, Elite, *Jagatai* (KIA)

Pilot Illith, Elite, *Jagatai* (KIA)

Pilot Wellos, Veteran, *Visigoth C*

Pilot Jorge, Veteran, *Visigoth* (WIA)

Charlie Fighter Star

Star Commander Orlena Leroux, Elite, *Jagatai A*

Pilot Ivanovna, Elite, *Jagatai*

Pilot Dannif, Elite, *Visigoth*

Pilot Carla, Elite, *Visigoth B* (WIA)

Pilot Booder, Elite, *Jagatai* (WIA)

Pilot Alyosha Ch'in, Elite, *Jagatai*

Pilot Brigid, Elite, *Jenghiz A* (WIA)

Pilot Cleanth, Elite, *Jenghiz A* (WIA)

Pilot Gwen, Veteran, *Visigoth* (WIA)

Pilot Ennis, Veteran, *Visigoth* (WIA)

SUPPORT VESSELS

1 *Star Lord* Class JumpShip: *Snapper*

2 *Invader* Class Jumpships: *Chaser*, *Rowdy Rabble*

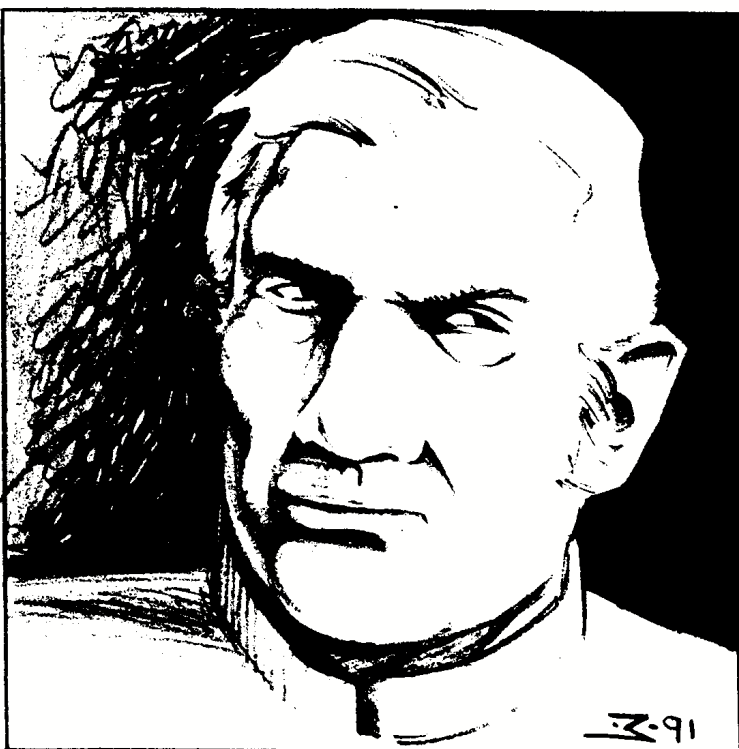
1 *Union* Class Command DropShip: *Pursuers*

4 *Union* Class DropShips: *Pack of Woe*, *Yipping Mob*, *Blasted Mess*, *Dirty but Mean*

2 *Leopard* Class DropShips: *Grabber*, *Ripper*

1 *Carrier* Class DropShip: *Vulture*

1 *Titan* Class DropShip: *Imminent Accident*



NOTES

The Blood Kits are struggling to regain respectability. Twenty-one years ago, the Cluster's commander showed fear in a Trial of Refusal. The commander was cast out of the Clan to die in misery as a bandit, the Cluster was disbanded, and its warriors were "blackballed" (prohibited from joining other units) for ten years. The Cluster was eventually reformed under severe probationary measures. It was only two years ago that it won back the right to display its insignia.

STAR COLONEL MARCOS RADICK

Commander of the 37th Striker Cluster

Star Colonel Marcos Radick embodies many of the common Radick characteristics: a stout body, nondescript facial features, and a love for convoluted plans. However, this young colonel (probably 23 years old) has something his forebears are missing: the ability to adapt his expectations and plans to sudden changes. This skill is responsible for his rise within military, political, and economic circles. Most observers believe that the colonel leads the Crusader movement within the Galaxy, claiming that he was the real architect of the plot that forced Khan Ulric Kerensky to accept the ilKhan'ship and responsibility for the invasion. Star Colonel Marcos Radick's performance is weakened by his prejudice against those he considers beneath him, including the lower castes and anyone in the Inner Sphere, and his volatile temper. The laborers at several of his mining and construction companies on the Clan homeworlds are currently on strike in protest of a lack of safety measures. He is said to have ordered members of his own Cluster to break up a strike at one of the factories by violent means, an order that cost many lives and disgusted many warriors, who almost universally refuse to interfere in labor disputes. Not surprisingly, the worlds conquered by the colonel's forces have suffered more than worlds conquered by others. His lack of respect for the people of the Inner Sphere is so complete that he disdains even our Blessed Order.

STAR CAPTAIN HARRELL VICKERS

Commander of Trinary Striker

Star Captain Harrell Vickers is a study in contrasts. On the battlefield, he lives up to his unit's nickname, "The Death Pursuers," with a savageness that shocks even other Clan warriors. During action on Unzmarkt, he deliberately destroyed the dam on the Chalagwa River, causing the death of a thousand people and untold destruction to homes and property. On three other occasions, our representatives have seen him commit acts that could only be described as brutal. His cruelty somehow so far has escaped the notice of his superiors. Off the battlefield, the captain is a gentleman with a great love for plants and music, and is a model of kindness and consideration toward the Inner Sphere civilians he may have been chasing down with his 'Mech just hours before. Whether this severe split in personality means that Star Captain Harrell Vickers is simply exhibiting some peculiar Clan trait or that he is actually insane cannot be determined from the information available.

4TH STRIKER CLUSTER

Commander: Star Colonel Charles Dinour

Unit Status: Elite

Unit Nickname: Red Death

Unit Insignia: The Amaris coat of arms pierced by a bloody red sword

TRINARY COMMAND

Unit Nickname: Bloody Murder

Unit Insignia: An upheld sword dripping blood

BattleMech Command Star

Star Colonel Charles Dinour, Elite, *Ferris* (WIA)

MechWarrior Bosh Radick, Elite, *Ferris A* (KIA)

MechWarrior Vivavolis, Elite, *Ferris D* (WIA)

MechWarrior Lina, Elite, *Ferris A*

MechWarrior Posinor, Elite, *Ferris D*

Elemental Command Star

Elemental Star Commander Bovard Shaw, Elite (KIA), 4 Elementals

Point Commander Mcatee, Elite, 4 Elementals

Point Commander Frida, Elite (KIA), 4 Elementals

Point Commander Cyrus Sradac, Elite, 4 Elementals

Point Commander Lev, Elite (KIA), 4 Elementals

Fighter Command Star

Star Commander Merin Waters, Elite, *Vandal A*

Pilot Gregor, Elite, *Vandal* (KIA)

Pilot Leann, Elite, *Jenghiz C*

Pilot Cystros, Elite, *Jenghiz C* (KIA)

Pilot Amandine Leroux, Elite, *Jagatai A*

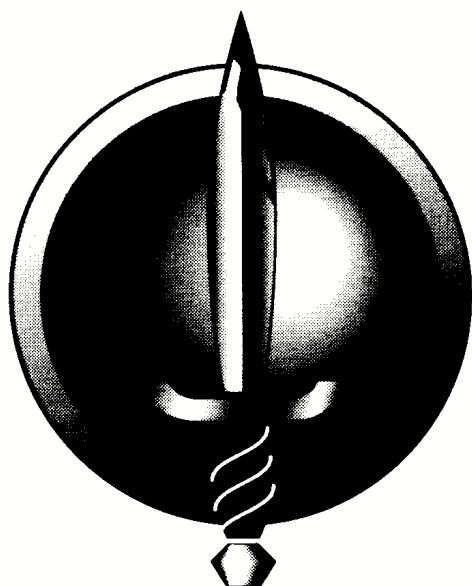
Pilot Jacopo, Elite, *Jagatai* (WIA)

Pilot Charolette, Elite, *Jenghiz* (WIA)

Pilot Lvollon, Elite, *Jenghiz C* (WIA)

Pilot Siegfried, Veteran, *Visigoth* (WIA)

Pilot Hisstun, Veteran, *Visigoth* (WIA)



TRINARY SECOND MIXED SERVICES

Unit Nickname: The Plague

Unit Insignia: A red wolf on a black caduceus

BattleMech Second Star

Star Captain Daniel Fetladral, Elite, *Ferris D*

MechWarrior Gollm, Elite, *Puma* (WIA)

MechWarrior Zossa, Elite, *Ferris* (WIA)

MechWarrior Vosh, Elite, *Phantom D*

MechWarrior Biggor, Veteran, *Puma* (KIA)

Elemental Second Star

Elemental Star Commander Debra Shaw, Elite (KIA), 4 Elementals

Point Commander Mardia Tutuola, Elite, 4 Elementals

Point Commander Teressa, Elite (WIA), 4 Elementals

Point Commander Lenland, Elite, 4 Elementals

Point Commander Incunabula, Elite (WIA), 4 Elementals

Fighter Second Star

Star Commander Angi Mehta, Elite, *Jagatai B*

Pilot Lonnick, Elite, *Jagatai B* (WIA)

Pilot Miyoko, Elite, *Jagatai*

Pilot Kee, Elite, *Jagatai* (KIA)

Pilot Treh, Elite, *Kirghiz* (WIA)

Pilot Vosh, Elite, *Kirghiz* (WIA)

Pilot Lutrin Ch'in, Elite, *Visigoth B*

Pilot Prish, Elite, *Visigoth* (KIA)

Pilot Morth, Elite, *Visigoth*

Pilot Biggin, Elite, *Visigoth C* (WIA)

TRINARY THIRD MIXED SERVICES

Unit Nickname: The Famine

Unit Insignia: A cornucopia spilling red blood

BattleMech Third Star

Star Captain Burke Carson, Elite, *Man O' War* (KIA)

MechWarrior Eran, Elite, *Ferris A*

MechWarrior Dossin, Elite, *Ferris* (WIA)

MechWarrior Stevic, Elite, *Puma* (WIA)

MechWarrior Royal, Elite, *Puma* (WIA)

Elemental Third Star

Elemental Star Commander Stunner Shaw, Elite (WIA), 4 Elementals

Point Commander Gaius, Elite (WIA), 4 Elementals

Point Commander Thuquan Sradac, Elite (WIA), 4 Elementals

Point Commander Boris, Elite (WIA), 4 Elementals

Point Commander Oleg, Elite (KIA), 4 Elementals

Fighter Third Star

Star Commander Monic Mehta, Elite, *Jagatai A*

Pilot Carrows Leroux, Elite, *Jagatai* (WIA)

Pilot Ingeborg, Elite, *Visigoth C* (WIA)

Pilot Harlen, Elite, *Visigoth C* (WIA)

Pilot Aubrey, Elite, *Jagatai*

Pilot Panell, Elite, *Jagatai*

Pilot Royal, Elite, *Jenghiz A* (WIA)

Pilot Farn, Elite, *Jenghiz A* (WIA)

Pilot Niwat, Veteran, *Visigoth* (WIA)

Pilot Rena, Veteran, *Visigoth* (KIA)



TRINARY FOURTH MIXED SERVICES
Unit Nickname: The Flood
Unit Insignia: A huge, curling wave of red

BattleMech Fourth Star

Star Captain Nick Ward, Elite, *Ferris D*
MechWarrior Javin, Elite, *Puma* (WIA)
MechWarrior Dena, Elite, *Ferris* (WIA)
MechWarrior Carbut Vickers, Elite, *Phantom B*
MechWarrior Philea, Elite, *Puma* (WIA)

Elemental Fourth Star

Elemental Star Commander Raynor Sradac, Elite, 4 Elementals
Point Commander Jeraldine DeVega, Elite, 4 Elementals
Point Commander Henrik, Elite, 4 Elementals
Point Commander Londa, Elite (WIA), 4 Elementals
Point Commander Sisily, Elite, 4 Elementals

Fighter Fourth Star

Star Commander Pawl Mehta, Elite, *Visigoth B*
Pilot Mandrake, Elite, *Visigoth* (WIA)
Pilot Jinks, Elite, *Jagatai*
Pilot Ng, Elite, *Jagatai* (WIA)
Pilot Wellto, Elite, *Jagatai C* (WIA)
Pilot Nguyen, Elite, *Jagatai*
Pilot Res, Elite, *Jenghiz* (WIA)
Pilot Henryk, Elite, *Jenghiz A*
Pilot Siddhartha, Veteran, *Visigoth* (WIA)
Pilot Krynos, Veteran, *Visigoth* (WIA)

TRINARY FIFTH MIXED SERVICES

Unit Nickname: The Inferno
Unit Insignia: Red flames consuming a building

BattleMech Fifth Star

Star Captain Colin Kerensky, Elite, *Puma* (WIA)
MechWarrior Tamm, Elite, *Ferris*
MechWarrior Clayton, Elite, *Puma B* (KIA)
MechWarrior Krill, Elite, *Ferris A*
MechWarrior Rossaril, *Ferris A* (WIA)

Elemental Fifth Star

Elemental Star Commander Orlena Sradac, Elite (KIA), 4 Elementals
Point Commander Evers, Elite (KIA), 4 Elementals
Point Commander Aletha, Elite (KIA), 4 Elementals
Point Commander Duwain Tutuola, Elite (WIA), 4 Elementals
Point Commander Taio, Elite, 4 Elementals

Fighter Fifth Star

Star Commander Jiln Ch'in, Elite, *Jagatai A* (WIA)
Pilot Denis, Elite, *Jagatai A* (WIA)
Pilot Mart, Elite, *Visigoth* (KIA)
Pilot Wedoon, Elite, *Visigoth B*
Pilot Hern, Elite, *Jagatai* (WIA)
Pilot Ianos, Elite, *Jagatai*
Pilot Oselor Mehta, Elite, *Jenghiz* (WIA)
Pilot Cyle, Elite, *Jenghiz*
Pilot Nym, Veteran, *Batu* (KIA)
Pilot Romola, Veteran, *Batu A* (WIA)

SUPPORT VESSELS

5 *Invader Class Jumpships: Evil, Misfortune, Bad Luck, Lucky Thirteen, Karmic Wheel*
1 *Union Class Command DropShip: Complicity*
4 *Union Class DropShips: Contagion, Black Hole, Pollution, Waste Dump*

NOTES

Forty years ago, Clan Wolf defeated Clan Goliath Scorpion, capturing Star Colonel Vlad Dinour. Clan Wolf quickly adopted the bondsman so that he would share his knowledge of Clan Goliath Scorpion's mixed trinaries with his new clan. They gave him the Red Death Cluster to experiment with. He reshaped it into one of the most stubborn defensive and potent offensive units in the Clans. Though the restructured Red Death Cluster has not become the pattern for other frontline Clans, it did serve as the model for Clan Wolf's freebirth units in Epsilon Galaxy. Today, the unit is commanded by a descendant of Vlad Dinour, who carefully upholds the Cluster's unique traditions.

STAR COLONEL CHARLES DINOUR
Commander of the 4th Strike Cluster

Star Colonel Charles Dinour is known in the Cluster as the "Black Swan," a nickname reflecting his graceful, slender features and his fondness for black clothes. He is particularly proud of his black-and-gold uniform which is identical, except for the gold-and-diamond Wolf insignia on the collar, to the ones worn by officers in Clan Goliath Scorpion. Star Colonel Charles Dinour was given command of this Cluster two months before the invasion, even though he was only a Star captain at the time. His appointment was met by heated objections, particularly from members of the Crusaders, who claimed he was too young and could not be trusted because of a mysterious "incident" they referred to but refused to elaborate for us. Our researchers have been unable to uncover the particulars of this matter, but rumors say that five years ago the colonel was captured by Clan Goliath Scorpion in a Trial of Possession and that his return to Clan Wolf took an unusually long time. Since assuming command, Star Colonel Charles Dinour has done quite well, considering his lack of experience. His respect for the traditions of Clan Wolf and Clan Goliath Scorpion (especially the Clan Goliath Scorpion fondness for pets) has ensured that the Cluster's heritage, established by his male parent forty years ago, continues on.

STAR CAPTAIN NICK WARD
Commander of Trinary Fourth Mixed Services

Star Captain Nick Ward has gained notoriety recently with his startling revelation that he met and fell in love with an Inner Sphere doctor while his Cluster was on the planet Dawn. Though many within the Clans were aware that such a situation was possible, few, particularly the Crusaders, were willing to admit that a Clan warrior might "fall in love with" a barbarian. Because Star Captain Nick Ward is the first warrior in Clan Wolf to admit to having formed such an unusual romantic attachment, how the Clan handles his case will most likely become policy for the Clans. To his credit, the prejudice of his fellow warriors has not prevented him from carrying out his duties in his usual competent fashion.

EPSILON GALAXY

Commander: Galaxy Commander Anton Fetladral (WIA)

Unit Status: Veteran

Unit Nickname: None

Unit Insignia: Greek epsilon on a Wolf's head

SUPPORT VESSELS

- 1 *Monolith* Class JumpShip: *Pup Den*
- 1 *Overlord* Class Command DropShip: *Mother Wolf*
- 1 *Union* Class DropShip: *Novice Gunners*
- 1 *Carrier* Class DropShip: *Fledgling's Nest*

NOTES

Epsilon is considered the weakest of the five Galaxies because it is composed of freebirth warriors and aging veterans. The prejudice against warriors who have committed the sin of failing their competency tests and those who came from outside the Warrior Caste is so strong that this Galaxy will likely be forever assigned to garrison duty, supplied with second-rate equipment, and blamed for most of the Clan's troubles, when not being completely ignored. Even if the Galaxy's warriors achieved a spectacular, unmatched victory, most trueborn warriors would claim it was a fluke. Politically, the Cluster is strongly supportive of ilKhan Ulric Kerensky and his Warden policies. This is not surprising, because they obviously hope that the leniency and understanding that ilKhan Ulric Kerensky showed them during his term as Khan will increase to greater acceptance now that he serves as the supreme Khan.

Epsilon is nominally in charge of all Provisional Garrison Clusters in the Wolf Clan Occupation Zone.

GALAXY COMMAND

Commander: Galaxy Commander Anton Fetladral, Elite, *Gladiator* (WIA)

Aide-de-Camp: Star Captain Bihur, Veteran, *Man O' War* (WIA)

Unit Nickname: None

Unit Insignia: Greek epsilon on a Wolf's head

TRINARY GALAXY COMMAND

Unit Nickname: None

Unit Insignia: Two overlaid letter Cs and the Greek epsilon

Alpha Command Star

- Star Commander Orren, Veteran, *Man O' War* (WIA)
- MechWarrior Zoll, Veteran, *Thug* (WIA)
- MechWarrior Saridan, Veteran, *Crockett* (WIA)
- MechWarrior Lyanne, Regular, *Highlander* (KIA)
- MechWarrior Nlare, Regular, *Guillotine* (KIA)

Bravo Command Star

- Star Commander Laj, Veteran, *Fenris* (WIA)
- MechWarrior Amadeo, Veteran, *Sentinel* (WIA)
- MechWarrior Jerr, Regular, *Crab*
- MechWarrior Kieland, Veteran, *Crab* (WIA)
- MechWarrior Orill, Regular, *Kintaro* (KIA)

Charlie Command Star

- Elemental Star Commander Jared, Veteran (KIA), 4 Elementals
- Point Commander Gorla, Regular (WIA), 4 Elementals
- Point Commander Treen, Regular (KIA), 4 Elementals
- Point Commander Irnic, Regular (KIA), 4 Elementals
- Point Commander Vissur, Veteran (KIA), 4 Elementals

TRINARY SUPPORT

Unit Nickname: None

Unit Insignia: The letter S and the Greek epsilon

Alpha Artillery Star

- Star Captain Von, Veteran, *Man O' War* (WIA)
- MechWarrior Rettig, Regular, *Naga*
- MechWarrior Trona, Regular, *Naga* (WIA)
- MechWarrior Mog, Regular, *Naga* (WIA)
- MechWarrior Jewel, Regular, *Naga*

Bravo Artillery Star

- MechWarrior Gisela, Veteran, *Naga* (WIA)
- MechWarrior Rotheran, Regular, *Naga*
- MechWarrior Thos, Regular, *Naga* (WIA)
- MechWarrior Ferenc, Regular, *Naga* (KIA)
- MechWarrior Edyth, Regular, *Naga*

Command Fighter Star

- Star Commander Zorba, Veteran, *Jagatai* (WIA)
- Pilot Henerson, Elite, *Jagatai* (WIA)
- Pilot Chunh, Veteran, *Tomahawk* (WIA)
- Pilot Jalk, Regular, *Tomahawk* (WIA)
- Pilot Bridon, Regular, *Spad*
- Pilot Juris, Green, *Spad* (WIA)
- Pilot Magne, Regular, *Ironsides* (WIA)
- Pilot Fortune, Elite, *Ironsides*
- Pilot Kempf, Regular, *Ironsides* (KIA)
- Pilot Glenross, Veteran, *Ironsides* (KIA)

GALAXY COMMANDER ANTON FETLADRAL Commander of Epsilon Galaxy

The command of a Cluster of freebirth warriors and aging veterans is not a coveted position. In the Clans that gather freebirths into a separate Galaxy, the post of Galaxy commander is given to the most junior Galaxy commander, a high-ranking officer who has committed some grievous error, or to an aging veteran whose days as a productive member of the Clan are considered limited.

Epsilon lost its previous commander, Galaxy Commander Djuna Kerensky, eight years ago in an accident. All high officers of the Clan lived in fear that they would be called upon to replace her and command this most unpopular of Galaxies. Anton Fetladral, then the little-known commander of the 279th Battle Cluster, took the unprecedented action of volunteering for the post, disgusted by his fellow officers' prejudice against soldiers whose only sin was being unlucky in birth or death. He was immediately approved and acclaimed by the other very relieved officers. Before the invasion of the Inner Sphere, Galaxy Commander Anton Fetladral was without question the most popular commander Epsilon Galaxy had ever had. He often treated his freebirth warriors with more respect than he did trueborns, and the veterans felt that he at least sympathized with them. This tendency to treat freebirths in this manner has created problems between him and his trueborn warriors.



NEGA GARRISON CLUSTER

Commander: Star Colonel Evon

Unit Status: Veteran

Unit Nickname: None

Unit Insignia: The letter N and the Greek epsilon

TRINARY FIRST GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and a number one

First BattleMech Star

Star Colonel Evon, Veteran, *Man O' War* (WIA)

MechWarrior Lolls, Veteran, *Champion* (KIA)

MechWarrior Bethann, Veteran, *Flashman*

MechWarrior Delbert, Regular, *Crockett* (KIA)

MechWarrior Gaul, Regular, *Hermes* (WIA)

First Elemental Star

Elemental Star Commander Dorolan, Veteran (WIA), 4 Elementals

Point Commander Zin, Veteran (KIA), 4 Elementals

Point Commander Acillia, Regular (WIA), 4 Elementals

Point Commander Rex, Veteran, 4 Elementals

Point Commander Emery, Veteran, 4 Elementals

First Fighter Star

Star Commander Wesil, Veteran, *Rapier* (KIA)

Pilot Cribhard, Veteran, *Rapier* (WIA)

Pilot Erin, Regular, *Ironsides* (WIA)

Pilot Werdna, Veteran, *Ironsides*

Pilot Bekra, Regular, *Zero* (WIA)

Pilot Lutrin, Veteran, *Zero*

Pilot Kirl, Regular, *Rogue* (WIA)

Pilot Eblish, Regular, *Rogue*

Pilot Mada, Regular, *Tomahawk* (WIA)

Pilot Alyce, Regular, *Tomahawk* (WIA)

TRINARY SECOND GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral two

Second BattleMech Star

Star Captain Rebekka, Veteran, *Wyvern*

MechWarrior Daphne, Regular, *Kintaro* (WIA)

MechWarrior Theodor, Regular, *Thug* (WIA)

MechWarrior Kelvin, Regular, *Hussar*

MechWarrior Brin, Veteran, *Thorn* (KIA)

Second Elemental Star

Elemental Star Commander Ennis, Regular (WIA), 4 Elementals

Point Commander Jaguar, Veteran (KIA), 4 Elementals

Point Commander Torrance, Regular (KIA), 4 Elementals

Point Commander Castiron, Veteran, 4 Elementals

Point Commander Aruta, Regular (WIA), 4 Elementals

Second Fighter Star

Star Commander Simmel, Veteran, *Rapier*

Pilot Osso, Regular, *Rapier*

Pilot Teh, Regular, *Hammerhead* (WIA)

Pilot Voshon, Veteran, *Hammerhead* (KIA)

Pilot Whillam, Regular, *Zero* (KIA)

Pilot Cara, Veteran, *Zero* (KIA)

Pilot Quist, Regular, *Hellcat II* (WIA)

Pilot Showa, Regular, *Hellcat II*

Pilot Res, Veteran, *Rapier* (WIA)

Pilot Dara, Regular, *Rapier*

TRINARY THIRD GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral three

Third BattleMech Star

Star Captain Sojima, Regular, *Sentinel*

MechWarrior Disl, Regular, *Hermes* (WIA)

MechWarrior Brunt, Regular, *Champion* (WIA)

MechWarrior Marius, Regular, *Bombadier* (KIA)

MechWarrior Soshal, Regular, *Exterminator*

Third Elemental Star

Elemental Star Commander Dimothy, Regular (KIA), 4 Elementals

Point Commander Monson, Regular (KIA), 4 Elementals

Point Commander Daved, Regular, 4 Elementals

Point Commander Siss, Veteran (WIA), 4 Elementals

Point Commander Sarron, Veteran (WIA), 4 Elementals

Third Fighter Star

Star Commander Lefar, Regular, *Zero* (WIA)

Pilot Delores, Regular, *Zero* (KIA)

Pilot Grantson, Veteran, *Ahab* (KIA)

Pilot Sandi, Regular, *Ahab*

Pilot Conn, Regular, *Rogue* (KIA)

Pilot Farsto, Veteran, *Rogue*

Pilot Elivn, Regular, *Spad* (WIA)

Pilot Teruko, Regular, *Spad* (WIA)

Pilot Amard, Veteran, *Trident* (WIA)

Pilot Vosh, Regular, *Trident*

TRINARY FOURTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral four

Fourth BattleMech Star

Star Captain Serin, Regular, *Mad Cat A* (WIA)

MechWarrior Lutrin, Regular, *Highlander* (WIA)

MechWarrior Glassco, Regular, *Crockett* (WIA)

MechWarrior Jhabvala, Veteran, *Guillotine* (WIA)

MechWarrior Wesil, Regular, *Flashman* (WIA)

Fourth Elemental Star

Elemental Star Commander Pyllis, Regular (KIA), 4 Elementals

Point Commander Gissu, Regular, 4 Elementals

Point Commander Amel, Veteran (WIA), 4 Elementals

Point Commander Marc, Regular (WIA), 4 Elementals

Point Commander Abaddic, Veteran (WIA), 4 Elementals

Fourth Fighter Star

Star Commander Robt, Regular, *Gotha* (WIA)
Pilot Damon, Regular, *Gotha*
Pilot Gell, Regular, *Ironsides* (WIA)
Pilot Angeline, Veteran, *Ironsides* (WIA)
Pilot Drallinger, Veteran, *Gotha* (WIA)
Pilot Kenley, Regular, *Gotha*
Pilot Maginnes, Regular, *Tomahawk* (KIA)
Pilot Irmgard, Regular, *Tomahawk* (KIA)
Pilot Lime, Regular, *Hellcat II*
Pilot Mallozzi, Regular, *Hellcat II* (KIA)

TRINARY FIFTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral five

Fifth BattleMech Star

Star Captain King, Regular, *Battlemaster* (WIA)
MechWarrior Garth, Regular, *Black Knight* (KIA)
MechWarrior Annabell, Veteran, *King Crab*
MechWarrior Aaron, Regular, *Sentinel* (KIA)
MechWarrior Kenbarg, Regular, *Lancelot*

Fifth Elemental Star

Elemental Star Commander Jip, Regular (KIA), 4 Elementals
Point Commander Evers, Regular (WIA), 4 Elementals
Point Commander Adri, Regular (WIA), 4 Elementals
Point Commander Loanne, Regular, 4 Elementals
Point Commander Sybi, Regular (WIA), 4 Elementals

Fifth Fighter Star

Star Commander Bic, Regular, *Hellcat II* (KIA)
Pilot Abraha, Regular, *Hellcat II* (KIA)
Pilot Clada, Regular, *Trident* (KIA)
Pilot Alger, Regular, *Trident* (KIA)
Pilot Hess, Regular, *Swift* (WIA)
Pilot Stunton, Regular, *Swift* (WIA)
Pilot Marcellus, Regular, *Gotha*
Pilot Gratham, Regular, *Gotha*
Pilot Wenday, Regular, *Rapier*
Pilot Hesster, Regular, *Rapier*



SUPPORT VESSELS

5 *Invader Class Jumpships: Excellence, Endeavor, Experience, Enterprise, Effort*

1 *Union Class Command DropShip: Focus*

4 *Union Class DropShips: Fallout, Facts of Life, Future, Fundamentals*

NOTES

Of the three freebirth units in this Cluster, it is popularly believed that the Nega Garrison Cluster gives Galaxy Commander Anton Fetladral the most trouble. The unit has been reprimanded for failing to follow orders three times during the invasion. Two months ago on Kandis, units from the Cluster were slow to heed the recall order of the Cluster commander. The punishment for their offense was forty lashes with a neural whip. ROM reports on the incident speculate that the Cluster's failure, though serious, would not have warranted such harsh punishment if the warriors had been trueborn. They also heard rumors that it was a comparatively mild punishment, and that the commander has had many freebirths tortured or executed according to his whims. We are not sure how Clan Wolf will handle this situation. Certainly, the warriors of the Nega Garrison Cluster feel a growing hatred for their commander.

STAR COLONEL EVON

Commander of the Nega Garrison Cluster

Star Colonel Evon is of Ward stock, though taller and more strongly built than others of this heritage. His silver hair and light blue eyes give him an arresting appearance that he puts to good use. Almost from the beginning of his career he was labeled as a "ristar" (someone of gifted abilities). His assignment as commander of this garrison Cluster is a major test of his abilities. If he lives up to expectations with this command, he will undoubtedly have a bright career in the upper echelons of the Clan. Thus far, however, Star Colonel Evon has not been impressive. His Cluster has been reprimanded for failure to follow orders and suffered more desertions during the invasion than any other. The strain of command is taking its toll on the young man, manifesting in mood swings where he begs his warriors to behave or orders corporal punishment for trivial offenses. Star Colonel Evon is very likely to be demoted soon, and removed from command of the Cluster.

STAR CAPTAIN REBEKKA

Commander of Trinary Second Garrison

Star Captain Rebekka was chosen for warrior training by the Clan Wolf before birth. Her freebirth status made her selection highly unusual, because Clans usually wait until a freebirth candidate reaches puberty and impresses them with some feat of prowess, either physical or mental, before accepting the candidate for warrior training. Officials were unusually reluctant to discuss why this slim, red-haired, violent-tempered woman was selected under such unusual circumstances. Only careful examination of Clan birth records and histories revealed that Star Captain Rebekka's father was the late and infamous Cosiron Kerensky, an officer in Alpha Galaxy who was disgraced and permanently cast out of the warrior caste twenty-four years ago. Cosiron Kerensky's transgression and the reason for the Clan's extreme reaction to it is shrouded in mystery. We have not been even able to discover if Rebekka knows of her famous heritage.



CHOYER GARRISON CLUSTER

Commander: Star Colonel Jewel

Cluster Status: Regular

Cluster Nickname: None

Cluster Insignia: The letter C and the Greek epsilon

TRINARY SIXTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral six

Sixth BattleMech Star

Star Colonel Jewel, Regular, *Mad Cat A* (WIA)

MechWarrior Jenna, Regular, *Thorn*

MechWarrior Ngaio, Veteran, *Mongoose* (WIA)

MechWarrior Aaron, Regular, *Hermes* (WIA)

MechWarrior Dena, Regular, *Hussar*

Sixth Elemental Star

Elemental Star Commander Catlett, Regular (KIA), 4 Elementals

Point Commander Willic, Regular (KIA), 4 Elementals

Point Commander Darcea, Regular (WIA), 4 Elementals

Point Commander Steffan, Veteran (WIA), 4 Elementals

Point Commander Kevon, Regular, 4 Elementals

Sixth Fighter Star

Star Commander Teresa, Regular, *Gotha*

Pilot Orlena, Regular, *Gotha* (WIA)

Pilot Kamala, Veteran, *Swift* (WIA)

Pilot Telix, Regular, *Swift* (WIA)

Pilot Cisnarl, Regular, *Ahab*

Pilot Tarmic, Regular, *Ahab*

Pilot Vic, Regular, *Rogue* (KIA)

Pilot Cronk, Regular, *Rogue* (WIA)

Pilot Buscil, Regular, *Ironsides* (KIA)

Pilot Donnel, Veteran, *Ironsides*

TRINARY SEVENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral seven

Seventh BattleMech Star

Star Captain Gorsuch, Regular, *Black Knight*

MechWarrior Passin, Regular, *Guillotine* (KIA)

MechWarrior Cerina, Regular, *Exterminator* (WIA)

MechWarrior Labdrow, Veteran, *Crab* (WIA)

MechWarrior Rika, Regular, *Crockett*

Seventh Elemental Star

Elemental Star Commander Ione, Regular (WIA), 4 Elementals

Point Commander Stanoren, Veteran (WIA), 4 Elementals

Point Commander Armando, Regular, 4 Elementals

Point Commander DeLee, Regular (KIA), 4 Elementals

Point Commander Jimmok, Regular (KIA), 4 Elementals

Seventh Fighter Star

Star Commander Gul, Regular, *Rogue* (WIA)

Pilot Reinout, Veteran, *Rogue*

Pilot Amard, Regular, *Spad* (WIA)

Pilot Sharger, Regular, *Spad*

Pilot Toston, Regular, *Ahab* (WIA)

Pilot Maxine, Regular, *Ahab*

Pilot Tikton, Veteran, *Zero* (WIA)

Pilot Ushorn, Regular, *Zero* (WIA)

Pilot Sawyer, Regular, *Tomahawk*

Pilot Hellus, Regular, *Tomahawk*

TRINARY EIGHTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral eight

Eighth BattleMech Star

Star Captain Armtemio, Veteran, *Lancelot* (WIA)

MechWarrior Carra, Regular, *Wyvern* (KIA)

MechWarrior Soll, Veteran, *Kintaro*

MechWarrior Makai, Veteran, *Bombadier* (KIA)

MechWarrior Bolliv, Regular, *Crab*

Eighth Elemental Star

Elemental Star Commander Delphina, Regular (WIA), 4 Elementals

Point Commander Serfina, Regular, 4 Elementals

Point Commander Edlee, Regular (WIA), 4 Elementals

Point Commander Vick, Veteran, 4 Elementals

Point Commander Yolwanda, Regular (WIA), 4 Elementals

Eighth Fighter Star

Star Commander Marinda, Regular, *Gotha* (WIA)

Pilot Alicia, Regular, *Gotha* (WIA)

Pilot Tamm, Regular, *Spad*

Pilot Kaig, Regular, *Spad* (WIA)

Pilot Orlena, Regular, *Gotha*

Pilot Binnorc, Veteran, *Gotha* (WIA)

Pilot Tyler, Regular, *Zero* (KIA)

Pilot Merle, Regular, *Zero*

Pilot Mada, Regular, *Ironsides* (WIA)

Pilot Keo, Regular, *Ironsides* (WIA)

TRINARY NINTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral nine

Ninth BattleMech Star

Star Captain Loyce, Regular, *Crab*

MechWarrior Denal, Regular, *Lancelot* (WIA)

MechWarrior Ubanner, Veteran, *Highlander* (WIA)

MechWarrior Orric, Regular, *Exterminator* (WIA)

MechWarrior Jos, Veteran, *Wyvern*

Ninth Elemental Star

Elemental Star Commander Maw, Veteran (KIA), 4 Elementals

Point Commander Ervin, Veteran (KIA), 4 Elementals

Point Commander Ingelise, Regular (WIA), 4 Elementals

Point Commander Aagot, Regular (WIA), 4 Elementals

Point Commander Lomsina, Veteran (WIA), 4 Elementals

Ninth Fighter Star

Star Commander Anric, Regular, *Hellcat II*
Pilot Shilp, Veteran, *Hellcat II* (WIA)
Pilot Lissur, Veteran, *Rogue* (WIA)
Pilot Thiccos, Regular, *Rogue* (WIA)
Pilot Cook, Regular, *Spad*
Pilot Ross, Regular, *Spad*
Pilot Missum, Regular, *Hellcat II* (KIA)
Pilot Lithan, Regular, *Hellcat II* (KIA)
Pilot Pittur, Regular, *Hammerhead* (WIA)
Pilot Karol, Regular, *Hammerhead*

TRINARY TENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral ten

Tenth BattleMech Star

Star Captain Lennis, Veteran, *Atlas* (KIA)
MechWarrior Ghirer, Veteran, *Hermes* (WIA)
MechWarrior Devon, Regular, *Champion* (WIA)
MechWarrior Ancita, Regular, *Exterminator*
MechWarrior Jaalk, Regular, *Crockett*

Tenth Elemental Star

Elemental Star Commander Biroski, Regular (KIA), 4 Elementals
Point Commander Captola, Veteran (KIA), 4 Elementals
Point Commander Terrance, Regular (WIA), 4 Elementals
Point Commander Engvald, Veteran, 4 Elementals
Point Commander Res, Regular (WIA), 4 Elementals

Tenth Fighter Star

Star Commander Cygnor, Regular, *Rogue* (WIA)
Pilot Rena, Regular, *Rogue*
Pilot Karyn, Veteran, *Ahab* (WIA)
Pilot Yston, Veteran, *Ahab* (KIA)
Pilot Jeri, Regular, *Trident*
Pilot Grec, Regular, *Trident* (KIA)
Pilot Orlena, Regular, *Hammerhead*
Pilot Cassius, Regular, *Hammerhead*
Pilot Giard, Regular, *Swift* (WIA)
Pilot Erick, Regular, *Swift* (WIA)

SUPPORT VESSELS

5 *Invader* Class Jumpships: *Safeguard*, *Sagacious*, *Saluté*,
Scholastic, *Scout*
1 *Union* Class Command DropShip: *Success*
4 *Union* Class DropShips: *Sensibility*, *Success*, *Security*, *Steadfast*

NOTES

Jaime and Joshua Wolf both served in the Choyer Garrison Cluster before assuming command of the Inner Sphere's best mercenary unit. This explains the Cluster warriors' fascination with anything related to Wolf's Dragoons. The Cluster's warriors have ripped through the local datanet of Predlitz, as well as its entertainment centers, looking for news about their former Cluster-mates.

STAR COLONEL JEWEL

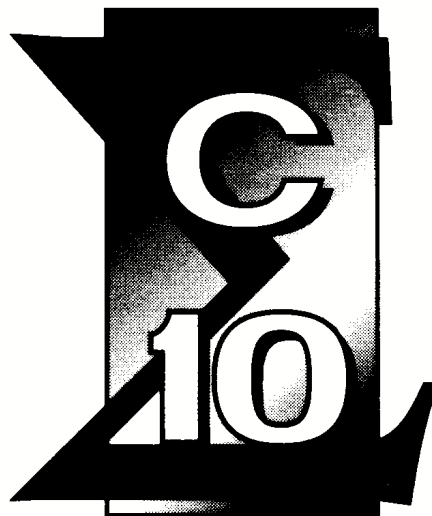
Commander of Choyer Garrison Cluster

Star Colonel Jewel, a slim, attractive woman of Radick stock, is another ristar being tested by the Clan with a Cluster command in Epsilon Galaxy. During the eighteen months of her assignment, she has proven herself a capable and compassionate, if slightly over-anxious, commander. Her ability to effectively marshal and deploy her troops was proven in the cool, efficient way the Cluster rid Perlitz of what had been an effective guerrilla resistance. Her compassion has shown itself in the fair, objective treatment she gives her freebirth warriors, and her acceptance of their fascination with the Wolf Dragoons, which she indulges up to a point. If Star Colonel Jewel has a fault, it is her perfectionism, because she is by far her own harshest critic. She has twice sent unfavorable reports of her own performance during the invasion to the Galaxy commander. The general consensus agrees that Star Colonel Jewel will be made a Galaxy commander.

MECHWARRIOR CARRA

MechWarrior in Eighth BattleMech Star

MechWarrior Carra is slightly shorter than the typical freebirth woman, but much more muscular. Her face is angular and well-worn by the demands made on her during her eleven years of service in the Cluster. What makes her worth mention is the remarkable family resemblance to Jaime Wolf, her older cousin. Carra is Jaime Wolf's closest living relative in the Clan. Because Jaime Wolf refused to answer the Clan recall (a signal to most Clan members that he has truly gone renegade), Carra has had to put up with hatred and scorn which goes beyond the stigma of her freebirth. Not only has she been hounded by Clan Wolf intelligence officers, who have gone over every facet of her relation with her cousin, but she has had to endure the scrutiny and surveillance of the same officials who wait for her to flee the Clan or attempt to send secret messages to her renegade cousin. This unwanted, undeserved attention has taken its toll. Even though she believes that the Dragoons' break with the Clans was wrong, the burden of constant scrutiny may eventually make her consider leaving for the Inner Sphere herself.





GURBENG GARRISON CLUSTER

Commander: Star Colonel Jersano

Unit Status: Regular

Unit Nickname: None

Unit Insignia: The letter G and the Greek epsilon

TRINARY ELEVENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral eleven

Eleventh BattleMech Star

Star Colonel Jersano, Regular, *Lancelot* (WIA)
MechWarrior Larb, Regular, *Champion* (KIA)
MechWarrior Clinton, Regular, *Thug*
MechWarrior Kalla, Regular, *Black Knight*
MechWarrior Bishop, Veteran, *Crab* (KIA)

Eleventh Elemental Star

Elemental Star Commander Kevon, Regular (WIA), 4 Elementals
Point Commander Wiston, Regular, 4 Elementals
Point Commander Vanson, Regular (WIA), 4 Elementals
Point Commander Selene, Veteran, 4 Elementals
Point Commander Alverd, Regular (WIA), 4 Elementals

Eleventh Fighter Star

Star Commander Merin, Veteran, *Ironsides*
Pilot Blacky, Regular, *Ironsides*
Pilot Darrin, Veteran, *Zero* (WIA)
Pilot Lathar, Regular, *Zero* (KIA)
Pilot Stelva, Veteran, *Rogue*
Pilot Stents, Regular, *Rogue* (WIA)
Pilot Bissup, Regular, *Zero*
Pilot Ocasik, Veteran, *Zero* (WIA)
Pilot Boris, Veteran, *Hellcat II* (KIA)
Pilot Tarakullh, Veteran, *Hellcat II*

TRINARY TWELFTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral twelve

Twelfth BattleMech Star

Star Captain Storj, Regular, *Kintaro* (WIA)
MechWarrior Zona, Regular, *Mongoose* (KIA)
MechWarrior Conn, Veteran, *Hermes*
MechWarrior Eveline, Regular, *Hussar* (KIA)
MechWarrior Rafe, Regular, *Wyvern* (KIA)

Twelfth Elemental Star

Elemental Star Commander Skeer, Regular (WIA), 4 Elementals
Point Commander Jena, Veteran (WIA), 4 Elementals
Point Commander Kev, Regular (WIA), 4 Elementals
Point Commander Hulda, Regular (WIA), 4 Elementals
Point Commander Lathan, Regular (KIA), 4 Elementals

Twelfth Fighter Star

Star Commander Mosh, Veteran, *Gotha* (WIA)
Pilot Nimbth, *Gotha* (KIA)
Pilot Larrence, Regular, *Tomahawk*
Pilot Gera, Regular, *Tomahawk*
Pilot Craid, Regular, *Ahab* (KIA)
Pilot Gore, Veteran, *Ahab* (WIA)
Pilot Petrick, Regular, *Rogue*
Pilot Farrin, Regular, *Rogue* (KIA)
Pilot Dane, Veteran, *Gotha* (WIA)
Pilot Arlond, Veteran, *Gotha*

TRINARY THIRTEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral thirteen

Thirteenth BattleMech Star

Star Captain Bathan, Regular, *Exterminator*
MechWarrior Mallozzi, Veteran, *Flashman* (WIA)
MechWarrior Ionz, Regular, *Lancelot* (WIA)
MechWarrior Java, Regular, *Bombadier*
MechWarrior Bosh, Regular, *Lancelot*

Thirteenth Elemental Star

Elemental Star Commander Ethon, Veteran (KIA), 4 Elementals
Point Commander Marlou, Regular, 4 Elementals
Point Commander Syring, Veteran (KIA), 4 Elementals
Point Commander Kelven, Regular, 4 Elementals
Point Commander Deltona, Veteran (KIA), 4 Elementals

Thirteenth Fighter Star

Star Commander Reed, Regular, *Spad* (WIA)
Pilot Margik, Veteran, *Spad*
Pilot Hannon, Regular, *Ahab* (WIA)
Pilot Misstun, Veteran, *Ahab* (WIA)
Pilot Orrix, Regular, *Gotha* (WIA)
Pilot Kester, Regular, *Gotha* (KIA)
Pilot Janzing, Regular, *Rogue*
Pilot Sieglinde, Veteran, *Rogue* (WIA)
Pilot Daxine, Regular, *Ironsides* (WIA)
Pilot Uston, Regular, *Ironsides*

TRINARY FOURTEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral fourteen

Fourteenth BattleMech Star

Star Captain Hemsl, Veteran, *BattleMaster*
MechWarrior Drison, Veteran, *Crockett* (WIA)
MechWarrior Linkur, Regular, *Flashman*
MechWarrior Kris, Regular, *Exterminator* (KIA)
MechWarrior Biston, Veteran, *Lancelot* (WIA)

Fourteenth Elemental Star

Star Commander Jodi, Regular (KIA), 4 Elementals
Point Commander Eva, Regular (WIA), 4 Elementals
Point Commander Denis, Veteran (WIA), 4 Elementals
Point Commander Bethe, Veteran, 4 Elementals
Point Commander Ghita, Regular (WIA), 4 Elementals

Fourteenth Fighter Star

Star Commander Verd, Regular, *Hammerhead*
Pilot Ivul, *Hammerhead* (KIA)
Pilot Karla, Veteran, *Zero* (WIA)
Pilot Sharyl, Veteran, *Zero* (KIA)
Pilot Scollard, Regular, *Hellcat II*
Pilot Gera, Regular, *Hellcat II* (WIA)
Pilot Zosa, Regular, *Rogue*
Pilot Piero, Regular, *Rogue* (WIA)
Pilot Zorba, Regular, *Hammerhead* (KIA)
Pilot Fisher, Regular, *Hammerhead*

TRINARY FIFTEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral fifteen

Fifteenth BattleMech Star

Star Captain Alford, Regular, *Thug* (KIA)
MechWarrior Treh, Regular, *Hermes* (WIA)
MechWarrior Oceep, Regular, *Champion* (WIA)
MechWarrior Irmgard, Veteran, *Guillotine*
MechWarrior Dacoric, Regular, *Thug* (KIA)

Fifteenth Elemental Star

Elemental Star Commander Virgil, Regular (KIA), 4 Elementals
Point Commander Inez, Regular (WIA), 4 Elementals
Point Commander Unice, Regular, 4 Elementals
Point Commander Ivan, Regular (KIA), 4 Elementals
Point Commander Riskon, Veteran (WIA), 4 Elementals

Fifteenth Fighter Star

Star Commander Rena, Veteran, *Ahab*
Pilot Juk, Regular, *Ahab* (WIA)
Pilot Petrs, Regular, *Spad* (WIA)
Pilot Gooln, *Spad* (WIA)
Pilot Heiser, Regular, *Swift*
Pilot Opporn, Regular, *Swift* (KIA)
Pilot Dewwers, Veteran, *Hammerhead*
Pilot Kaig, Veteran, *Hammerhead* (KIA)
Pilot Narl, Regular, *Gotha* (WIA)
Pilot Issurn, Regular, *Gotha* (WIA)



SUPPORT VESSELS

5 *Invader Class Jumpships: Warrior's Soul, Well Ordered, Watchful, Whole Hearted, Worthy*

1 *Union Class Command DropShip: Warrior's Heart*

4 *Union Class DropShips: Wisdom, Witness, Workhorse, Well Done*

NOTES

The warriors of the Gurbeng Garrison Cluster work harder than any other unit to act like trueborn warriors. Every aspect of life in this unit, from combat tactics to the meal service in the Cluster mess halls, is closely patterned on standard Clan Wolf regulations. Nor does this imitation of trueborn ways end with regulations. Gurbeng Cluster traditions are also obviously inspired by the ways of trueborn units. The most obvious parallel is the Zeerga Bull Challenge, in which twelve chosen members of the Cluster attempt to steal a zeerga (a predator native to the Wolf homeworld) foal from its protecting sire. This emulation, even worship, of trueborn ways makes the warriors of the Cluster very unpopular with other freebirth warriors. The most common feelings of the freeborn toward the trueborn are deep resentment or personal pride in their own heritage. The Cluster's ways do not endear them to the trueborn warriors, either. Most trueborns consider the Cluster and its warriors amusing "wannabees," or are suspicious of their intentions.

STAR COLONEL JERSANO

Commander of Gurbeng Garrison Cluster

Star Colonel Jersano is the only freebirth warrior of this rank in Clan Wolf. He is muscular, shorter than average, and wears his long black hair braided in the fashion favored by the Artisan Subcaste, whose tattoos he bears on his face. He grew up in the circus troupe Wolf Caravan, son of the circus' stars. When old enough, he was included in his parents' act, which apparently featured routines with vicious zeergas and feats of archaic weapon manipulation. Khan Cyrilla Ward, seeing great potential in the young man, decided to sponsor him. Star Colonel Jersano, who carries his pride and self-importance about his warrior status like a badge, is a staunch supporter of the caste system and regularly derides ilKhan Ulric Kerensky's liberal policies toward caste relations and the Inner Sphere. He is so vehemently outspoken about his views that the Crusaders have elevated Jersano to Star Colonel to serve as the model freebirth warrior, a contrast to the renegade Jaime Wolf.

ELEMENTAL STAR COMMANDER JODI

Commander of Fourteenth Elemental Star

Star Commander Jodi was a common child-laborer in the mining pits of the Wolf Clan's northern continent when she came to the attention of Star Colonel Mellan Radick, then commander of the Third Battle Cluster. Her physical strength rivals that of an Elemental, even though Jodi is half a meter shorter. The only blemish on a promising career is Star Commander Jodi's paralyzing fear of space travel. Though Jodi proved an excellent infantryman and showed great intuitive skills on the battlefield, attempts to cure her fear of space travel have not been successful. After five years of service and hundreds of trips into space, she still must take strong psycho-malleable drugs to control her phobia, drugs that have a definite effect on her leadership abilities early in a planetary campaign.



DORBENG GARRISON CLUSTER*

*The Cluster has yet to fully re-form. Some of the trinarys have been reinstated, but have been put in command of provisional garrison Clusters on key occupied worlds or attached to other Clusters.

Commander: Star Colonel Sanal

Unit Status: Veteran

Unit Nickname: None

Unit Insignia: The letter D and the Greek epsilon

TRINARY SIXTEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral sixteen

Sixteenth BattleMech Star

Star Captain Sanal, Veteran, *Man O' War*

MechWarrior Zoll, Veteran, *Lancelot* (WIA)

MechWarrior Eligio, Veteran, *Thug* (WIA)

MechWarrior Dena, Regular, *Black Knight* (KIA)

MechWarrior Pic, Veteran, *Crockett* (KIA)

Sixteenth Elemental Star

Elemental Star Commander Cascato, Veteran (KIA), 4 Elementals

Point Commander Bradus, Veteran (KIA), 4 Elementals

Point Commander Chloe, Regular, 4 Elementals

Point Commander Das, Veteran (KIA), 4 Elementals

Point Commander Rena, Veteran (WIA), 4 Elementals

Sixteenth Fighter Star

Star Commander Rena, Veteran, *Ahab*

Pilot Blas, Veteran, *Ahab* (WIA)

Pilot Srot, Veteran, *Zero* (WIA)

Pilot Krynos, Veteran, *Zero*

Pilot Aughany, Regular, *Ironsides* (WIA)

Pilot Grendel, Veteran, *Ironsides* (WIA)

Pilot Caren, Veteran, *Tomahawk* (KIA)

Pilot Gok, Regular, *Tomahawk* (KIA)

Pilot Deener, Veteran, *Swift* (KIA)

Pilot Gramyer, Regular, *Swift*

TRINARY SEVENTEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral seventeen

Seventeenth BattleMech Star

Star Captain Corrine, Elite, *Highlander* (WIA)

MechWarrior Jols, Veteran, *Flashman* (WIA)

MechWarrior Quos, Veteran, *Thug*

MechWarrior Pankaj, Regular, *Lancelot*

MechWarrior Amard, Regular, *Atlas* (WIA)

Seventeenth Elemental Star

Elemental Star Commander Vila, Veteran (KIA), 4 Elementals

Point Commander Tyett, Veteran (WIA), 4 Elementals

Point Commander Phera, Regular (WIA), 4 Elementals

Point Commander Zack, Veteran (WIA), 4 Elementals

Point Commander Iza, Veteran, 4 Elementals

Seventeenth Fighter Star

Star Commander Estanislao, Veteran, *Spad* (WIA)

Pilot Drison, Veteran, *Spad* (WIA)

Pilot Seralio, Veteran, *Rogue*

Pilot Primo, Regular, *Rogue* (WIA)

Pilot Karllor, Veteran, *Hellcat II*

Pilot Lana, Veteran, *Hellcat II* (WIA)

Pilot Sauy, Regular, *Rapier* (KIA)

Pilot Zasser, Regular, *Rapier* (KIA)

Pilot Lauri, Regular, *Gotha*

Pilot To'tiona, Veteran, *Gotha* (KIA)

TRINARY EIGHTEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral eighteen

Eighteenth BattleMech Star

Star Captain Gregory, Regular, *Black Knight*

MechWarrior Rokay, Veteran, *Champion* (WIA)

MechWarrior Rotheran, Regular, *Kintaro* (WIA)

MechWarrior Jieuny, Regular, *Crab* (WIA)

MechWarrior Bishop, Regular, *Exterminator* (KIA)

Eighteenth Elemental Star

Elemental Star Commander Joshis, Regular (KIA), 4 Elementals

Point Commander Xan, Veteran (WIA), 4 Elementals

Point Commander Georgy, Veteran (WIA), 4 Elementals

Point Commander Freedkin, Veteran, 4 Elementals

Point Commander Crowe, Regular (WIA), 4 Elementals

Eighteenth Fighter Star

Star Commander Lefar, Regular, *Gotha* (KIA)

Pilot Renn, Veteran, *Gotha* (WIA)

Pilot Mossin, Regular, *Rapier* (WIA)

Pilot Troshdon, Veteran, *Rapier* (WIA)

Pilot Synthia, Regular, *Zero* (WIA)

Pilot Darin, Veteran, *Zero*

Pilot Talber, Regular, *Spad* (KIA)

Pilot Pisstor, Regular, *Spad* (KIA)

Pilot Killinap, Veteran, *Hellcat II* (KIA)

Pilot Virgil, Veteran, *Hellcat II*

TRINARY NINETEENTH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral nineteen

Nineteenth BattleMech Star

Star Captain Nraf, Regular, *Lancelot* (WIA)

MechWarrior Wession, Veteran, *Champion* (KIA)

MechWarrior Dougiss, Veteran, *Wyvern* (WIA)

MechWarrior Hee, Regular, *Crab* (KIA)

MechWarrior Synd, Regular, *Sentinel* (WIA)

Nineteenth Elemental Star

Elemental Star Commander Mikillat, Veteran (WIA), 4 Elementals
Point Commander Dunna, Veteran (WIA), 4 Elementals
Point Commander Vernk, Regular (WIA), 4 Elementals
Point Commander Semmer, Regular (WIA), 4 Elementals
Point Commander Lanice, Regular (WIA), 4 Elementals

Nineteenth Fighter Star

Star Commander Edmond, Regular, *Ahab* (KIA)
Pilot Griston, Regular, *Ahab* (WIA)
Pilot Boshion, Regular, *Rogue* (WIA)
Pilot Stenl, Regular, *Rogue* (WIA)
Pilot Gramyer, Regular, *Ironsides*
Pilot Wesil, Veteran, *Ironsides* (WIA)
Pilot Ulliol, Regular, *Rapier* (KIA)
Pilot Koosh, Regular, *Rapier* (WIA)
Pilot Sraav, Regular, *Swift* (WIA)
Pilot Starmel, Regular, *Swift*

TRINARY TWENTIETH GARRISON

Unit Nickname: None

Unit Insignia: Cluster insignia and the numeral twenty

Twentieth Elemental Star

Elemental Star Captain Ghull, Veteran (WIA), 4 Elementals
Point Commander Xerxes, Veteran (WIA), 4 Elementals
Point Commander Pela, Regular (WIA), 4 Elementals
Point Commander Harr, Veteran (KIA), 4 Elementals
Point Commander Bella, Veteran, 4 Elementals

Twentieth BattleMech Star

Star Commander Soseki, Regular, *Bombadier* (WIA)
MechWarrior Zeffin, Veteran, *Guillotine* (WIA)
MechWarrior Cyrus, Veteran, *Kintaro* (WIA)
MechWarrior Ianos, Regular, *Crab* (WIA)
MechWarrior Pithia, Regular, *Wyvern* (WIA)

Twentieth Fighter Star

Star Commander May, Regular, *Gotha* (WIA)
Pilot Ennid, Regular, *Gotha* (KIA)
Pilot Aughnay, Regular, *Rogue* (KIA)
Pilot Nahl, Regular, *Rogue*
Pilot Ancil, Regular, *Zero*
Pilot Hochs, Regular, *Zero* (KIA)
Pilot Flahar, Regular, *Rapier* (WIA)
Pilot Suzan, Regular, *Rapier* (WIA)
Pilot Dolan, Regular, *Hellcat II*
Pilot Stevic, Regular, *Hellcat II* (WIA)

SUPPORT VESSELS

5 *Invader* Class Jumpships: *Deterrence*, *Devious*, *Desperado*, *Devourer*, *Deviltry*

1 *Union* Class Command DropShip: *Dagger*

4 *Union* Class DropShips: *Daring*, *Dark Horse*, *Darter*, *Dastard*

NOTES

The members of this Cluster are easily the most depressed in the Clan because of the terrible burden of shame each of its warriors carries. Because they have failed to die an honorable death and have instead slid in the ranks of position and leadership, each warrior faces the scorn, and often open hostility, of former friends. So great is the psychological burden that suicide is a chronic problem, even though Clan society considers suicide the ultimate act of cowardice. The angst and desire for death that each warrior feels displays itself whenever the Cluster goes into battle. Unfortunately, the Cluster is still a very potent fighting unit, capable of standing up to most of the Inner Sphere units they would be deployed against. Their desire for an honorable death and their skills conflict in battles that are sadly ironic because, as one of our representatives put it, watching the veterans fight was "like watching suicidal giants throw themselves at pygmies; no matter how hard they try to get themselves killed, they can't avoid stepping on the little guys and winning the battle." Though an exaggeration (the Cluster does have the highest casualty rate in the Clan), it does accurately convey a sense of how the unit conducts its battles: haphazardly and with little regard for its own safety.

STAR COLONEL SANAL

Commander of Dorbeng Garrison Cluster

Of all the warriors in Clan Wolf who could claim a Kerensky Bloodname, young Star Colonel Sanal is considered the weakest and the one most likely to fail in her career. She is a member of the last graduating sibko from the disgraced Blue Trinity Sibko Cooperative (disgraced, according to Clan records, because it allowed illegal interaction between the lower castes and the warrior children), and therefore her political and social views are suspect by many in the Clan. Her health is also questionable, since she has suffered four major injuries during her seven years in the military, the last during her last attempt to win a Kerensky Bloodname three years ago. Despite all these strikes against her, Star Colonel Sanal has managed to rise through the ranks, gain a grudging respect for her skills as a strategist, and become an outspoken member of the Wardens. Some believe that her appointment as commander of the veterans is an attempt by the Crusaders to isolate her from the rest of the Clan. It cannot be denied that she has liberal attitudes. She shows more respect for the veterans than anyone else our representatives observed; she does not scorn them or talk down to them, and in fact actively seeks their opinion. Star Colonel Sanal bitterly opposes Galaxy Commander Anton Fetladral's recent harshness against deserters and those who fail to follow orders to the letter.

ELEMENTAL STAR CAPTAIN GHULL

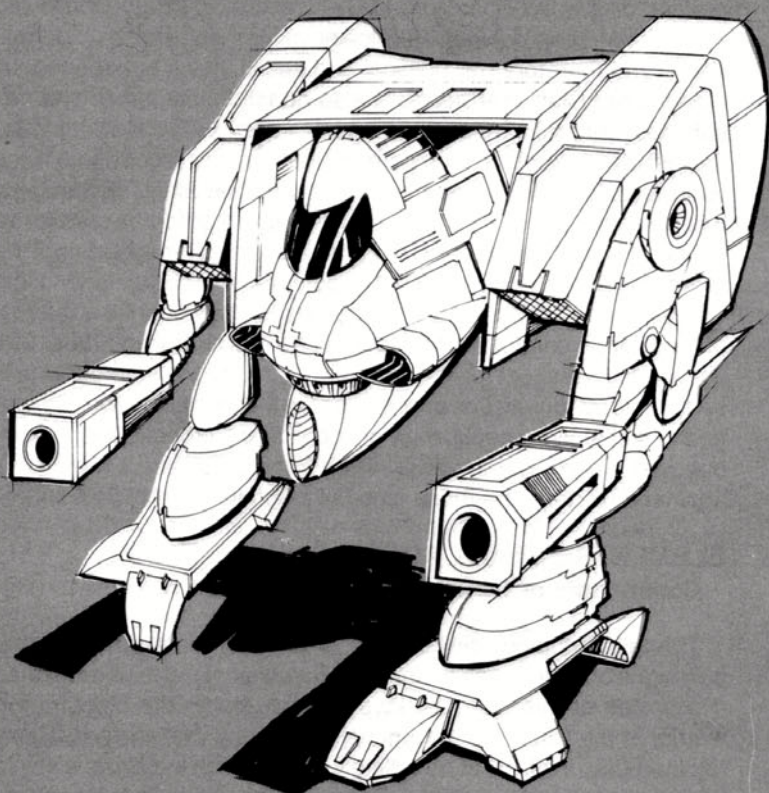
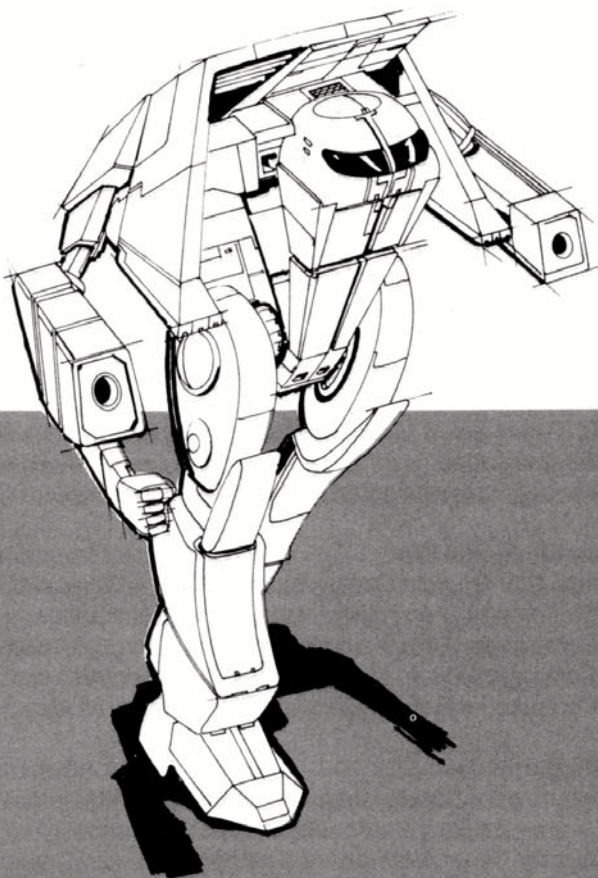
Commander of Trinary Twentieth Garrison

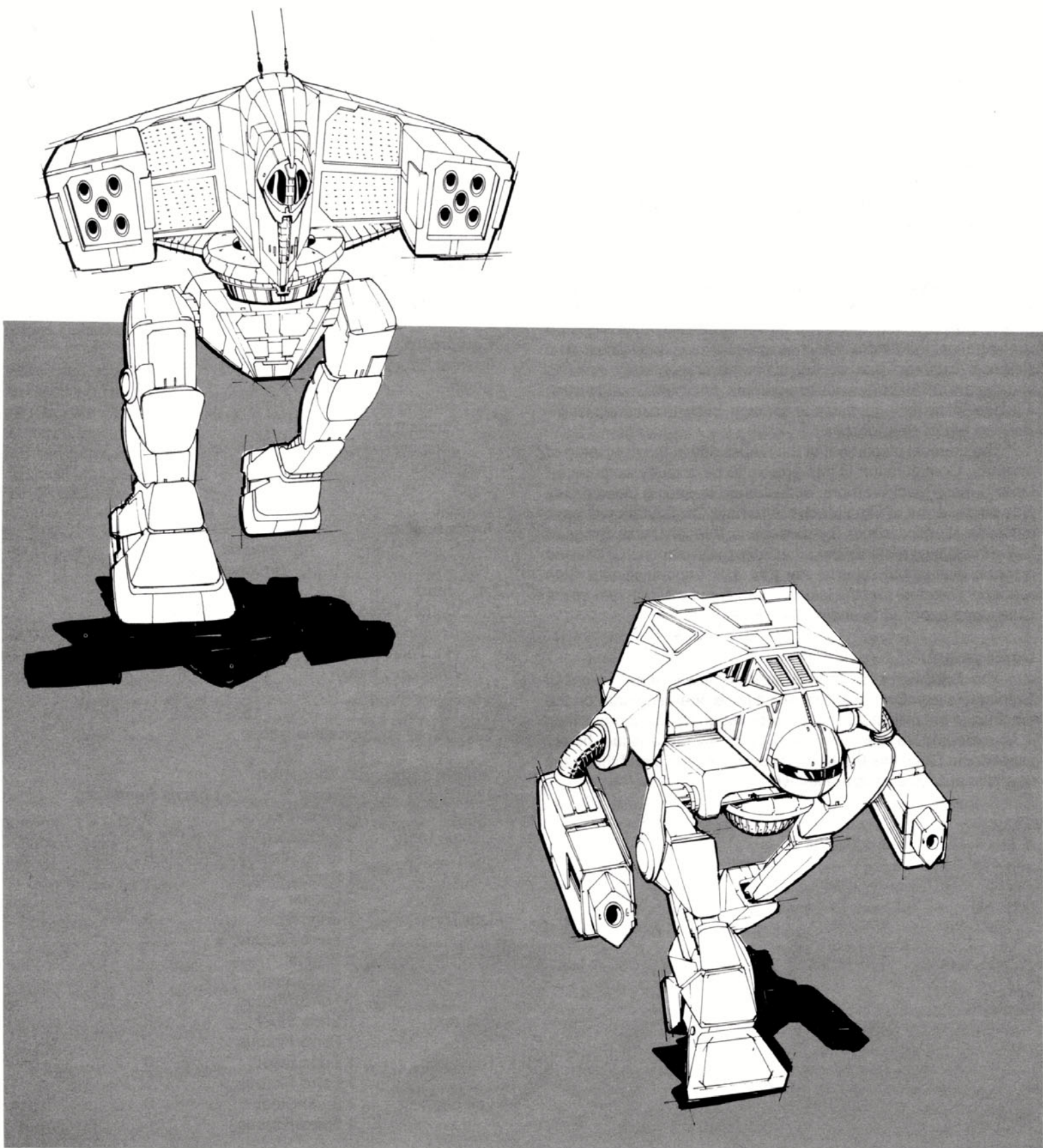
This tall, strapping man hardly looks fifty-two years old. In fact, the only signs of his true age are his gray hair, worn long, and a fine map of wrinkles on his face. He lays claim to being the oldest living warrior in the Clan, a claim unchallenged until Natasha Kerensky rejoined Clan Wolf. That he willingly makes such a claim is a key to this big man's jovial character. Before his body began to betray his will, he was a Binary commander in the 352nd Assault Cluster. He is one of the few disgraced warriors who cares not at all for others' scorn. He has an optimistic outlook on life, a viewpoint that rubs off on the rest of his Trinary.



NEW 'MECHS

Current Clan technology is far beyond anything the Inner Sphere, excluding ComStar, can boast, but ilKhan Ulric Kerensky wisely recognizes that the 15-year peace will allow Inner Sphere technology to approach Clan levels. Clan technology must continue to advance in order for the Clans to maintain their military superiority. The Khans of Clan Wolf are considering the following four Battle-Mechs as additions or replacements to their current arsenal. Some changes are a result of the requests of Clan warriors. Others are in response to the type of 'Mechs and battle tactics encountered in the Inner Sphere.







LINEBACKER

Overview:

The inability of the *Mad Cat*, Clan Wolf's favorite heavy OmniMech, to keep up with the rest of its Star-mates in running battles was of such concern to the Clan's leaders that they ordered their technicians to produce a new design to supplement and eventually replace the the *Mad Cat*. The *Linebacker*, so named because its unusual hunched-over torso is reminiscent of the hulking players of North American-rules football, was the result of their efforts. Reports say that the *Linebacker* is well-liked by the warriors of the Wolf Battle Galaxy. No doubt it will soon see service in other Galaxies.

Capabilities:

The *Linebacker's* increased speed means it carries less armament, but the weapons it does have, in conjunction with its speed, make it a formidable foe on the battlefield. In its standard configuration, the *Linebacker* is designed to punish threats from a distance. Enemies that do not succumb or run away from its barrage are left for its heavier compatriots. Alternate Configuration A is also set up for long-distance damage, but with a more missile-oriented mix of weapons.

The unusual placement of the Gauss rifle in the right torso of Alternate Configuration B has proven to be a nasty surprise for Inner Sphere MechWarriors, accustomed to seeing Gauss rifles only on the arms of OmniMechs. Alternate Configuration C pays particular attention to rear-firing weapons. Version D was designed as the infighting version of the *Linebacker*, with plenty of SRMs and medium lasers, but reports say that it is unpopular with Clan warriors. They feel that the lack of a knock-out weapon leaves the OmniMech exposed to enemy fire for too long.

Deployment:

The *Linebacker* is currently in service with the warriors of Gamma Galaxy. Once the test results and operating data on the *Linebacker* are collected, and it is put through a final, rigorous test, it is expected to become the Clans' standard-issue heavy OmniMech. Once this transition takes place, the fate of the many operational *Mad Cats* is not known.

Mass: 65 tons
Chassis: Endo Steel
Power Plant: 400 XL
Cruising Speed: 66 kph
Maximum Speed: 99.5 kph
Jump Jets: None
Jump Capacity: None (in standard configurations)
Armor: Ferro-Fibrous
Armament:
17.5 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

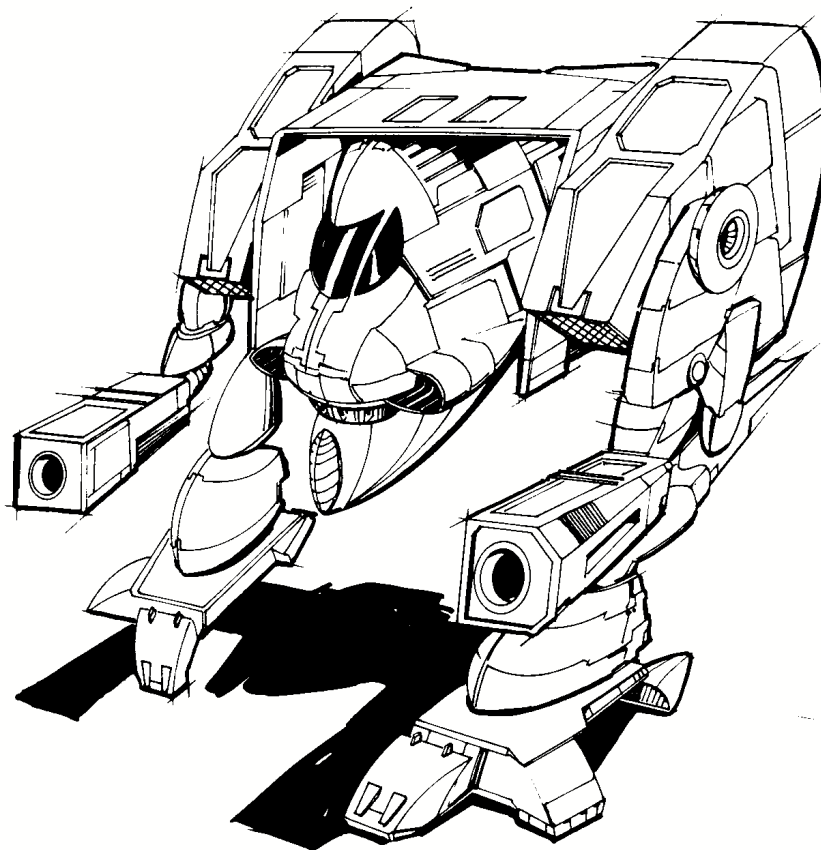
Type: Linebacker

Equipment		Mass
Internal Structure:	Endo Steel	3.5
Engine:	400 XL	23
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor:	192	10
	Internal Structure	Armor Value
Head	3	9
Center Torso	21	23
Center Torso (rear)		10
R/L Torso	15	22
R/L Torso (rear)		9
R/L Arm	10	20
R/L Leg	15	24
CASE in all appropriate locations		

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	1 Endo Steel	8
	1 Ferro-Fibrous	
	2 Engine	
Left Torso	1 Endo Steel	8
	1 Ferro-Fibrous	
	2 Engine	
Right Arm	1 Endo Steel	6
	1 Ferro-Fibrous	
Left Arm	1 Endo Steel	7
	1 Ferro-Fibrous	
Right Leg	1 Endo Steel	0
	1 Ferro-Fibrous	
Left Leg	1 Endo Steel	0
	1 Ferro-Fibrous	

Weapons and Ammo		Location	Critical	Tonnage			
<i>Primary Weapons Configuration</i>					<i>Alternate Configuration C</i>		
ER PPC	RA	2	6		Ultra AC/5	RA	3 7
Streak SRM 4	RT	1	2		(No Arm or Hand Actuators)		
Ammo (SRM) 25	RT	1	1		Ammo (AC) 20	RA	1 1
ER PPC	LA	2	6		Machine Gun	RT	1 .25
LRM 5	LT	1	1		Machine Gun	RT (R)	1 .25
Ammo (LRM) 24	LT	1	1		Ammo (MG) 100	RT	1 .5
ER Small Laser	RT (R)	1	.5		Flamer	RT (R)	.5 .5
(No Arm or Hand Actuators)					ER Medium Laser	LA	1 1
					ER Large Laser	LA	1 4
					ER Medium Laser	LT	1 1
					ER Medium Laser	LT	1 1
					ER Medium Laser	LT (R)	1 1
<i>Alternate Configuration A</i>					<i>Alternate Configuration D</i>		
ER Large Laser	RA	1	4		Streak SRM 6	RA	2 3
ER Medium Laser	RT	1	1		Streak SRM 6	RA	2 3
LRM 5	RT	1	1		Ammo (Streak) 15	RA	1 1
Ammo (LRM) 24	RT	1	1		ER Medium Laser	RT	1 1
ER Medium Laser	RT	1	1		Streak SRM 6	LA	2 3
ER Large Laser	LA	1	4		Streak SRM 6	LA	2 3
LRM 15	LT	2	3.5		Ammo (Streak) 30	LA	2 2
Ammo (LRM) 16	LT	2	2		ER Medium Laser	LT	1 1
					ER Small Laser	LT (R)	1 .5
<i>Alternate Configuration B</i>							
ER Medium Laser	RA	1	1				
Gauss Rifle	RT	6	12				
Ammo (Gauss) 16	RT	2	2				
ER Medium Laser	LA	1	1				
ER Medium Laser	LA	1	1				
ER Small Laser	LT	1	.5				





N

A

G

A

Overview:

Clan Wolf military boasts one of the few OmniMechs designed solely to take advantage of the Arrow IV Artillery missile system. The *Naga* was developed more than a hundred years ago from the *Woodsman*, the precursor to today's *Man O' War*. Developers extended the *Woodsman*'s torso to encompass two Arrow missile systems. The wide, sweeping curve of the new torso so reminded warriors of a cobra hood that they nicknamed the new OmniMech for a particularly venomous cobra from ancient myth.

Capabilities:

The *Naga* was developed to deliver a sustained barrage of artillery missiles. The OmniMech's standard configuration gives fullest expression to this mission by carrying six tons of missiles, assuring that it will be able to support its cluster mates through all but the longest battle. However, the standard configuration is the most defenseless in a short-range battle, with only three small lasers to ward off any enemy that manages to close with the *Naga*.

All of the alternate configurations are designed to give the *Naga* pilot more short-range protection. Alternate Configuration A sacrifices one ton of missiles to gain two medium-range lasers and a short-range laser. Alternate Configuration B carries only four tons of missiles, but packs one small and three medium lasers. Alternate Configuration C uses a six-stack of short-range missiles as its primary weapon against the approach of fast-moving enemies. Alternate Configuration D is similar to C, but uses only an SRM 4 missile system. This allows the addition of a medium laser to its small laser.

Alternate Configuration B is the version of the *Naga* most favored among pilots, because they feel it gives them the best protection. However, most *Naga* pilots are allowed to take only the standard *Naga* into battle.

Deployment:

Nagas appear only in Wolf Galaxy artillery stars. They seldom see action because of the nature of the bidding process. However, the bidding process has provisions allowing individual *Nagas* to accompany frontline OmniMechs into battle, and a few saw combat during the Wolf invasion of the Rasalhague Republic.

Because the *Naga* serves mainly as artillery support during battle, most warriors shun it, leaving it to aging veterans or freebirth warriors. This disdain trueborn warriors harbor against these near-outcaste BattleMechs is one of the reasons *Naga* pilots are seldom allowed to outfit their OmniMechs as they want, and are forced to pilot the near-defenseless standard version. Piloting a *Naga* brings no honor to the warrior; reconfiguring an honorless weapon goes beyond a waste of time and material, it is shameful. Some reports state that Clan Wolf warriors at times deliberately left their accompanying *Nagas* unprotected to face Inner Sphere 'Mechs alone. It is a testament to the skill of the MechWarriors piloting the inferior *Naga* that most survived those encounters.

Mass: 80 tons

Chassis: Endo Steel

Power Plant: 400 XL

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Jump Jets: None

Jump Capacity: None (in standard configurations)

Armor: Standard

Armament:

2 Arrow IV Missile Artillery Systems

7.5 tons of pod space available (including Arrow ammo)

Manufacturer: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Type: **Naga**

Equipment		Mass
Internal Structure:	Endo Steel	4.0
Engine:	400 XL	26.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	144	9
	Internal Structure	Armor Value
Head	3	9
Center Torso	25	17
Center Torso (rear)		10
R/L Torso	17	15
R/L Torso (rear)		9
R/L Arm	13	14
R/L Leg	17	16
CASE in all appropriate locations		

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso	1 Endo Steel	1
Right Torso	1 Endo Steel	9
	2 Engine	
Left Torso	1 Endo Steel	9
	2 Engine	
Right Arm	-3	11
Left Arm	-3	11
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0
(No Arm or Hand Actuators)		

Weapons and Ammo	Location	Critical	Tonnage
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Primary Weapons Configuration

Arrow IV System	RA/RT	12	12
Ammo (Arrow) 15	RT	3	3
ER Small Laser	RT	1	.5
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 15	LT	3	3
ER Small Laser	LT	1	.5
ER Small Laser	CT	1	.5

Alternate Configuration A

Arrow IV System	RA/RT	12	12
Ammo (Arrow) 10	RT	2	2
ER Medium Laser	RT	1	1
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 15	LT	3	3
ER Small Laser	LT	1	.5
ER Medium Laser	CT	1	1

Alternate Configuration B

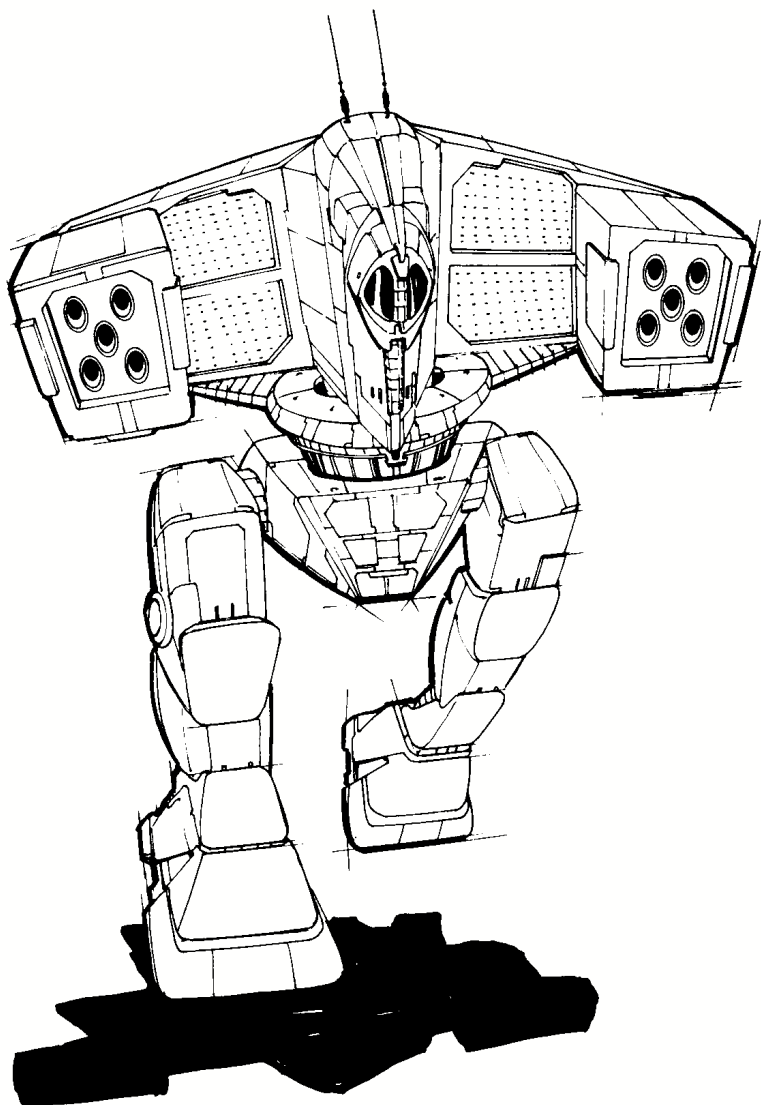
Arrow IV System	RA/RT	12	12
Ammo (Arrow) 10	RT	2	2
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 10	LT	2	2
ER Medium Laser	LT	1	1
ER Medium Laser	CT	1	1

Alternate Configuration C

Arrow IV System	RA/RT	12	12
Ammo (Arrow) 10	RT	2	2
ER Small Laser	RT	1	.5
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 10	LT	2	2
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
ER Small Laser	CT	1	.5

Alternate Configuration D

Arrow IV System	RA/RT	12	12
Ammo (Arrow) 10	RT	2	2
ER Medium Laser	RT	1	1
Arrow IV System	LA/LT	12	12
Ammo (Arrow) 10	LT	2	2
SRM 4	LT	1	1
Ammo (SRM) 25	LT	1	1
ER Small Laser	CT	1	.5





PHANTOM

Overview:

The *Phantom* is the result of the Wolf Clan's attempt to push the concept of a fast, medium-sized reconnaissance OmniMech to its limits. The *Phantom* shares many technical details with the *Ferris*, but trades weaponry and armor for speed. The designers hope this trade-off will make the *Phantom* more elusive than its successful sibling. This OmniMech has a distinctive sleek, curved style. Its outer coating features a special polarizing crystal process that makes it appear indistinct and blurry to any scanning or sensor system. Despite its unique appearance, the *Phantom* faces unfavorable comparison with the *Ferris* because of its lack of weaponry.

Capabilities:

In its standard configuration, the *Phantom* is packed with electronics to both shield itself and spot the enemy. When it has found its quarry, it depends on a link with its Starmates to call in a rain of artillery fire for protection. In order to make room for all the electronics, the designers had to pare the weapons down to only a few essentials. The *Phantom*'s speed and the pilot's own skill are all he can rely on should he find himself alone against a determined enemy.

Alternate Configuration A has been used in striker units when other OmniMechs are assigned to handle reconnaissance. Its mix of LRMs and lasers is well-balanced, but comparisons with the punch packed by the *Ferris* leaves many warriors unimpressed with this configuration.

Alternate Configuration B is a reconnaissance alternative to the *Phantom*'s standard configuration. The two racks of short-range missiles and the medium laser are apparently more popular with pilots than the standard configuration. This version can carry extra armament because all the electronics but the Beagle Probe have been left off.

Alternate Configuration C is new and has been well-received by Wolf Clan pilots. It packs an unprecedented nine small lasers and one medium laser, with a targeting computer to improve accuracy. Though this version lacks effective range weapons, at close range its barrage of laser fire can eat away at any OmniMech. One Inner Sphere warrior commented after losing to a *Phantom-C* that it was "like bleeding to death from a hundred paper cuts."

The *Phantom-D* is also a new configuration, likely to be equally popular with warriors. It mounts two medium lasers for middle-distance exchanges, and a small laser and stack of Streak short-range missiles for when the fight goes toe-to-toe.

Deployment:

A *Phantom* would be welcomed with open arms by any Inner Sphere commander, but it faces a doubtful future with the Wolf Clan. Currently, it is used sparingly in only a few clusters. Unless it can somehow break free of the shadow cast by the *Ferris*, it is unlikely to become a major part of the clan's arsenal.

Mass: 40 tons

Chassis: Endo Steel

Power Plant: 360 XL

Cruising Speed: 97.8 kph

Maximum Speed: 138.2 kph

Jump Jets: None

Jump Capacity: None (in standard configurations)

Armor: Ferro-Fibrous

Armament:

6.5 tons of pod space available

Manufacturer: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

Type: **Phantom**

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	360 XL	6.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	12 [24]	2
Gyro:		4
Cockpit:		3
Armor Factor:	115	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	12
Center Torso (rear)		8
R/L Torso	10	11
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	13
CASE in all appropriate locations		

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	1
Right Torso	1 Ferro-Fibrous	8
	1 Endo Steel	
	2 Engine	
Left Torso	1 Ferro-Fibrous	8
	1 Endo Steel	
	2 Engine	
Right Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Left Arm	1 Ferro-Fibrous	6
	1 Endo Steel	
Right Leg	1 Ferro-Fibrous	0
	1 Endo Steel	
Left Leg	1 Ferro-Fibrous	0
	1 Endo Steel	

Weapons and Ammo

Primary Weapons Configuration

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Guardian ECM	RT	1	1
LRM 5	LA	1	1
Ammo (LRM) 24	LA	1	1
TAG	LT	1	1
ER Small Laser	LT	1	.5
Beagle Probe	CT	1	1

Alternate Configuration A

ER Small Laser	RA	1	.5
ER Small Laser	RA	1	.5
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
ER Small Laser	LA	1	.5
ER Small Laser	LA	1	.5
LRM 5	LT	1	1
ER Small Laser	LT (R)	1	.5
ER Medium Laser	CT	1	1

Alternate Configuration B

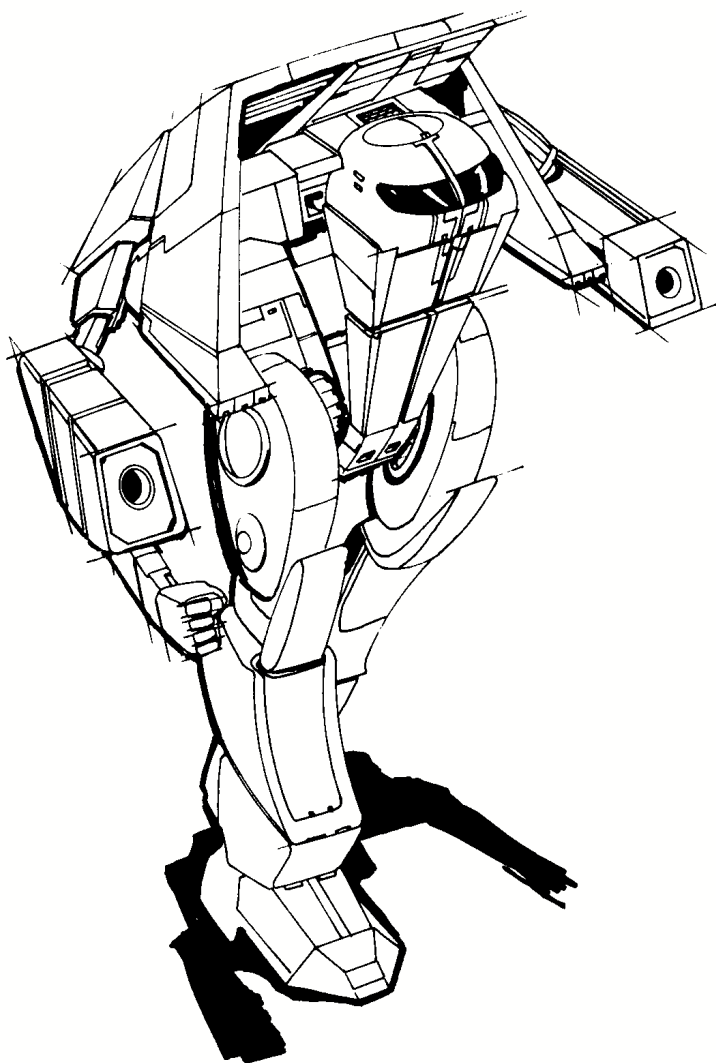
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
ER Small Laser	RT (R)	1	.5
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
Beagle Probe	LT	1	1
ER Medium Laser	CT	1	1

Alternate Configuration C

ER Small Laser	RA	1	.5
ER Small Laser	RA	1	.5
ER Small Laser	RA	1	.5
ER Small Laser	RA	1	.5
ER Small Laser	RT (R)	1	.5
ER Small Laser	LA	1	.5
ER Small Laser	LA	1	.5
ER Small Laser	LA	1	.5
ER Small Laser	LA	1	.5
ER Small Laser	LA	1	.5
ER Medium Laser	LT	1	1
Targeting Computer	CT	1	1

Alternate Configuration D

Streak SRM 4	RA	1	2
Ammo (SRM) 25	RA	1	1
ER Small Laser	RA	1	.5
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	CT	1	1





P O U N C E R

Overview:

There has been a bias against jump-capable OmniMechs in the Wolf Clan for many years, a fact visible in their OmniMech designs. Wolf MechWarriors see no point in being able to jump to the enemy's rear unless they have weapons to damage the foe once this position is taken.

The many jump-capable Inner Sphere 'Mechs and warriors skilled in their use have forced Wolf commanders to reevaluate this thinking. On several occasions, most notably against the Kell Hounds, Clan warriors were put at a tactical disadvantage by Inner Sphere warriors' use of their 'Mechs' jumping ability. To counter this slight disadvantage, the Wolf Khans ordered that the *Pouncer*, an old test vehicle, and other jump-capable designs be issued to the warriors to determine whether jump-capable 'Mechs should be produced in volume to counter Inner Sphere tactics.

Capabilities:

Because the *Pouncer* is, at heart, just a major modification of the *Puma*, it shares more than just the *Puma*'s general appearance. The OmniMech's standard configuration is almost identical to the *Puma*'s. Adding jump capabilities makes the *Pouncer* a feared opponent of light and medium-sized Inner Sphere 'Mechs.

Alternate Configuration A turns the *Pouncer* into a fire-support OmniMech. The LRM 15 racks on the arms deliver heavy long-range damage. Opponents who foolishly close with this variation of the OmniMech are met by a fusillade of four extended-range medium lasers.

Alternate Configuration B is also a fire-support OmniMech, with an LRM 10 in its torso and two extended-range large lasers in its arms. For close-in work, this *Pouncer* configuration relies on two stacks of SRM-4s. A chronic mechanical failure in the missile-feed system of the SRM makes this the least-liked version of the *Pouncer*.

Alternate Configuration C is an interesting marriage of a large autocannon to an array of beam weapons. Our investigators suggest that this version is intended to work as part of a team, relying on its Starmates to cover its deficiencies.

Alternate Configuration D presents attackers with a withering array of six medium lasers. Their potency is enhanced by the accuracy provided by a targeting computer. Those willing to brave the *Pouncer*'s laser fire face two stacks of Streak SRM-6s, a deadly accurate weapon. This configuration is understandably a favorite of Wolf test pilots, who feel that it will be a major success in battles where it can close with an enemy and use its weapons and accuracy to best advantage.

Deployment:

Thus far, the *Pouncer* has only appeared in the Ninth Guards Cluster as an experimental design. Whether this current use means that the *Pouncer* will become a standard design in Wolf units in the near future is not known. If it does become part of their arsenal, it will be a feared opponent.

Mass: 40 tons

Chassis: Endo Steel

Power Plant: 240 XL

Cruising Speed: 65.1 kph

Maximum Speed: 96.9 kph

Jump Jets: Unknown

Jump Capacity: 150 m (in standard configurations)

Armor: Ferro-Fibrous

Armament:

15.5 tons of pod space available

Manufacturer: Unknown

Communications System: Unknown

Targeting and Tracking System: Unknown

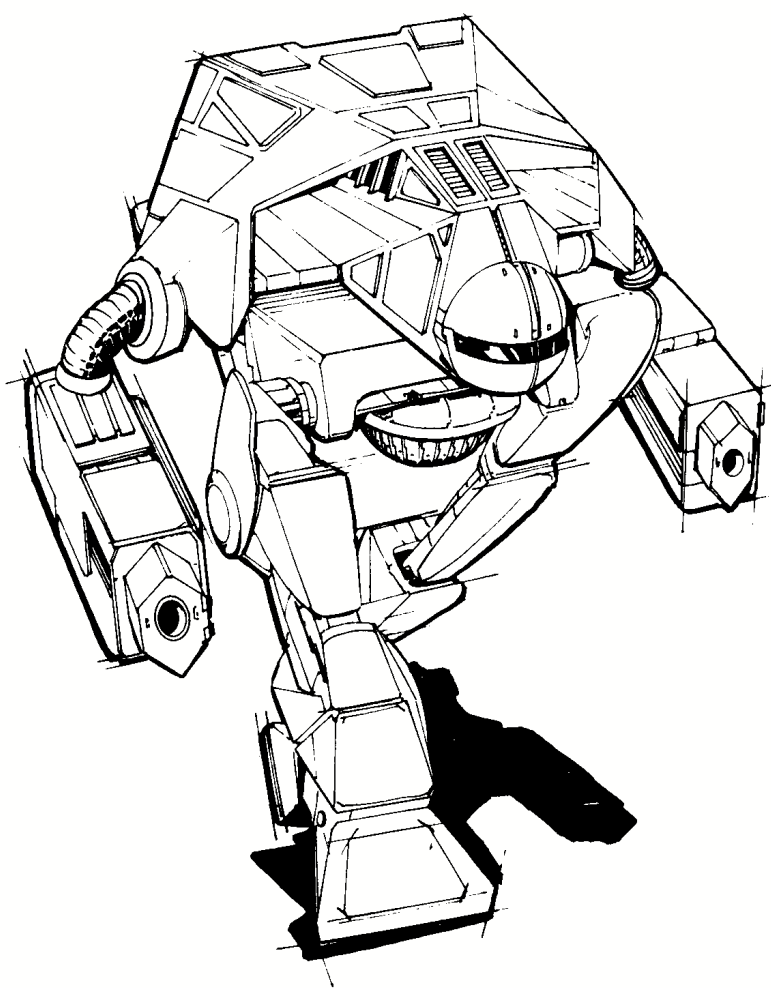
Type: **Pouncer**

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	6
Walking MP:	6	
Running MP:	9	
Jumping MP:	5	
Heat Sinks:	12 [24]	2
(Place 3 in unfilled slots after choosing configuration)		
Gyro:		3
Cockpit:		3
Jump Jets		2.5
Armor Factor:	115	6
	Internal Structure	Armor Value
Head	3	9
Center Torso	12	12
Center Torso (rear)		8
R/L Torso	10	11
R/L Torso (rear)		7
R/L Arm	6	12
R/L Leg	10	13
CASE in all appropriate locations		

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Endo Steel	0
	1 Jump Jet	
Right Torso	1 Endo Steel	5
	2 Ferro-Fibrous	
	2 Engine	
	2 Jump Jets	
Left Torso	1 Endo Steel	5
	2 Ferro-Fibrous	
	2 Engine	
	2 Jump Jets	
Right Arm	1 Ferro-Fibrous	7
Left Arm	1 Ferro-Fibrous	7
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
ER PPC	RA	2	6
Targeting Computer	RT	3	3
ER PPC	LA	2	6
ER Small Laser	LT	1	.5
(No Arm or Hand Actuators)			
<i>Alternate Configuration A</i>			
LRM 15	RA	2	3.5
Ammo (LRM) 16	RA	2	2
ER Medium Laser	RT	1	1
ER Medium Laser	RT	1	1
ER Small Laser	RT (R)	1	.5
LRM 15	LA	2	3.5
Ammo (LRM) 16	LA	2	2
ER Medium Laser	LT	1	1
ER Medium Laser	LT	1	1
<i>Alternate Configuration B</i>			
ER Large Laser	RA	1	4
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1
ER Large Laser	LA	1	4
SRM 4	LA	1	1
Ammo (SRM) 25	LA	1	1
<i>Alternate Configuration C</i>			
Ultra AC/10	RA	4	10
(No Arm or Hand Actuators)			
Ammo (AC/10) 20	RT	2	2
ER Small Laser	RT	1	.5
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	.5
ER Small Laser	LT	1	.5
<i>Alternate Configuration D</i>			
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
Streak SRM 6	RT	2	3
Ammo (SRM) 15	RT	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
ER Medium Laser	LA	1	1
Targeting Computer	LT	1	1
Streak SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
ER Small Laser	LT (R)	1	.5





G L O S S A R Y

The language of the Clans is based on what is known of Star League Standard English, but they have added many words unique to their culture. Some were adapted by the Kerenskys from Russian and military terminology. All these words represent the Kerenskys' efforts to express concepts they felt were lacking from Star League Standard English. The following list defines terms used by the Warrior Caste. This list is not exhaustive, and does not reflect the many differences in terminology existing between the various Clans.

ABTAKHA

An *abtakha* is a captured warrior who is adopted into his new Clan as a warrior.

BATCHALL

The *batchall* is the ritual by which Clan warriors issue combat challenges. Though the type of challenge varies with each ritual, most begin by the challenger identifying himself, stating what is being contested, and requesting that the defender identify the forces at his disposal. Following the challenge, bidding for what forces will contest the challenge takes place. Defenders may request that the attacker risk something of worth comparable to what the defender is risking in the contest.

BLOODING

Blooding is the ritual in which a Clan candidate is officially recognized by his Clan, also known as "whelping" in Clan Wolf. Birthing is a complex, ritualistic ceremony. The candidate must first demonstrate physical prowess in personal combat against two Clan warriors. Then the candidate must be verbally defended by Clan warriors when he or she is challenged by representatives from other Clans, or else face those representatives in mortal combat.

BLOODHERITAGE

The history of the Bloodnamed warriors of a particular Bloodright is called the Bloodheritage.

BLOODNAME

Bloodname refers to the surname of each of the 800 Warriors who stood with Nicholas Kerensky during the Exodus Civil War. These 800 are the foundation of the Clans' elaborate breeding program. The right to use one of these surnames has been the ambition of every Clan warrior since the system was established. Only 25 warriors, which corresponds to 25 Bloodrights, are allowed to use any one surname at one time. When one of the 25 Bloodnamed warriors dies, a trial is held to determine who will assume that Bloodname. A contender must prove his Bloodname lineage, then win a series of duels with other competitors. Only Bloodnamed warriors are allowed to sit on the Clan Councils or are eligible to become a Khan or ilKhan. Most Bloodnames have gradually been confined to one or two warrior classes, however, certain prestigious names, such as Kerensky, have shown their genetic value by producing excellent warriors in all three classes (MechWarrior, fighter pilot, and Elemental).

Bloodnames are determined matrilineally, at least after the original generation. Because a warrior can only inherit from his or her female parent, he or she can only have a claim to one Bloodname.

BLOODRIGHT

A specific Bloodname lineage is called a Bloodright. Twenty-five Bloodrights are attached to each Bloodname. A Bloodright is not a lineage as we know the term, because the warriors who successively hold a Bloodright might be related only through their original ancestor. As with Bloodnames, certain Bloodrights are considered more prestigious than others, depending largely on the Bloodheritage.

BONDSMAN

A captured warrior, called a bondsman, is considered a member of the laborer caste unless and until the capturing Clan releases him or promotes him back to warrior status. A bondsman is bound by honor, not by shackles. Custom dictates that even Bloodnamed warriors captured in combat be held for a time as bondsmen. All bondsmen wear a bondcord, a woven bracelet. The base color of the bondcord indicates to which Clan the individual belongs, and the striping indicates which unit captured him.

CANISTER

Clan slang for the eugenics program of the warrior caste. It can also refer specifically to the artificial wombs.

CHALCAS

Anything or anyone who challenges the Clan caste system is considered a *chalcas*.

CODEX

Each Warrior's codex is his or her individual identification. It includes the names of the original Bloodnamed warriors from which a warrior is descended. It also includes his generation number, Blood House, and codex ID, an alphanumeric code noting the unique aspects of that person's DNA. See also **Master Codex**.

CONTRACT

An agreement can be made between the commanders of two units by which the commander of one may include the units of the other in his bidding for rights to a battle or trial. During the invasion of the Inner Sphere, Cluster commanders within Galaxies frequently made contracts to allow greater, and often more extravagant, bidding, yet still maintain a good mix of BattleMech, Elemental, and fighter combat units.

CUTDOWN

The minimum force necessary to win any trial for which there has been bidding. Bidders who can push their opponent into making a bid below the cutdown are considered clever. Commanders who win with a force smaller than the cutdown are greatly honored.

DEZGRA

A fighting unit that disgraces itself is known as a *dezgra* unit. The name also refers to the ritual whereby that unit is marked and punished. Any unit that refuses orders, panics in the face of the enemy, or takes dishonorable action is disgraced. The unit warriors are given a choice: immediate execution or the *dezgra*, "disgraced expulsion." In pre-invasion days, *dezgra* warriors who chose to live were sent to one of several marginally habitable planets and left to survive or die on their own. After five years, the survivors were allowed to return, but without any guarantee of acceptance back into society. Since Tukayyid, some *dezgra* units have hired themselves out as mercenaries. It is highly unlikely that any Clan will accept a *dezgra* unit after it has served for five years as a mercenary unit, because Clan warriors consider mercenaries below even the lowest caste. *Dezgra* units must, by Clan law, remove all Clan markings from their weapons and uniforms and wear what historians would immediately recognize as the crest of the hated Amaris family.

FREE BIRTH

This epithet, used by trueborn members of the warrior caste, is a mortal insult to another trueborn warrior. It generally expresses disgust or frustration.

FREEBIRTH

An individual conceived and born by natural means is called a freebirth. Because the Clans value their eugenics program so highly, a freebirth is automatically assumed to have little potential.

GIFTAKE

This is the sample of DNA taken from a dead warrior. The giftake is considered the warrior's best DNA sample, and the one most likely to produce improved warriors.

HEGIRA

Victorious Clan warriors sometimes extend the courtesy of *hegira* to defeated opponents. *Hegira* allows the opponent to withdraw honorably from the field without further combat or cost.

ISORLA

The spoils of battle that warriors can claim as their right, including bondsmen, are known as *isorla*.

KURULTAI

This is a Clan war council. A *Grand Kurultai* is a war council of all Khans of the Clans. Apparently, a *Grand Kurultai* may be called only by the ilKhan at any time or place. A normal Grand Council, on the other hand, may only be convened by the petition of three or more Clans, and must be held at the Hall of Khans on Strana Mechty.

LOREMASTER

The Loremaster is the keeper of Clan laws and history. The position is honorable and politically powerful. The Loremaster plays a key role in inquiries and trials, where he is often assigned the role of Advocate or Interrogator.

MASTER CODEX

The master codex is the master file of the Clans' breeding programs. The master codex records the DNA maps and codex name of every warrior born over the centuries.

OATHMASTER

The Oathmaster is the honor guard for any official Clan ceremony. The position is similar to that of an Inner Sphere sergeant-at-arms, but it carries a greater degree of respect. The Oathmaster administers all oaths, and the Loremaster records them. The position of Oathmaster is usually held by the oldest Bloodnamed Warrior in a Clan (if he or she desires the honor), and is one of the few positions not decided by combat.

OVKHAN

This is a term of respect reserved for someone of higher rank.

POWLESS

The vulnerability that a warrior, particularly an Elemental, feels when forced to fight without his accustomed weapons. The word is probably derived from "powerless."

QUIAFF/QUINEG

These expressions are placed at the end of rhetorical questions. If an affirmative answer is expected, *quiaff* is used. If the answer is expected to be negative, *quineg* is the proper closure.

RANSOM

Clan custom dictates that a warrior who has been successful at his Trial of Bloodright may be rewarded with a gift by the Clan. Depending upon the warrior's success during the Trial, the ransom might range from the right to choose what type of weapon he will use as a warrior to the right to command a special unit. At the time Khan Natasha Kerensky returned from the Inner Sphere and then underwent her second Trial of Bloodright, ilKhan Ulric Kerensky awarded her a ransom of the right to form the Thirteenth Wolf Guards.

REDE

One of the many forms honor takes in the Clans, a *rede* is an honor-bound promise. Breaking a *rede* may be punished by death.

RISTAR

This term refers to a particularly gifted warrior on his or her way to high position. It is probably derived from the expression "rising star."

SATARRA

A Clan council may cast a veto, called a *satarra*, to settle or postpone disputes between castes within their jurisdiction. *Satarra* is invoked only when negotiations between the opponents seem at an impasse and/or threaten to disrupt the work order of the Clan. It seems to be more a ritual than an act of legislation.

SAVASHRI

A Clan epithet.



SEYLA

This word is the ritual response voiced in unison by those witnessing solemn Clan ceremonies, rituals, and other important gatherings. No one is sure of the origin or exact meaning of the word, but it is uttered only with the greatest reverence and awe.

SIBKO

A group of children from the warrior caste eugenics program who have the same male and female geneparents and are raised together is known as a sibko. As they mature, they are constantly tested. Additional members of the sibko fail at each test, and are transferred to the lower castes. A sibko consists of approximately 20 members, but usually only four or five remain at the time of the final test to become warriors, the Trial of Position. These tests and other adversities may bind the surviving "sibkin" together.

STRAVAG

A Clan epithet, probably a combination of the Clan words *stran*, meaning independent, and *vagon*, meaning birthing.

SURKAI

The *surkai* is the Right of Forgiveness. The Clans honor uniformity in thought and belief above all other tenets of their society. When warriors disagree, when a Clan disagrees with the Clan Council, or when a member of one caste offends a member of another caste, *surkai* is expected. It is a matter of pride that the offending party freely admit his wrongdoing and request punishment. Those who show great *surkai* are held up as examples to others for their willingness to accept the consequences of their independent thoughts. Those who do not show *surkai* when it is expected of them are viewed with suspicion.



SURKAIREDE

The Rede of Forgiveness, or *surkairede*, is the honor-bound agreement between the majority and any dissenters. According to the *surkairede*, once a dissenter accepts punishment for having disagreed with the majority, he should be allowed to resume his role in society without suffering any further disgrace for having spoken out.

TOUMAN

The term given to the fighting arm of a Clan.

TRIAL OF BLOODRIGHT

A series of one-on-one, single-elimination contests is used to determine who wins the right to use a Bloodname. Each current Bloodnamed warrior in that Bloodname's House nominates one candidate. The head of the House nominates additional candidates to fill 31 slots. The 32nd slot is fought for by those who qualify for the Bloodname but who were not nominated. The nature of the competition is determined by "coining." Each combatant places his personal medallion, a dogids, into the "Well of Decision." An Oathmaster or Loremaster releases the coins simultaneously, so that only chance determines which coin falls first to the bottom of the well. The warrior whose coin lands on top chooses the manner of the combat ('Mech versus 'Mech, barehanded, 'Mech versus Elemental, and so forth). The other warrior chooses the venue of the contest. Though these Bloodname duels need not be to the death, the fierce combat and the intensity of the combatants often leave the losing candidate mortally wounded or dead.

TRIAL OF POSITION

The Trial of Position determines whether a candidate will qualify as a warrior in the Clans. To qualify, he must defeat at least one of three successive opponents. If he defeats two, or all three, he is immediately ranked as an officer in his Clan. If he fails to defeat any of his opponents, he is relegated to a lower caste.

TROTHKIN

Used formally, this term refers to members of an extended sibko. Less formally, a warrior will use trothkin when referring to someone he considers his peer.

TRUEBORN

A trueborn is a product of the warrior caste's eugenics program.

ZELLBRIGEN

This is the Clan word describing the body of rules used to regulate and ritualize duels. *Zellbrigen* means that combatants engage in one-on-one duels, even if both sides have many warriors. Those not immediately challenged are honorbound to stay out of the battle until an opponent is free (meaning he has defeated his enemy). To attack an enemy already engaged with an opponent is a major breach of Clan code, usually resulting in at least loss of rank.

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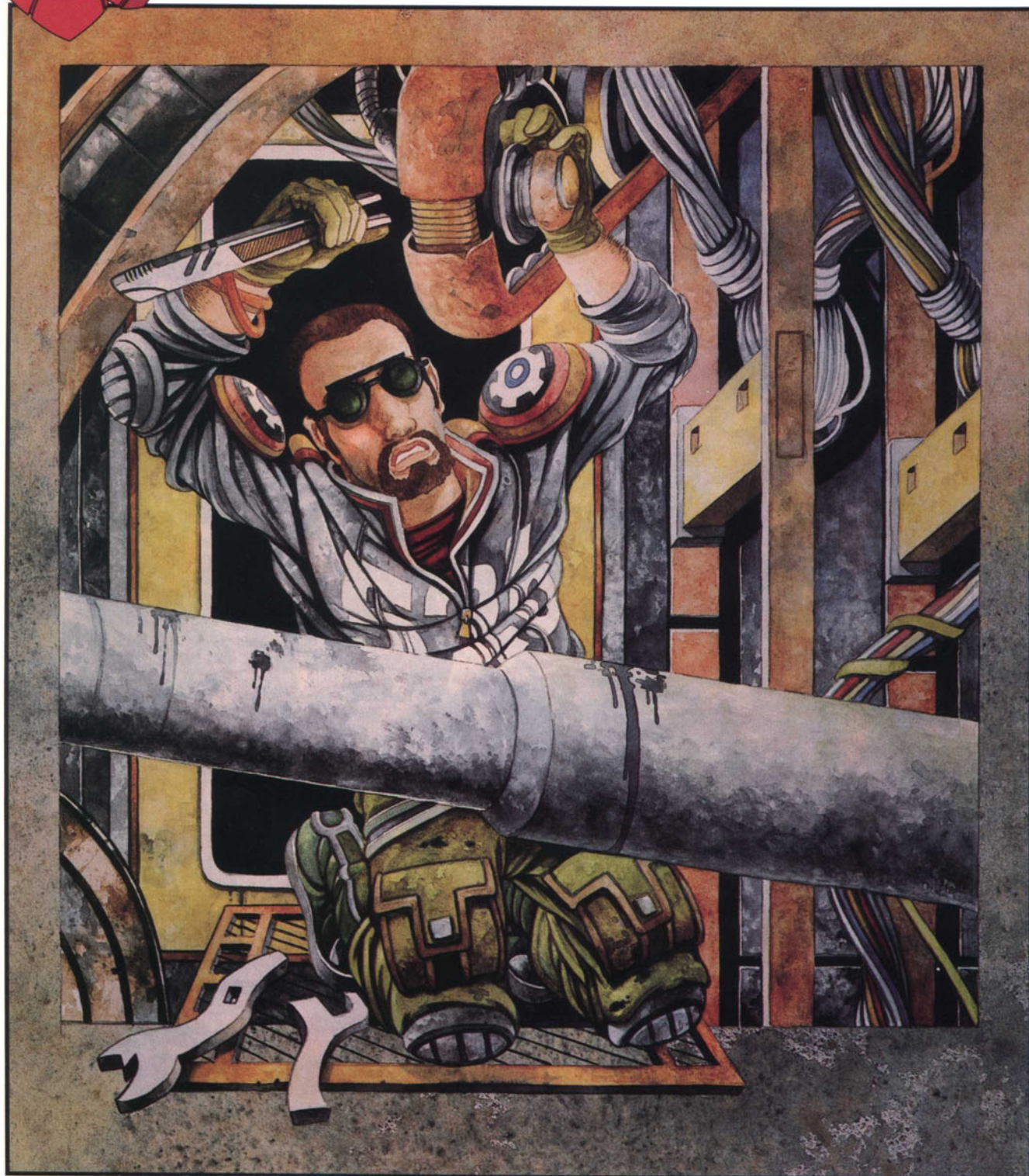


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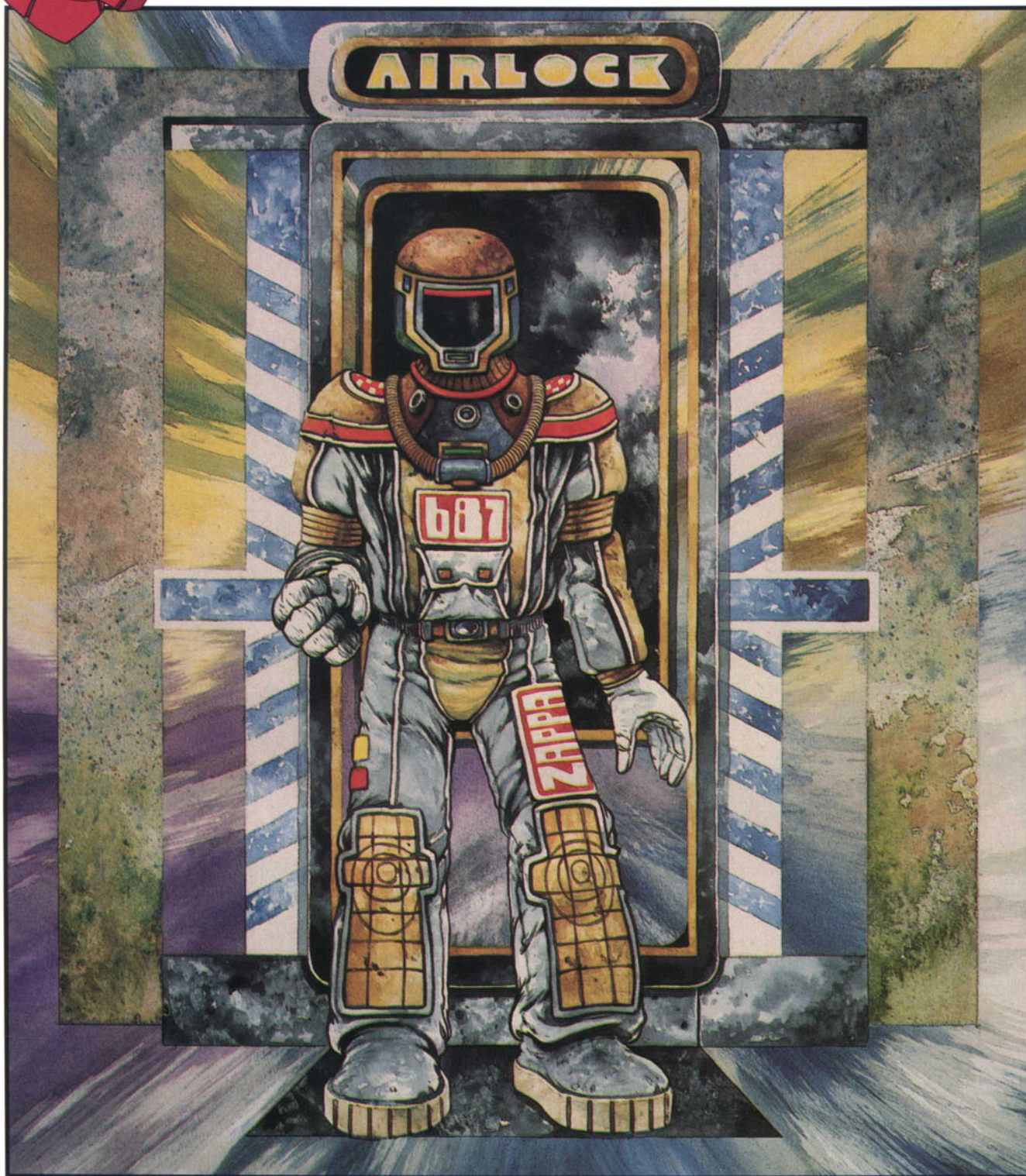
Working in the bowels of a 'Mech base is a Clan Wolf bondsman. He is wearing a standard work suit and photoreactive protective eyewear. The shoulders of the work suit have technician caste insignia, but the blue inner circle denotes that this is only a temporary caste assignment.



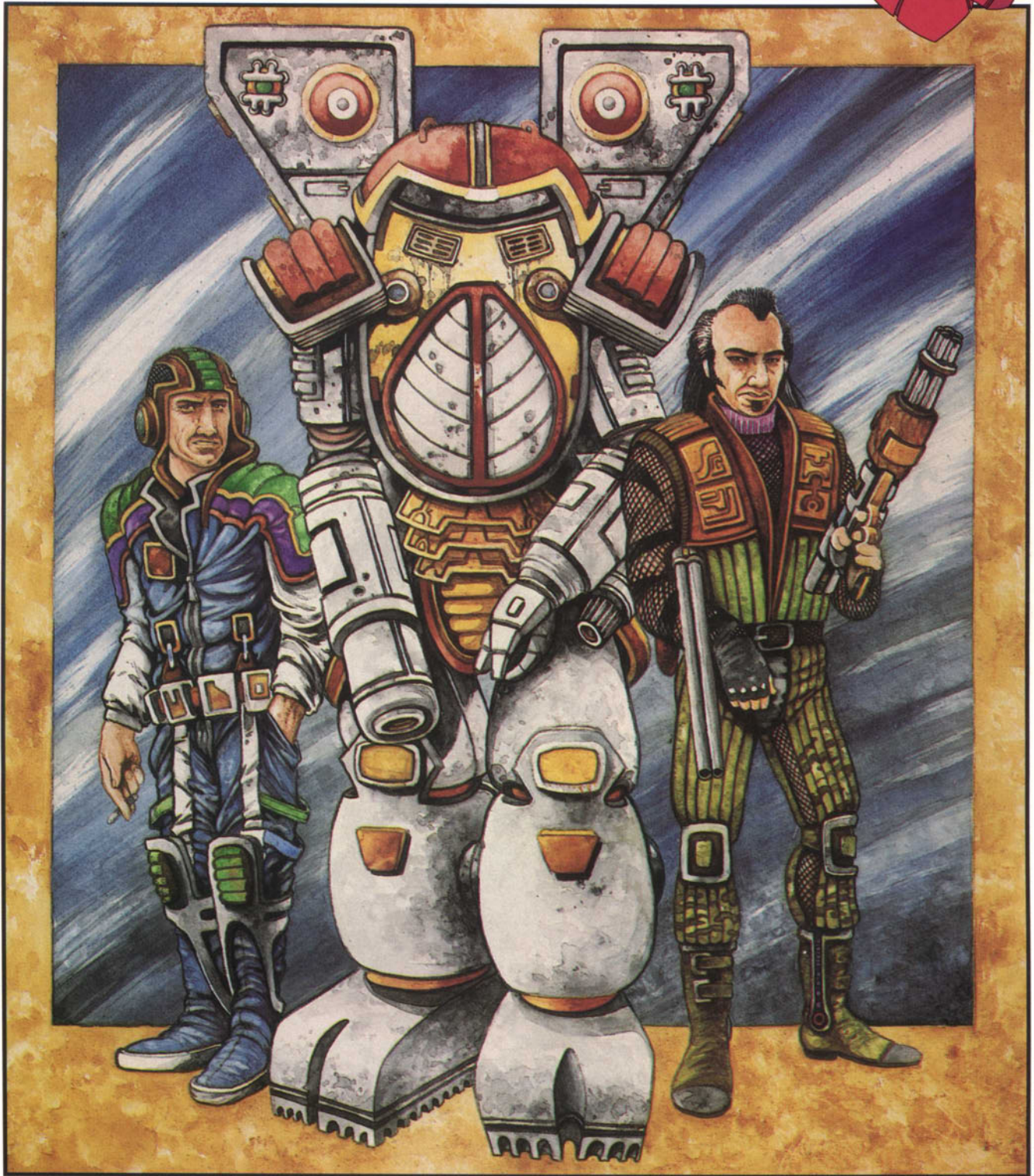


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A member of an Elemental sibko is pictured here being outfitted with a training set of Battle Armor. The mesh body stocking provides cooling and also serves as a sensor array to translate the user's motion into suit motion.

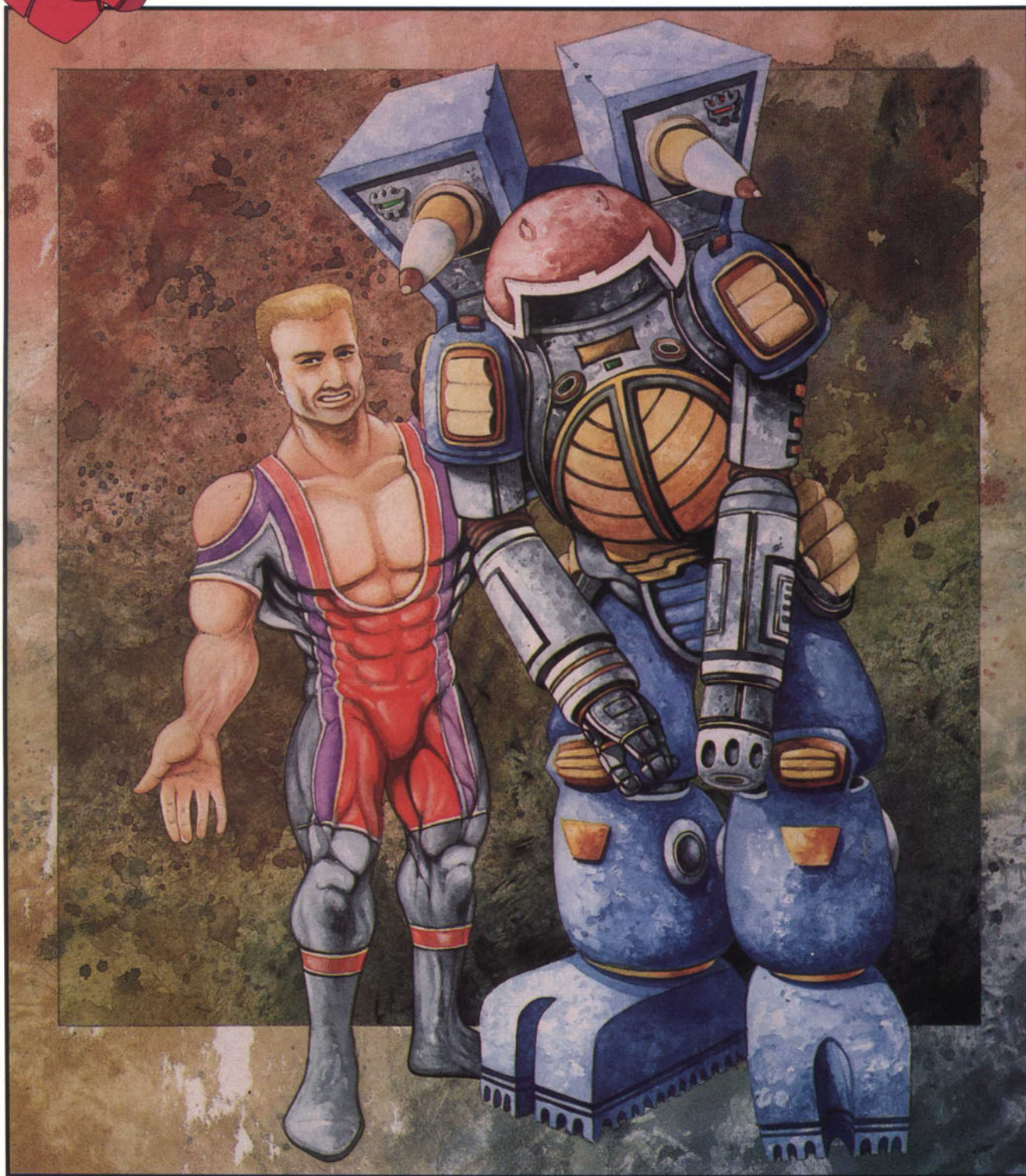


Pictured above is a member of an aerospace fighter sibko undergoing vacuum familiarization training. The protective suit shown here is of the same design as the standard-issue fighter suit, but does not carry any Wolf Clan insignia. Only when a sibko cadet has passed his Blooding is he allowed to adorn his uniform with a wolf's head.



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Pictured left to right are an aerospace fighter pilot, a suited Elemental, and a MechWarrior. The MechWarrior is displaying weapons he captured during his battles in the Inner Sphere, a Rasalhagian flamer and an ancient double-barreled shotgun. His protective clothing is made of a quilted ballistic cloth and has a full-body mesh cooling system underneath, replacing the more traditional shorts and cooling vest.



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This illustration shows an Elemental training officer demonstrating how to get into Clan Battle Armor unaided in the field. Note that the arms of this suit are reversed from the normal, with the claw on the right and the weapon system on the left. This indicates that the training officer is left-handed.



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This illustration shows male and female freebirth Clan Wolf MechWarriors. The relationship between freebirths and trueborn members of the warrior caste has always been strained. Many freebirths resent the fact that their skills and abilities are degraded by their trueborn compatriots. While overt defiance is quickly dealt with, the freebirths have more subtle ways of displaying this resentment, primarily in dress. The male freebirth is wearing a slightly distorted wolf's head on his belt buckle. A more obvious sign of rebellion is the tech caste tattoo on his skull. The female is also tattooed with the symbol of her parents' caste, in this case the laborers' artist subcaste. The two most likely pose discipline problems for their unit, and probably will be forced into choosing an "honorable death" or flight to the bandit caste.



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Pictured here are three participants in the Wolf Clan adoption ceremony. The adoptee, in this case Phelan Wolf, is shown with his guardians. MechWarrior Ranna, pictured in full ceremonial mask and regalia, served as surrogate for Clan Wolf. The ceremony requires the adoptee to follow the surrogate as he is symbolically attacked and protected in turn by aerospace fighters, Elementals, and MechWarriors. Natasha Kerensky, on the right, is wearing a ceremonial version of the MechWarrior battle clothing.



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