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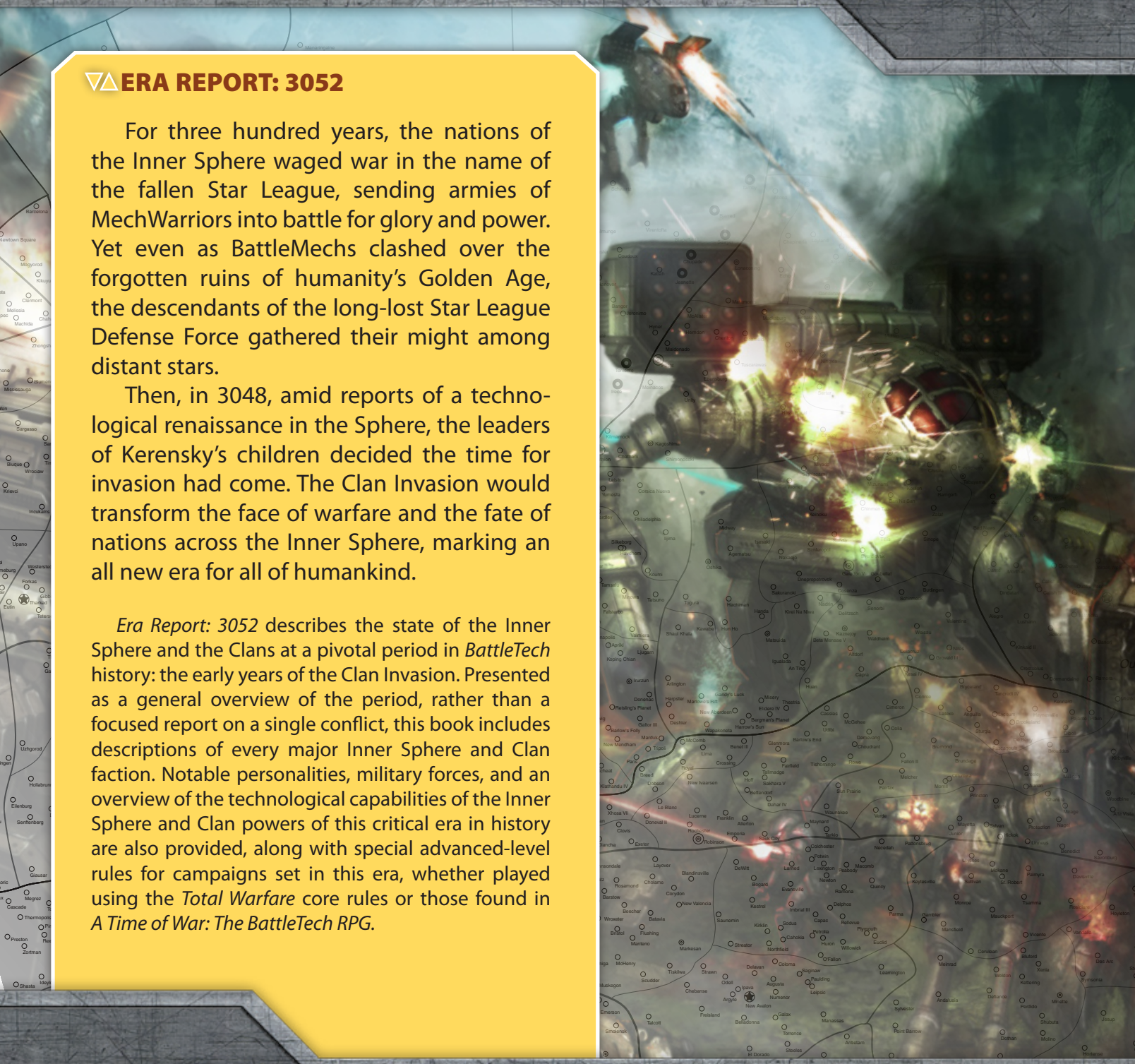
ERA REPORT:3052



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A CLAN INVASION ERA SOURCEBOOK

DAWN OF A DEADLY NEW AGE...



ERA REPORT: 3052

For three hundred years, the nations of the Inner Sphere waged war in the name of the fallen Star League, sending armies of MechWarriors into battle for glory and power. Yet even as BattleMechs clashed over the forgotten ruins of humanity's Golden Age, the descendants of the long-lost Star League Defense Force gathered their might among distant stars.

Then, in 3048, amid reports of a technological renaissance in the Sphere, the leaders of Kerensky's children decided the time for invasion had come. The Clan Invasion would transform the face of warfare and the fate of nations across the Inner Sphere, marking an all new era for all of humankind.

Era Report: 3052 describes the state of the Inner Sphere and the Clans at a pivotal period in *BattleTech* history: the early years of the Clan Invasion. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of every major Inner Sphere and Clan faction. Notable personalities, military forces, and an overview of the technological capabilities of the Inner Sphere and Clan powers of this critical era in history are also provided, along with special advanced-level rules for campaigns set in this era, whether played using the *Total Warfare* core rules or those found in *A Time of War: The BattleTech RPG*.

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The Icebox
Southlands
Thule
Ghost Bear Occupation Zone
17 May 3050

"Come to momma, you sons of bitches." *Överste* Joannie Swigard's thumb gently massaged the trigger of her Tomodzuru Type 20 autocannon as she studied the display in the cockpit of her *Hunchback*. She'd been waiting for this day for an eternity.

In reality, it'd only been two months. Two months since what was left of her First Husars had taken care of the skeleton garrison left behind by these Ghost Bears. Her soldiers cheered the day that battle was won. They'd liberated their world. Who wouldn't be happy?

The Bear forces invaded in March and drove the Husars into hiding. Then the invaders left. That was their mistake.

The troops had cheered, but Swigard knew better. She knew these Bears would be back. She didn't have any idea what was happening in the rest of the Republic. There might not be a Republic, but that didn't matter until it was true. She kept her unit focused. Planning. Preparing.

Waiting for the day they'd come back.

The Ghost Bears were not messing around. Their second-in-command was here. SaKhan Something Something. Swigard didn't concern herself with the name.

Here was Rasalhague's chance to strike back. If her Husars could hold here on Thule and keep the Bears at bay long enough there just might be a chance for reinforcements to arrive. Having to flee the first time still stung, even though there was little that could have been done. Swigard wanted a second chance.

That chance was slipping through her fingers. This saKhan and her Golden Bears were proving to be ferocious fighters. Swigard had hoped the frigid plains and blowing snows of the Southlands would work to the Husars advantage, but it had gone almost exactly the opposite. The Bears reveled in the cold. The series of traps and pillboxes the Husars had set up had failed. Before Swigard realized what had happened she'd lost almost two companies of 'Mechs.

Her command company had fled here to the Icebox, the "last stand" location. Swigard hoped that the last few tricks up their sleeves might cage these Bears.

The *överste* keyed her comm. "Wick, give me a sitrep."

Static answered her, before clearing. "So far, so good, *Överste*. The Bears are following us. We're pulling back, and artillery is pushing them forward."

Swigard nodded. "Good. Keep it up. Bring them here and we'll finish the job."

"Roger."

Swigard switched channels and keyed the artillery. "*Kapten* Arus, this is Swigard. Keep up the shelling. We need to herd them into the box, chasing Wick's lance. Keep a sharp eye out for the *mara*." Naming the horrible armored infantry after the mythical Scandinavian beast that caused nightmares and paralysis seemed fair. If their first battles weren't enough, the damage these infantry had done in the last three days was proof of their terrifying power.

"Aye, *Överste*. We've seen no trouble yet, but scouts are in position. If they attack though, there's little we'll be able to do, 'cept die."

Swigard heard Arus' cynicism. The man was old, and likely did not expect his last two years in the KungsArmé to be spent fighting invaders from the Periphery.

"I don't want you or your men to die, Arus. If you see any sign of the Bears—'Mechs or *mara*—you get the hell out of there." She glanced once more at the advancing Bear force. "If we can get one thing to work in our favor, we'll cut the head off these Bears."

A warning tone sounded in Swigard's cockpit. *They've reached Trap Point Alpha.* Swigard she switched back over to Wick. "*Löjtnant*, they've reached Alpha. Get your men in the Box, and leave it to Gosling from here."

Without waiting for confirmation Swigard punched a short code into her comm. *Fanjunkare* Gosling was about to spring the first trap.

***

SaKhan Theresa DelVillar was annoyed. When word reached her that the garrison on Thule had fallen and the Bears had lost control of the world, she'd been enraged. There had been much debate on what to do with such a large force in hiding. DelVillar herself expressed concerns over leaving it unaccounted for, but the urge to keep pace with the other Clans was too strong.

Now she was here, leading an attack on a world that didn't know to just stay conquered. Her Golden Bears' rampage through the pitiful defenses erected by these First Husars only fueled her rage. By the end of the day the Husars and their rebellion on Thule would be over. Three days was all the Bears would have had to devote had they stayed behind the first time. Three days would not have put them any further behind the Wolves or the Jade Falcons. Having had to travel back and take care of this irritation, the Bears would surely fall behind.

She steadied herself as the *Mad Dog* she and the rest of her command Point clung to maneuvered carefully through the snow. Her mixed Trinary of two 'Mech Stars and her Elemental Star approached the massive abandoned coal mine and processing plant with caution.

The saKhan gave the Husars commander credit for the choice of a battle site. The enclosed spaces within would remove the edge Clan weaponry had in range. It might also give the Husars a chance to engage in physical combat, something she considered most dishonorable when it came to 'Mechs. Elementals like herself were another matter entirely. The fight ahead would be brutal, but the stunning defeat of the Husars would be an excellent example to any other world that entertained the idea of rising up against the might of the Bear once conquered.

The *Mad Dog* began the steady descent on the access ramp as the entrance to the Icebox loomed. Drainage trenches ran along

either side of the ramp, forcing the Bears into a line. Several hundred meters ahead the last fleeing Rasalhague 'Mech, a *Phoenix Hawk,* squeezed off a flash from its large laser that went high. The hair on the back of her neck rose. *It is either forward or back.*

DelVillar gritted her teeth and keyed her comm. "We must move now, my warriors. This is not an enviable position." The *Mad Dog* kicked into a trot. The nine 'Mechs behind followed suit.

Without warning the ground before her erupted, sending a shower of ferrocrete, snow and ice in front of her helmet. The *Mad Dog* shook as the explosions shredded armor plating on the 'Mech's lower legs. Riding high on the 'Mech, DelVillar was spared any initial damage, but felt the impacts of shrapnel on her battlesuit. She checked the status of the others behind her. An *Adder* had lost one of its legs completely and was lying on the ground.

Before DelVillar could get her bearings the trenches on either side of the entrance ramp came to life with a hail of laser and anti-'Mech weapons fire. Small nicks of damage recorded themselves on her suit. Her face burned red with rage. Stravag*! You wish to fight like rats from the shadows, challenging death? Then by all means, that is what you shall have.* She keyed her comm. "Hold here, my warriors. My Star with me. Let us dispatch these *Stravags* quickly." DelVillar switched her attention to the external speakers on her suit. "Soldiers of the Inner Sphere. I commend you for your audacity. You continue to surprise and amaze me with the lengths you will go to defend your illegitimate claim to rulership in the Inner Sphere. I also commend you for your courtesy. How polite of you to spare us the effort of digging your graves." She leapt, along with the rest of the Elemental Star, toward the trenches on either side, the muzzle flashes from their underslung machine guns lighting the way.

***

"They're getting slaughtered!" Wick yelled. "We've got to do something!"

Swigard pursed her lips as hot blood flushed her face. Wick was right. Gosling's men were getting cut down. Not one of those men was walking away from that fight. She knew that. Gosling knew that, but that brought little comfort.

Ignoring Wick's cries for justice, she switched to Arus' channel. "*Kapten*. They've reached the ramp. Make your adjustments and fire for effect."

She prayed that Gosling's men would hold long enough. Whomever these Clans were she hated them more and more. They needed to pay, and once they entered the Box, her company was going to finish them off. Killing this saKhan would be the Husars legacy. Even if it meant ultimate defeat, she would teach these Ghost Bears that no one in their Clan was safe.

Swigard keyed her comm. "*Löjtnant*! That's enough! We stick to the plan. Gosling and his men did their job. They softened up those 'Mechs. We need that. Our earlier defenses did squat to them. If they come into the Box fresh, we're all dead. One of their leaders is in that group. You want to do Gosling justice, then make every shot count. Show your comrades in the KungsArmé who have yet to face these invaders that they can be beaten!" Swigard felt her anger and emotion rising. "Show them *Löjtnant*! Make them remember the First Husars, and remind them why the Rasalhague Republic is free!"

Swigard checked the visuals. The Clan infantry was out of the trenches and leading the way for the 'Mechs, sweeping for any more mines.

Then the shells came. Arus' artillery rained down around the Ghost Bears. While the first salvo bore no direct hits, the collateral damage was enough. Several Clanners stumbled under the barrage. Their minesweeping efforts abandoned, Swigard smiled as she watched the Ghost Bears run for the supposed safety of the Icebox. *Finally. Something going our way.*

"Take your positions. Here they come."

***

Överste Swigard grunted as she struggled to get on lock on the *Ryoken* darting back and forth between the staggered walls inside the Box. Normally she would fire and try to adjust the shot on the fly, but ammo was low, and she needed to make each round count.

Compounding the problem of the darting *Ryoken* was Lander's *Dragon* and Gern's *Black Knight*. Her lancemates refused to allow her to be at the rear of the retreating column of Husars, allowing her to engage the Bears as they pursued. They claimed the Husars needed their CO, and weren't going to let the Ghost Bears have the satisfaction.

Seeing an opportunity Swigard's *Hunchback* stepped out slightly from its own cover and she adjusted her aim. *Gotcha!* The HUD beeped a confirmed lock and she fired. Flame spouted from the massive cannon which made up the 'Mech's right shoulder as 180mm slugs burst toward the Clan 'Mech.

A devastating weapon by any accounting, the Type 20 could cripple any light 'Mech and mortally wound almost any other, save for the heaviest of assault 'Mechs. The *Ryoken* checked in at fifty-five tons, five heavier than her *Hunchback*. It would definitely leave a mark.

The shells tore up the *Ryoken*'s left arm, shredding armor; their hunger not satisfied, they continued their feast into the bones and myomer musculature beneath. Swigard smiled as she watched the over and under lasers on this 'Mech crumple under the assault.

"Nice shot, *Överste*." Lander said as his *Dragon* joined in with its medium laser.

The warrior in the *Ryoken* was no pushover. Swigard's stepping out to get a better shot left her exposed enough for the Clanner to return fire. Ignoring the heavier 'Mechs in front of him the Ghost Bear warrior sought to take out the heaviest weapon: her autocannon. Twin beams of focused light from the 'Mech's right arm lashed out. The heavier beam tore a massive gash across the *Hunchback*'s chest, while the second raked across its right leg. The Ghost Bear warrior let fly with a third laser, housed in the cockpit assembly. That beam gouged a gash down the left shoulder and arm of Swigard's 'Mech.

The *överste* was satisfied with the exchange as she stepped behind a wall, her medium laser and lancemates providing meager covering fire.

The battle had been dragging on for over thirty minutes. The extra traps they'd set for the Clanners had failed to deliver. Their damned infantry had spoiled that. While the explosives did kill a couple of the *mara* the armored troops were living up to the nickname; Swigard was living a nightmare. The Ghost Bear 'Mechs had lost their range advantage but were making up for it with well-placed shots. The early adrenaline rush her company felt when the battle was joined had disappeared as three of the Husar 'Mechs went down. The rest of the company showed their fatigue and fear. The only advantage the Husars enjoyed was the Ghost Bears' desire to engage in single combat. Swigard hoped it would last.

She'd pulled everyone back here to the coal stalls, where the layout of the massive bays and their walls allowed for a leapfrog battle. Swigard knew the mine didn't go on forever. They'd eventually run out of space. She hoped that the Clanners would lose their taste for battle before then.

***

SaKhan DelVillar's anger reached the boiling point as she watched the *Stormcrow*'s collapse beneath the combined assault of the Inner Sphere 'Mechs. DelVillar halted her Trinary. This now made three 'Mechs she'd lost in this assault, along with two Points of Elementals.

She had kept a reign on her warriors and forbade them from switching to melee tactics. She wanted to keep some honor in this battle despite the affront of the rebellion, but these Rasalhague rebels were showing no sense of honor whatsoever. Traps, sniping attacks, artillery. Now this tight-quarters fighting and gang tactics. She keyed her comm.

"My Golden Bears, when we conquered this world these warriors fled from us, showing their true colors. Once we left, the *savashri* emerged from hiding and took their tail out from between their legs long enough to defeat our garrison. While that might have earned them some respect, they have lost it since our return. We came here expecting honorable combat, and all we have seen is cowardice upon cowardice. Treachery upon treachery. Deceit upon deceit. Their descent into these caves now means only they have entered their graves. My Star, mount up with me upon Harriet's *Gargoyle*. Point Commander Ernest on Fredrick's *Mad Dog*. Harriet, you shall be the battering ram which smashes through their lines to bring an end to this pointless uprising. Now go and bring glory to the Bear!"

DelVillar heard a joyous chorus of "*Seyla*!" as the massive assault 'Mech moved into position. DelVillar and her Point caught the *Gargoyle* in mid-stride as it took position to charge.

***

Dread crept up Swigard's spine as her *Hunchback* descended the steps to a landing area deep within the Box. The Clanners sudden charge had thrown the Husars into chaos. The 'Mech had run right into the middle of where the Husars were making their retreat, landing shot after shot. The *mara* riding the 'Mech only added to the chaos. They dashed deeper into the Husars' line and swarmed Wick's *Phoenix Hawk*, tearing the 'Mech to pieces. While her men succeeded in downing the berserk *Man O'War* the damage had been done, and the arrival of the rest of the wildly-firing Ghost Bears caused a panic. Swigard tried but fear had overtaken her troops.

Lander's *Dragon,* Tally's *Wolfhound,* and Gerns' *Black Knight* led the way. This area of the Box broke off in several directions and Swigard hoped she could loop around and make it back to the surface. From there she could hook up with Arus' men and get back into hiding. The thought stung.

The *Vulture* pursuing them rounded the corner at the top of the massive steps. Swigard locked her heavy autocannon on the 'Mech and triggered the weapon. The Bear warrior was too fast for her and pulled back as the multiple shells battered the wall.

The *Vulture* came around and unleashed a full barrage at her. Laser fire riddled up and down the right and left side of her *Hunchback*, blasting away the remaining armor. Swigard struggled to keep her 'Mech upright but the charging quintet of *mara* slamming into her *Hunchback* sealed her fate.

***

Swigard tried to open her eyes but found that only her left would respond. Her first sensation was an incredible chill. As her vision cleared she realized that she was still at the bottom of the stairs but not in her 'Mech. She lay on the back of her now one-legged *Hunchback.* Pain wracked her body as she eased herself up. She reached for her eye and flinched when she touched a thick and crusty patch of what had to be dried blood. The *Vulture* stood silent nearby, along with another *Ryoken* in the chamber. The rest of her lance lay dead in the dirt of this chamber. She spotted a number of the *mara* bounding back and forth from 'Mech to 'Mech. What they were doing she didn't know.

A noise to her right caught Swigard's attention as someone climbed up on to the back of her 'Mech. It was another armored Clan trooper. The faceplate and helmet assembly had been removed, and Swigard saw the face of a woman inside. The warrior walked with a confident and deliberate pace. The armor of the suit was pockmarked with damage.

"You are the commander here?"

Swigard nodded.

"No longer." The clawed hand of the battlesuit stretched forward. It held a small, braided rope between its claws.

"I am saKhan Thersea DelVillar of the Clan Ghost Bear. I claim you as *isorla* in this battle. You are now my bondsman. Although your troops fought like cowards, they *fought*, which proves you can lead. I will now teach you what it is to become a true warrior."

Even with another twenty-three years left to go, the thirty-first century has been an age of watershed events for mankind. Although the Inner Sphere has been at war—in some form or another—for centuries, our universe had grown almost stagnant until the early 3000s. For it was in the first decade of this century that the Clan invasion began—even though it would be decades before more than a select few would realize it. What followed would see the end of static borders and endless raiding, an end to economies and political structures locked in metaphorical amber. In a generation's time, the secrets of a fallen Star League would be unlocked, and two Great Houses would unite as one to reshape the Inner Sphere as never before. The age of the Succession Wars would give way to a time of renaissance, both in technology and in warfare.

But among these epic changes, one in particular would prove so dramatic, so far-reaching, that it would shock all of mankind's mighty empires to their very cores. To the invaders, it would be the fulfillment of a promise made ages ago. To those who faced them, it was nothing less than the dawn of a new era—the era of the Clan Invasion.

In this retrospective, we will review the years 3050 to 3052, and the events that took place within that time that altered the course of human history forever. We will revisit the stage where Great Houses, still reeling from the effects of the Fourth Succession War, on the verge of a rebirth in technology and science, stood poised for a new round of universal conflict. We will remind ourselves how those men and women of a generation before us united to face the newest, gravest threat mankind had ever known—little realizing, at first, the origins of the "barbarians from beyond".

And maybe—just maybe—we will learn some lessons along the way.

—Bertram Habeas, Editor in Chief, INN Historical Publications, 3077

HOW TO USE THIS BOOK

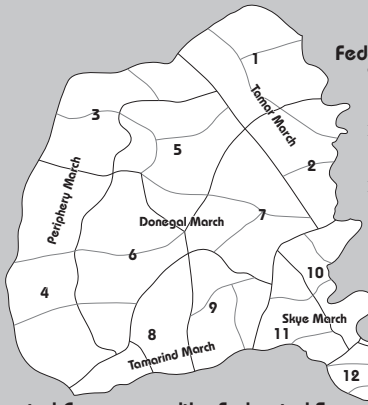
Era Report: 3052 is the first of a new series of *BattleTech* sourcebooks that examines the overall state of the *BattleTech* universe in one of its most historic eras, and is designed to provide both sourcebook material and game rules to help run *BattleTech* campaigns in this period. Unlike the *Historical* series, which delves into the details of a single conflict, the *Era Report*s will aim at a more generalized view of the period (though some focus may be spent on the military actions that dominated the day's events).

This sourcebook begins with an *Era Overview* chapter, which discusses the general setting of the Inner Sphere from 3049 to 3052 and provides a basic timeline of events that occurred during the early years of the Clan invasion. A 3052 Faction Rundown is then provided that describes the major players of the early Clan invasion, including their basic history and goals, as well as a selection of iconic military commands they fielded in this time. *Major Personas* follows, describing the major figures of the early Clan Invasion, individuals whose actions helped shape history. The *Museum Technica* chapter then describes the technological state of the 3049 to 3052 period, including the scientific renaissance sparked by the recovery of the Helm Memory Core, the comparative edge the Clans enjoyed on the eve of Operation Revival, and the dramatic development of battle armor.

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



INNER SPHERE - 3050



Federated Commonwealth - Lyran Commonwealth

Tamar March
1) Blackjack Operational Area
2) Benfled Operational Area

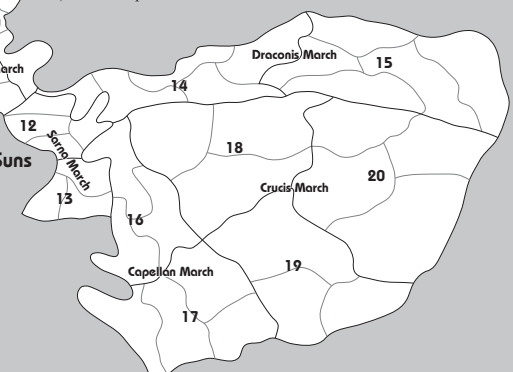
Periphery March
3) Tsarahavana Operational Area
4) Venaria Operational Area

Donegal March
5) Coventry Operational Area
6) Alarion Operational Area
7) Pherkad Operational Area

Tamarind March
8) Bolan Operational Area
9) Soilihull Operational Area

Skye March
10) Ryde Operational Area
11) Alcor Operational Area

Sarna March
12) Terra Firma Operational Area
13) Palos Operational Area

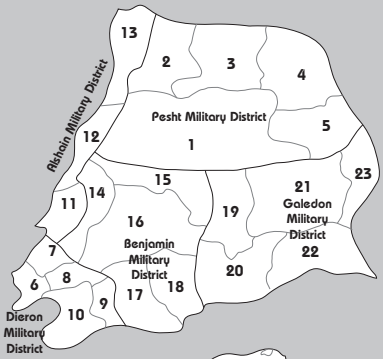


Federated Commonwealth - Federated Suns

Draconis March
14) Robinson Operational Area
15) Woodbine Operational Area

Capellan March
16) Kathil Operational Area
17) Taygeta Operational Area

Crucis March
18) Markesan Operational Area
19) Chirikof Operational Area
20) Minette Operational Area



Draconis Combine

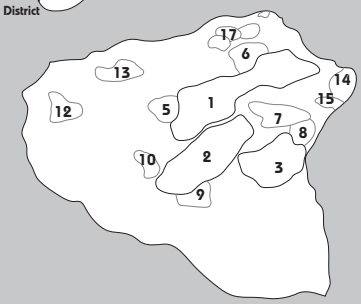
Pesht Military District
1) Kagoshima Prefecture
2) Albiero Prefecture
3) Bjarred Prefecture
4) Qandahar Prefecture
5) Ningxia Prefecture

Dieron Military District
6) Kessel Prefecture
7) Vega Prefecture
8) Algedi Prefecture
9) Ashio Prefecture
10) Al Na'ir Prefecture

Alshain Military District
11) Buckminster Prefecture
12) Rubigen Prefecture
13) Garstedt Prefecture

Benjamin Military District
14) Baldur Prefecture
15) Xinyang Prefecture
16) Benjamin Prefecture
17) Proserpina Prefecture
18) Iruruzun Prefecture

Galedon Military District
19) Oshika Prefecture
20) Matsuida Prefecture
21) New Samarkand Prefecture
22) Kaznejov Prefecture
23) Tabayama Prefecture



Free Worlds League

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



Capellan Confederation

1) Capellan Commonality
2) Sian Commonality

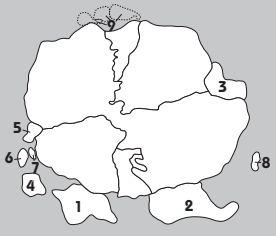
St. Ives Compact

3) St. Ives Commonality



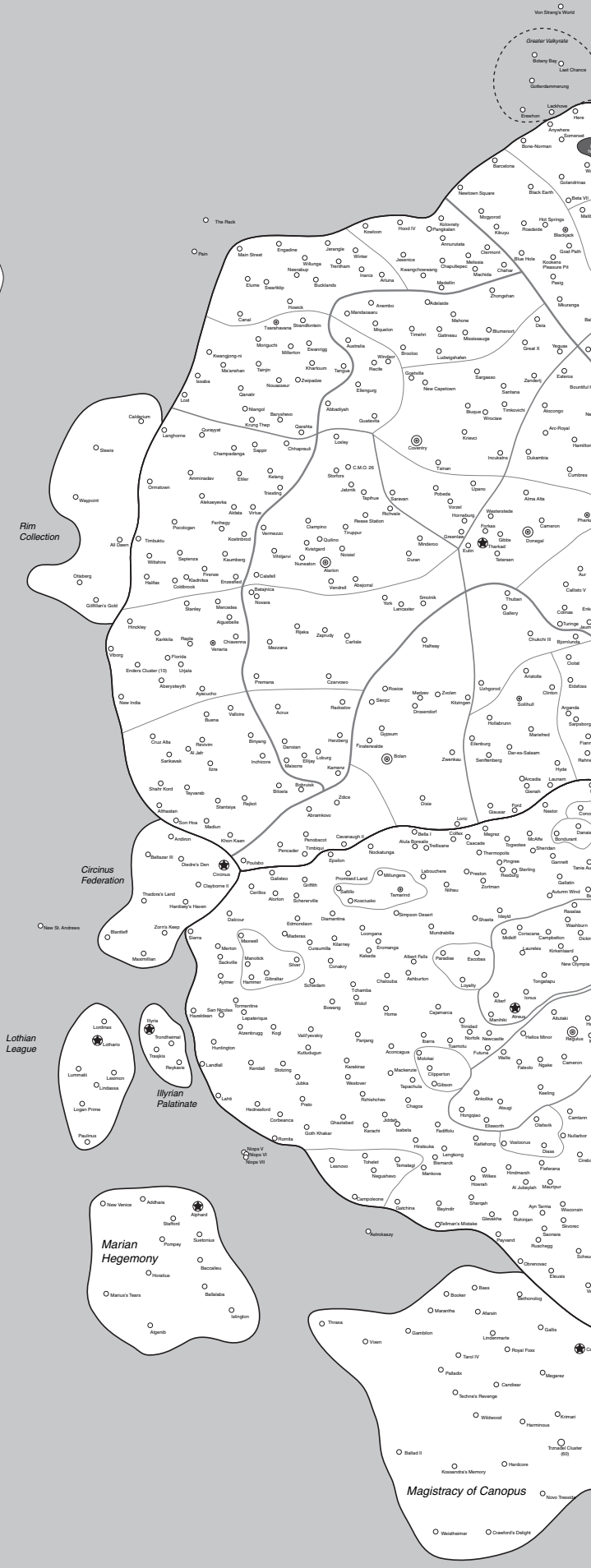
Free Rasalhague Republic

1) Rasalhague Province
2) Radstadt Province
3) Skandia Province



The Periphery

1) Magistracy of Canopus
2) Taurian Concordat
3) Outworlds Alliance
4) Marian Hegemony
5) Circinus Federation
6) Lothian League
7) Illyrian Palatinate
8) Tortuga Dominions
9) Bandit Kingdoms




LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS
Region capital
District capital
National capital
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Spinward
Rimward
Anti-spinward
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
© 3067 COMSTAR CARTOGRAPHIC CORPS
Elysian Fields
Oberon Confederation
Outworlds Alliance
Taurian Concordat
Tortuga Dominions

HISTORY AND REVIEW

OF MYTHS AND REALITY

The Clan Invasion gave many warriors the chance to be a hero in the eyes of their people. Sadly, many of the Inner Sphere's heroes achieved their notoriety posthumously, often fighting a desperate delaying action in the face of a seemingly-unstoppable Clan juggernaut. For the few who were lucky or good enough to not only survive, but even achieve some modicum of victory—such as the likes of Kai Allard-Liao on Twycross—legends were born.

One such legend (arguably produced with no small amount of aid from the Tharkad Broadcast Company) was Adam Steiner.

A descendant of Simon Borge Steiner, who abdicated his throne in 2914 before even taking on the Archon's mantle, Adam's branch of the Steiner line settled on the relatively idyllic border world of Somerset prior to the Fourth Succession War. On the eve of the Clan invasion, Adam was an instructor at the Nagelring on Tharkad, while his brother, Andrew, commanded the Somerset Academy Training Battalion.

The legend of Adam Steiner—serialized for FedCom citizens in a holo adventure series soon after the Tukayyid victory—tells that then-Kommandant Adam Steiner formed an *ad hoc* independent force called the First Somerset Strikers upon learning of Somerset's fall to strange invaders from beyond the Periphery. The legend goes on to describe how, world by world, Kommandant Steiner and his Strikers battled the forces of Clan Jade Falcon, eventually liberating Somerset after a private duel against his nemesis, Star Colonel Nikolai Malthus of the Falcon Guards Cluster.

While many of the basic events of the legend *did* happen in reality, their impact was massively overstated in the public media. Adam Steiner and his multi-national Strikers did, indeed, best a collection of Jade Falcon forces to claim the world of Somerset in November of 3050. Coming on the heels of Twycross, however, Steiner's victory on Somerset—a world now well behind the Clan lines—was seen as an untenable conquest, and one that would surely be overturned should the Clans return (as both victories happened near the start of the so-called "year of peace" that followed ilKhan Leo Showers' demise, when Clan offensives had apparently stalled, but the invaders clearly had no intention to retreat).

Continued on p. 13

The near-unimaginable conflict of the initial Clan invasion came at a time when the Inner Sphere was perched on the edge of another round of internecine Succession Wars. Each of the five realms had recovered some measure of advanced technology from the Helm memory core, and each believed it had gained an advantage over the other. Three hundred years of experience were cast aside in favor of new weapons, new BattleMechs, and the lightning warfare of the Fourth Succession War.

The combat that came, of course, proved to every Inner Sphere leader that the advantage lay not with them, but with the invaders from beyond the Periphery's borders.

SIGNS AND PORTENTS

The signs of the coming invasion were there for us to see. One can't help but marvel at our hubris. The silence that echoed from the Periphery was not the silence of the cowed and the broken, but the silence of the coming night. Hauptmann General Frederic Anderson was quoted in February 3050 saying "Damn straight it's quiet out there. Those pirates know damned well not to mess with us anymore." A month later, Anderson was dead and the survivors of his Eighth Arcturan Guards were desperately falling back to Somerset. At the dawn of what would become known as the Clan Invasion only the Free Rasalhague Republic was taking the Periphery pirate threat with any kind of seriousness. Had the greater nations of the Inner Sphere not been so dismissive of the KungsArmé's efforts, we might well have had more warning of the coming storm.

INVASION BEGINS

While March 3050 is considered by most the opening of the Clans' invasion the opening shots were fired eight months earlier. Sweeping through the pirate nations of the coreward Periphery, the invading Clans met little to no appreciable opposition. Their superior technology and strict discipline overwhelmed one world after another with little or no resistance.

It was during these initial attacks that Phelan Kell, son of Kell Hounds founder Morgan Kell, was captured by Clan Wolf. Hunting pirates on the barren world known as The Rock, the Kell Hounds ran headlong into the elite warriors of what we would later learn to be Clan Wolf's Golden Keshik. Analogous to an Inner Sphere command company, those warriors easily destroyed the veteran Kell Hound battalion, despite having already seen heavy combat against the pirate forces.

Having conquered the Periphery with no real challenge the Clans were able to strike in force in March 3050. Their first wave of attacks steamrolled over Draconis Combine, Free Rasalhague Republic and the Lyran worlds of the Federated Commonwealth. More than thirty worlds fell in the first month of the invasion, destroying several highly-skilled units. The Smoke Jaguars captured the son of then-*Gunji-no-Kanrei* Theodore Kurita, and the Jade Falcons nearly did the same to Victor Steiner Davion (heir to the combined throne of the Federated Commonwealth) on the bleak world of Trell I. With technologically-superior BattleMechs and strange armored infantry known as Toads, some panicked survivors claimed aliens had come from the deep to steal our very souls. It would be months before the identity of our invaders was fully known—long months of wild speculation, from alien invaders to a secret coalition of pirates lead by Rim Worlds descendants. The reality was no less disturbing then the wildest speculations: Kerensky and Star League Defense Force had returned.

Twenty-seven years later it is easy to dismiss the shock, fears, and denial of those first months. After nearly 300 years, to have an almost alien force sweep through our worlds claiming to be the descendents of the great Kerensky was as disturbing as it was shocking. Instead of King Arthur returning from Avalon to save the Isles, we were given a society of warriors who had two hundred years to develop a burning hatred for us. For eight months the Clans marched forward, the sigils of the Jade Falcon, Wolves, Ghost Bears, and Smoke Jaguars burned into our minds, jolting us to fear like the monster under our beds. Panic swept before the invasion as whole worlds tried to flee, before their homes were next to fall to the "demons from the Periphery". More than seventy worlds fell in those months, smashing through every defense the Inner Sphere could throw up.

As world after world fell it became obvious to the attacked nations that the Clans threatened their very existence. In hurried, often desperate meetings, each nation's best and brightest analyzed, speculated and hastily planned new defensive strategies, only to see plan after plan collapse under the sheer focus and overwhelming technological edge of the Clans. Acquiring samples of Clan technology became one of the highest military priorities. In the Federated Commonwealth, legions of NAIS researchers were rushed to the Lyran front, prepared to dissect any Clan technology that the AFFC could bring back from the fallen worlds. The Inner Sphere was desperate for even the smallest of victories and no plan was left unconsidered.

In the Draconis Combine, the events of Turtle Bay would galvanize the Draconis Combine and shake the last vestiges of the old guard tactics from the Mustered Soldiery. Hohiro Kurita, grandson of the Coordinator, was captured by the Smoke Jaguars and imprisoned in a Combine prison. Through the actions of the yakuza, he was freed from the prison in a humiliating raid. The Smoke Jaguars responded to this affront (and the active Combine resistance) by unleashing the sun-like fury of their WarShips on the planet. In an action not seen since the darkest days of the early Succession Wars, hundreds of thousands perished under the orbital bombardment. The Jaguars proved that a new war was being fought and old tactics no longer applied.

SMALL VICTORIES

Several worlds to fall under the Clan juggernaut put up determined resistance, slowly or even briefly stopping the onrushing Clan advance. In the end all but one of the worlds invaded would fall to their Clan attackers. Only on Wolcott in the Draconis Combine would the defenders prove victorious.

On 2 October 3050, *Kanrei* Theodore Kurita dealt the Smoke Jaguars such a humiliating defeat that it would incense the Jaguars enough to spawn the epic battle of Luthien fourteen months later.

Acting on intelligence from his son Hohiro and yakuza warrior Shin Yodama, the *Kanrei* had his son announce himself as the leader of a recently formed *ad hoc* unit, the *Yuutsu*. Using the knowledge they had of the Clans, Hohiro Kurita was able to bargain for the perpetual safety of Wolcott as well as samples of Clan technology if the *Yuutsu* were to win the battle. The Smoke Jaguar commander, Dietr Osis, was confident that would not happen. What harm could a tossed-together group of Inner Sphere warriors do to an elite Clan formation? The Clan mindset did not allow for the concept that an *ad hoc* unit could possess anything but the dregs and leftovers of their foe. Instead the combined arms support wrapped around the elite Genyosha proved to be Osis' undoing. Recognizing he had allowed himself to be outmaneuvered, Osis withdrew his forces and died at the hand of one of his Elementals. The Dragon emerged victorious, at the cost of the Jaguar's deep-seated hatred of the Combine.

Thus it was that—over Kommandant Steiner's fierce objections—the AFFC opted to withhold reinforcements to secure Somerset and instead ordered Adam and his Strikers to fall back to FedCom space. This left Somerset undefended when the Falcons returned for their fifth wave, and the world was swiftly retaken by Falcon troops.

But in early 3052, Adam Steiner managed to prevail upon the AFFC to let him lead another foray into Clan territories, this time targeting the rear-echelon world of Barcelona. Here, facing second-line forces, and in command of a substantially larger formation based around his Somerset Strikers, is where the man who would one day be Archon truly earned his command stripes.

Sadly, many of the more heroic details of this battle were seeded throughout the holo series that celebrated Adam Steiner's exploits. This produced a myth for the viewing audiences that had less to do with reality than AFFC recruiting offices cared to admit at the time.

—Ludwig von Nederhausen, *Dark Times: The Clan Invasion*, Avalon Press, 3075

TIMELINE OF EVENTS: 3050-3052

3048

[27 September] The *Outbound Light*—belonging to ComStar's Explorer Corps—jumps into the Huntress system. The crew is captured by Clan Smoke Jaguar and interrogated by Khan Leo Showers. He uses this incident to reopen the Great Debate of whether Clans should invade the Inner Sphere.

[21 November] All Clans except Wolf vote in favor of Inner Sphere invasion. Clan Wolf demands a Trial of Refusal and loses. In the Trial, both Ghost Bear Khans are killed.

[12 December] Leo Showers is elected ilKhan by the Council. He is given command of Operation Revival, the invasion of the Inner Sphere.

3049

[21 February] The first Clan advance units leave Clan space and head for the coreward Periphery.

[12-28 June] Over Strana Mechty the forces of the four invading Clans—Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon—gather to start their journey toward the Inner Sphere.

[August-September] The first Clan forces appear in the Periphery and make short work of any defending forces. Clan Wolf attacks and seizes Blackstone, Drask's Den, Placida, Ferris, The Rock, Butte Hold, Crellacor, Gustrell, Oberon VI, Paulus Prime and Sigurd. The Jade Falcons occupy Botany Bay, Lackhove, Erewhon, Von Strang's World, Last Chance and Gotterdammerung; the Ghost Bears Porthos, Elissa, Manaringaine and Nyserta; and Clan Smoke Jaguar Santander's World.

[13 August] Phelan Kell—son of Morgan Kell and member of the Kell Hounds mercenary unit—is captured by Clan Wolf on The Rock. The Kell Hounds are the first Inner Sphere unit to encounter the Clans and retreat with vital information about the new attacker.

[2 November] After a couple of less fortunate attempts resulting in the destruction of two vessels, the Explorer Corps is able to make contact with the invading Clans.

3050

[January] Precentor Martial Focht, sent by Primus Myndo Waterly, is appointed ComStar ambassador to the Clans. The Clans, except for Clan Wolf, who were done by September of the last year, finish their first Periphery actions and now prepare for a first wave into the Inner Sphere.

[15 January] While on board the *Dire Wolf*, Anastasius Focht and Phelan Kell—now bondsman of the Wolves—meet.

[18 February] IlKhan Showers convenes a Grand *Kurultai*—a war council of the Clan Khans—on the *Dire Wolf*, orbiting Paulus Prime.

[23 February] The *kurultai* on the *Dire Wolf* adjourns. Last changes to the strategy are discussed and the Clans are ready to launch their invasion.

[7 March] The Clans launch the first wave of Operation Revival. Thule is immediately attacked by the Ghost Bears, though it takes the Bears another week to decide which units will have the honor to land on the world first. By the end of April the Wolves have invaded Alleghe, Chateau, The Edge, Icar, New Caledonia, Outpost, Skallevoll, Balsta, Saint John and Svelvik. The Jade Falcons, late by two weeks to begin operations due to a minor transport delay, invade Anywhere, Barcelona, Bensinger, Bone Norman, Here, Persistence, Steelton, Toland, Trell I and Winfield. The Smoke Jaguars invade Almunge, Bjarred, Idlewind, Richmond, Rockland, Schwartz, Stapelfeld, Tarnby, Turtle Bay and Virentofta. The Ghost Bears conquer Constance, Damian, Holmsbu, Pinnacle, and Thule.

On the other side of the Inner Sphere two campaigns—one planned in detail and blessed and one a desperate action—would hand the Inner Sphere its first two offensive wins at Somerset and Twycross.

Twycross was one of the Tamar March's key worlds, a crossroads of trade and travel and site of vital military industries such as Trellshire Heavy Industries. For all of its importance it was only defended by the undertrained and under-supplied Twycross Tamar March Militia. Still not fully embracing many of the Federated Suns-style military tactics, the Lyran-based March Militias were often barely better-equipped than a planetary militia would be. Despite their materiel condition, the men and women of the Twycross TMM, under command of Leftenant General John Cicero, proved their mettle in courage and determination.

Facing the elite Falcon Guards Cluster, the TMM was nearly destroyed in the initial battle on the Plain of Curtains. Even so-called better units would have collapsed like a house of cards, but the Twycross TMM rallied and fought the Jade Falcon invaders every step of the way to Twycross' capital and main spaceport. Fighting to the last 'Mech, tank and even conducting infantry ambushes street to street through Camora, the men and women of the TMM sold themselves so that waves of civilian refuges, and General Cicero and his staff, could escape with vital intelligence on Clan tactics and equipment.

That vital information led to a desperate plan, one that if successful would retake Twycross and give the Federated Commonwealth a base to launch further counterstrikes. Four regiments would strike Twycross: the Tenth Lyran Guards RCT, the Ninth Federated Commonwealth RCT, and both regiments of the Kell Hounds under command of Colonel Daniel Allard. Against a Clan second-line force, with terrain and weather on their side, the plan was likely over-committed. This would prove fortunate for the FedCom forces when they discovered the Falcon Guards still on-planet. Ultimate victory came down to then-Leftenant Kai Allard-Liao, who challenged the commander of the Falcon Guards, Adler Malthus, to a duel. This audacious move gave Allard the chance to detonate the spoiling charges laid in the Great Gash and bury the entire Falcon Guards Cluster under tons of rock and debris. The Federated Commonwealth once more controlled Twycross.

Somerset was cut from a different cloth. When then-Kommandant Adam Steiner learned of his homeworld Somerset's capture by the mysterious invaders, he hatched a daring plan to retake the world. Taking an indirect route to Somerset, Steiner garnered valuable intelligence about the Clans before the unconventional tactics he has become known for finally won possession of Somerset, although the world would ultimately be abandoned in the face of continued Clan pressure.

YEAR OF PEACE

Despite these remarkable victories the Inner Sphere was losing the war badly. So long had we focused on one another as the enemy that our ability to meet an outside threat was sorely lacking. The Federated Commonwealth numbered 256 regiments of frontline BattleMechs in 3050 but only a fraction of these could be brought to bear and the combined Falcon/Wolf front left too few resources to cover too many worlds. Had not a miracle given us room to breathe, to learn and to adapt, few historians disagree that the Clans would have fought their greatest battle on Terra and not Tukayyid.

The miracle came on 31 October 3050 in the form of an aerospace pilot. Fleeing Clan Wolf's capture of Rasalhague, the Elected Prince of Free Rasalhague had only the aerospace fighters of the First Drakøn for protection. The Elected Prince arrived at Radstadt only to fall under the guns of Clan WarShips. To buy time for Prince Magnusson to quick charge his JumpShip and escape, the First Drakøns fighters leapt to the attack.

Leading the charge was Tyra Miraborg, daughter of the famous war hero Tor Miraborg. When her *Shilone* was crippled she made a final sacrifice and rammed her fighter into the bridge of the Clan flagship *Dire Wolf*. What was no doubt an act of final desperation and spite resulted in the death of the Clans' war leader, or ilKhan, Leo Showers. What the combined armies of three nations could not do in seven months her death did in seconds. The Clans ended their assaults, garrisoned the worlds they had conquered and withdrew many of their military units from the Inner Sphere. In what would be dubbed the Year of Peace, every Bloodnamed warrior returned to their capital of Strana Mechty where all the Clans chose a new ilKhan as well as new Clans to aid in the invasion.

During this lull Colonel Jaime Wolf of Wolf's Dragoons summoned the leaders of the Successor States to his world Outreach. There, Wolf revealed that he and his fellow Dragoons were actually Clan warriors—and that they were prepared to aid the Inner Sphere against their own people. The leaders of the six states spent the better part of that year overcoming their mutual hostilities and developing a unified response to the Clan threat. Setting aside centuries of mistrust between their two nations, Hanse Davion and Theodore Kurita sealed a non-aggression pact—an act that seven years later would form the ground work for resurrecting the Star League. It was also First Prince Davion who convinced the Free Worlds League to contribute massive influxes of materiel aid to the nations directly facing the Clan threat with the promise that the New Avalon Institute of Science would devote massive resources to helping Thomas' son, Joshua, in his battle with leukemia. Only the Capellan Confederation resisted even the most temporary of alliances, although Romano Liao did grudgingly allow economic cooperation. In September 3051, the leaders of the Inner Sphere returned to their capitals better-armed in knowledge and technology and with alliances ready to face the renewed Clan onslaught.

Two days short of a year after Miraborg killed ilKhan Showers, the Clans resumed their invasion of the Inner Sphere. Under the command of ilKhan Ulric Kerensky and with three new Clans—the Steel Vipers, Nova Cats, and Diamond Sharks—the Clans picked up the pace of their invasion as if they had never paused. The fifth wave of the invasion took nearly as many worlds as all four of the first waves did together. In the Lyran state, the Tamar March all but ceased to exist; the Combine would come to feel the loss of Alshain and Irece as heavy blows to that nation's vital defense industry. The Rasalhague Republic in turn lost their heir Ragnar Magnusson, ironically captured by Phelan Kell who was now a warrior in Clan Wolf. For all the devastation of the fifth wave, in its opening days, the Jaguars remained eerily silent. Where they would strike next was a mystery that none seemed to know.

None save for ComStar.

▽△

[20 March] The Jade Falcons launch their first invasion wave.

[30 March] Clan Smoke Jaguars invade Turtle Bay. They—unknowingly—capture Hohiro Kurita, son of *Gunji-no-Kanrei* Theodore Kurita. He is locked away in the Kurushiiyama prison.

[13 April] The Jade Falcons attack Trell I (Trellwan). They almost capture Victor Steiner-Davion, heir to the throne of the Federated Commonwealth, in the process.

[late April] The First Wave ends. Upon learning about the invasion, Jaime Wolf recalls Wolf's Dragoons to Outreach.

[May] The Clans begin the Second Wave, kicked off by the Wolves. The Wolves attack and conquer Csesztreg, Leoben, Lovinac, New Bergen, Rodigo, and Verthandi. The Jade Falcons invade and conquer Apollo, Black Earth, Butler, Derf, Evciler, Golandrinas, Maxie's Planet, Romulus, Seiduts, Somerset, Twycross and Wotan. Clan Smoke Jaguar conquers Coudoux, Chupadero, Garstedt, Nykvarn and Sawyer, while the Ghost Bears invade Jarett, Susquehanna and Trondheim.

[7 May] The *Ryugawa-gumi*, a group of yakuza on Turtle Bay, stages a jailbreak from the Kurushiiyama prison. Hohiro Kurita is rescued in the process. The Smoke Jaguars, upon learning of this, decide to withdraw all their troops and stage an example. The WarShip *Sabre Cat* razes the city of Edo. Hundreds of thousands are killed. All the other Clans condemn this attack as cowardice or—worse—criminally stupid. Clan Wolf declares it will never again bid naval support during the invasion. All the other Clans follow this example in order not to lose honor. Meanwhile, Clan Wolf releases its revised invasion plan to the other Clans.

[17 May] Clan Ghost Bear's Beta Galaxy's WarShip is struck by an asteroid in the Damian system, resulting in the destruction of one Cluster.

[May] The Second Wave ends, although the Jade Falcons continue the wave until late June.

[12 June] As a result of the disaster in the Damian system, Clan Ghost Bear votes on the invasion. By a narrow margin, it is decided to continue.

[5 June] Clan Wolf Third Wave begins. Clan Wolf JumpShips deposit supply caches in orbit around uninhabited worlds deep in enemy space. All the other Clans by now have to fight with logistic problems and the long supply lines to the Homeworlds hinder their operations. The Smoke Jaguars and Ghost Bears begin the Third Wave shortly after the Wolves.

Clan Wolf attacks and conquers Bruben, Hermagor, Kirchbach, Liezen, Feltre, Harvest, Mozirje, Planting, Rasalhague, Ridderkerk, and Vantaa. The Smoke Jaguars attack Albiero, Hanover, Jeanette, Kabah, Savinsville, Schuyler and the Ghost Bears will conquer Last Frontier, Polcenigo and Radlje. The Jade Falcons attack Beta VII, Hot Springs, Malibu, Roadside and Waldorff.

[23 June] With the final conquest of Twycross the Jade Falcons end their Second Wave. The Third Wave is by now underway.

[4 July] Clan Ghost Bear Khans Jorgensson and Kabrinski—elected on 24 June—arrive on the *Dire Wolf* to begin bidding for Rasalhague. After Clan Wolf has won the right to invade, the attack starts 12 July; the next day Elected Prince Magnusson flees the planet and within five days, the capital of the Free Rasalhague Republic is conquered.

[mid-July] The Clans Wolf and Jade Falcon launch their Fourth Wave. Wolf: Basiliano, Dawn, Dell, Engadin, Ferleiten, Hohenems, Kandis, Kufstein, Moritz, New Oslo, Radstadt, Skokie, Stanzach, Svarstaad, Unzmarkt, Vulcan. Jade Falcon: Antares, Apolakkia, Baker 3, Blackjack, Colmar, Denizli, Devin, Dompaire, Goat Path, Graus, Leskovik, Parakoila, Sudeten, Zoetermeer.

[August] The Smoke Jaguars and Ghost Bears begin their Fourth Wave. Smoke Jaguar: Bangor, Byesville, Courchevel, Jeronimo, Luzerne, Wolcott. Ghost Bear: Casere, Goito, Jezersko, Pomme De Terre, Predlitz, Soverzene, Spittal, Vipaava.

[late August] IlKhan Showers allows the use of Provisional Garrison Clusters (PGCs) on Inner Sphere worlds to free up more frontline units for the invasion.

[10 September] Twycross is counterattacked by Federated Commonwealth forces, consisting of the Tenth Lyran Guards RCT, the Ninth F-C RCT, and two Kell Hound regiments. The world is retaken and the destruction of nearly all the Falcon Guards Cluster creates a political backlash that leads to Timur Malthus retiring from saKhanship.

[2 October] Clan Smoke Jaguar is defeated on Wolcott and as a result they swear never to invade the world again.

[31 October] A suicide attack by Rasalhagian pilot Tyra Miraborg on the *Dire Wolf* kills ilKhan Showers.

[1 November] A Grand *Kurultai* convenes on the *Dire Wolf* and it is decided to return to Clan space and vote for another ilKhan. This starts what is later called the "Year of Peace"—an event that allows the Inner Sphere to close the technological gap on

COMSTAR AND THE CLANS

It was not until well into the renewed invasion that ComStar's outright complicity with the Clan invaders was discovered, and several years before the full extent of the Order's involvement was fully revealed.

The role played by ComStar's JumpShip *Outbound Light* and how it was used by the Clans to justify the invasion of the Inner Sphere is outside of the scope of this history, but the irony of it cannot be lost as one examines ComStar's actions in the invasion itself.

When the Clans' Operation Revival hit the fringes of the coreward Periphery, ComStar's First Circuit was as much in the dark as to the cause as the rest of the Inner Sphere. Only the presence of HPGs on many of the conquered worlds gave them earlier insight and information as to the scope of the attack. Primus Myndo Waterly dispatched Explorer Corps vessels to seek a meeting with this unknown foe, and more than one of these ships was destroyed by the Clans before ComStar was able to arrange a meeting. In November of 3049 ComStar established contact with the Clans, well before the rest of the Inner Sphere.

Primus Waterly appointed Precentor Martial Anastasius Focht as ComStar's official ambassador to the Clans. Focht traveled to the Clan occupation zone and entered into intense discussions with then-ilKhan Leo Showers, hammering out an agreement in which ComStar agreed to cut off all military transmissions from those worlds targeted or captured by the Clans. Focht further agreed that ComStar would provide the Clans with basic information on the military disposition of the Great Houses' armed forces on worlds they planned to attack. In return, the Clans promised not to interfere with ComStar's operations and to allow them to act as administrators of the worlds conquered by their invading armies.

The ilKhan agreed to the contract for several reasons. The military-focused Clans had little love for details of administration and did not wish to expend the resources to bring in lower castemen to perform the duty. ComStar would relieve them of that burden. Also the writings of General Aleksandr Kerensky's son and founder of the Clans, Nicholas, predicted that when the Clans returned to the Inner Sphere they would be assisted by "those kept shadowed until the time of need," and ilKhan Showers chose to accept ComStar as that source of aid.

We now know that Focht's intent—an intent he believed was shared by Primus Waterly—was to buy time for ComStar to learn the true goals of their enemy. The agreement gave them unparalleled access to intelligence on the Clan invaders. Many of the First Circuit were against this policy, arguing that it violated Jerome Blake's admonition that ComStar remain neutral in conflicts within the Inner Sphere. As was later discovered, Primus Waterly had already departed from that path and this move was the first step in a plan to dominate the entire Inner Sphere.

LUTHIEN

Still smarting from his Clan's embarrassing defeat at Wolcott, the Smoke Jaguar Khan demanded that the Smoke Jaguars be allowed to avenge themselves on the Draconis Combine. He laid forth a plan to ilKhan Kerensky that, if the Jaguars succeeded, would remove much of the resistance faced by the Jaguars, Ghost Bears, and Nova Cats. IlKhan Kerensky quickly approved Operation Dragonslayer, the conquest of Luthien.

Despite sending the best agents available and tapping into the still-operational yakuza syndicates on Clan-occupied worlds, *Kanrei* Kurita was unable to determine where or when the Jaguars would strike next. It wasn't until a sympathetic source inside ComStar informed Theodore Kurita that the Clans would

renew their invasion of the Combine by first striking off the head of the nation that the Combine learned.

Gunji-no-Kanrei Kurita knew that even the fanatical skill and devotion of the defenders would be hard-pressed to make up for the overwhelming force the Clans were bringing to bear. With Inner Sphere WarShips still an object of history, stopping them in space was out of the question. The commander of the First Sword of Light suggested recalling the Ryuken units from the border. Theodore Kurita was unwilling to call back troops from their vital positions on the Clan front lines. "If we lose Luthien, we lose one world out of hundreds" he told his commanders. The safety of the Combine as a whole was a greater duty than the honor of protecting the pearl of the Combine. Such was his devotion to the greater good that he even stripped units from the Davion/Kurita border, not to defend Luthien, but to further shore up the Clan border. If Luthien fell, it would be avenged, but *Kanrei* Kurita was determined that the realm as a whole would survive. Neither the *Kanrei* nor his military advisors could know that this act would lead to Luthien's ultimate salvation.

Aided by the Nova Cats, the Smoke Jaguars prepared their invasion. In an unusual bidding process, Galaxy Commander Dorian Wirth of the Jaguars eventually won the right to lead the invasion, with a combined Jaguar/Nova Cat force of five combat Galaxies and three Clusters of supporting aerospace fighters. Determined to not be tricked as they had been at Wolcott, the Smoke Jaguar Khan announced that no *batchall* would be offered at Luthien. It was a tool between honorable warriors and the Combine was not worthy of that honor. Despite causing internal dissention within the Jaguars and the Clans as a whole, his decision stood and the Clans would strike Luthien in silence.

Across the Inner Sphere, First Prince Hanse Davion received a shocking note from *Kanrei* Kurita's hand, informing him of the pending invasion of Luthien. The First Prince had the chance to be rid of an ancient enemy once and for all. All he had to do was nothing—or even to unleash the warriors of the Draconis March to invade the weakened Combine. Aiding the Combine would have its own dangers to the Federated Commonwealth, which faced internal dissent from the Isle of Skye claiming too little was being done to stop the Jade Falcons' conquest. But as the axiom states "all that is necessary for the triumph of evil is that good men do nothing." Davion could not allow the Clans to triumph, even against his most ancient of enemies. Knowing that sending any AFFC unit would only shatter the fragile peace and break the promise he had made to Theodore, the First Prince instead sent the Kell Hounds and Wolf's Dragoons as his proxies to aid in the defense of Luthien.

At Luthien survival looked bleak. In the war room beneath the Imperial City, desperation was competing with resolve. In the space between Luthien and her moon Orientalis a large fleet of JumpShips arrived. Identified as vessels of the hated Dragoons and Kell Hounds, the commander of the Otomo nearly came to blows with the *Kanrei* over the betrayal of the Davion "yellow bird." The vessels opened communication with Luthien, and the face of Colonel Jaime Wolf greeted the Kuritan officers. "*Komban-wa* Kurita Theodore-*sama*," Wolf said. "Forgive any concern we have caused you. We request permission to land. Hanse Davion sent us a report that you'll soon have a fight on your hands, and we couldn't let you have all the fun by yourselves." The faith Theodore Kurita had placed in Hanse Davion had been repaid in full, cementing the *Kanrei*'s position and giving the defenders of Luthien much-needed support.

While the Clans would make strikes across Luthien the bulk of their force would target Imperial City. Hoping for a swift and decisive victory, the Smoke



the Clans and prepare for their eventual return. All Bloodnamed warriors are invited to return—including Natasha Kerensky, who returned to Clan Wolf from Wolf's Dragoons.

[5 November] Adam Steiner—who was on Tharkad training cadets when his homeworld was invaded by Clan Jade Falcon—retakes Somerset.

[1 December] The Bloodnamed warriors of the invasion force rendezvous at Paulus Prime to begin their journey back to the Clan homeworlds. Here, Natasha Kerensky rejoins Clan Wolf.

3051

[January] Clan Jade Falcon begins to stage raids on Somerset, whittling away Adam Steiner's strength.

[12 January] Called by the Dragoons, a council of war is held on Outreach. Jaime Wolf releases massive amounts of information about the Clans to the Inner Sphere. The leaders of the Inner Sphere decide to work together to fight this external foe.

[5 February] Theodore Kurita and Hanse Davion conclude a non-aggression pact on Outreach.

[19 June] Khan Ulric Kerensky is tried before the Grand Council for his actions during the invasion. He is acquitted and elected ilKhan. Natasha Kerensky replaces him as Khan of Clan Wolf. The ilKhan activates Clan Steel Viper (to help Clan Jade Falcon), Clan Nova Cat (to help the Smoke Jaguars), and Clan Diamond Shark (reserve) to help with the invasion.

[15 October] Anastasius Focht returns to the Clans at Engadin upon learning of ilKhan Kerensky's return.

[29 October] The Clan invasion resume with the Fifth Wave. The Wolves attack Altenmarkt, Bessarabia, Biota, Carse, Cusset, Diosd, Domain, Galuzzo, Gunzburg, Hainfeld, Heiligendreuz, Hyperion, Karston, Kobe, Laurent, Lothan, Maestu, Memmingen, Nox, Ramsau, Rastaban, Satalice, Sevren, Shaula, Skandia, Suk II, Tamar, Thannhausen, Thun, Volders, Vorarlberg, Weingarten and Wheel. The Jade Falcons attack Alyina, La Grave and Quarell and lose Trials of Possession over Orkney and Montmarault to Clan Steel Viper. They cede Waldorff and Twycross to the Vipers as well. The Ghost Bears attack Alshain, Ardoz, Eguilles, Halesowen, Kaesong, Kempten, Krenice, Mannedorf, Marawi, Maule, Rubigen, Setubal, Sheliak, Sternwerde, Thessalonika, Tinaca, Toffen and Utrecht. The Smoke Jaguars attack Asgard, Hyner, Kiamba, Labrea, Marshdale, Outer Volta, Port Arthur, Tarazed and Yamarovka. The Steel Vipers invade Benfled, Blair Atholl, Jabuka,

Montmarault, Orkney and Twycross. The Nova Cats conquer Caripare, Cyrenaica, Irece, Itabaiana, Juazeiro, Kanowit, Mualang and Teniente. They and the Smoke Jaguars attack Luthien and Avon.

[7 November] Clan Wolf resumes its offensive one week after the other Clans.

[20 November] Ulric Kerensky asks ComStar for information on Luthien in preparation for attacking it.

3052

[4 January] The Battle for Luthien begins as the Smoke Jaguars and the Nova Cats attack. Having been tipped off early, *Kanrei* Theodore Kurita has the world well-prepared and has received assistance from Hanse Davion in the form of the Kell Hounds and Wolf's Dragoons mercenary units. A total of twelve frontline and three militia regiments defend the world against five Galaxies. After two days, the Inner Sphere forces throw the Clan invaders off the planet.

[5 January] On Satalice, Ragnar Magnusson, the heir apparent to the throne of the FRR, is captured by Clan Wolf.

[7 January] Primus Myndo Waterly meets with ilKhan Kerensky on Satalice and learns that the objective of the Clan invasion is Terra. As a reaction to the problems during the early waves, Khan Jorgensson of Clan Ghost Bear orders a change in tactics and strategy when dealing with the Inner Sphere forces. His merchants are told to find supplies wherever possible, even if it means dealing with Inner Sphere merchants.

[18 January] Hohiro Kurita is trapped behind enemy lines on Teniente and begins guerrilla warfare.

[16 February] Precentor Martial Focht chooses Tukayyid as proxy battleground for Terra.

[15-17 March] Clan Diamond Shark wins the Periphery world of Nyserta from Clan Ghost Bear in a Trial of Possession.

[5 April] The bidding for Tukayyid between ilKhan Kerensky and Precentor Martial Focht takes place at Diosd. It is decided that the Clans will be given the keys to Terra if they should win and in case of their defeat, they will wait for fifteen years to resume the invasion.

[8-20 April]: With the Clans distracted by the preparations for Tukayyid, the AFFC invades Barcelona. Though it is defended by Jade Falcon PGC forces only, they put up a much bigger fight than anticipated. Adam Steiner commands the reserves and manages to win the day.

Jaguars intended to capture the Combine leadership at all costs. With Imperial City in their hands and Combine leaders under their control, Luthien would fall quickly and as Luthien fell, so would the Draconis Combine. It was a plan anticipated fully by *Kanrei* Theodore Kurita, who would marshal nearly all of Luthien's defenders to the defense of Imperial City. The fate of the Combine would be decided in the Kado-guchi Valley.

With the addition of Takashi's Dragon's Claws, Wolf's Dragoons and Kell Hounds, Theodore Kurita had a total of sixteen regiments to defend Imperial city. Nine were Combine units: four militia regiments as well as the Second Legion of Vega, the Otomo, the First Sword of Light, and both of the Genyosha regiments, all of them at full strength and many sporting the newest of technologies. Some of the supporting militia regiments were freshly equipped; two made use of the first prototype battle armor suits based on Clan Elemental armor. The seven regiments of the Dragoons and Hounds were some of the finest soldiers of their time and both units were equipped with considerable advanced technology. Even the wild card of Takashi Kurita's personal bodyguard was nearly fully outfitted with ComStar technology retrofitted from mistaken transfers leading up to the 3039 war. With the addition of hidden minefields and battlefield obstacles, the defenses of Imperial City were ready.

Ultimately the Battle for Luthien, while epic, proved almost anti-climatic. Operating on flawed intelligence from ComStar (which included not knowing of the presence of Wolf's Dragoons and the Kell Hounds, nor revealed the extent of upgrades and skill of the militia units) and their own certainty of victory through skill and intimidation, the forces of the Jaguars and Nova Cats ran afoul of the meticulous defenses laid out by *Kanrei* Kurita. Making use of a classic layered-defense strategy, the defenders of Luthien used natural terrain, defensive fortifications, mines and mobile reserves to grind away at the Clan drive to Imperial City. In the end, the battle came down to a final assault, the largest such battle since the Second Succession war. The Battle of Luthien reached its final conclusion in the Kado-guchi valley, where twelve Inner Sphere regiments squared off against five Clan Galaxies. At the end of the day, the Inner Sphere stood victorious, proving that technology and genetic breeding is only so effective when put against the hearts and minds of men and women defending their very way of life.

TUKAYYID

Despite the strong success at Luthien, the fifth wave of the invasion proved to be devastating to the Inner Sphere. The Clans could be stopped, but the organization and manpower needed to do so was crippling. Even the most optimistic feared how much ground would be lost before the Clans could finally be stopped. Salvation came this time, however, not in the form of a *Shilone* but clothed in the white robes of ComStar.

In a face-to-face meeting with the ilKhan, Primus Waterly offered the prize of Tharkad with all the information the Clans would need to decapitate the Lyran half of the Federated Commonwealth, only to learn from Ulric Kerensky that the Clans' ultimate goal was not total invasion but Terra itself. Shaken by the news, Waterly and Precentor Martial Focht were forced to change tactics; Focht turned to his stratagems and Waterly to her subterfuge.

Precentor Martial Focht crafted a plan to counter the Clan invasion using their own system of trials and weaknesses. Focht challenged Kerensky to a winner-take-all battle: if the Clans won, ComStar would turn over Terra to them.

If ComStar won, then the Clans would cease all invasion attempts forever—but ilKhan Ulric Kerensky bargained Focht down to fifteen years. The challenge accepted by the ilKhan, Focht began the monumental task of marshaling the Com Guard for this climactic battle. To further complicate its efforts, ComStar had to make these preparations in near-total secrecy, for how could ComStar explain its knowledge of the Clans' plans except to admit its complicity? Once again sympathetic minds within the closed order tipped the Inner Sphere off. The precentors of New Avalon and Tharkad informed the Federated Commonwealth of the plan.

The unassuming and barely-populated Free Rasalhague world of Tukayyid was Focht's choice of battleground. It possessed the terrain best suited to the Precentor Martial's plan, a plan that would call for maneuver and delay to string out the Clans and exhaust their supplies. The Rasalhague Republic jumped at the chance to host this climactic final battle. Any chance to see the destroyers of their nation laid low was enough to convince them to allow Tukayyid to be turned into the greatest battleground since the liberation of Terra.

While Focht and the Com Guard fought for the freedom of the Inner Sphere, Primus Waterly was laying plans to dominate the Inner Sphere. Dubbed Operation Scorpion, phase one of the plan depended on those forces left administering the HPGs in the Clan occupation zone to rise up in rebellion and retake the Clan worlds. This was combined with the centerpiece of her plan: the complete interdiction all nations of the Inner Sphere. Primus Waterly intended ComStar to emerge from Operation Scorpion in complete control of the Inner Sphere. Waterly kept this plan secret from Focht and most of the First Circuit, trusting only her handpicked successor with the full details of the plan.

Oblivious to the plots of his Primus, Focht bargained with ilKhan Kerensky, setting the terms of the Battle of Tukayyid. ComStar would defend the world with the equivalent of 144 combined-arms regiments. Should they win, the Clans would not cross a line in space represented by Tukayyid for fifteen years. But if the Clans were to win, ComStar would be absorbed by the Clans, taking over administration of all Clan-held worlds and, more importantly, cutting off HPG service to all the Inner Sphere states.

[1 May] The Battle of Tukayyid begins, as does Operation Scorpion.
[6 May] The Revenants under command of Victor Steiner-Davion hit Teniente and rescue Hohiro Kurita.
[8 May] Romano Liao and Tsen Shang are assassinated on Sian.
[21 May] The Battle of Tukayyid ends in a ComStar victory.

[6 June] Anastasius Focht and Sharilar Mori depose Primus Myndo Waterly on Terra after learning about Operation Scorpion.
[12 June] The Clan Grand Council ratifies the Tukayyid Truce after Phelan Ward—newly appointed saKhan of Clan Wolf—defends it in a speech before the Grand Council.
[16 June] Anastasius Focht and Primus Sharilar Mori begin to restructure ComStar. Demona Aziz, Precentor Atreus, splits with ComStar and the Word of Blake is born as a result.
[17 June] Hanse Davion dies of a heart attack on New Avalon.
[7 December] The Explorer Corps and Theodore Kurita sign an agreement to combine efforts to find the Clan homeworlds.

The Precentor Martial spent countless hours studying the Clans' battles with the Inner Sphere. Confident that he knew the one weakness of the Clans, Focht was determined to exploit this Achilles heel. Focht knew that the Clans' philosophy consisted of quick, conclusive attacks and short-term assaults—quick strikes that counted on quick victories, precluding any need for the logistics necessary to conduct a long-term campaign.

Anastasius Focht planned his defense carefully. He stockpiled enough repair parts and ammunition to supply his troops for more than a month. His plan relied on maneuver, hit and run actions, and misdirection, all in an effort to prolong the battle beyond the Clans' capacity to support themselves. His own Com Guards' greatest weakness was their lack of experience. Decades of constant simulated training could not hope to match the combat experience and lifelong training of the Clans. Recognizing this weakness as much as he did the weakness of the Clans, Focht chose to lead the battle from a bunker deep in the Tamo Mountains. From there, Focht would be able to direct the actions of the entire Com Guard.

Seven Clans would take part in the battle: the original four invading Clans—the Jade Falcons, Wolves, Smoke Jaguars and the Ghost Bears—as well as the Clans that joined the invasion after the Year of Peace—the Nova Cats, Steel Vipers and Diamond Sharks. Each of the Clans was assigned two cities on Tukayyid as their objectives. For a Clan to win they had to take both cities and hold them—holding only one would be a draw and failure to capture either a loss. The Clans thus needed to take eight cities to defeat the Com Guards, a task nearly all the Clans saw as an easy objective. They believed it would take days, if not hours.

The battle began 1 May, with six of the Clans landing troops near their objectives according to the strategies developed by each Clan's Khans. Though Ulric Kerensky was the ilKhan, the egos of the Clan Khans prevented them from using him as a coordinator. Clan Wolf, saddled by bidding with the other Clans, would not land for another five days.

Each Clan seemed to tackle the battle in a near-vacuum. The Smoke Jaguars took it a step further, treating each city as its own battle with minimal coordination between the two Jaguar forces. The Jaguar Beta Galaxy never even came close to its objective, having been decimated in

COREWARD PERIPHERY

The invading Clans cut their teeth by brutalizing the various pirate kingdoms and independent states that blocked their path to the Inner Sphere. Among those reduced to ashes by the Clans were the Oberon Confederation, Santander's World, The Greater Valkyrate, and Von Strang's World, while Star's End managed to provide something of a bright spot for the overwhelmed defenders of the Periphery.

The largest pirate organization was that of Hendrik Grimm's Oberon Confederation. Commanding some three regiments of 'Mechs, Grimm was a powerful force in the coreward Periphery. The Oberon Confederation was annihilated by the Wolf Clan. Falling one after another, the final battle of Grimm's first regiment occurred on the Confederation's capital world of Oberon VI. Grimm killed himself to avoid capture when his First Oberon Guards were crushed. The area of space once controlled by Oberon is now part of the Wolf occupation zone.

The Greater Valkyrate, formed when the pirate bands of Maria Morgraine and Redjack Ryan were united by their marriage, fared little better than the Oberon Confederation. Clan Wolf attacked the First Battalion of Ryan's Rebels, along with the Third Battalion of the Kell Hounds First Regiment, who were hunting the pirates, on The Rock in August 3049. Though the Kell Hounds are a mercenary unit of great repute they fell as easily as the Valkyrate forces did, with both pirate and mercenary units destroyed. The other two battalions of Ryan's Rebels were attacked by the Jade Falcons on Last Chance and Gotterdammerung. Susie "One-Eye" Morgraine-Ryan's Third Battalion on the latter gave the Falcons their toughest fight in the Periphery, evading two Falcon Trinaries and escaping the world with most of her battalion intact. She fled to Star's End, seeking to combine her force with that of Morgan Fletcher's New Belt Pirates to strike back at the hated Clan Wolf.

The Pirate's of Stars End eked out something of a draw from their Clan attackers. The asteroid belt surrounding Star's End is a navigational nightmare, and Clan Wolf chose not to pursue the pirates through the hazard. Though raids were much more damaging considering the defenders now wielded Clan technology, Morgan Fletcher's world came to be regarded as a rally point. Survivors and refugees from the many Clan slaughters made their way to Star's End and augmented Fletcher's forces, despite Star's End being located in the Wolf Occupation Zone.

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the Racice River Delta. Both Jaguar khans were thought killed when Alpha Galaxy was ambushed within sight of its objective, shattering the Jaguar offensive and ending their bid for victory. The Nova Cats were likewise caught out, lured into a war of attrition they were ill-equipped to fight. Ammunition exhausted, the Cats tried to push forward but were struck back by a heavy counterstrike that left only three Stars of Nova Cats to retreat to their DropShips. The Diamond Sharks would see nearly their entire attack force wiped out after the ComStar forces cut their supplies lines and rained artillery down on their positions.

The Falcons and Vipers showed some prescience in learning from the quick-out-of-the-gates Smoke Jaguars. Again, however, Focht took every advantage to pummel them. The Falcons' slow advance allowed a steady bleeding of their forces from hit and run attacks and the Steel Vipers were lured into the now-infamous Devil's Bath. Entire Stars disappeared into the deep mud-filled crevices. The Vipers fought free of the Bath but faced two fresh divisions and were eventually forced into a fighting withdrawal. Recognizing they could not achieve their objectives, the Falcon Khans ordered a retreat, but even in retreat they were mauled by Com Guards who harried their forces all the way back to the drop point.

It was not long before only the Ghost Bears and the Wolves posed any reasonable threat to ComStar's spirited defense. For the Bears victory came early at the city of Spanac but they were unable to both hold Spanac and push through the defenses of Luk, especially after the Com Guard hit vital supply lines. In the end they would have to content themselves with a partial victory.

Spending the first five days of the invasion watching the failure of the other Clans, Clan Wolf landed ready to fight and prepared for an extended campaign. Natasha Kerensky wielded her Thirteenth Wolf Guards like a broadsword, making sweeping attacks that broke the Com Guard lines and allowed the Wolf juggernaut to push forward. Experience, tactical superiority, and solid logistical planning supported Clan Wolf as it captured and held both its objectives, smashing the Com Guard forces that stood in its way. The Wolves lost Khan Garth Radick in the fighting, but were unbowed. ComStar was unable to unseat the Clan from its objectives.

After twenty-one days of fighting the ilKhan of the Clans conceded victory to ComStar. Only Clan Wolf had successfully gained control of both target cities. Clan Ghost Bear held Spanac but failed to take Luk. Based on surviving forces, Clan Jade Falcon achieved a draw.

Both sides suffered staggering losses. The Com Guards took more than forty percent fatalities, with even more injured. The Diamond Sharks force was all but wiped out, and the Smoke Jaguars saw nearly thirty-two percent killed. Clan Wolf, at twenty percent, took the fewest losses in the battle. It was a titanic victory for Focht and the Com Guard, stopping the unstoppable force. And Primus Waterly nearly took the victory from his hands by overshadowing his accomplishment with Operation Scorpion.

OPERATION SCORPION

Primus Waterly launched Scorpion as the Smoke Jaguars landed on Tukayyid. As Precentor Martial Focht faced the Clans in battle, the Primus set in motion her plan to dominate both Clan and Inner Sphere alike. Calling together the First Circuit, she announced a full interdiction of the Inner Sphere. She ordered all ComStar HPG compounds to activate their security to deal with any local

resistance. On Clan-held worlds the orders included destroying Clan garrison forces and retaking the worlds in the name of the holy order. Primus Waterly fully believed that with one swift, bold action she could fulfill Jerome Blake's visions and place ComStar over all mankind.

The plan was overreaching, over-assumptive, ill-conceived, and poorly prepared. The Draconis Combine and the Federated Commonwealth were both aware of the plan before it was put in motion, seizing control of many of their HPGs before the order for interdiction arrived. On other worlds the ComStar staff refused to follow the order, choosing to follow their hearts on the right course of action. The Capellan Confederation and Free Worlds League suffered in the early days but as with the other states reaction was often swift and violent from the people of the Inner Sphere. On Clan worlds, Operation Scorpion was an even worse disaster. Even second-line Clan forces were more than a match for the limited ComStar forces left in the occupation zone.

On learning of the interdiction and attacks Focht quickly returned to Terra to confront Primus Waterly. Public history states that Focht convinced Waterly to step down and retire and that days later she died of a brain aneurism. No evidence to the contrary has ever been convincingly put forward, despite Blakists claims that she was murdered, and a brain aneurism would explain the highly erratic behavior of the Primus leading up to her attempt at interstellar domination. Focht's actions would later lead to the fracturing of ComStar into the secular order of the same name and the more radical, traditionalist Word of Blake.

THE END OF THE BEGINNING

The Clans had been defeated in the single largest battle in three centuries of warfare. The Inner Sphere was free, both of the Clan threat and of the shadowy grip of the secretive ComStar order of the Succession Wars. Freedom, however, was more illusion than reality. Precentor Martial Focht had only bought the Inner Sphere fifteen years of reprieve and for many worlds of the Federated Commonwealth and Draconis Combine, the threat of Clan invasion was still ever-present. Those that had faced the Clans firsthand knew that fifteen years might well be only a delay in the inevitable. Those years of respite would need to be used wisely, lest it be squandered away.

The end of the Clan invasion saw further changes in the Inner Sphere. Hanse Davion died, leaving control of the Federated Commonwealth to his wife and son. Theodore Kurita further cemented his leadership in the Draconis Combine; though his father would rule for several more years, the military and the defense of the Clans lay solely with the *Kanrei* and his own son, Hohiro. The Free Rasalhague Republic was reduced to a bare seven worlds, ComStar all but propping the nation up with its own Com Guard. The leadership of the Capellan Confederation was replaced when Romano Liao and her consort, Tsen Shang, were assassinated.

The Succession Wars had given way to a new era of warfare. Gone were the stagnant wars of attrition, and in their place tactical maneuver, massive R&D projects and the ever-present threat of an enemy whose technology and skill were unmatched at the individual level. The Inner Sphere had fifteen years to ready themselves for the renewed invasion, they planned to use every last minute of that time.

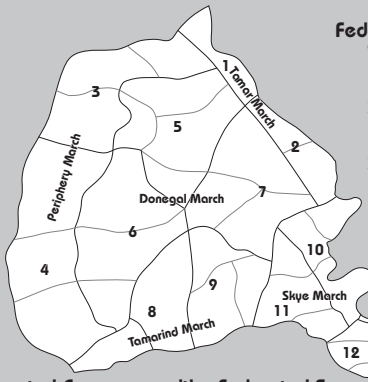
We all know what is said about a how long a plan survives in the face of the enemy.

Von Strang's World was attacked by the Jade Falcons and received special attention. Gunthar Von Strang was a high-ranking member of Stefan Amaris' Rim Worlds Republic government, and the Falcons accorded neither respect nor mercy to the forces defending the world that bears his name. In August 3049, the Falcons slammed into Von Strang's Guards, a veteran regiment, and finished them off in brutal fashion, executing those who surrendered or were captured. Von Strang's World is now part of the Jade Falcon occupation zone.

It was the infamous Helmar Valasek, Bandit King of Santander V, who gave perhaps the best showing against the Clans. Luring the Clan Smoke Jaguar forces planetside by responding to their *batch-all*, the small Shroud Keshik of the Jaguars landed at the proposed battle site in August 3049. Finding only empty and stripped DropShips arranged at the site and not their enemy, they moved forward to investigate. Valasek's forces then detonated the explosives hidden in the DropShips, annihilating most of the Jaguars. Valasek and his 'Mechs then appeared and finished off the few battered survivors. This dishonorable conduct forced the Jaguars to abandon their bid and they hit the planet with the entire 362nd Jaguar Assault Cluster. Though Santander's Killers fought well, they were outnumbered and outclassed. Valasek's *BattleMaster* went down in the final conflict, but he was not at the controls; he was not located and his whereabouts remain unknown. Compounding the stain on the Jaguars' honor, they lost Santander's World to the Ghost Bears in a Trial of Possession in March 3052.

All these encounters and others in the Periphery gave the Clans their first taste of combat against non-Clan opponents. While they were bloodied at times, their overwhelming victories demonstrated to them proof of their galactic manifest destiny—that their move to conquer Terra was the proper thing to do. They also learned firsthand the types of deception and tactics they might encounter from their Inner Sphere opponents. For some this led to proper preparation and adaptation, while for others it led to deadly responses vastly out of proportion to the actions of the Inner Sphere defenders.

INNER SPHERE - April 3052



Federated Commonwealth - Lyran Commonwealth

Tamar March
1) Pasig Operational Area
2) Pandora Operational Area

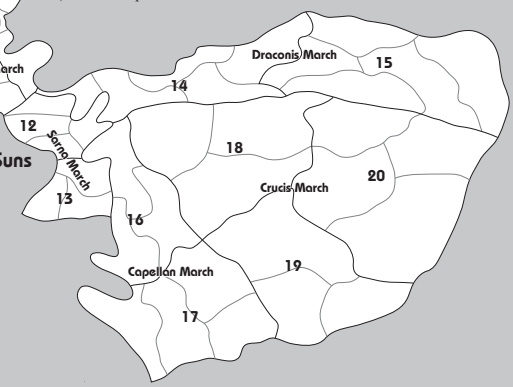
Periphery March
3) Tsarahavana Operational Area
4) Venaria Operational Area

Donegal March
5) Coventry Operational Area
6) Alarion Operational Area
7) Pherkad Operational Area

Tamarind March
8) Bolan Operational Area
9) Soilihull Operational Area

Skye March
10) Ryde Operational Area
11) Alcor Operational Area

Sarna March
12) Terra Firma Operational Area
13) Palos Operational Area

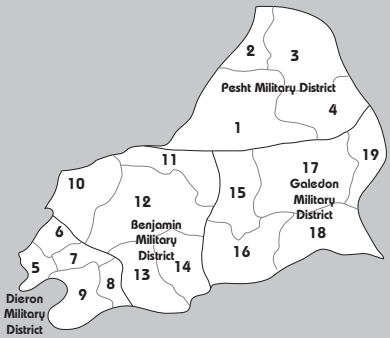


Federated Commonwealth - Federated Suns

Draconis March
14) Robinson Operational Area
15) Woodbine Operational Area

Capellan March
16) Kathil Operational Area
17) Taygeta Operational Area

Crucis March
18) Markesan Operational Area
19) Chirikof Operational Area
20) Minette Operational Area



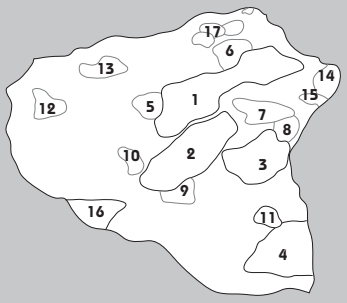
Draconis Combine

Pesht Military District
1) Kagoshima Prefecture
2) Lonaconing Prefecture
3) Qandahar Prefecture
4) Ningxia Prefecture

Dieron Military District
5) Kessel Prefecture
6) Vega Prefecture
7) Algedi Prefecture
8) Ashio Prefecture
9) Al Na'ir Prefecture

Benjamin Military District
19) Baldur Prefecture
11) Xinyang Prefecture
12) Benjamin Prefecture
13) Proserpina Prefecture
14) Iruzun Prefecture

Galedon Military District
15) Oshika Prefecture
16) Matsuida Prefecture
17) New Samarkand Prefecture
18) Kaznejov Prefecture
19) Tabayama Prefecture



Free Worlds League

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

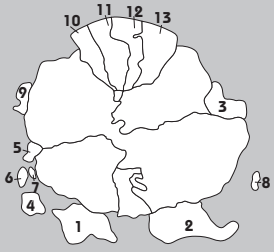


Capellan Confederation

1) Capellan Commonality
2) Sian Commonality

St. Ives Compact

3) St. Ives Commonality

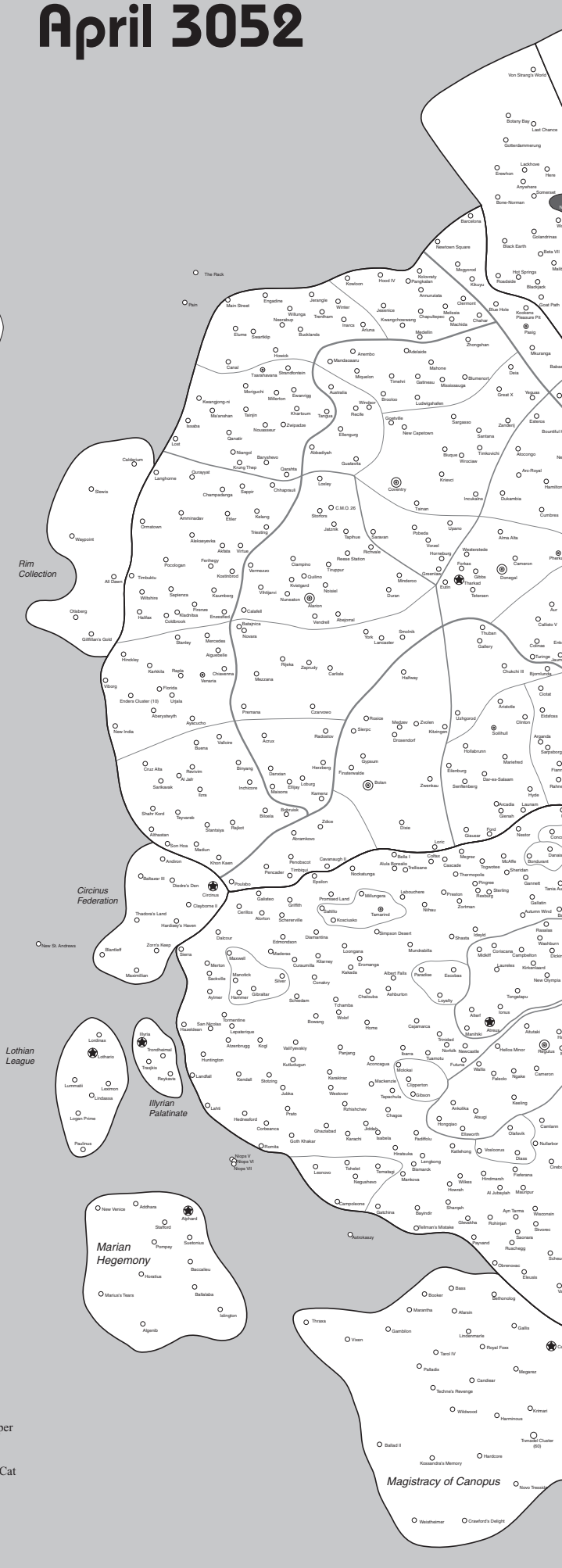


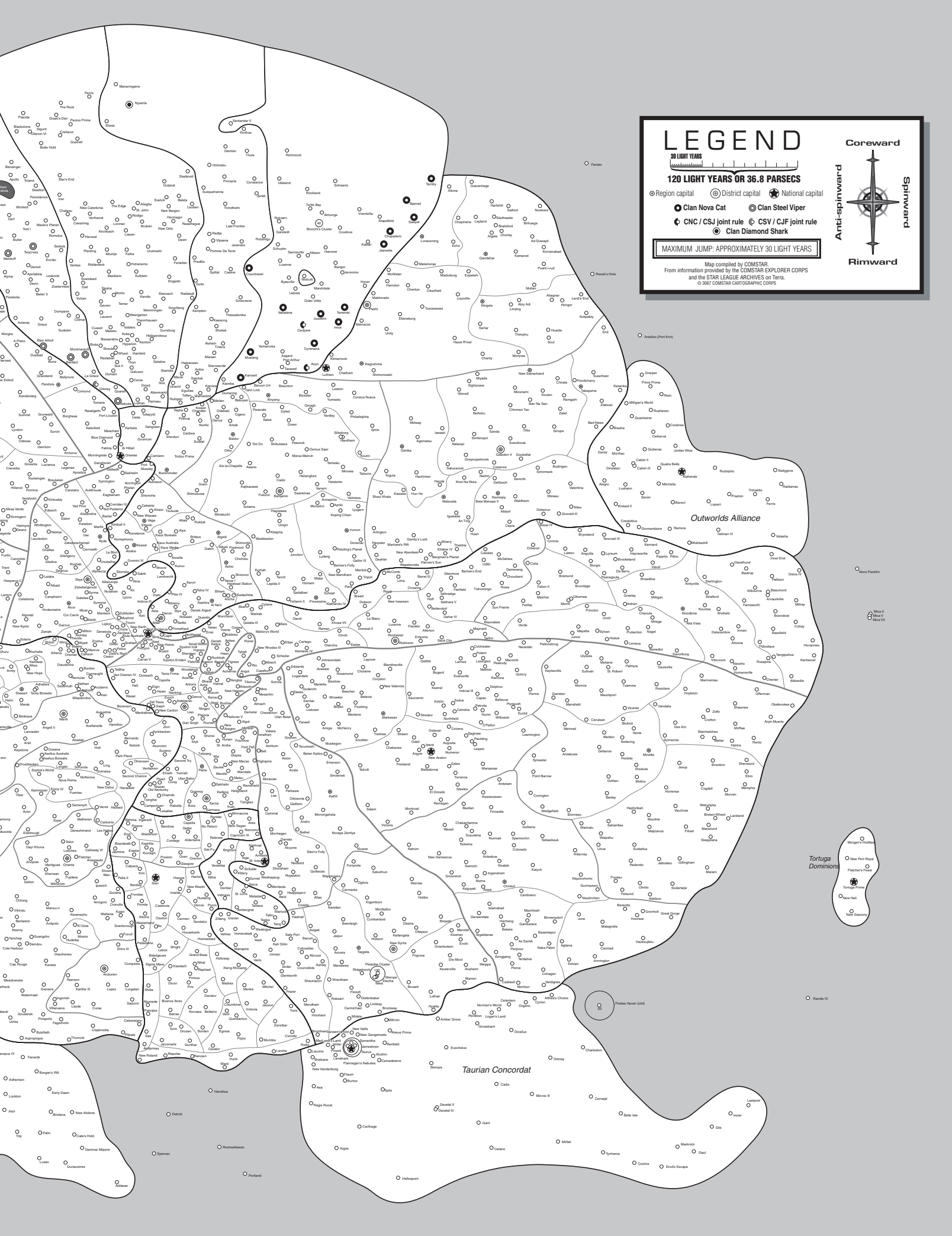
The Periphery

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

The Clan Occupation Zones

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




LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS
Region capital
District capital
National capital
Clan Nova Cat
Clan Steel Viper
CNC / CSJ joint rule
CSV / CJF joint rule
Clan Diamond Shark
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
© 3067 COMSTAR CARTOGRAPHIC CORPS
Coreward
Spinward
Rimward
Anti-spinward
Outworlds Alliance
Taurian Concordat
Tortuga Dominions

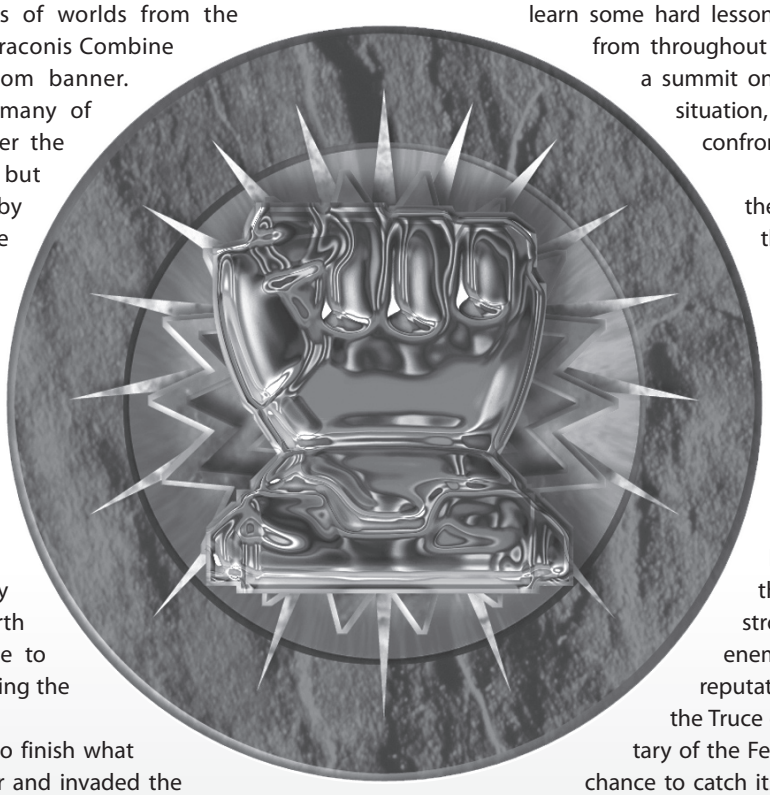
FACTIONS

In the Inner Sphere and Clan Occupation Zones of 3052, a dozen or more factions were represented and active, each with their own interests, activities, and goals. The larger states directly facing the Clan were desperate to close the technological gap and recover their lost territory; those states who did not face direct threat found their avarice enticed by the fantastic spending and technological largesse spilling out of military budgets; and smaller states and mercenaries girded their defenses or looked for profit after their own interests.

FEDERATED COMMONWEALTH

The following list represents most, but not all, of the active factions in the Inner Sphere in 3052.

The Federated Commonwealth found its origins out of the wedding gift from Hanse Davion to Melissa Steiner when the pair were married in 3028. The dishes from the reception had scarcely been cleared before troops from the Federated Suns and Lyran Commonwealth poured over the borders of their neighbors in an effort to physically unite their realms as solidly as they had politically. The invasion proved to be a stunning success, with scores of worlds from the Capellan Confederation and Draconis Combine falling under the new FedCom banner. The Draconis Combine saw many of its border worlds vanish under the Lyran half of the onslaught, but this advance was tempered by the rising star or Theodore Kurita. After the war's end, the Federated Commonwealth proved to be the boldest political experiment since the Star League itself.



Theodore continued to be a thorn in the Commonwealth's side when he engineered the creation of the Free Rasalhague Republic, forcing the F-C to return many of the worlds taken in the Fourth War, thanks to a pledge made to the Rasalhague rebels back during the invasion.

Hanse Davion attempted to finish what was started eleven years earlier and invaded the Draconis Combine in 3039, but The Fox found himself outplayed by Theodore Kurita, this time with the secret aid and alliance of ComStar. Unable to realize his long-held dream of dismantling both of House Davion's hated enemies, Hanse Davion settled for the status quo and returned to a holding pattern, biding his time while allowing his children to grow and his scientists to regain lost ground against a technologically resurgent Combine.

The Clan invasion caught the Armed Forces of the Federated Commonwealth by complete surprise, and world after world fell to the Jade Falcon and Wolf forces that tore rimward. Victor Steiner-Davion, first son of Hanse and Melissa and heir to the FedCom throne, barely escaped capture on Trell I, thanks to a forceful removal by his aide, Galen Cox. Victor made a second escape when the AFFC mounted a counterattack on Twycross, again thanks to the actions of friend, this time Kai Allard-Liao.

While Victor's military prowess had grown he would soon learn some hard lessons in politics. He and his peers from throughout the Successor States attended a summit on Outreach to address the Clan situation, and form an uneasy alliance to confront the greater threat.

When the invaders resumed their brutal assault, the arrival of the Steel Viper Clan only added to the FedCom's worries. Victor once more proved the benefit of having trusted friends, as Kai Allard-Liao came to his rescue again on the world of Alyina. Victor was soon able to return the favor of sorts when he led a successful operation to rescue Hohiro Kurita, trapped by the Clans on Teniente. While the operation earned him a strong measure of trust among old enemies, it did little to bolster his reputation in his homeland. Not until the Truce of Tukayyid did the mighty military of the Federated Commonwealth have a chance to catch its breath, refit, and repair. There was little time for celebration, however. Hanse Davion, co-architect of the Federated Commonwealth, died of a massive heart attack in 3052, Victor at his side.

The F-C faced an uncertain future. While Victor's mother, Archon Melissa Steiner-Davion, still lived, her offer to step aside and allow Victor to assume the title of Archon Prince was rejected. Victor convinced his mother to act as regent of the Federated

Commonwealth. Much conjecture and controversy has been made of this decision, with many claiming that at 22, Victor was far too young to rule such a massive realm. Knowledge of his romance with Omi Kurita, daughter of Theodore, soon began to surface, which brought about more political trouble for the young prince. Others saw a more positive side of the decision, allowing Victor to focus on the threat of the Clans.

To complicate matters, dissenting forces in the Isle of Skye seized on the opportunity presented by Hanse Davion's death to once again raise the specter of separatism. Other groups lobbied to use the brief cessation of hostilities with the Clans to quickly regroup and bring the fight to the invaders.

The necessity of turning to the Free Worlds League, the Draconis Combine, and the Capellan Confederation was a prelude to the harsh years to come, when internal dissension and betrayal would tear the mighty Federated Commonwealth apart.



TENTH LYRAN GUARDS RCT (THE REVENANTS)

Arguably one of the premiere units within the Federated Commonwealth, the Tenth Lyran has been home to numerous archons of the Commonwealth over its lifetime. Indeed, it's become near-tradition that any future ruler of the Lyran Commonwealth cuts their teeth in a command position within the Tenth. This factor alone makes entry into the unit a difficult process for most MechWarriors. Extensive profiling and background checks are required to make sure the future ruler of the Lyran Commonwealth is surrounded by the most loyal of troops. Receiving a post to any Lyran Guard unit, but especially the Tenth, is seen as a very high badge of honor.

The unit has been on the brink of extinction several times in its existence, each time coming back stronger and more capable than before. The Tenth is usually first in line when it comes to receiving the latest and most advanced equipment.

Victor Steiner-Davion joined the Tenth Lyran Guard as a kommandant after his previous unit, the Twelfth Donegal Guards RCT, was destroyed on Trell I. The future Archon Prince has integrated well into the elite unit, and easily earned the loyalty of those around him.

The rebuilding of the Tenth Lyran Guards after the Fourth Succession War followed the Davion model, building the unit into a full regimental combat team. The RCT was further strengthened by Victor Davion's determination to make them the premier anti-Clan unit of the invasion, and they built and maintained that reputation of competence for decades.

The unit took great pride in the fact that they engaged the Clans a number of times and were always able to walk away. Unit commanders were often asked by other frontline COs to share tactics and strategies when it comes to engaging the Clans.

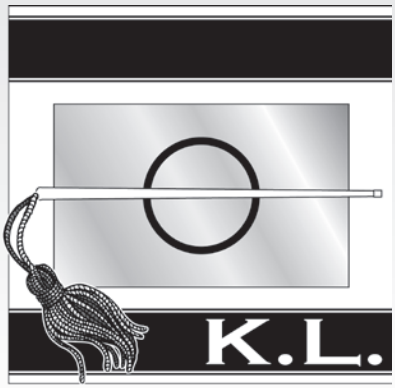
TWENTY-FIFTH ARCTURAN GUARDS RCT (THE KEWRAN WOLFHOUNDS)



Serving on a number of Lyran-Rasalhague border worlds, the Twenty-fifth Arcturan Guards earned a reputation as a friendly and compassionate unit that cared deeply about the Lyran citizens it protected. While the relatively safe border with the Free Rasalhague Republic did not present many opportunities for action, the occasional pirate attack, and relentless drilling by their commander, Leftenant General Gilda Felra, kept the unit in top fighting shape. Known as the Kewran Wolfhounds, the Twenty-fifth Arcturan Guards have earned a reputation for being fleet-footed tenacious fighters, much like their namesakes. These skills served the unit well when Clan Wolf landed on Sevren in 3051. Despite some initial success the Twenty-fifth was forced to retreat to face the Jade Falcons later on Colmar. Weary and wounded from tangling with the Wolves, the Twenty-fifth chose to flee, rather than face certain destruction. Ever-loyal to the people they protected, the Wolfhounds refused to leave empty-handed. The unit received special recognition for their brave actions in helping thousands of Lyran refugees escape capture by the Clans.

The unit quickly recovered and was eager to get back into action against the Clans. The Twenty-Fifth commanders pleaded to be returned to active duty, a request the AFFC was prepared to grant but were forced to belay once the Com Guards beat the Clans on Tukayyid. The Twenty-Fifth was instead assigned garrison duty, staring across an uneasy border with the Jade Falcons— a role they loathed. General Felra balked numerous times to AFFC High Command, citing the danger and threat to the F-C people under Clan rule, and the necessity to save them. Her protests were given little heed.

Rumors persist that General Felra turned a blind eye to smaller detachments from the Twenty-fifth making unauthorized harassment raids across the border. Although never substantiated, it seems likely they did take place.



SECOND CRUCIS LANCERS RCT (KESTREL LANCERS)

Tracing its roots back to the days of the Star League, the Crucis Lancers are the remnants of SLDF units that chose not to depart in General Kerensky's Exodus. With a deep history and the majority of its recruits coming from the Kestrel administrative sector of the Crucis March, the Second is also known as the Kestrel Lancers. This recruitment effort has created a very close-knit and family atmosphere among its soldiers.

For a short period just before the Fourth Succession War, the Second was deactivated by Prince Hanse Davion, as their losses from previous engagements along the Suns-Combine border had left them drained and demoralized. Reluctant to leave, the MechWarriors of the Second took duty assignments with other units, waiting in hope of being rebuilt. Once the dust settled from the Fourth Succession War, the Second Crucis was allowed to rebuild as a full regimental combat team.

Their most famous actions in the Clan invasion earned the unit a reputation for being incredibly resourceful. Though not one of the frontline units to defend against the Clan onslaught, the Second played a crucial role as a harassment force that drove behind enemy lines, aiding guerilla fighters and other rebels. This effort proved itself successful in keeping a brake on the Jade Falcon forces in the Occupation Zone, as well as disrupting supply lines.

The cessation of hostilities allowed the AFFC High Command to pull the Second from this duty, and not a moment too soon. Active duty behind lines for over a year had caused the Lancers to go from a full regimental combat team to just over a reinforced regiment in strength. Despite this dramatic reduction in size, the Second gave a good accounting of itself, proving its resourcefulness and ability to adapt to circumstances. The induction of many liberated soldiers to replace combat losses played hob with the cohesiveness of the Kestrel Lancers until they were properly indoctrinated.



FIRST DAVION GUARDS RCT (THE STRENGTH OF ALEXANDER)

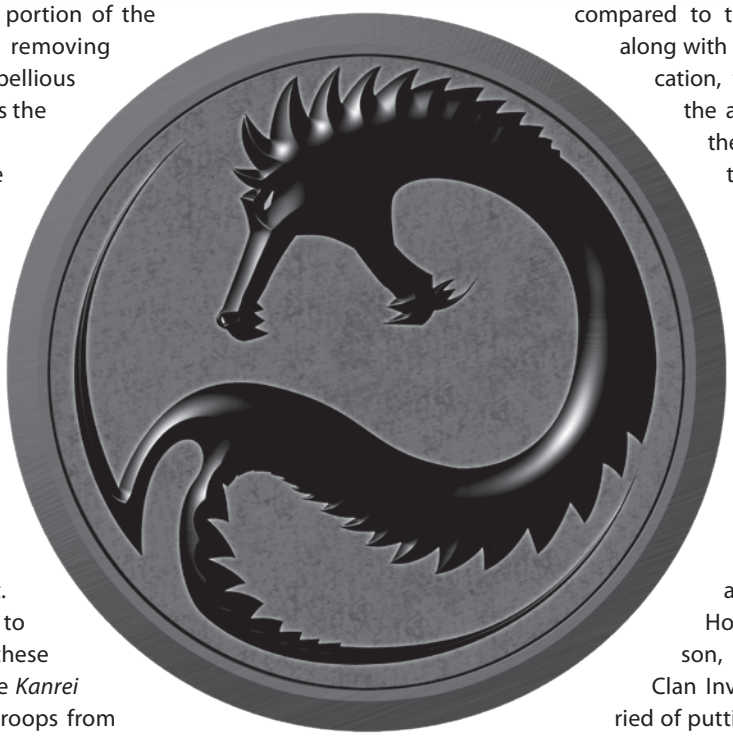
With a long and storied history dating back to the pre-Star League Davion Civil War, the First Davion Guards rose from the ashes of that conflict as the first unit fiercely loyal to the Davion family and the Prince of the Federated Suns. Because of this unwavering loyalty, and its importance in keeping the ruler of the largest Successor State safe, the First was usually at the front of the line to receive the most advanced equipment. Even though the First was not involved in the initial waves of the Clan invasion, they were one of the first units to receive salvaged Clan weaponry that wasn't already marked for NAIS scientists. This action didn't sit well with many other unit commanders, but few were willing to voice their protests as everyone in the AFFC acknowledged that the First Davion Guards were no ceremonial unit.

Recruits are chosen from military academies from throughout the Federated Suns. While this is done partially to net the best soldiers for the ranks of the First, the greater unspoken reason is to remove any regional loyalties that might exist, thus keeping the troops focused on what is expected to be their true loyalty—the Prince of the Federated Suns.

Commanded for years by Marshal Bishop Sortek, it was his aide, Hauptman General Wendy Adams, who ran the unit day-to-day. A lifelong member of the Davion Guard, Adams was transferred to the First not long after the end of the War of 3039, where she had distinguished herself. Her time in the First was well spent. Already a cohesive and coordinated force, Adams took her nearly forty years of military experience and honed the First Davion Guards to a keen fighting edge.

DRACONIS COMBINE

The Draconis Combine has arguably faced the greatest difficulties since the creation of the Federated Commonwealth in 3028. First, an entire military district nearly self-destructed pursuing the Coordinator's vendetta against Wolf's Dragoons in the Fourth Succession War. While they were redeemed by the unorthodox military strategy of Theodore Kurita, whose actions on the Steiner front of the Fourth War did much to save the nation, they were soon suffering the throes of political turmoil when a large swath of the nation declared independence and formed the Free Rasalhague Republic. The Combine leadership took the surprising action of allowing this independence to stand, creating a buffer state between themselves and the resurgent Lyran Commonwealth portion of the Federated Commonwealth and removing the strain of dealing with the rebellious province. What was surprising was the subsequent Ronin War.



A number of units of the Draconis Combine Mustered Soldiery refused to accept the notion of an independent Rasalhague. The violent conflicts were limited in scope though their consequences would resonate throughout the region for years to come. *Gunji-no-Kanrei* Theodore Kurita was obligated to declare *ronin* those warriors who disobeyed the Coordinator, giving this time of conflict its sobriquet. The DCMS was then compelled to perform punitive actions against these rebellious forces. This allowed the *Kanrei* to eliminate numerous disloyal troops from his command, showcasing his ability to grow the cherry blossom in the offal.

Only a few years after the Ronin War, Hanse Davion launched the War of 3039, invading the Combine as he had the Capellan Confederation in the Fourth Succession War. Theodore, however, was not so inept as the Capellan military leadership, and he had prepared well for just such an eventuality. As part of a bargain struck with ComStar to recognize Rasalhagian independence, the DCMS was supplied with a sizable number of ComStar BattleMechs. Most of these had not been seen in numbers since the early Succession Wars, and some even wielded long-lost Star League-era weaponry. Theodore also had the foresight to create new units and not register them on any official rolls, enabling true surprise when these so-called Ghost Regiments appeared in battle. Theodore's counterattack, while a gamble, was successful in turning back the FedCom forces and succeeded in capturing a number of worlds. Among these was the crucial factory world Quentin, greatly alleviating the loss of factory worlds to the Rasalhagian independence. Hanse Davion sued for peace, which the Coordinator eagerly accepted.

The Combine gained a sizable advantage in the race to recover lost technology from those ComStar 'Mechs which still mounted Star League era equipment. Thus, despite the vaunted reputation of the New Avalon Institute of Science, the Combine was able to return numerous lost weapons to production earlier than the FedCom. While only minor skirmishes and raids punctuated the intervening years between the '39 conflict and the Clan invasion, the Combine was as unprepared as the FedCom and FRR were.

It was only the greater skill of Combine MechWarriors compared to their Inner Sphere counterparts, along with typical *samurai* ferocity and dedication, that allowed the DCMS to slow the advancing Clan hordes as well as they did. Their ability to use tactics learned through centuries of combat against the less-honorable Lyran and FedSuns forces allowed them to exploit the Clans' strange ritual of battle. Proper battlefield selection and preparation allowed the DCMS defenders to defeat the enemy on Wolcott, the first defeat of the Clans by Inner Sphere forces.

The refusal to submit by the citizenry of the Combine, and the steadfast leadership of Hohiro Kurita, the *Kanrei*'s eldest son, led to the worst atrocity of the Clan Invasion. The Smoke Jaguars, wearied of putting down the guerrilla attacks by the resistance fighters on Turtle Bay, resorted to orbital bombardment from their WarShips to annihilate the city of Edo. This brutality was more in keeping with the tactics that the DCMS could expect from Inner Sphere opponents and it galvanized the troops and the citizens. No more could the Smoke Jaguars, Nova Cats or Ghost Bears expect to face single combat and honorable conduct. The fight was now to the death, and there would be no surrender.

When the Smoke Jaguars and their Nova Cat attendants attacked Luthien they were met by the full force that the DCMS could bring to bear. Further, the *Kanrei* had taken the unthinkable step of requesting aid from Hanse Davion and the FedCom: Wolf's Dragoons and the Kell Hounds joined the defense of the Combine's capital. While the losses were horrendous on both sides, the invaders were defeated and forced to retreat from the system. The amount of salvage claimed from that battle pro-

vided Combine scientists with such a wealth of Clan technology that their skills developed in reverse engineering Star League technology allowed them to unlock the secrets of the Clans' Omni technology. The Combine debuted pod technology in 3052, again placing them at the forefront of military technology in the Inner Sphere.

The state of the Combine after ComStar's halting of the Clan Invasion was one of preparation. While they succeeded in defending their capital, the extreme losses could not be quickly healed. There was only the comparatively brief lull to the Clan advance, fifteen years, an eyeblink in the grand scheme of things. The Combine did not rest easily and embarked on a rebuilding plan aimed not just at preparing a defense but at counterattacking to drive the invaders from Combine space.

OTOMO (THE DRAGON'S WARDERS)



The Otomo, long the protector of the Coordinator and the Imperial Palace on Luthien, was put to its greatest test when the Clan invasion reached the Draconis Combine's capital. Long regarded as the prime assignment within the DCMS, service in the Otomo never comes easily. Only the elite of the elite, the warriors who strive to be the best that any warrior can be, are considered for service in the Otomo. There is no application process; individuals cannot recommend themselves to join the Otomo. Records of extraordinary personal performance in service to the Draconis Combine through combat that catches the notice of the Coordinator himself is required for consideration, for only the Coordinator assembles a list of potential Otomo members.

While it is among the highest of honors to be considered, consideration is only the beginning. The ISF is tasked with performing background investigations of the greatest depth and detail to ensure absolute loyalty from all Otomo members, for the Coordinator and his family depend upon these warriors for their very lives. The process is not without fail—Coordinator Takashi's own father, Hohiro, was assassinated by a member of the Otomo—and the ISF does not take their failure lightly.

While the Otomo generally secures the Imperial Palace, their black 'Mechs ominously overseeing any proceedings at which the Coordinator is in attendance, the duties of this elite regiment include the ultimate defense of Luthien. They performed this duty to great effect against Clans Smoke Jaguar and Nova Cat. Appearing in company-sized detachments, the Otomo was always in the right place at the right time, plugging holes before they could be exploited, keeping open lines of retreat so embattled units could regroup and struggle to serve the Coordinator properly, and performing the highest sacrifice to protect the Coordinator by giving up their own lives to ensure the enemy lost more than the Combine did.

SECOND SWORD OF LIGHT (THE STEEL DRAGON)



The Second Sword of Light was the flagship regiment of the DCMS. Sporting the best equipment the nation can supply, the warriors of this unit were the best of the best. The selection process to enter a Sword of Light regiment is the most rigorous and exclusionary in the entire DCMS. Their loyalty to the Coordinator above all, Sword of Light warriors are willing to sacrifice their own honor to complete their assigned duties. This will never be shown more fully than their willingness to carry out the Kentares Massacre at the order of Jinjiro Kurita. The Second Battalion of the Second Sword wore the flag of Kentares IV on their 'Mechs as a reminder of their participation in that event.

As the only Sword of Light regiment with permanent infantry, armor and aerospace fighter assets, the Second Sword was the most flexible in its tactics. Their ability to fight on equal ground with combined arms forces of other nations has given their lesser assets a skill beyond that of other units since they train constantly in concert with 'Mechs. This intensive training was essential during the combat against Clan Ghost Bear on Alshain. Using mobility, prepared battlefields, and knowledge of the terrain, the Second Sword of Light repeatedly hit the Ghost Bear invaders only to fade before retaliation. As the Ghost Bears tried to adjust to the Second's tactics, the Second would change them and hit the Ghost Bears with something new.

While the Second was unable to prevent the loss of Alshain to the Ghost Bears, they saved the other defending DCMS unit and allowed it to escape by executing a daring suborbital maneuver to lift off in their DropShips and carry out a combat drop onto the Ghost Bear forces. While the Second then fled Alshain, they escaped with minor losses compared to the devastating casualties suffered by so many other DCMS units. Their ability to withdraw after such deadly combat while preserving such a large portion of their force proved to the Ghost Bears that which the Successor States already knew: the Second Sword of Light was the finest single unit in the Combine. While their action on Alshain was a loss, the Clans failed to remove their greatest threat when they had the chance.

GENYOSHA (BLACK OCEAN)



The Genyosha were founded in 3027 when Coordinator Takashi tasked the disgraced Yorinaga Kurita to select fifty DCMS MechWarriors and train them until their skills rivaled Yorinaga's own. Performing the duty to his best ability, Yorinaga hoped to redeem his defeat at the hands of Morgan Kell in 3016 and gain the right to an honorable death. The notion of dedication to duty, along with the willingness and need to die in service to the Combine, was imbued in those first fifty men. Those fifty in turn trained others, and so on, until a regiment of the finest quality was produced, rivaling even the Second Sword of Light in skill and respect.

The First Genyosha was instrumental in securing the Combine's victories on Wolcott and Luthien, applying their tactics of devastating artillery fire, aerospace ground attacks, and concentrated 'Mech fire to savage the Clan invaders. While the First Genyosha survived the Clan invasion battered to half their strength, the Second lost more than two-thirds their number and were removed from the roster of the DCMS until such time as they could rebuild to full strength.

Like most DCMS units after the Battle of Tukayyid, the Genyosha were in a period of rebuilding. Having performed their duties in defense of the Dragon with distinction, the Coordinator ensured that the First lacked for nothing in their rebuilding efforts. With only the Second Sword of Light and the Otomo as exceptions, the Genyosha were given the highest priority of any DCMS unit for any equipment.

RYUKEN (DRAGON SWORD)



Unwilling to lose the talents of Wolf's Dragoons, the Coordinator tasked them with training a new unit, the Ryuken, in the Dragoons' own battlefield tactics and strategies. Ironically, the tactics espoused and adopted by the Ryuken were similar to the reforms that then-*Tai-sa* Theodore Kurita was instituting in his command of the Eleventh Legion of Vega. While the Coordinator joined the senior commanders of the DCMS in scorning the efforts of his son, he heaped praise and reward upon the newborn Ryuken.

During the catastrophic battles with Wolf's Dragoons on the eve of the Fourth Succession War, however, the Dragoons showed that the Ryuken had not learned well enough as they mauled the four Ryuken regiments ordered to prevent the Dragoons' departure. The machinations of the same liaison officer who soured relations in the first place were directly responsible for the loss of so many Ryuken warriors, leading to enmity between the unit and the DCMS, though the unit is still unfailingly loyal to the Coordinator. The cessation of the Clan invasion with the ComStar victory at Tukayyid found many of the Ryuken regiments stationed on Wolcott. From this island of DCMS control in the midst of the Jaguar and Nova Cat occupation zone, the Ryuken launched raids against the Jaguars and honed their skills against the Clan enemies.

THIRD PROSERPINA HUSSARS (WARRIORS OF THE NIGHT)



Among the elite of the DCMS, the Third Proserpina Hussars are one of the few remaining floating regiments. Their service to the Kurita family predates the formation of the Draconis Combine, and their legacy of honorable performance has endeared them to Coordinators past and present. While they were humiliated in the War of 3039 by the First Crucis Lancers, who soundly defeated them on Capra and captured three of their JumpShips, they had rebuilt back to full strength when the Clan invasion found them stationed on Galedon V.

Being on the far end of the Combine from the invasion the Hussars were mobilized along with the rest of the DCMS, ordered to defend Kiamba against the Smoke Jaguars. Initially, the battle went well, with the Hussars' aerospace forces taking out a Jaguar DropShip during its landing. The Hussars then applied their skill at hit and run tactics, which had cost them dearly on Capra twelve years earlier, and lured the Jaguars into a trap in Hecate's Swamp. While the trap was an unqualified success, the Jaguars retaliated with exceptional fury and nearly wiped out the Hussars. *Tai-sa* Weston, the Third's commander, was killed in the counterattack.

Unable to face the direct onslaught the Hussars were barely able to limp away with a third of their forces. Faring similarly, the Fourth Proserpina Hussars were removed from the active rolls and their survivors absorbed by the Third. They rebuilt, making a special effort to train in defense against frontal assaults in hopes of preventing another devastating defeat.

COMSTAR

In the dark days after Amaris took control of the Star League and was defeated by Aleksandr Kerensky it was Jerome Blake who had a vision and formed ComStar. The last Minister of Communications for the Star League, with Amaris and Kerensky gone, waited until the former Terran Hegemony became a battleground for the five Successor Lords before he made his move. He took Terra in a swift campaign and declared it independent. He offered the service of the HPG network to anyone—under the flag of neutrality. Anyone in the Inner Sphere would be able to use interstellar communication with ComStar solely in control.



While the First Succession War raged mankind took a turn for the worse: knowledge about such things as how to construct WarShips or terraform a planet was lost. Jerome Blake decided that knowledge was a weapon—one he wanted his organization to control when the war was over. He envisioned ComStar as the bringer of peace and knowledge once the Successor States had collapsed in the chaos of the Succession Wars. In order to make it happen, Blake's successor Conrad Toyama transformed the organization into a pseudo-religious order that revered technology, ready to offer the Inner Sphere help and guidance.

Over the course of the next 300 years ComStar played a shell game of neutrality while in secret working to destabilize and overthrow the Successor States. Few suspected the Order of any wrongdoing and ComStar was accepted as mediator by almost every faction. Every communication between states and their intelligence personnel, for example, used the ComStar HPG network. At any time ComStar knew what was going on and made sure events played out to their liking. They even managed to take control of the mercenary market by creating the Mercenary Review Board.

When Myndo Waterly became Primus she changed the politics of the order. For long years her predecessors had acted passively, preferring manipulation to active participation. She directed more involvement to bring the visions of Jerome Blake to fruition during her time at the helm. When the Clans appeared in 3049, she saw them as a sign of the Blessed Blake and decided it was time for the Successor States to fall so ComStar could take over and create a new Star League. For that to happen she would need to fight the Clans with her Com Guards—but only after she forged an alliance with them and had thrown the Sphere into chaos. In order to create that alliance and to study the tactics of the Clans, Myndo Waterly sent her Precentor Martial—Anastasius Focht—as ambassador to the Clans. She tempted the Clans by cutting communications with conquered planets and even offered military intelligence data about targeted worlds.

Only after ilKhan Kerensky told Primus Waterly the goal for the Clans was to ultimately take Terra did Waterly act. ComStar would fight the Clans in order to halt the invasion and stop them from taking Terra, but she had other secret plans: Operation Scorpion. The whole Inner Sphere was to be put under a total communication interdiction. ComStar personnel on occupied planets in the Clan corridor were to overthrow the Clan oppressors and take the planets in the name of ComStar.

Had it worked as planned, Waterly would have been in charge of the entire Clan Occupation Zone and the Inner Sphere would have been thrown into chaos. In the end Waterly was removed from office by Sharilar Mori and Anastasius Focht. Focht and Mori reformed the Order, sharing their knowledge with the Inner Sphere in order to fight the Clans—even if that meant creating the schism that brought to light the new order of the Word of Blake.



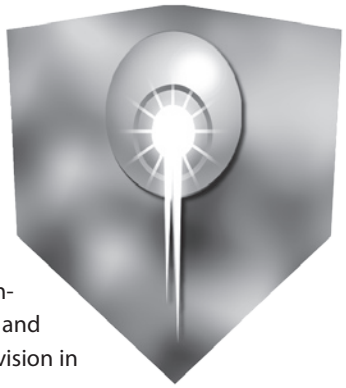
FIRST DIVISION (STRONG RETALIATION)

Ever since Anastasius Focht and Sharilar Mori opened the ComStar Archives historians have sought documents detailing the first creation of the order's armed forces. Unfortunately, those documents were never released so we can only guess about the early years of the Com Guards. The First Division had quite a reputation even

before Tukayyid, defending against pirates and brigands. It's possible the unit was attached to the Explorer Corps for some time.

On Tukayyid the First sat out the first days of the fighting. While the rest of Sixth Army was having a hard time fighting the Steel Vipers, the First Division waited for attack orders. The commander of the Sixth Army, Precentor MacGillaray, finally released the First after two days of brutal fighting. While the Steel Vipers and the other divisions of the Sixth Army were playing cat and mouse in the Devil's Bath—a field of geysers, mud pits, and granite columns—the First had been sent out to make sure the Vipers' supply lines were disrupted.

Moving stealthily, they approached the landing zone of Clan Steel Viper and found what they were looking for: several supply trains headed toward Devil's Bath. The First split into three prongs and attacked the Provisional Garrison Cluster the Vipers had left behind as guarding force. The battle continued for more than four hours, after which the First was victorious—but at a high cost. The Vipers' second-line warriors proved worthy opponents and the First Division suffered horrendous losses. The rest of the Tukayyid campaign was uneventful for the First; they only fought against the Ghost Bears once, able to hold them for only so long before retreating in good order.

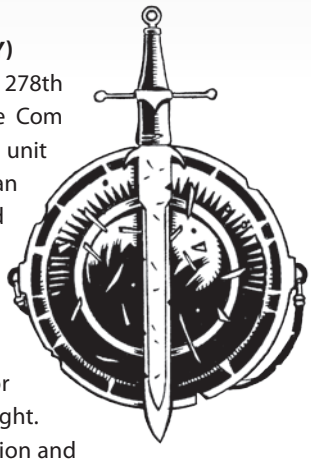


SIXTY-SIXTH DIVISION (OBEDIENCE ABOVE ALL)

The Sixty-sixth Division was, before Tukayyid, rated as one of the most reliable and experienced units Precentor Martial Focht could muster. Over the course of the Clan Wolf campaign the unit fought bravely and was only second to the 278th Division in performance and skill.

When the Wolves landed they made sure to prepare supplies for a long campaign. Even though the Precentor Martial knew this there was little he could do about it. So when he ordered his divisions to attack, he knew it would be costly. The Wolves' objective was to capture the city of Skupo. On their way they had to pass a hamlet called Forest's Edge—where the Sixty-sixth Division and other units awaited them. The ensuing battle soon became a slugfest, since the Wolves never even bothered with *zellbrigen* and simply adapted the Inner Sphere way of fighting.

The Sixty-sixth was trying to break through the right flank of the advancing Clan forces while the other divisions were busy holding the line. Within minutes both the Sixty-sixth and 278th Divisions had to fall back. The situation soon degenerated and the Com Guards had to retreat. The Sixty-sixth was ordered to Skupo to hold the city no matter what. Unfortunately, within the next few days things got even worse and the Sixty-sixth Division left Skupo, attacking the approaching Wolves and then retreating slowly, hoping to lure the Wolves away. The plan failed as the Wolves simply ignored them and took Skupo without opposition.



278TH DIVISION (CLEAR COURTESY)

Like the Sixty-sixth Division the 278th was one of the best divisions in the Com Guard before Tukayyid. Afterward the unit was almost destroyed. It took more than three years to rebuild it. The 278th had performed far too well in the eyes of ilKhan Ulric Kerensky and he decided to make an example of them.

When the Wolves landed on Tukayyid the 278th was ready for them, well dug-in and prepared to fight. Near Forest's End the Sixty-sixth Division and the 278th tried to hold back the Clan onslaught, but they were almost trapped during the retreat that followed. During the hasty retreat the 278th tried time and again to lure Stars of the attackers into ambushes, deploying their favorite tactic—sending out fast light 'Mechs and hovercraft to fire a few shots and encourage the enemy to follow them back to where a far larger force was waiting—but the Wolves were too canny to fall for this trick.

Only after reinforcements arrived for the battered Com Guards did the situation seem to turn, but it was too late for the 278th. The Precentor Martial—after having lost Skupo earlier that day—had decided to pull back the division to prevent them being encircled. The Wolves were ready and started a major push forward. The division fell back in order and again tried to outwit and outmaneuver the attackers—but their luck ran out right before midnight, when a second Wolf Cluster appeared in front of them and the Com Guards found themselves trapped. In the ensuing fight the Wolves paid dearly for their all-out attack, but the 278th couldn't break the circle and, in the end, went down fighting. Less than a third of the division survived.



323RD DIVISION
(NEGATIVE COMMUNICATION)

The 323rd Division was among the units that went through the meat grinder on Tukayyid and were almost disbanded afterward. The heroic fight they fought as well as a lucky shot by a member of the division that killed the Smoke Jaguar Loremaster Hoyt led Precentor Martial Focht to keep the 323rd alive by melding them with the remainders of the 322nd Division. They have lived up to the expectations of the Precentor Martial ever since.

On Tukayyid the unit faced one of the most feared and hated Clans, the Smoke Jaguars. The 323rd was tasked to hold the Dinju Pass with the 299th Division. When the Smoke Jaguar forces appeared they were facing a clear trap. Though presented with the opportunity to turn the tide when Star Colonel Brandon Howell opened the door to victory, Loremaster Edmund Hoyt instead chose to advance only with his own Sixth Jaguar Dragoons. Once the Cluster was trapped in the Pass two full divisions of Com Guards let loose at the Smoke Jaguars. At the end of the day, all the Jaguars were gone.

It was that decision of Loremaster Hoyt which made it possible for the 323rd to show their best side. Trained in close-combat tactics and working closely together with their attached artillery, the division ripped the attackers apart bit by bit. Precentor Julian Heights had ordered his units to group in Level IIs and concentrate firepower at a single enemy at a time. When facing overwhelming force, they were to order artillery strikes. This tactic worked so well that the precentor was rewarded with a year of lecturing at Sandhurst on Terra.



394TH DIVISION
(WHITE LIONS)

The 394th Division came home from Tukayyid with quite a reputation and a new, more informal nickname. They were called the "Strike and Hiss Division"—a running joke that was born during the early days of Clan Jade Falcon's campaign on Tukayyid. The commanding officer, Precentor Anna Gesicki, was faced with a tough task. She and her division had to slow down the Falcon's approach over the Przeno Plains as much as possible, using as few units as possible, all the while making the attackers think they were facing at least an entire 'Mech army.

The 'Mechs of the 394th were sent out in groups no larger than a couple of Level IIs, told to dig in and ambush wherever they saw fit and use the strike and hiss tactic: shoot at anything in range and if nothing was in range, shoot anyway. The idea behind this being that by filling the air with beams and projectiles the enemy would almost certainly overestimate the number of the attackers and approach with caution. This tactic was used by the division many times during the campaign on Tukayyid and it worked astonishingly well. After a few minutes of firefight the Com Guards would fade away and lay another ambush.

After a week of constant battle, having kept the Jade Falcons at bay for longer than the Precentor Martial had anticipated, the 394th was exhausted and ready for some downtime. Precentor Focht withdrew them from battle and held them in reserve in case the Falcons broke through—an event that never occurred.

FREE RASALHAGUE REPUBLIC

The origins of the Free Rasalhague Republic date back to the early days of interstellar colonization in the twenty-third century. People from the Federal Republics of Sweden, Finland, and Norway formed the Rasalhague Consortium when they settled on nine worlds centered on Rasalhague. Expanding slowly, the Consortium became the Principality of Rasalhague, and it attempted to steer a neutral course in interstellar affairs. Unfortunately one of the Principality's neighbors was the rapidly-expanding Draconis Combine, which annexed the smaller state. Nevertheless the people of Rasalhague were determined to cling to their Scandinavian culture, and the region was ever a hotbed of dissent and simmering rebellion.



In 3029 the Lyran Commonwealth played on the discontent in the Principality. Secretly meeting with the leadership of Principality's largest resistance network—known as the Tyr—the Lyrans promised to recognize the Tyr as Rasalhague's government. In return the Tyr provided invaluable intelligence and launched hundreds of commando operations that disrupted Combine communications and logistics during the Fourth Succession War. But the end of that conflict did not bring about the creation of a free Rasalhague as the Tyr had hoped. For one thing the Lyrans had not conquered all the worlds (including Rasalhague) that the Tyr wanted. Many Tyr members believed that the Lyrans had deliberately stopped short of conquering all the former Principality worlds purely to avoid having to keep their promise.

ComStar and the Draconis Combine capitalized on deteriorating relations between the Tyr and the Commonwealth. By formally recognizing the Free Rasalhague Republic as a sovereign state and giving up the remaining Rasalhague worlds (which remained more trouble than they were worth), the Combine forced the Lyran Commonwealth to give up much of the territory it had conquered while forming a buffer zone that reduced significantly the length of the frontier that the Combine shared with the embryonic Federated Commonwealth. Hopes that the newly-formed Republic would favor the Draconis Combine over the Lyran Commonwealth were soon dashed as rogue Combine troops mounted an invasion of the young nation. By the time the rebellious DCMS troops—dubbed *ronin*, or masterless warriors—were eliminated the Combine's stock had sunk as low as that of the Lyrans. The so-called Ronin War also instilled in the Republic's citizens a deep hatred of mercenaries when, because of poorly negotiated contracts, some units refused to enter battle.

The Clan invasion in 3050 hit the Free Rasalhague Republic very hard. Centered on the Clan's axis of attack, the diminutive nation had to face both Clan Wolf and Clan Ghost Bear. When word of the Clan invasion reached the Republic's government a bitter dispute arose between *Överbefälhavare* Månsdottir and Prince Magnusson. The Prince believed that Rasalhague's troops should defend their current positions at all costs. Månsdottir took a more pragmatic view and felt that his troops should fall back and establish a stronger defensive perimeter around Rasalhague. He also urged the Prince to request assistance from the Federated Commonwealth and Draconis Combine. Unable to agree on a strategy they turned the question over to the Rasalhague parliament, which spent precious time in debate. Finally it was decreed that troops in the Rasalhague Province would defend where they stood, while troops from the Radstadt and Skandia Provinces would reinforce Rasalhague and surrounding worlds. But by now they had wasted too much time and the KungsArmé lacked the skill, equipment, or numbers to resist the Clan juggernaut.

Soon Rasalhague was overwhelmed, and Prince Magnusson only escaped by the narrowest of margins after his convoy blundered into the Wolf Clan's flagship at Radstadt. Tyra Miraborg of the First Drakøns Air Wing made the supreme sacrifice—ramming her damaged aerospace fighter into the *Dire Wolf* and killing ilKhan Leo Showers, the Clans' war leader. Her actions allowed Magnusson to escape and bought the Inner Sphere a brief respite while the Clans halted to elect a new ilKhan. After the Clan advance resumed in late 3051 the Republic received more bad news: Ragnar Magnusson, a company commander with the Third Drakøns and son of the Elected Prince, was captured by Clan Wolf on Satalice. When ComStar approached Prince Magnusson with a plan to use Tukayyid to stage a decisive battle with the Clans, he was no position to refuse.

Following the ComStar victory the Republic (now reduced to seven worlds) became a *de facto* ComStar protectorate. The future now looks bleak for the Republic; the Truce of Tukayyid has bought the people of Rasalhague a respite of fifteen short years before the Clan war machine begins to roll forwards once more.

SECOND FREEMEN (STRENGTH THROUGH GROWTH)



Rushed into service during the Ronin War the Second Freemen (like the other Freemen commands) were a medium-weight BattleMech regiment that was called upon to fill a variety of mission roles for the Free Rasalhague Republic. As jack-of-all-trades, the Second was employed as a mobile reserve before

it was rushed forward to defend Hainfield in late 3051. Once in position, the Second Freemen suffered a humiliating defeat at the hands of two second-line Clusters.

Forced to withdraw, the Second met Clan Wolf again on Carse, but this time the Freemen were facing two frontline Clusters from the Wolves' Delta Galaxy. Violent weather eliminated the Clan's air superiority and negated the range advantage granted by the invader's technological superiority. The Second Freemen earned the grudging respect of the Wolf warriors before being forced to abandon the planet.

Having proven themselves against the Clans, the Second Freemen were the focus of the KungsArmé's efforts to rebuild the Republic's shattered military. With aid from ComStar, the Free Rasalhague Republic purchased more than a battalion of new equipment—mainly from manufacturers in the Free Worlds League now that the Draconis Combine and Federated Commonwealth have earmarked output from their own factories for their own reconstruction efforts. Each battalion boasted a reinforced fire lance—usually a mix of older *Whitworth* and *Dervish* designs bolstered by the new Marik *Trebuchet* or occasionally an *Archer*. *Överste* Rhett Weaver, the Second Freemen's veteran commander, grouped his few assault 'Mechs into a powerful formation in his First Battalion. The regiment was unique in the KungsArmé as being the only command that is at full strength supported by a formidable battle group of armor and infantry.



SECOND KAVALLERI (MASTERS OF STEALTH)

Configured for mobility, the Kavalleri regiments were intended to be the eyes and ears of the KungsArmé. Thrown into the line against Clan Wolf's 328th Assault Cluster on Lothan in April 3052 the Second Kavalleri found themselves hopelessly outclassed. Their *Commando*s and *Jenner*s were steamrollered by Clan heavy and assault OmniMechs and less than five companies escaped.

With the Clan advance halted by the Truce of Tukayyid, the shattered regiment took stock. Most of its senior officers had died in a headhunter attack on the regiment's mobile headquarters. *Överste* Signa Pegrem was one of the few to escape the Clan battle armor as they tore through the vehicle. Reorganized into a reinforced battalion of four companies of four lances, the Second Kavalleri took the hard lessons of Lothan to heart—if the enemy can't find you, they can't hurt you. Making extensive use of cutting-edge electronic warfare systems, the command's BattleMechs were refitted and its *kavellrists* (as the KungsArmé calls its MechWarriors) started intensive training in the use of their new equipment and the art of ambush.

Lacking heavy firepower the Second relied on its support units to land telling blows on the enemy. Concealed by the Kavalleri's EW cloak, the *Demolishers* and *Axels* of the Second Karbala Heavy Armor Regiment could pour fire into an exposed flank and then fall back to a new ambush site. Meanwhile, the Second Kavalleri Infantry became adept at reconnaissance and infiltration operations and were fortunate enough to receive a handful of the Republic's precious suits of battle armor. The three squads of *Infiltrator* suits acquired from the Federated Commonwealth allowed the Second to refine the Republic's battle armor doctrine in anticipation of the Republic securing a reliable supply of this new weapon.



THIRD DRAKØNS (SAVAGED BY WOLVES)

Established too late to participate in the Ronin War the Third Drakøns became the KungsArmé's only remaining heavy BattleMech formation. After more than a decade of anti-piracy duty the Third was called upon to defend Memmingen against Clan Wolf in late 3051. Having learned from the mistakes of other Rasalhague defenders, the Third eluded destruction at the hands of the Thirty-seventh Striker Cluster near the village of Danton. Infuriated at losing his prey, the impatient Star Colonel Marcos Radick ordered his troops to raze the villages of Danton and Greenvale. Fearing their presence would result in further civilian casualties, the Third Drakøns withdrew to Satalice—but not before swearing that one day they would make Radick pay for his deeds. Facing the Thirteenth Wolf Guards on Satalice, the Third Drakøns were not so lucky, and only a battalion escaped.

Equipped predominantly with heavy BattleMechs (such as the *Axman* and *Dragon*) the *kavellrists* of the Third adopted the berserker tactics of their commander *Överste* Joan Dahlstrom. Many Drakøns 'Mechs were armed with hatchets and the Third preferred to fight in terrain that brought the range down to point-blank. These tactics proved surprisingly effective against the Clans.

Using the survivors of Satalice as a core, the KungsArmé started the task of rebuilding the regiment to full strength. However this endeavor was hampered by the Drakøns themselves. *Överste* Dahlstrom led her troops on a number of unauthorized and costly raids against Clan-held worlds in wild bids to kill or capture Star Colonel Marcos Radick. Their target remained elusive (some rumors have it that the Star Colonel had been disgraced and commanded a unit operating in the Periphery, far beyond the reach of the vengeful Drakøns) and *Överbefälhavare* Månsdottir kept the Drakøns on a tighter leash.

FREE WORLDS LEAGUE

Much of the history of the Free Worlds League can be seen as a tug of war between the members of the League and the entity of the League. The smaller nation-states that came together to form the original League shared fundamental democratic principles—though the mechanics of how those principles were applied differed from state to state. The product of these shared beliefs was a League that respected the rights of its constituent members to self-determination and freedom from oppression while at the same time giving each an equal voice in governing the whole. Noble ideals, but a poor foundation for governing a nation as extensive as the League and comprised of so many different—even divergent—cultures. The early Parliament quickly realized that it was unreasonable to expect representatives of the Abbey District, for example, to appreciate—or even be aware of—the needs of Zion Province. Thus the practice of allowing provinces and even individual worlds to make decisions independent of the central government grew.



At the same time the member nations recognized the political and military realities that had motivated them to form the League. Surrounded by major nations that could absorb them piecemeal with little effort, the League needed to present a united front to the rest of the Inner Sphere. Of course such a front is useless unless it is backed up by the ability to make a rapid and unified response to any threat. This very real need led to the office of the captain-general, a leader who—in theory—could in times of emergency marshal the resources of the League and direct them with the decisiveness and effectiveness equal to that of any titled monarch.

In the ideal state imagined by the League's founders this duality would have created a dynamic tension that would have kept the forces that comprise the League in balance even as the League itself moved forward. The reality, however, has been a patchwork of petty bickering, political blackmail, backroom deals and public posturing. Though the captain-general commanded the Free Worlds League Military as a whole, he had to request the use of regional militaries and sue Parliament for the funds and supplies the FWLM needed to function. The Free Worlds League has lost dozens of planets to neighboring nations because more distant members refused to fund their defense and the nation as a whole has been put at risk on more than one occasion when provinces have held their regional militias aloof from the general defense. Whether the captain-general or the Parliament have had their hand on the tiller of the ship of state has varied from year to year—and from crisis to crisis—depending on the strength of character, or sheer nerve, of the players on each side of the divide.

In 3014 Anton Marik, brother of Captain-General Janos Marik, attempted to seize power from his unpopular sibling, declaring him a mad tyrant and claiming to stand for the people of the League. The resulting civil war rocked the League to its roots, leaving scars and rivalries that have yet to heal. Sixteen years later the mettle of the League was tested again when the Duchy of Andurien seceded from the League and allied itself with the Magistracy of Canopus. Recognizing that the Andurien precedent could undo the covenants that held the League together, other provinces and Parliament granted Captain-General Janos Marik exceptional powers to meet the crisis; relinquishing much of their independence in the process. It fell to Janos' son Thomas, however, to see the Andurien conflict through to the end—and to use the powers granted the captain-general by the Emergency Act of 3030 to build a powerful, centralized FWLM with units loyal not to individual worlds or provinces but to the League as a whole. The makeup, nature, and attitude of the FWLM changed more during the 3040s than during the previous century, resulting in a dramatic improvement in their ef fectiveness.

Due to its position relative to the Clans' invasion of the Inner Sphere the Free Worlds League was spared significant loss or deprivation. In fact, the invasion came as something of an economic boon as the League rushed to supply its neighbors as they bore the brunt of the Clans' assault, becoming the Inner Sphere's premier industrial giant. The aftermath of the Battle of Tukayyid presented the League and the FWLM with an unexpected benefit as well. The faction of ComStar known as the Word of Blake became disillusioned with their brothers and immigrated to the League, bringing with them much-needed advanced technology and a sizeable militia to augment and bolster the FWLM.

FIRST FREE WORLDS GUARDS (THE EAGLES OF ATREUS)

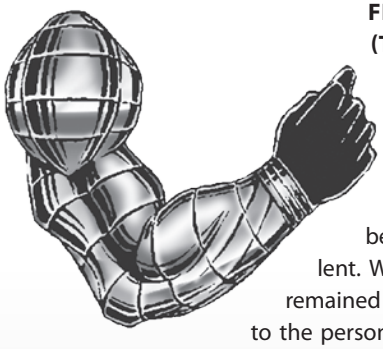


What would grow to become the Free Worlds Guard began as ten regiments formed by order of the nascent Free Worlds League Parliament in 2271 as the first step in providing a unified defense for the loose federation of independent states. As fractured and fractious as their parent government, the proficiency and

success of these early regiments varied widely. On more than one occasion the survival of the League was secured by overtaxed and overextended regiments rising above all expectations at the point of crisis. History credits Captain-General Joseph Stewart with the creation of the First Free Worlds Guards at the very end of his tenure in 2426. An indifferent strategist at best, Joseph Stewart was a master tactician and his decision to bring the best and most accomplished officers and soldiers in the Free Worlds League together to form an elite fighting force has been his enduring legacy. From the moment of their inception the First Free Worlds Guards became both the heart and the cutting edge of the Free Worlds League Military.

Formed before the advent of BattleMechs, the First Guards was originally a combined arms regiment heavily favoring armor. They pioneered the development of the FWLM "long platoon"—mixed six-tank units that allow unprecedented flexibility and punch on the battlefield. This spirit of tactical innovation enabled the First Guards to seamlessly incorporate the first *Mackie*s and to recognize the BattleMech's potential to become so much more than a "giant walking tank."

Throughout its six-and-a-quarter century history, the First Guards has been the centerpiece of the FWLM. The League Central Coordination and Command (LCCC) has always ensured that the regiment receives the best and most advanced equipment available. But far more important than its ordnance, the First Guards is home to the most experienced and well-educated warriors and officers in the League. Opponents know to expect unconventional tactics flawlessly executed.



FIRST REGULAN HUSSARS (THE STEEL HUSSARS)

The attitude of the LCCC toward what is arguably one of the finest fighting units in the Free Worlds League can best be described as ambivalent. While the First Hussars have remained unswerving in their service to the person and office of the Captain-General, the recent reforms intended to centralize and standardize the militaries of the League run contrary to their deep commitment to the fundamental sovereignty of the Principality of Regulus. Though no Regulan Hussar has refused to obey a command, they have been glacially slow in adopting the new reorganization policies. The Hussars are deeply rooted in tradition. One such tradition is challenge by combat—a practice superficially similar to Clan "trials"—that enables any MechWarrior to challenge a senior officer for the right to command. (Equally traditional rules of challenge forbid challengers from interfering with combat operations.)

One might expect this devotion to tradition and history to calcify the Regulan Hussars in place, to make them too rigid and unchanging to adapt to new challenges or to be flexible in combat. Nothing could be further from the truth. Hussars in general and the First Regulan Hussars in particular have one of the most thoroughly integrated command structures in the Inner Sphere. Every MechWarrior, every trooper, knows exactly where she fits in the scheme of any operation and knows she can trust her fellow Hussars implicitly.

The LCCC considers the loyalty of the First Regulan Hussars to be questionable at best. They routinely withhold new or recovered technology and seldom honor requisitions. The deficit in supply is made up by the Prince of Regulus, while the lack of tech support has forced the Hussars to become masters of independent self-support. The net effect of the LCCC's censure is exactly opposite of its intent. The First Regulan Hussars favor heavy 'Mechs and are renowned for both sophisticated strategy and relentless ferocity in battle.



SILVER HAWK IRREGULARS (DISORGANIZED CHAOS)

As an association of independent worlds, the Free Worlds League has a long history, almost a tradition, of member states at odds with their neighbors, the central government, or the captain-general himself. This has resulted in a patchwork of special circumstances, adjustments, accommodations, and *ad hoc* institutions found nowhere else in the Inner Sphere. While critics of the Free Worlds League regard this Balkanization as a fundamental flaw, citizens of the League see it as their greatest strength.

One uniquely FWL military command is the Silver Hawk Irregulars. In 2966 five tiny provinces, ten worlds, protested the prevailing policies of the FWLM by withdrawing their support and forming their own mutual defense force. The origin of the name "Silver Hawks" remains a mystery, but from the outset they faced a logistical nightmare. The provinces were not adjacent. There were wild variations in the quality of troops and equipment each world provided (Shiloh, for example, routinely sentenced violent criminals to the Irregulars, while New Hope sent the best of their militia), and each company or lance retained their national colors and insignia with the addition of a silver hawk medallion. For a generation SHI combat tactics were often described as applied mob violence.

General Martha Zuritas was given full credit for elevating what was long-dismissed as an armed rabble into a viable military command. A Kalidasa native and pilot of an impeccably maintained Star-League-era *Flashman*, Zuritas was a gifted and disciplined warrior who could have risen to command in any elite unit of the FWLM. Instead she rose to take command the SHI Gryphon battalion on her thirtieth birthday and became commanding general in 3047. Through discipline, extensive training and personal example she forged the Irregulars into a viable fighting force. Though by no means universally victorious, the Silver Hawks won a grudging respect on the battlefield. As one Lyran commander put it: "They leave scars to the bone."

CAPELLAN CONFEDERATION

The Capellan Confederation was founded in 2367 but by 3050 had lost much of its former glory. Reduced dramatically in size and military power by the Federated Suns in the Fourth Succession War, the Confederation's shattered capabilities were only slowly recovering. It had barely begun its rebuilding when Magistracy of Canopus invaded in alliance with the Duchy of Andurien in 3030. The Confederation's success in that campaign was in no small part due to the brutal reign of Romano Liao. While not officially the Chancellor until Maximilian Liao died in 3036, Romano had the support of the Prefecture to assume all the duties of the Chancellor. While infamous for her bloody purges and considered insane by many observers, few will argue that her actions allowed the Confederation to survive as a nation. Proving the old maxim that wars are won by the people, not armies, Romano's reforms led to a significant improvement of national pride and morale in the face of the devastating events of the Fourth Succession War.

The Capellan intelligence bureau—the Maskirovka—likewise suffered its own purges orchestrated by Romano's consort Tsen Shang. These purges resulted in the execution of numerous innocents, but as with the CCAF officer corps, the survivors were loyal and focused on the task of preserving the Confederation. Massive intelligence operations by the Maskirovka ,that, combined with the removal of anyone deemed a security risk, left hostile agencies largely unable to infiltrate the Confederation.

Many in the Inner Sphere expected the Capellan Confederation to crumble into multiple smaller realms which inevitably would be absorbed by its two greater neighbors. It was the assumption of the Confederation's weakness that led the Duchy of Andurien and the Magistracy of Canopus to invade. The Capellan military was prepared to repel an invasion, but one originating from its spinward enemies—not its flanks. By trading space for time before counterattacking the CCAF was able to drive the invaders back to the 3030 borders.

The Confederation spent the next decade and a half waiting for the inevitable Davion invasion. This singular focus left them unable to exploit opportunities of a non-military nature, but few denied that for all its avoidable costs, Romano's reign allowed the Capellans to survive and prevent a renewed Federated Commonwealth invasion. By most accounts the primary objective of the Commonwealth remained the Draconis Combine. Still, the border between Commonwealth and Confederation was far from calm, with the AFFC and CCAF trading blows in persistent raids.

The Clan invasion was as much a surprise to the Capellans as it was to any other Inner Sphere nation. It wasn't until the summit on Outreach that the Confederation actively engaged in the efforts against Kerensky's Clans, when Romano Liao grudgingly pledged to make Capellan supplies and military equipment available for purchase by the Draconis Combine and Federated Commonwealth. There was no direct involvement by the CCAF prior to the Truce of Tukayyid, although it has become clear in recent years that the Strategios was tasked with developing several scenarios of a Capellan response in the event the Clans captured Terra, either directly, or as the result of the Battle of Tukayyid.

RED LANCERS (THE RED HEART GUARD)

First among the Capellan Hussar regiments, the Red Lancers have been the best regiment of that formation almost from its inception. Renamed in 2452 by Chancellor Jasmine Liao for their aid in defeating a military coup, the Red Lancers were originally known as the Second Hexare Lancers. For the six centuries since, the Red Lancers have been the honor guards for the Celestial Palace on Sian. As with all Capellan Hussar regiments, the Red Lancers' duties are not strictly military in nature. Expected to guard the political elite of the Confederation, members of the Hussars are selected and trained for their political capabilities as well as their military ones.

Beyond being one of the most competent and capable units available to the Confederation, the Red Lancers proved themselves as a major political influence when they backed Maximilian Liao's claim to the Chancellorship in 2989. The support of the Lancers proved pivotal in avoiding a civil war.

The Lancers' permanent deployment to Sian limited their exposure to warfare during the Succession Wars, but whenever they were sent to battle, they performed admirably. This was in no small part due to the extensive and frequent training sessions performed by the unit. The Lancers occasionally faced other units in the CCAF, but most often engaged each other in battalion-sized exercises.



The Lancers' favored tactics can be summarized as divide-and-conquer. Using deep probing attacks they attempt to isolate a component of the opposing force, then utilize their maneuverability and reserves to swiftly crush the enemy. Another favored tactic in dense terrain such as jungles is to keep jump jet-equipped 'Mechs in reserve directly behind the main line, then vaulting them over the hostile line in areas where it becomes thin.



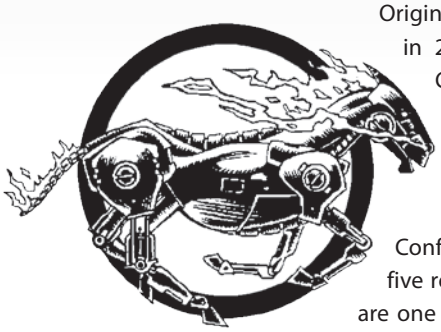
WARRIOR HOUSE IMARRA

The Warrior Houses are a military organization unique to the Confederation. Raised after the Second Succession War on the principles of the Lorix Order, Warrior Houses aspire to a higher calling than the rest of the CCAF. While the majority of the Armed Forces were more concerned with furthering the politics of the regions they hailed from or were assigned to, the Warrior Houses owed fealty to the Chancellor. This created highly motivated combat units that served as an inspiration the military at large. Beyond being a successful tool to shore up morale and improve cohesion, the Warrior Houses have also proven themselves militarily since their creation, often performing well above and beyond what might be expected of them based on their size and experience.

Raised in 2864 House Imarra is the oldest and most prestigious Warrior House. Kamachi Imarra succeeded in forming one of the cornerstones of the Capellan military. Unlike most Warrior Houses, which emphasize the Lorix Order's tenets of service to the Capellan citizen, House Imarra places more emphasis on the principles of the Sarna Mandate, which holds that the warrior class is justified in taking any action to ensure the survival and progress of the people. This philosophy has frequently encouraged House Imarra to meddle in the affairs of the *Sheng* and sometimes the Chancellor.

House Imarra suffered greatly at the hands of House Davion on Sian in the Fourth Succession War. Utilizing the first generation of triple-strength myomer, House Imarra 'Mechs were swiftly disabled *en masse* when their myomers were exposed to a catalytic gas released by the attacking Federated Suns forces. The gas caused the myomer to combust once the 'Mechs' armor was breached by Davion fire. These properties were unknown to the Capellans who were allowed to steal it in an operation orchestrated by Justin Allard specifically to provide the vulnerability.

FIRST MCCARRON'S ARMORED CAVALRY (THE NIGHTRIDERS)



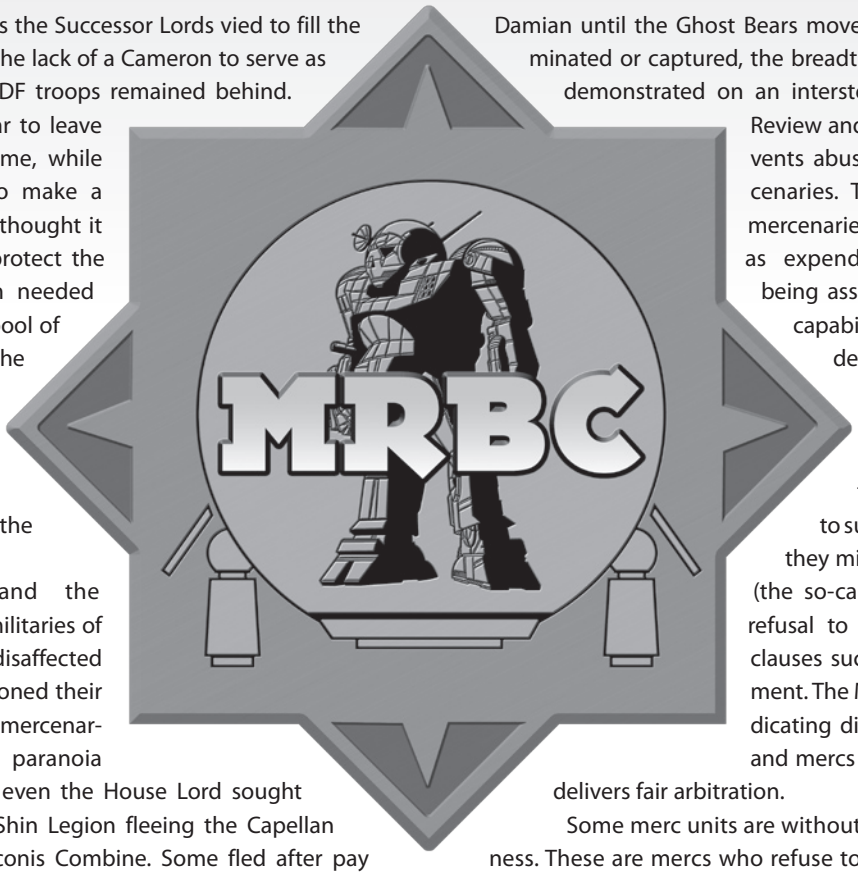
Originally raised on Chesterton in 2930 McCarron's Armored Cavalry has proven itself as one of the Inner Sphere's elite mercenary commands. Working exclusively for the Capellan Confederation since 2996 the five regiments of the command are one of the most powerful and competent weapons available to the CCAF. The Big Mac proved itself in 3022 when it executed a two-year-long raid deep into Federated Suns territory that succeeded in forcing the AFFS to end its offensive against the Confederation. Known as McCarron's War, the mercenaries succeeded in defeating all those that opposed them, including Hanse Davion's personal guard on Beten Kaitos. The campaign did exact a toll on the unit, but the Cavalry was back to fighting trim when the Fourth Succession War began. In the thick of a majority of the action, the five regiments all suffered significant losses.

None more so than the Nightriders, who lost two battalions of 'Mechs on Arboris to Davion air attacks. The remaining troops were almost routed on Nopah. The unit had barely recovered some of its former strength and excellence when they lost a DropShip with twelve of their more-experienced MechWarriors during the Andurien-Canopus conflict.

The Nightriders have been improving in recent decades, with the mercenary command receiving favored treatment by the Strategios.

MERCENARIES

The first mercenaries began appearing long before General Aleksandr Kerensky fled the Inner Sphere with the bulk of the Star League Defense Force. While most of the SLDF left with him to avoid the coming turmoil as the Successor Lords vied to fill the power vacuum created by the lack of a Cameron to serve as First Lord, a number of SLDF troops remained behind. Most simply could not bear to leave the worlds they called home, while others saw the chance to make a good living. Others simply thought it unbefitting their oath to protect the Star League to flee when needed most. This created a large pool of unemployed soldiers after the Exodus—many of whom turned to the mercenary life. These included such notable mercenaries as the Twelfth Star Guards and the Blue Star Irregulars.



As time passed and the Succession Wars bled the militaries of the Houses a number of disaffected House military units abandoned their posts to make a living as mercenaries. Some deserted from paranoia that their commanders or even the House Lord sought their demise, as with the Shin Legion fleeing the Capellan Confederation for the Draconis Combine. Some fled after pay disputes, unwarranted punishment, unhappiness with superiors or disillusionment with the crusade of the House. There are many merc units with histories such as these, notably the Twenty-first Centauri Lancers, Hansen's Roughriders, Hell's Black Aces, and the Furies.

More recent times have seen the formation of mercenary commands by those who simply have the money and desire to found one. These include the Kell Hounds and Kristen's Krushers, both of whose founders have ties to Successor Houses. There are also two mercenary units with Clan ancestry, though this origin was only recently revealed. Both Snord's Irregulars and Wolf's Dragoons were initially founded by Clan forces, and both have shown their rejection of the Clans through armed opposition during the invasion.

Mercenary services in the Inner Sphere changed significantly with the Clan invasion. While employment was steady throughout the Fourth Succession War, not even the massive military movements of that conflict saw the desperation and demand for mercenary services to compare with what resulted from the Clan's onslaught.

Particularly within the Free Rasalhague Republic, already disillusioned with mercenaries after the Ronin War when many would not fight the rebellious DCMS forces, the Clan invasion showcased mercenaries' pros and cons. From The Glory Warriors that fell to the last man in defense of Skallevoll to the Black Omen who hid on Damian until the Ghost Bears moved on rather than be exterminated or captured, the breadth of mercenary quality was demonstrated on an interstellar stage. The Mercenary Review and Bonding Commission prevents abuses by employers and mercenaries. Too often those who hire mercenaries regard the hired warriors as expendable, resulting in mercs being assigned targets beyond their capabilities. Other abuses include denial of payment, coercing the mercs into joining the employer's forces, indebting mercs so badly that they are forced to subscribe to such long-term contracts that they might as well be a House unit (the so-called "company store"), and refusal to deliver promised contract clauses such as resupply and rearmament. The MRBC has done well in adjudicating disputes between employers and mercs with a tribunal system that delivers fair arbitration.

Some merc units are without any sense of honor or fairness. These are mercs who refuse to carry out their contracted duty, who commit crimes and atrocities. Lumping these commands with pirates and other fringe scum, the MRBC considers them rogue commands and offers rewards for bringing the criminals to justice.

KELL HOUNDS



Formed by two brothers connected to the Steiner family of the Lyran Commonwealth, the Kell Hounds were born in 3010 on the planet Galatea. Using their significant funds, Morgan and Patrick Kell hired only the best MechWarriors and techs. While the unit was derided by the merc community as boys playing at being MechWarriors, the Kell Hounds accepted the challenge, choosing to refute their contemporaries through actions and not mere words.

From the rescue of the Fourth Davion Guards and their defeat of the Second Sword of Light on Mallory's World, to saving Melissa Steiner on Styx after her capture by the Genyosha, the Kell Hounds showed all their early detractors that they were not a mere paper unit. Their leadership, tactics, and dedication to fulfilling their contract and their inherent collective sense of honor clearly placed the Kell Hounds as one of the premier mercenary units. After some growing pains and several brutal encounters with the Genyosha the Kell Hounds rebuilt to two full 'Mech regiments supported by aerospace wings, infantry battalions and ships to transport them. That would be impressive for any unit, but it was even more so for one that had existed for less than twenty years.

The Kell Hounds were involved in the first encounter with the Clans when Clan Wolf attacked The Rock. The Third Battalion of the First Regiment was on The Rock hunting pirates and were wiped out, with Morgan Kell's son Phelan captured. The remaining forces of the Hounds' two regiments were part of the task force sent to liberate Twycross, before being sent by Hanse Davion, along with Wolf's Dragoons, to defend Luthien from Clan invaders. There the Hounds were able to distinguish themselves against superior enemies. Morgan Kell proved the Clans had no monopoly on superior MechWarrior skill, while the Hounds destroyed entire Clusters of Nova Cats in the Kado-guchi Valley and teamed with their Genyosha nemeses to wipe out a Smoke Jaguar Cluster.

The Hounds did not escape the Clan Invasion unscathed, losing sixty percent of their forces. They did lay claim to a large amount of Clan salvage, enough to field more than two companies of OmniMechs.

WOLF'S DRAGOONS



Appearing in Federated Suns space in 3005, Wolf's Dragoons were one of the greatest sources of intrigue and gossip in the Inner Sphere for decades; from their pristine 'Mech forces, to *Hephaestus* space station to their impregnable counterintelligence service, the Dragoons captivated the Inner Sphere as they performed their survey for the coming invaders.

Serving all five Successor Houses, starting with Davion and proceeding through Liao, Marik, Steiner and Kurita, the Dragoons conducted surveillance on the state of military and political affairs in the Inner Sphere for the Clans. Distinguishing themselves in combat and keeping to the letter of their contracts with every employer, the Dragoons became the premier mercenary unit in the Inner Sphere. Despite suffering egregious setbacks in service to House Marik during the Anton Revolt and by betrayal from House Kurita, the Dragoons maintained their image of honorable service.

It was the Fourth Succession War that saw the Dragoons brought to their lowest point. Facing the wrath of Coordinator Takashi Kurita, the five Dragoon regiments were bludgeoned by repeated assaults. The Dragoons suffered more than seventy-five percent casualties conflict against the Combine but destroyed many times their number of Combine troops.

For their service above and beyond the call of duty First Prince Hanse Davion of the Federated Suns awarded Jaime Wolf the world of Outreach. Using Clan records the Dragoons unearthed forgotten production facilities on that world and began producing their own 'Mechs and tanks. These same facilities began to produce Clan equipment, once the Dragoons no longer cared to keep their origins a secret.

After the Clan invasion had been halted by Tyra Miraborg Outreach hosted a conference of Inner Sphere leaders, where Jaime Wolf revealed the Dragoons' origins. He explained Clan tactics and honor, the reason for the Invasion, the ultimate goal of the Clans, and how the Dragoons' espionage had aided the invaders. Forsaking their Clan heritage, the Dragoons threw their lot in with the Inner Sphere and took part in the defense of Luthien, showing up Coordinator Takashi one last time; the Dragoons sustained significant casualties in the defense of their former enemies.

Once again rebuilding their battered multi-regiment force, Wolf's Dragoons would soon unveil their own breeding program and force of trueborn Elementals, MechWarriors, and aerospace pilots, using Honornames of their own lost heroes in place of Clan Bloodnames. The Dragoons also founded the Mercenary Review and Bonding Commission, as a means to protect mercenary units from predatory employers, completely moving the focus of the mercenary trade from Galatea to Outreach.

THE GRAY DEATH LEGION



The Gray Death Legion was one of the most famous mercenary units of the early 31st century. Formed from the ashes of his father's defeat on Trell I, Grayson Death Carlyle literally built the Legion from nothing. Capturing his first 'Mech in 3024, Carlyle fought a guerilla campaign against the Combine invaders who had killed his father and routed Carlyle's Commandos. After winning a decisive battle against the occupation forces Carlyle made his way

to Galatea and began to build his Legion, developing anti-'Mech infantry tactics as part of an all-around combined-arms approach to warfare.

The Legion's deployment by the Free Worlds League to Helm in 3028 led to one of the most significant discoveries in centuries when Carlyle located a Star League cache housing an intact Star League library computer core. Under contract to the FedCom during the War of 3039, the Legion fought ably on Altais against elements of the First Ghost Regiment of the DCMS.

When the Clan Invasion began the Legion was employed by the FedCom and stationed on Sudeten. Facing Jade Falcon invaders, the Legion was forced to withdraw in the face of the Clan's superior technology but the Legion's skill allowed them to sell their retreat dearly. On Pandora the Legion was again in the path of Falcons. This time, however, the Legion had been supplied with upgraded technology, including battle armor suits which the Legion techs modified to their own needs. The Legion's tactical maneuvering saw them deliver the Clans one of their first defeats.

Following the Truce of Tukayyid, the Legion was rewarded for their performance against the Clans by a landhold of the world Glengarry in 3056. Carlyle and the Legion would continue their improvement of battle armor technology, putting them ahead of any other Inner Sphere mercenary unit (save Wolf's Dragoons).

THE TWELFTH STAR GUARDS



The Twelfth Star Guards were a merc unit of great repute until the Clan invasion. Formed from Star League regulars who refused to join Kerensky's Exodus in 2784, the Twelfth Star Guard repeatedly experienced betrayal and abandonment by their various employers. After losing an entire regiment to lack of pay by the Draconis Combine, the Combine further enraged the Guards by abandoning another of their regiments to destruction by Federated Suns forces during the Second Succession War.

The Guards were stationed on four worlds in the Tamar March of the Federated Commonwealth when the invasion hit. The four worlds (Steelton, Toland, Icar, and Bensinger) straddled the borders of the invasion corridors of the Wolf and Jade Falcon Clans, both of which demolished the unit almost entirely. The Third Regiment was the initial loss as the Wolves took Icar in March 3050, while the Jade Falcons demolished the First and Third on Steelton and Toland; survivors retreated to Wotan where the Falcons finished them off.

The reinforced combined-arms Seventh regiment was on Bensinger under the command of Colonel Len Bouncer when the Falcons attacked. Most of the Seventh was on field maneuvers near the Dravinna Vale, unable to take part in the planetary defense. Bouncer's forces began a guerrilla campaign and struck repeatedly at the Falcon occupiers. They were eventually hunted down and eliminated, although Bouncer and the rest of his command company were never accounted for.

THE BLACK OMEN

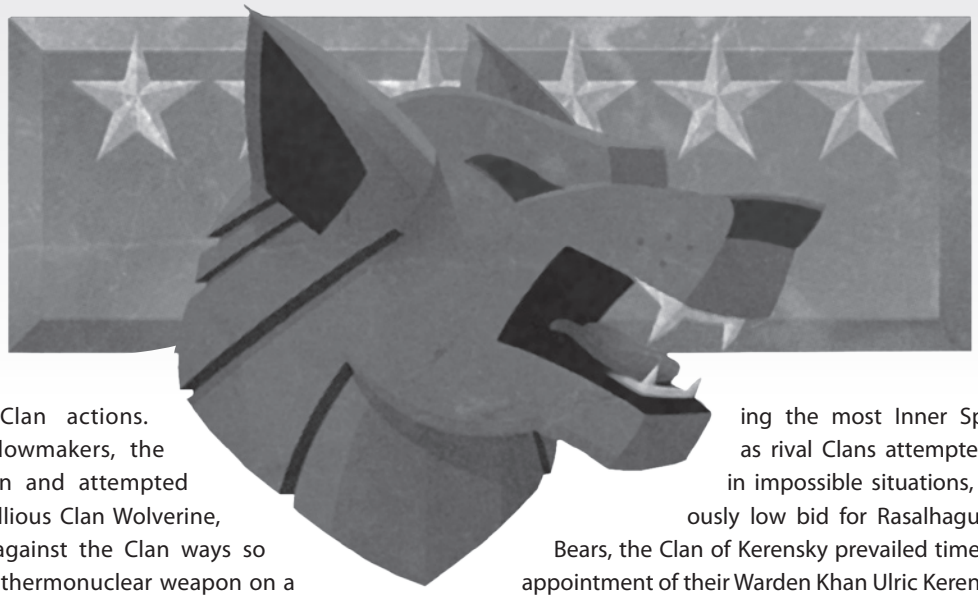


The Black Omen was stationed on Damian serving the Free Rasalhague Republic when Clan Ghost Bear arrived. Facing certain destruction, the Omen chose discretion and hid from the invaders. Resurfacing after several months, the Black Omen wiped out the token garrison force. Since the Ghost Bears' counterattack had lost an entire Cluster to an asteroid strike on their WarShip they gave no quarter to the Black Omen when they finally landed. The Bears inflicted massive casualties on the Black Omen, killing every member of the first company while the other two companies managed to escape offworld when a relief force arrived.

The survivors traded some of their Clan salvage for transit to Memmingen where they fought alongside the equally-reduced remnants of The Outlaws, another mercenary unit decimated by Clan Wolf first on The Edge and again on Rodigo. Defeated on Memmingen, the two commands retreated together to Ueda where the survivors of the Black Omen chose to part ways with their erstwhile comrades.

On Outreach their experience and the fact they survived made them an attractive mercenary command to employ. The unit commander, Captain Richard Smith, was the only officer to survive the Omen's engagements on Damian and Memmingen, and had a strong desire to exact revenge against the Clans. Any contract the Omen accepted pitted the unit against the Clans. All of them had lost family, friends, and comrades during the confusion of the two fights and retreats. Using what knowledge they garnered from those battles and the notable amount of Clan hardware in their possession, the Black Omen figured to exact payment in blood from the Clans.

CLAN WOLF



Clan Wolf was the chosen Clan of Nicholas Kerensky, founding father of all Clans. Because of the prominence the Wolves played in the creation of the Clans they have been involved in the most pivotal (and controversial) inter-Clan actions. Along with the Widowmakers, the Wolves hunted down and attempted to wipe out the rebellious Clan Wolverine, a Clan who fought against the Clan ways so violently they used a thermonuclear weapon on a genetic repository. Due to Widowmaker jealously many of these battles between the Wolves and the Wolverines were fought with a huge disadvantage on the Wolves' side, but in testament to their military skills the Wolves prevailed, further enraging the Widowmakers.

This tension between the two would boil over a decade later, when a particularly savage confrontation between the castes within Clan Widowmaker arose. Khan Jerome Winson successfully argued before the Grand Council that the Widowmakers could no longer govern and should be absorbed. During the Trial of Refusal, while monitoring and overseeing the fight, ilKhan Nicholas Kerensky was killed by a point-blank volley from the Widowmaker Khan. Whether intentional or not the Wolves went on a three-day campaign, annihilating and eventually absorbing anything belonging to the Widowmakers.

When the call to return to the Inner Sphere came it was the the Wolves who stymied the return. In 3000, using the argument that detailed intelligence on the Inner Sphere was necessary before starting a campaign, Wolf's Dragoons were formed around freeborn warriors and unconventional thinkers. Arriving in the Inner Sphere in 3005, that unit would chart a course already known to history.

It was decades before the Crusader camp would win the votes to invade, and the arrival of the *Outbound Light* was the catalyst. It turned out it was not the notion of a reborn Star League that worried the Clans, but a reborn Star League not modeled on and led by them. Using the fear of an invasion by a united and corrupt Inner Sphere to galvanize the Grand Council, the Crusader warriors finally won enough of a majority to offset a Trial of Refusal by the Warden Khans of Clan Wolf.

Although credited with delaying the invasion for decades through compromise and political maneuvering, once the Refusal was lost Clan Wolf asserted their primacy, leading the way and conquering the most Inner Sphere systems. Even as rival Clans attempted to put the Wolves in impossible situations, such as the dangerously low bid for Rasalhague against the Ghost Bears, the Clan of Kerensky prevailed time and again. Even the appointment of their Warden Khan Ulric Kerensky to the position of ilKhan did not trip the Wolves up. The Wolves were the only Clan to capture both their objectives on Tukayyid, despite landing five days behind the other Clans.

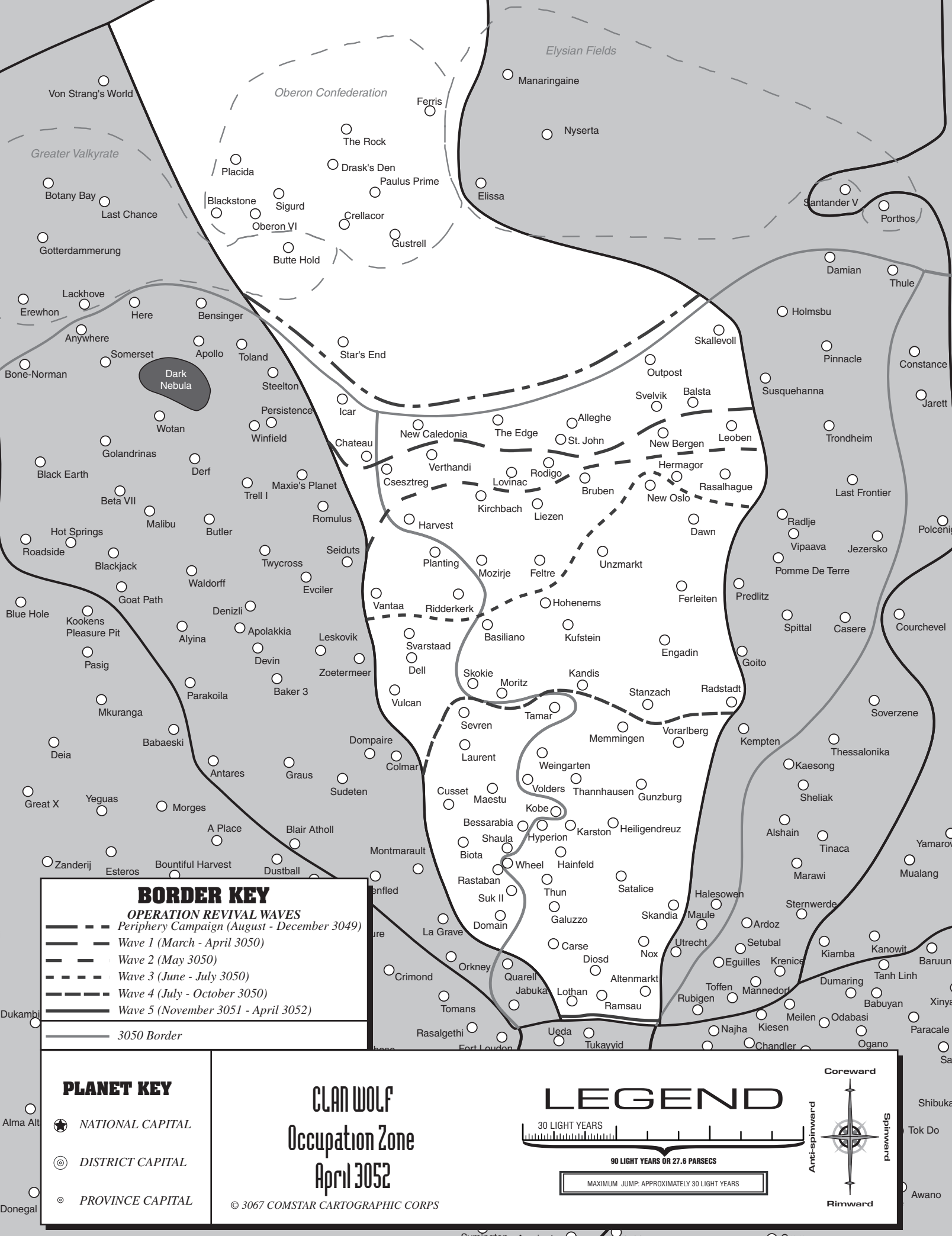
Like the rest of the Clans. Clan Wolf was (and still is) determined to reach Terra first and become the ilClan. Unable to claim more Inner Sphere systems due to the truce line, and with rival Clans on either side, the Wolves were able to focus solely on consolidating their holdings and keeping tabs their Crusader rivals.



THIRTEENTH WOLF GUARDS (THE WOLF SPIDERS)

The Thirteenth Wolf Guards are the newest front-line Cluster in Clan Wolf. Formed specifically for the recalled Natasha Kerensky, ilKhan Ulric Kerensky gave his successor the authority to recruit and organize a Cluster to her own personal specifications. Just as controversial as their commander, the Thirteenth Guard nonetheless garnered themselves an equally fearsome and unconventional reputation among both the Clan and Inner Sphere militaries.

Natasha Kerensky gathered together the widest array of warriors since the Exodus Civil War. Older fighters from *solahma* and second-line garrison Clusters combined with some of youngest graduates from Clan Wolf sibkos first appeared to observers as a joke doomed to embarrass the leadership of the Wolves. Kerensky even deliberately included the captured Inner Sphere mercenary Phelan Kell.



BORDER KEY

OPERATION REVIVAL WAVES

- *Periphery Campaign (August - December 3049)*
- *Wave 1 (March - April 3050)*
- *Wave 2 (May 3050)*
- *Wave 3 (June - July 3050)*
- *Wave 4 (July - October 3050)*
- *Wave 5 (November 3051 - April 3052)*

3050 Border

PLANET KEY

- *NATIONAL CAPITAL*
- *DISTRICT CAPITAL*
- *PROVINCE CAPITAL*

CLAN WOLF
Occupation Zone
April 3052

© 3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

30 LIGHT YEARS

90 LIGHT YEARS OR 27.6 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

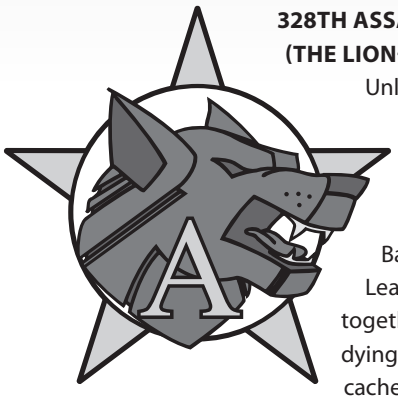
Coreward

Anti-spinward

Spinward

Rimward

But Khan Kerensky's Wolf Spiders, utilizing her vast experience in fighting Inner Sphere units, proved themselves time and time again against near-impossible odds. On Tamar, and later on Tukayyid, the Wolf Spiders refused to break, even when defending units laid numerous traps and hid in fortified positions. The opportunities for glory given to the young upstarts and otherwise expendable veterans secured the Cluster's fanatical loyalty to their commander, and they have pledged to follow her into any situation, no matter how suicidal and insurmountable it may seem.

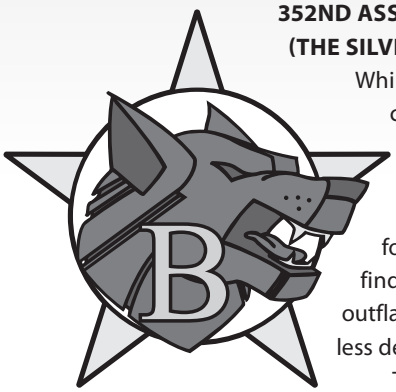


328TH ASSAULT CLUSTER
(THE LION-HEARTED)

Unlike other units during the Exodus, which splintered into ethnic factions in the Exodus Civil War, the remnants of the 328th Royal BattleMech Division of the Star League Defense Force stayed together, with the commander dying trying to prevent a supply cache from being plundered by the militias before the rest of the division lifted off to join Nicholas Kerensky's second Exodus. In gratitude for the unwavering loyalty of the unit as a whole, Kerensky allowed the unit, now reformed as a Cluster, to acknowledge and retain its pre-Clan roots. This did not sit well with other units initially, who declared several Trials of Grievance against the 328th. The unit won all the challenges and eventually the protests faded away.

Once a Warden Cluster, the death of its previous commander and the loss of a Trial of Possession a few months before the start of the invasion saw its morale plummet. This allowed its new commander, Athen Kederk (originally a Ghost Bear taken *isorla*) to steer it toward the Crusader figurehead of Conal Ward.

The 328th was also one of the few frontline Clusters to contain *Naga* artillery OmniMechs, more a tribute to their combined arms Star League heritage than a tactical preference. In fact, when not bid away by the units commanders, MechWarriors assigned to escort the *Naga*s often abandon them to move up to where they are more likely to see combat, leaving the artillery 'Mechs to fend for themselves.



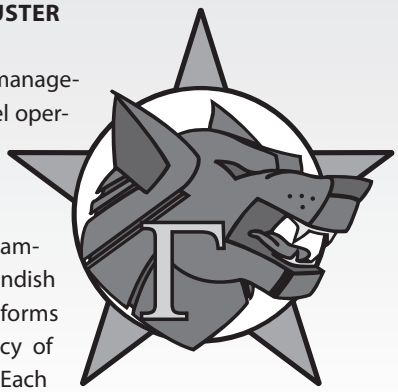
352ND ASSAULT CLUSTER
(THE SILVER WOLVES)

While other Assault Clusters contain mostly assault and heavy 'Mechs, the 352nd contains faster 'Mechs. Many enemies will prepare for the wall of steel, only to find themselves overrun and outflanked with swifter, but no less deadly, machines.

This is a recent development owed solely to Star Colonel Erik Kerensky, who felt the speed gained would outweigh the loss of firepower and armor, which he considered still overwhelming against Inner Sphere armies. This would prove true time and again during the conquest of several worlds, including the capital system of Rasalhague. The 352nd's reputation grew even among the Inner Sphere, where Erik Kerensky was able to use his unit to negotiate the surrender of Hyperion.

Despite being a Crusader-oriented Cluster the 352nd has stayed out of the many plots to undermine ilKhan Ulric Kerensky's Warden faction. This is because Star Colonel Erik grew up and trained closely with the ilKhan, leaving the two extremely close and Erik loathe to do anything he feels betrays his friend and commander. While the two have constant heated political and philosophical arguments, saKhan Garth Radick, Loremaster Conal Ward, and other Crusaders were often flustered by their inability to garner the Star Colonel's support for their plans.

SIXTEENTH BATTLE CLUSTER (THE GOLDEN HAGS)



Avoiding the micro-management of most Cluster-level operations, the Sixteenth Battle Cluster over the decades established a tradition of not only flamboyant tactics, but outlandish (by Clan standards) uniforms that rival some Magistracy of Canopus clothing styles. Each Trinary had its own style and the independent nature of the small units bred a significant amount of factionalism within the Cluster. The Cluster's commander, Star Colonel Dwillt Radick, took his philosophical differences with Star Captain Craig Ward to the point of what many think was an active attempt to get him killed through near impossible missions.

What made Star Captain Ward so despised by the Crusader-leaning Radick was that he was the most vocal and outspoken opponent of the Clan invasion. With several failed attempts to transfer out of Gamma Galaxy, Craig Ward had to deal with many of his comrades (and several subordinates) ridiculing his determined opposition to the concept of the Clans invading the Inner Sphere. Despite the hatred, Star Colonel Radick banned challenges against the Star Captain, as his skills as a warrior were deadly enough that the last few challenges fought left Ward's opponent dead and the Cluster needing replacement soldiers.

Unfortunately the unorthodox (and sometime reckless) nature of the Cluster and its internal problems led it to succeed spectacularly in some instances and fail miserably in others. When choosing units for Tukayyid the unpredictable nature of the Sixteenth left the Khans no choice but to withhold the unit from deployment, worried the Cluster might have skewed the battle plan with a risky tactic.

THIRTY-SEVENTH STRIKER CLUSTER (THE BLOOD KITS)



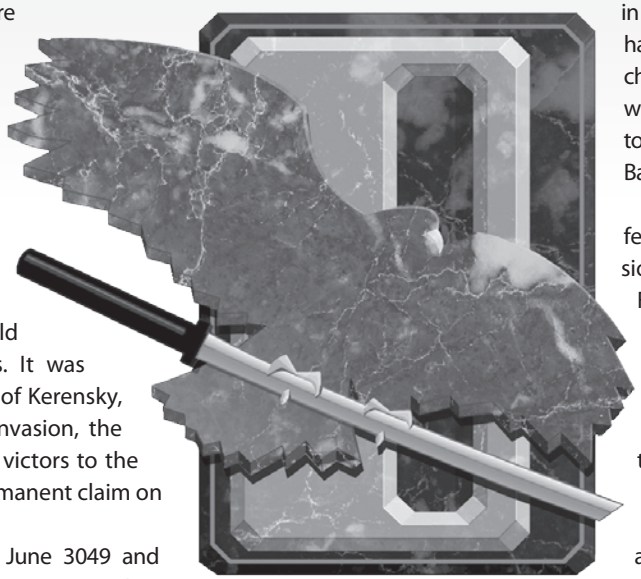
Among all of the Wolf Clan Clusters the one that stood above the rest, at least in the eyes of the Free Rasalhague Republic, was the Thirty-seventh Striker Cluster. No other Clan unit was felt to be more deserving of their hatred and disgust, to the point of placing large bounties on the heads of members of this unit, in particular its officers.

First sighted in Republic space at Alleghe, the unit initially acted like any other Clan unit, quickly dispatching the defending forces with little casualties to themselves. But where the Cluster remained as garrison, it became apparent their methods were heavy-handed to say the least. The Thirty-seventh's viciousness manifested itself in full on Unzmarkt, where a Star Captain deliberately destroyed a damn, killing over a thousand civilians and displacing thousands more. On Memmingen, Star Colonel Marcos Radick ordered the razing of entire towns as an example to the defenders of the effectiveness of Clan weaponry, killing hundreds.

The Cluster sat out Tukayyid as punishment for its digressions against the population. The Trial of Refusal for an assignment of mere garrison duty was handily defeated by Khan Natasha Kerensky, who heaped further humiliation on the unit by having the Trial delayed until after combat had commenced on Tukayyid. By the time the unit was able to have the Trial the point was moot.

CLAN JADE FALCON

The Jade Falcons are a hidebound, conservative Clan, one that sees itself as the only true inheritor of Nicholas Kerensky's ideals. Though they have never been in the forefront of innovation, the Falcons have maintained their status as one of the strongest and most influential Clans for centuries. The Crusader movement was developed within Falcon ranks and it was only through chance that they were not the ones fate chose to launch the invasion.



When the vote was made in 3048 to invade the Inner Sphere, the Falcon Khans allied themselves with the Jaguars and Elias Crichell, a long-time proponent of invasion, worked closely with newly-elected ilKhan Leo Showers to develop an aggressive plan of attack that would bring glory to the invading Clans. It was Crichell, based on obscure writings of Kerensky, who set Terra as the goal of the invasion, the seizure of which would elevate the victors to the position of ilClan and give them permanent claim on the ilKhanship.

Operation Revival launched in June 3049 and the Falcons quickly mowed down opposition on their assigned Periphery targets. The ease of these conquests convinced many Falcon warriors that the rest of the way to Terra would be a lot easier than they had expected. Few of command rank understood how different this war would be from the Trials the Clans had conducted for two hundred years and they accordingly neglected their supply situation, which would later prove costly.

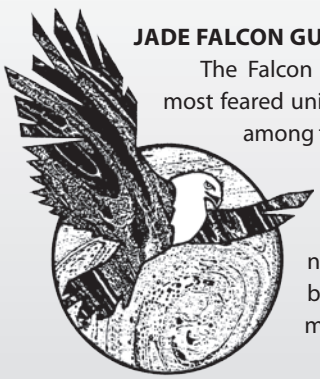
The Falcon invasion corridor bit into Federated Commonwealth space and though caught off-guard the troops of the AFFC proved to be tougher than the Falcons had anticipated. From April 3050 until the campaign at Tukayyid, the Falcon progress in the invasion was characterized by many small victories punctuated by a few major defeats. In addition, the Falcons also had to deal with the effects of their mismanaged supply lines and the outbreak of several rebellions on previously-conquered worlds. This forced the Khans to allocate a number of garrison Clusters from the Homeworlds and scale back the number of worlds they hit in the third wave. Once those problems were worked out, they stepped up their efforts to take the lead in the invasion.

Oddly, the Falcons' four major pre-Tukayyid losses came at the hands of just two individuals. Their first came on the planet Twycross, which had been taken by the elite and respected Falcon Guards. Through the actions of Leftenant Kai Allard-Liao, the Guards were utterly destroyed, a shame that affected the entire Malthus Bloodhouse and led to the resignation of saKhan Timur Malthus. A few short months later, the world of Somerset was recaptured when Kommandant Adam Steiner declared a Trial of Possession and won in single combat against the Falcon garrison commander. The conquest of Alyina, though technically a victory, nevertheless saw Prince Victor Steiner-Davion, heir to the Federated Commonwealth, escape their clutches for the second time, again due to the efforts of Leftenant Allard-Liao. Finally, a short few weeks before the Tukayyid campaign began, Kommandant Steiner was instrumental in taking back Barcelona, a planet the Falcons had captured early in the first wave. With no chance to recapture it before the fighting was to begin and too damaged afterwards to make the attempt, the Falcons had to let Barcelona go.

Not only Inner Sphere forces interfered with Falcon progress during the invasion. Citing the slow advances made by the Falcons and the Smoke Jaguars, ilKhan Ulric Kerensky paired them with the Steel Vipers and Nova Cats, ostensibly to help the invasion get back on track but believed by many to be an attempt to hamper the efforts of these two arch-Crusader Clans. The Falcons were forced to cede several worlds to the Vipers, who also challenged for the right to assault a handful of systems already planned for attack by the Falcons. As a result, the Falcons took only three planets (and shared a third with the Vipers) in the fifth and final wave before Tukayyid.

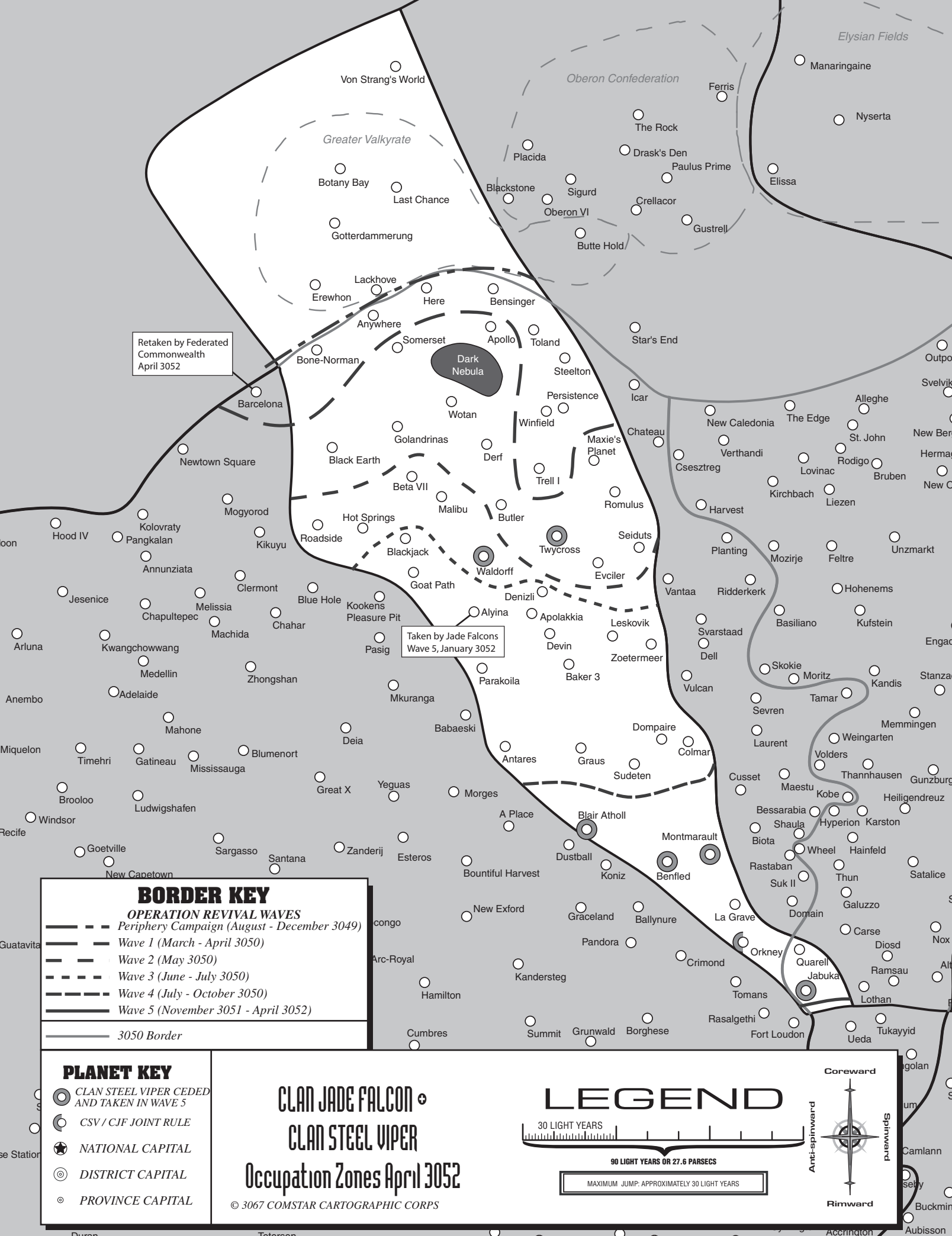
The proxy battle against the Com Guards took its toll on the Jade Falcons as it did on all the Clans. Despite the ferocity of the Falcons, they made little headway until they began following the tactics of Star Colonel Aidan Pryde, a once-disgraced officer who had been given command of the Falcon Guards. Even so, they failed to hold either of their two targets and retreated in defeat. In total, the Falcons lost nearly seventy percent of their troops but the emotional damage was even greater.

Elias Crichell remained Khan of the Jade Falcons and immediately after the defeat at Tukayyid began a program of refit and reorganization to rapidly bring his forces back to strength. His saKhan spent that time ordering raids on FedCom worlds to keep the Touman in top shape for the day the invasion would resume.



JADE FALCON GUARDS (PRYDE'S PRIDE)

The Falcon Guards is one of the oldest and most feared units in the Jade Falcon Touman and among the Clans in general. Formed shortly after the Culling as a showcase unit to demonstrate the Falcons' embrace of Nicholas Kerensky's new society, the Guards have always been in the forefront of the Clan's military actions. Command of the



BORDER KEY

OPERATION REVIVAL WAVES

- *Periphery Campaign (August - December 3049)*
- *Wave 1 (March - April 3050)*
- *Wave 2 (May 3050)*
- *Wave 3 (June - July 3050)*
- *Wave 4 (July - October 3050)*
- *Wave 5 (November 3051 - April 3052)*

3050 Border

PLANET KEY

- *CLAN STEEL VIPER CEDED AND TAKEN IN WAVE 5*
- *CSV / CJF JOINT RULE*
- *NATIONAL CAPITAL*
- *DISTRICT CAPITAL*
- *PROVINCE CAPITAL*

CLAN JADE FALCON & CLAN STEEL VIPER

Occupation Zones April 3052

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LEGEND

30 LIGHT YEARS

90 LIGHT YEARS OR 27.6 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Guards was considered one of the most prestigious paths to the Khanship and no freeborn warriors were allowed in the ranks. All that changed in the fall of 3050.

Throughout the first three waves of the invasion, the Guards acquitted themselves exceptionally well. They led the way or provided support on five worlds and were responsible for the destruction of no less than four full enemy regiments. They even came close to capturing Victor Steiner-Davion during the fierce fighting on Trell I. In addition to their martial prowess, the Guards became known for their mercy toward Inner Sphere civilians and the wounded of their foes.

After conquering Twycross in a hard-fought campaign, the Falcon Guards became stranded by the planet's extreme weather and were therefore unexpectedly present when the FedCom launched a counterattack. Their presence nearly broke the assault and only the quick thinking of Leftenant Kai Allard-Liao saved the day, in the process destroying most of the Guards.

Star Colonel Adler Malthus' ignominious defeat shocked the Jade Falcons and caused a backlash against not only the Guards but the entire Malthus Bloodline. Khan Crichell initially refused to rebuild the Guards but newly-elected saKhan Chistu convinced him that the unit had too much history to just abandon and a new Guards was created with some alterations. Now composed of misfits, solahma and troublemakers, including some freeborns, command of the unit was given to Aidan Pryde, himself *dezgra* to many Falcons. Despite their tainted status, the Guards were allowed to fight at Tukayyid. There, Pryde showed how he had whipped his warriors into shape and they achieved greater success than any other Falcon unit in the campaign.

Though Star Colonel Pryde died on Tukayyid, the Guards under his command had redeemed themselves both personally and as a unit. Once more the Falcon Guards were positioned as the premiere unit of the Touman.



SECOND FALCON JAEGERS (THE FROST FALCONS)

The Jade Falcons are generally known as an aggressive Clan so it takes a special quality to be considered one of the most aggressive units in the Falcon Touman. Under the leadership of the ferocious Marthe Pryde, the Second Falcon Jaegers worked hard to gain just such a reputation and live up to it.

Born in the same sibko as the legendary Aidan Pryde, Marthe took command of the Jaegers in 3046 and had just enough time to mold them into the kind of unit she desired to lead before the invasion launched. Pryde was a pragmatic commander and preferred not to play politics, though she did have the ear of saKhan Chistu. Although her troops respected her immensely, they were equally afraid of her and her temper off the battlefield. In combat, however, Marthe would drop most formalities and regulations and the unit functioned as a well-oiled extension of her formidable will. Taking their character from their commander, the Jaegers were an aggressive and fearsome force, as demonstrated in their successes during the invasion.

One of the side effects of the Jaegers' fighting style, however, was a high casualty rate. Three times in the space of as many months they achieved victories but suffered severe losses. On Antares and Blackjack, the Jaegers won tough victories at the cost of a large percentage of their ranks. At Leskovik, they lost nearly an entire Trinary fighting in a natural gas refinery when a massive firestorm erupted in the midst of the battle.

Returning to the Inner Sphere rebuilt after the year of peace, the Jaegers had few chances to exercise their rekindled ferocity before the climactic battles on Tukayyid. During that campaign Marthe Pryde supported her sibkin Aidan and unlike many other units the Jaegers willingly fought alongside the *dezgra* Falcon Guards. This threw them into some of the bloodiest fighting on all of Tukayyid—where once again the Jaegers took tremendous casualties— but the Jaegers were unable to lead the Falcons to victory.



EIGHTH FALCON REGULARS (THE SCARLET SCYTHES)

Among the conservative warriors of the Jade Falcon Clan, Star Colonel Brikai Buhallin was an anomaly. Unlike most of his peers, he freely fraternized with the lower castes and welcomed freeborn warriors into his unit. His attitude carried over to those under his command and the Eighth Falcon Regulars was one of the most freeborn-heavy frontline units in the Falcon Touman.

Though part of Peregrine Galaxy and therefore included in the forces the Falcons designated for Operation Revival, the Scarlet Scythes were treated with disdain by Galaxy Commander Angeline Mattlov and this was reflected in the assignments given to the Eighth during the invasion. The first world on which the Regulars fought was Anywhere, which was defended by the newly-arrived Second New Ivaarsen Chasseurs and the planetary militia.

The next assignment given to the Eighth was as the reserve force for Bone Norman. Having to call in a unit that many regarded as tainted galled the influential warriors of the Turkina Keshik and likely contributed to the Regulars' reduced activity throughout the rest of the invasion, as did the events on Steelton in April 3050.

After Galaxy Commander Mattlov reluctantly added the Twelfth Falcon Regulars to her bid for Steelton based on the reported strength of the planet's defenders and her doubt that the Eighth could handle it by themselves, the Scythes proceeded to clash with their support. Star Colonel Senza Oriega of the Twelfth was a particularly egotistic but admired warrior and objected to her

Cluster having to work with "freebirth lovers." The two units spent more time hindering one another's progress than in fighting the enemy and a significant portion of the defenders were able to successfully evacuate in the face of the stalled Falcon advance.

The Regulars had only minor participation in the rest of the invasion, helping their Peregrine Galaxy comrades take Apolakkia in July 3050 and then being relegated to garrison duty. At Tukayyid, they held a support role only and in the reorganization which followed that campaign were transferred to Iota Galaxy for permanent garrison assignment.

FIRST FALCON STRIKER (THE PURSUING PEREGRINES)



The Clans as a general rule value martial prowess and physical perfection more than any other qualities. In contrast to most Clan warriors, Rard Hoyt is physically unimpressive and he has been forced to develop his cunning and his unarmed fighting skills to compensate. Still, many within the Jade Falcons consider him unfit for command or even for his Bloodname.

As Hoyt's unit, the First Falcon Strikers have had to work harder to prove themselves on the field of battle and this led to them being one of the more active units during the invasion, due mostly to their commander's aggressive bidding. In addition to five actions in conjunction with the rest of Gyrfalcon Galaxy, the Striker took part in four solo planetary assaults and three more partnered with other clusters. They even conducted a joint conquest of Orkney alongside the Steel Vipers' 104th Assault Cluster. Two of the most important actions the Strikers took part in were the conquests of Hot Springs and Alyina.

Hot Springs was the homeworld of the founder of the Von Jankmon Bloodhouse, of which there were a disproportionate number of unblooded warriors in the Strikers. This influential Bloodhouse secured the assault on Hot Springs for the Strikers (though the Khans insisted that the Turkina Keshik assist) and, led by Trinary Echo's OmniFighters, the Falcons cut through the defending militia aerospace forces with ease. Once on the ground, the Keshik functioned as the hammer that drove the defenders against the anvil of the First Strikers. At Alyina, the Strikers came within a hair's breadth of capturing Prince Victor Steiner-Davion, who had likewise eluded them on Trell I. Only the intervention of Leftenant Kai Allard-Liao prevented the young prince from falling into Falcon clutches.

The successes of the Strikers, despite the controversy around their commander, ensured that they were included in the bidding for Tukayyid. They fought against the Com Guards' 403rd Division near Robyn's Crossing, securing a foothold that allowed other Falcon units to assault the bridge itself. Though there was still resistance to Star Colonel Hoyt, some began to consider him for higher command in the aftermath of the campaign.

THIRD FALCON TALON (THE JADE CLAYMORES)



No one would ever accuse Star Colonel Gran Newclay of thinking too far outside the box and his tactics as the commander of the Third Falcon Talon exemplified this perfectly. Conservative in thought and deed, Newclay embodied the type of Falcon commander that the Clan could ill-afford in the aftermath of Tukayyid.

The Third Talon was not a very active Cluster during the invasion when compared to units like the First Falcon Striker or the Second Falcon Jaegers. They fought in some of the earliest actions on Inner Sphere worlds, including Barcelona and Apollo, but due to Newclay's cautious bidding they only undertook a single solo planetary conquest, that of Derf in May 3050.

After participating in the assaults on Bensinger, Barcelona and Here, the Third got a chance to demonstrate their prowess when the Falcons arrived at Derf. Emboldened by rumors that Prince Victor Steiner-Davion had fled there with survivors of the Twelfth Donegal Guards RCT, Star Colonel Newclay was determined that his Talons would gain sole glory for defeating a unit which had caused such trouble on Trell I. Unfortunately, the FedCom forces on planet proved to be small and disheartened, consisting mostly of armor elements and two lances of BattleMechs. The Twelfth Guards quickly collapsed in the face of the Falcon assault and, despite several small but fierce battles, the planet was secured within the day. Prince Victor was nowhere to be found and Newclay suffered a loss of face for the incident.

When the Clans returned from their Homeworlds, the Steel Vipers had been assigned to share an invasion corridor with the Falcons. Newclay had a long-standing hatred of the Vipers and led his forces in a successful defense when the Vipers issued a Trial of Possession for La Grave.

On Tukayyid, the Third Talon fought at Robyn's Crossing and were forced to retreat with the rest of the Falcon units. Despite the antagonistic attitude towards Aidan Pryde that Newclay had shown in pre-battle councils, Pryde's Falcon Guards provided cover for the Talon's retreat, earning a grudging respect from Newclay and his warriors. In the reorganization after this campaign, the Third was reassigned to garrison duty with Omicron Galaxy.

CLAN GHOST BEAR

Led by brand new Khans, Karl Bourjon and Theresa DelVillar, Clan Ghost Bear roared into the Inner Sphere with their conquest of the Elysian Fields in the Periphery in the fall of 3049. The first real wave of Operation Revival launched in March 3050, with Clan Ghost Bear attacking the border between the Free Rasalhague Republic and the Draconis Combine. Their first target was the FRR world of Thule, where elements of all three frontline Galaxies landed to face off against the KungsArmé. The ensuing fight taught the Ghost Bears valuable lessons about the Inner Sphere militaries. Meanwhile, the rest of the Ghost Bear Touman struck the FRR worlds of Damian, Holmsbu and Pinnacle and the Combine world of Constance. On all their conquered worlds the Ghost Bears left token garrison forces, expecting the populations to stay subdued once conquered.

Striking with little rest into the second wave of the invasion in May 3050 the Ghost Bears assaulted Jarett, where they'd face DCMS line units for the first time. In the middle of this conquest reports came from Thule that the planet was again was flying the FRR banner. Elements of the FRRs First Husars had overwhelmed the small garrison and retaken the planet. Forced to halt the invasion to send frontline troops to pacify previous conquests, the Ghost Bears suffered one of their largest losses during the invasion as a stray asteroid struck one of their WarShips, wiping out most of one of their elite Clusters. Subdued by this tragedy, the Ghost Bears finished the rest of Wave Two by taking Susquehanna and Trondheim before taking time off to honor their fallen.

Disaster again struck during Wave Three when, during fighting on Last Frontier, saKhan Theresa DelVillar was wounded and slipped into an unrecoverable coma. Forced to again halt their invasion, the Ghost Bear Bloodnamed in the invasion force gathered to elect a new saKhan: Aletha Kabrinski. The first order of business for the new saKhan was to issue a vote of no-confidence against Khan Bourjon. Faced with a unanimous vote by the Bloodnamed, Bourjon demanded a Trial of Refusal against the nominee for his post, Star Colonel Bjorn Jorgensson. In a decidedly one-sided battle in the jungles of Last Frontier Jorgensson's OmniFighter tore the BattleMech of Karl Bourjon to bits, forcing the former Khan to accept the offer of *hegira*.

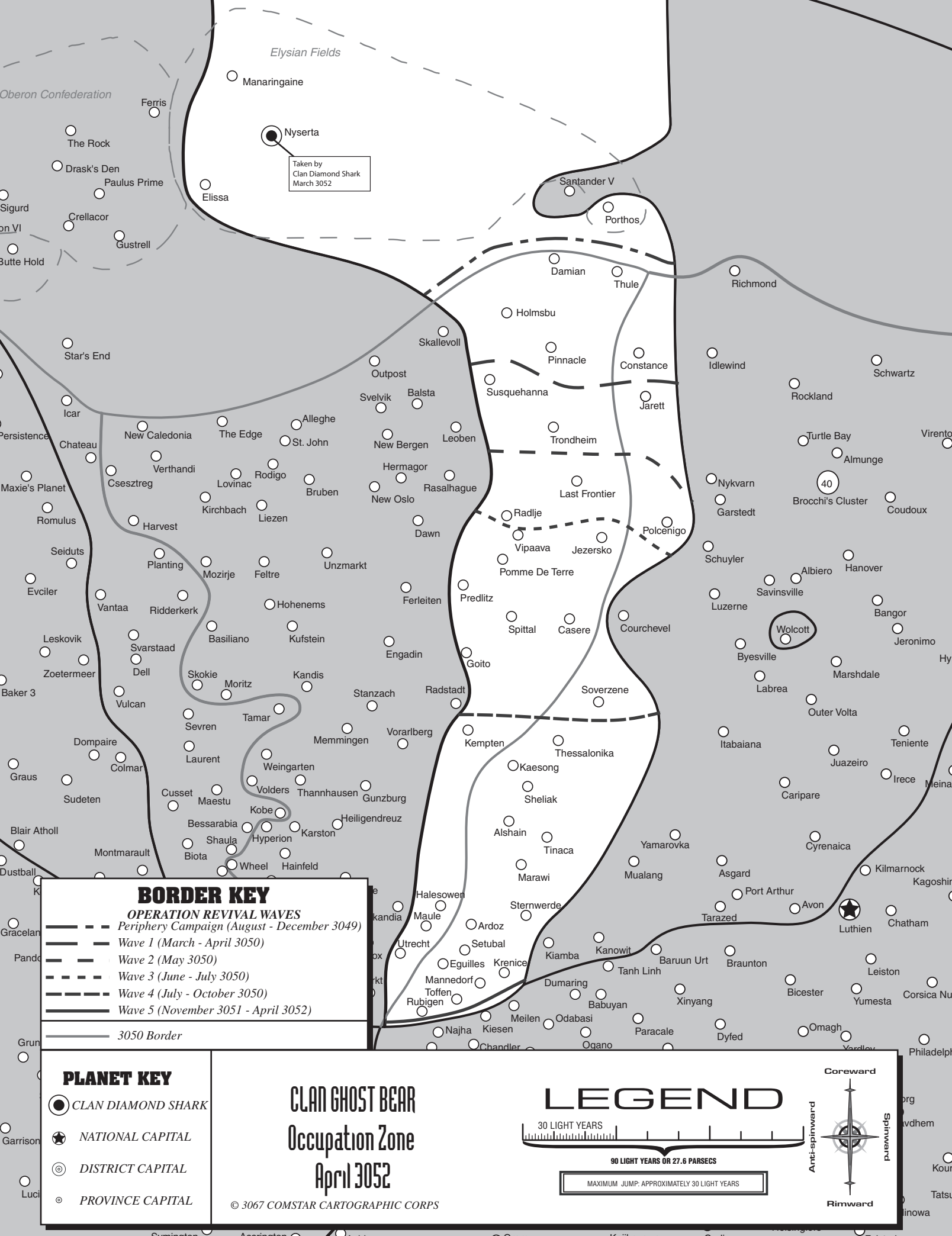
Quickly turning to the business at hand, the new Ghost Bear leadership entered a fierce bidding war with Clan Wolf for the FRR capital, Rasalhague. Losing the bid to the crafty skill of Khan Ulric Kerensky, the Ghost Bears went on to take their remaining Wave Three targets, Radije and Polcenigo.

The new Khans spent the next month resupplying and refitting their forces, including contracting Clan Steel Viper to garrison conquered worlds to free up frontline troops for combat again. Late, but with renewed confidence in their leadership, the Ghost Bears struck out for their next wave of targets, easily taking Vipaava, Jezersko, Pomme de Terre, Predlitz, Spittal and Goito, before meeting determined resistance on Casere and Soverzene, where fierce clashes eventually left the Ghost Bear triumphant.

The death of ilKhan Leo Showers forced a quick stop to the invasion, while all the Bloodnamed warriors journeyed back to Strana Mechty to elect a new ilKhan. During their year of rest, the old family bond of the Ghost Bears, going back to their founders, was again reinforced as the successes of the Jorgensson leadership again proved their worth. New plans were drawn, taking into account the experiences of the first four waves regarding Inner Sphere tactics.

With new strategies and a year of rest, Wave Five kicked off in November 3051, with each Galaxy assigned a sweep of planets to take. Having activated Provisional Garrison Clusters to free up troops from garrison duties, Khan Jorgensson personally led Delta Galaxy to Thessalonika to herald the return of Clan Ghost Bear to the Inner Sphere. Alpha Galaxy was sent to capture the vital district capital of Alshain while Beta Galaxy struck at Kempten. Then as each Galaxy finished their initial targets, they launched toward new worlds, racing to the forefront of the invasion as eighteen worlds fell to the Ghost Bears before the announcement of the Battle for Tukayyid.

The Battle for Tukayyid was a proxy battle for the whole invasion. If the Clans won, Terra would be ceded to them. If they lost, a fifteen year truce would be enforced. Bidding three Galaxies, the Ghost Bears fought hard and determined for their assigned objectives, managing to capture the city of Spanac even with the destruction of two full Clusters, and breaching the defenses of the city of Luk before withdrawing. This, combined with the losses inflicted, ensured that the Ghost Bears were awarded a marginal victory. Unfortunately the losses inflicted on most of the other Clans ensured that ComStar won the battle, resulting in the Truce of Tukayyid. The Ghost Bears had no option but to consolidate their holdings and wait.



BORDER KEY

OPERATION REVIVAL WAVES

- *Periphery Campaign (August - December 3049)*
- *Wave 1 (March - April 3050)*
- *Wave 2 (May 3050)*
- *Wave 3 (June - July 3050)*
- *Wave 4 (July - October 3050)*
- *Wave 5 (November 3051 - April 3052)*

3050 Border

PLANET KEY

- *CLAN DIAMOND SHARK*
- *NATIONAL CAPITAL*
- *DISTRICT CAPITAL*
- *PROVINCE CAPITAL*

CLAN GHOST BEAR Occupation Zone April 3052

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LEGEND

30 LIGHT YEARS

90 LIGHT YEARS OR 27.6 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



FIRST BEAR GUARDS (THE RAGE)

The First Bear Guards are the premiere unit of the Clan Ghost Bear Touman, and to them fell the honor of conquering a large amount of Inner Sphere worlds during Operation Revival, starting with Jarett in the Draconis Combine in Wave Two. Fresh from Jarett, the First Bear Guards were sent to quell uprisings on Thule and other newly-conquered worlds. Quickly destroying the enemy forces, the First Bear Guards were tasked with taking Last Frontier alongside the Ourse Keshik in Wave Three. Facing the First Freemen, the fight was uneven from the start, and only luck contributed to the injury and coma of saKhan Theresa DelVillar during a raid.

Resuming the invasion after the election of the new Khans, the Rage was tasked with the conquest of Jezersko and Goito, facing insignificant opposition on either world before the death of ilKhan Leo Showers brought Operation Revival to a halt. Returning to the Inner Sphere, the First Bears found themselves tasked with the most prestigious of the Ghost Bears targets to date, the military district capital of Alshain. Landing with the rest of Alpha Galaxy (The Golden Bears), the Rage squared off against the Sixth Alshain Regulars. Frustrated by the well-dug-in defenders, it took the assistance of the Fiftieth Striker Cluster (The Black Bears) to finally dislodge the Sixth, which with the help of the Second Sword of Light managed to evacuate the planet. The Rage hit two more worlds in Wave Five, Sternwerde and Rubigen, before the call for the Battle for Tukayyid came.



THIRD BEAR GUARDS (THE ILKHAN'S SHIELD)

Considered the showcase unit for Clan Ghost Bear, the Third Bear Guards earned their nickname, The ilKhan's Shield, by serving as the honor guard for Nicholas Kerensky and Jerome Winson in Ghost Bear territories. Since then the unit has been used for vital Trials and is usually the first to receive new OmniMechs. This prestige ensured that the Third Bear Guards was selected to fight for Clan Ghost Bear in the Operation Revival Trials, earning the Ghost Bears one of the most prominent invasion corridors, that of the Draconis Combine and Free Rasalhague Republic border.

Held in reserve until Wave Two, the ilKhan's Shield saw their first combat in the Inner Sphere on Trondheim against militia troops. It was not until their next target, during Wave Four, that the Third Bear Guards faced frontline troops. After the Third landed on Casere, the KungsArmé's Second Husars used their lighter elements to draw the Third Bears into a prepared trap in an industrial area using prepared positions and close quarters to negate the normal Clan advantage of range and speed. The brutal close-in fighting forced the Third Bears to destroy the Husars to a man.

Taking the time during the yearlong halt to Operation Revival to replace the losses suffered on Casere, the Third Bear Guards were ready to prove themselves again, and their first target in Wave Five gave them ample opportunity to do so. Facing off against the elite Second Sword of Light on Alshain, the Third Guards were time and again frustrated by the Combine troops, taking mounting losses before the remainders of the Second Sword managed to escape.



THIRD BEAR STRIKER (THE URSINE HOWL)

The lightest unit of Beta Galaxy during Operation Revival, the Third Bear Striker made their name during the previous century in several fierce Trials against Clan Hell's Horses, using their agility and speed to effectively combat the Horses. Their skill against armored vehicles made them a prime pick for Operation Revival.

The Third Bear Striker's first combat in the Inner Sphere came at Thule, when each Galaxy was given the opportunity to send forces to conquer the world. Beta Galaxy's choice was the Third Bear Striker. After landing, Star Colonel François Cote was quickly forced to break his bid and call in the rest of his Cluster to engage the First Husars. After failing to pin down the First Husars the Bears were drawn out in a running battle with the Rasalhagian forces. The Third Bear Striker left behind their heaviest Trinary, the 312th Assault Trinary, to garrison Thule while the invasion force left for their next targets.

The Third Bear Striker did not get the opportunity to fight another battle. Early in Wave Two uprisings on most of the captured worlds forced the Ghost Bears to dispatch reinforcements to retake the planets. Beta Galaxy was sent to pacify Damian, but suffered a catastrophe when jumping into the system. A stray asteroid hit the *Black Lion*-class *Bear's Den*, destroying the DropShip carrying the bulk of the Third Bear Striker. Less than a Trinary of warriors survived. When contact was made again the shock was further deepened by the destruction of the 312th Assault Trinary on Thule.

The 312st Assault Trinary was reconstituted in the First Bear Guards and filled with the survivors of the Third Bear Striker from Damian. The Third Bear Striker was then retired from the Ghost Bear Touman in honor of the fallen warriors, and a passage in the *Remembrance* dedicated to them.



SEVENTH BEAR GUARDS (CLAWS OF GLORY)

The Seventh Bear Guards was not originally part of Operation Revival but because of the tragic and accidental destruction of the Third Bear Striker over Damian in Wave Two, they were brought forward as replacements without breaking the Ghost Bear bid. Arriving too late to join the fighting with Beta Galaxy in Wave Four, detachments from the Seventh were sent to several mostly-pacified worlds to give them an initial insight into the Inner Sphere fighting style. The first real combat for the Seventh Bear Guards came as the Clans headed to Tukayyid for the decisive proxy Trial for Terra against the Com Guards.

Beta and Delta Galaxies had to contend with parts of the First Army outside of Luk, quickly striking in hit and runs once the Ghost Bears started advancing. The Seventh hit elements of the 121st Division (Gray Backs). Faced with the combined firepower of the Bear troops, the 121st Division was quickly decimated, clearing the way for Beta Galaxy. Approaching Luk, both Beta and Delta Galaxies were forced to retreat when Delta Galaxy's Twentieth Polar Bears were broken by the fresh Ninety-first Division. Their flank threatened, and facing a fresh army around Luk, the Ghost Bears opted to reinforce Spanac.

The vanguard was awarded to the Seventh Bear Guards, who protected the paths through the Holth forest. After Beta and Delta Galaxies passed through the forest the Seventh ran afoul of the Twelfth Division. The Twelfth put the whole forest to the torch in their bid to trap the Ghost Bears. Making their way out of the burning and into open pathways, the Seventh Bears finally found the BattleMechs of the Twelfth Division waiting to cut down the Ghost Bear forces as they emerged from the woods. Taking heavy losses from the desperate Ghost Bears, the Twelfth held, and used the point-blank range to destroy the Seventh Bear Guards.

The sacrifice of the Seventh in guarding the relocation of Beta and Delta Galaxies, and in their refusal to surrender or yield even in the most dire situations, made the Ghost Bear Khans honor their legacy by retiring their standard with the fullest awards.



TWENTIETH POLAR BEARS (THE CHILLED DEATH)

The Polar Bear Clusters have not been a stunning success for the Ghost Bears. At the start of Operation Revival only one unit carried the name, and its reputation was hardly the best in the Touman. The Twentieth spent most the first three waves of Operation Revival on garrison duty, and was partly blamed for allowing Inner Sphere guerrilla forces to overrun several of their garrisons during Wave Two.

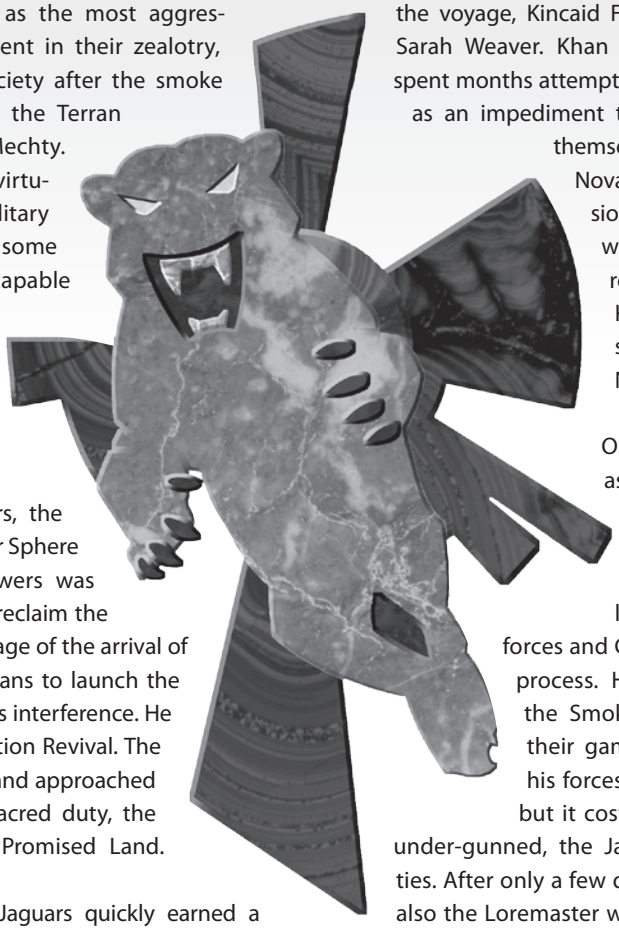
When the Ghost Bears activated their Provisional Garrison Clusters during Wave Four the Twentieth Polar Bears was reassigned as strategic reserves for Delta Galaxy. It was not until the battle for Thessalonika in Wave Five that the Twentieth saw combat as a full unit, after Khan Jorgensson called down the entire Delta Galaxy to destroy the Eighth Alshain Regulars. Performing well with their lighter 'Mechs against the conventional units of the Alshain Regulars, the spirit of the Twentieth was somewhat restored although they spent the rest of Wave Five in reserve.

When Delta Galaxy landed on Tukayyid the Twentieth Polar Bears won the right to the vanguard during the approach to Luk. While Beta Galaxy was repeatedly hit by small ambushes and hit-and-run attacks, Delta's march through the Holth forest was mostly unopposed. In the foothills around Luk, the Com Guards sprung their ambush against Delta, having correctly guessed the path the Ghost Bears would take. The Com Guards waited until most of Delta had passed before letting the Ninety-first Division erupt from their covered positions in the midst of the Twentieth Polar Bears. Facing heavy and assault units at point-blank range, the much lighter Polar Bears were rapidly decimated, and less than a Trinary was able to withdraw. Their rear thus exposed, the Ghost Bears were forced to abandon the assault on Luk.

The lackluster performance under fire by the Twentieth Polar Bears made it easy for the Khans to finally strike the last of the Polar Bear units from the Touman of the Ghost Bears. The survivors were reassigned to *solahma* units and sent to fight pirates.

CLAN SMOKE JAGUAR

Based on the world of Huntress in the Kerensky Cluster, Clan Smoke Jaguar was widely regarded as the most aggressive and tenacious of the Clans. Ardent in their zealotry, they modeled all aspects of their society after the smoke jaguar, a genetically-altered form of the Terran jaguar bred for the jungles of Strana Mechty. Their first Khan, Franklin Osis, focused virtually all of the Clan's resources on military development. These programs created some of the most efficient, ruthless, and capable warriors and machines ever known. Their warriors placed honor and the needs of the Clan far above their own lives such that many continued to fight long after sustaining even mortal injuries.



At the forefront of the Crusaders, the Jaguars led the push to invade the Inner Sphere for nearly a century. Khan Leo Showers was among the most vocal in his desire to reclaim the hallowed halls of Terra. He took advantage of the arrival of the *Outbound Light* to convince the Clans to launch the long-sought crusade despite Clan Wolf's interference. He was then elected ilKhan to lead Operation Revival. The Jaguars did well in the selection Trials and approached their Periphery sweeps almost as a sacred duty, the Inner Sphere and Terra being their Promised Land. Nothing could stop them.

During the invasion the Smoke Jaguars quickly earned a reputation for brutality and ruthlessness. Jaguar warriors often tore apart entire cities hunting for defending troops, as happened on Idlewind and other captured worlds. Injudicious towards their lower castes, living conditions became harsh in the Jaguar occupation zone. Many civilians and trapped military units resorted to guerrilla tactics against their new rulers, who cared not for worker's rights or luxurious housing. Incensed at their temerity, Jaguar warriors destroyed entire city blocks as retribution for these acts. Then on Turtle Bay, reprisal took on a new meaning: local *yakuza* fomented a rebellion while the Coordinator's grandson Hohiro Kurita escaped captivity. Embarrassed and angered, the Jaguar commander ordered the WarShip *Sabre Cat* to level the capital city of Edo from orbit. This heinous act shocked even the ilKhan and solidified resistance. With steely resolve House Kurita fought back, beating the Jaguars on Wolcott with a well-planned trap. As a concession, the Jaguars provided them four OmniMechs, two dozen suits of battle armor and an agreement to never attack Wolcott again.

Soon after, ilKhan Leo Showers, architect of the invasion, was killed above Radstadt. The distraught Jaguar Bloodnamed warriors returned to Strana Mechty to elect a new ilKhan. During the voyage, Kincaid Furey challenged and defeated saKhan Sarah Weaver. Khan Lincoln Osis and saKhan Furey then spent months attempting to remove Wolf Khan Ulric Kerensky as an impediment to the invasion but only embarrassed themselves and the Clan further when the Nova Cats were added to the Jaguar's invasion corridor instead. Furious, the Jaguar warriors blamed Furey for the insult and reelected Weaver as saKhan though Khan Osis maintained power. The invasion resumed, albeit alongside Clan Nova Cat.

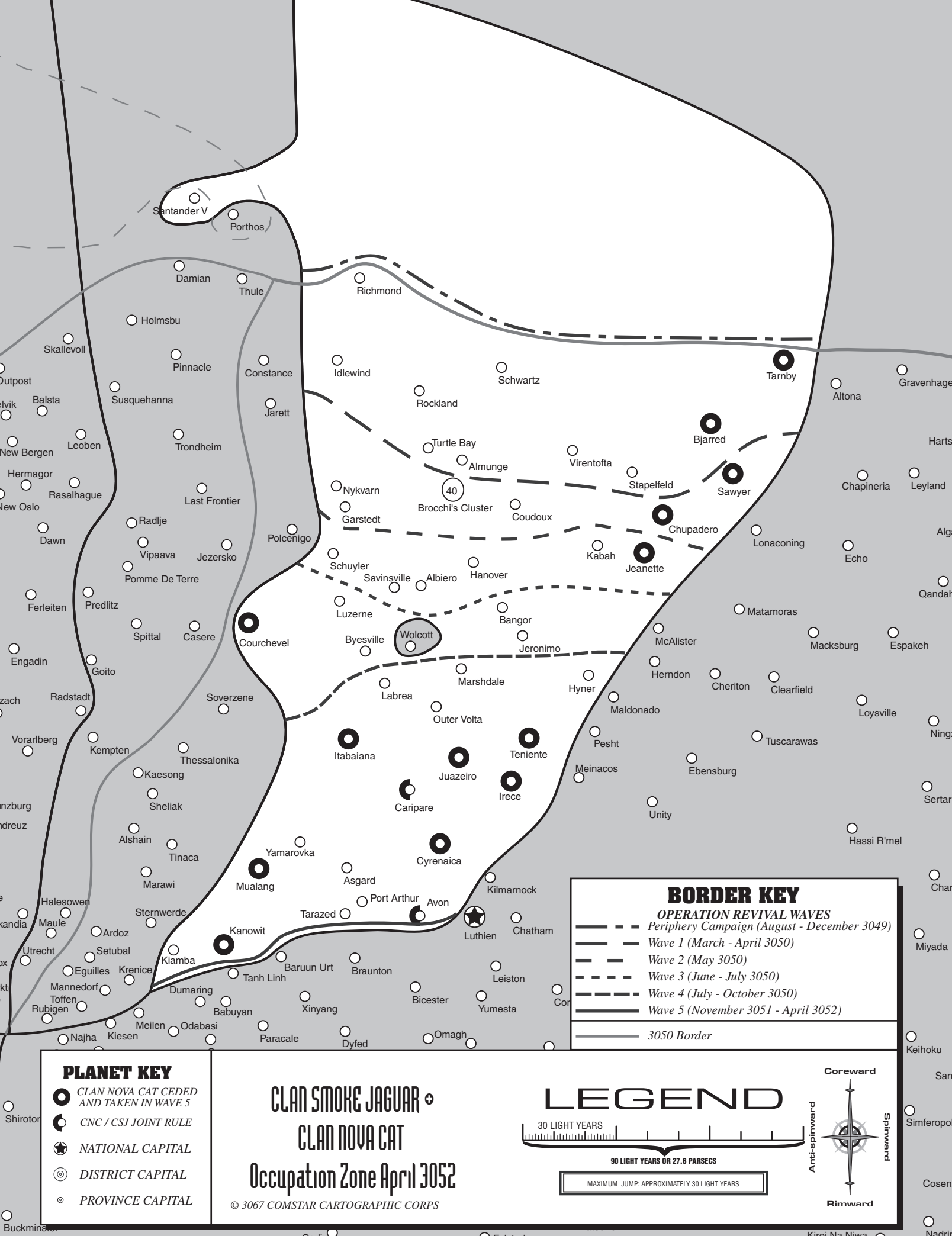
Intent on gaining the lead, Khan Osis chose the Combine capital of Luthien as the Jaguars' next target. Together the Smoke Jaguar and Nova Cat warriors came close to taking Luthien but after two hard days were repulsed, having lost nearly forty percent their attacking forces and Galaxy Commander Dorian Wirth in the process. Hurt, with their prospects crumbling, the Smoke Jaguar Khans risked everything in their gamble at Tukayyid. Khan Osis underbid his forces in order to be the first on the ground but it cost the Clan dearly. Under-prepared and under-gunned, the Jaguar forces took devastating casualties. After only a few days of fighting both Jaguar Khans and also the Loremaster were thought dead and the Clan was in disarray. The Jaguar retreated to its conquered worlds to lick its wounds.

Still, not all was lost. Khan Osis was found alive in his crushed armor after the fighting while Star Colonel Brandon Howell took the position of saKhan. With renewed leadership the Clan was ready to build upon the errors of the past. Wiser and better-prepared, they waited for a renewed drive toward Terra to re-establish the Star League and claim the title of ilClan.



362ND ASSAULT CLUSTER (THE SILVER JAGUARS)

Long considered the backbone of Beta Galaxy, the illustrious 362nd Assault is always calculated into the Galaxy Commander's cutdown bid. The Silver Jaguars saw extensive combat throughout Operation Revival. They tore



BORDER KEY

OPERATION REVIVAL WAVES

- *Periphery Campaign (August - December 3049)*
- *Wave 1 (March - April 3050)*
- *Wave 2 (May 3050)*
- *Wave 3 (June - July 3050)*
- *Wave 4 (July - October 3050)*
- *Wave 5 (November 3051 - April 3052)*

3050 Border

PLANET KEY

- *CLAN NOVA CAT CEDED AND TAKEN IN WAVE 5*
- *CNC / CSJ JOINT RULE*
- *NATIONAL CAPITAL*
- *DISTRICT CAPITAL*
- *PROVINCE CAPITAL*

CLAN SMOKE JAGUAR
CLAN NOVA CAT
Occupation Zone April 3052

© 3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

30 LIGHT YEARS

90 LIGHT YEARS OR 27.6 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward

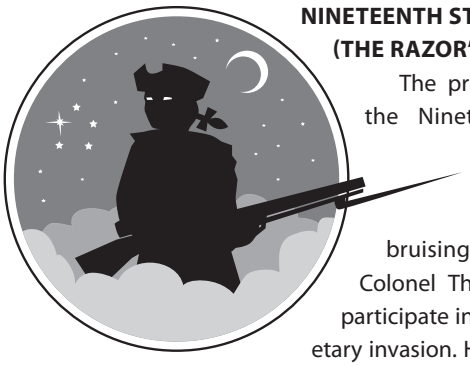
Anti-spinward

Spinward

Rimward

Santander's Killers to pieces on Santander's World after the pirate king Helmar Valasek abused the ritual *batchall* to lay a trap for members of Shroud Keshik. By the time the Cluster faced the vaunted Fourteenth Legion of Vega at Turtle Bay they regarded most Spheroid warriors as little more than deceitful bandits and so took few bondsmen. The *Gunji-no-Kanrei*'s heir, Hohiro Kurita, who had been captured by the unsuspecting Jaguars during that battle, escaped with the help of local yakuza who then sparked rioting throughout the city. The 362nd reacted with brutal efficiency, leveling Edo from orbit.

New leadership and mass *surkai,* the ritual act of contrition, erased some of that stain. In September 3050, they ambushed the Tenth Alshain Regulars on Courchevel, regaining their honor. They fought passionately on Luthien but took heavy casualties from air strikes and artillery. Then on Tukayyid they ran out of expendables early and had to withdraw though they eagerly awaited the chance to redeem both themselves and the honor of the Clan.



NINETEENTH STRIKER CLUSTER (THE RAZOR'S EDGE)

The pride of Delta Galaxy, the Nineteenth Striker saw some of the grittiest fighting of the invasion. Always bruising for a brawl, Star Colonel Thilla Showers bid to participate in virtually every planetary invasion. However, her personal desire for combat often cost her Cluster the honor of the assault when the final cutdown would have left her out of the fighting.

Nevertheless, the Nineteenth grappled against the Ninth Pesht Regulars on Schwartz in March 3050. Anxious to begin, Star Colonel Showers dropped the Cluster virtually on top of the Regular's formation, throwing them into utter chaos, before she defeated *Tai-sa* Mark Graham in single combat. The Nineteenth Striker next saw action in May 3050 when Supernova Trinary's assault 'Mechs defeated the Nykvarn Armored Battalion in a lopsided firefight.

On Asgard they joined the Fourth Jaguar Dragoons in their assault on the Third Benjamin Regulars. Bombarded by artillery, the Nineteenth Striker executed a night-long forced march, closing with the Regulars before they could prepare their defenses. In desperation the Regulars deployed their assault 'Mechs as a delaying force while the rest of their regiment withdrew to fortifications at Odin's Retreat. Following a month of non-stop siege, the Fourth Dragoons broke through the Regulars' defense and rolled up their western flank, forcing the remaining Regulars to withdraw under heavy fire from the Nineteenth Striker. Despite their valorous deeds they were bid out of fighting on Tukayyid.



THIRD JAGUAR CAVALIERS (THE STORM RIDERS)

Commanded by Star Colonel Paul Moon, an Elemental, the Third Jaguar Cavaliers were responsible for some of the bloodiest fighting of the invasion. Their first contact with Inner Sphere forces came at Idlewind where the defenders set a napalm trap for the Cavaliers' Elementals at the agreed-on battle site near the capital. Furious at the deception, the rest of the Cavaliers joined the unhurt Elementals as they tore apart the city searching for the hidden militia. Within three hours much of the capital was rubble and roughly fifty percent of the population lay dead.

The Storm Riders did not see combat again until September 3050 on Jeronimo. There, a Supernova Trinary clashed against the prepared defenses of the Fifth Galedon Regulars. When losses began to mount, Star Colonel Moon was forced to call down another Trinary for assistance. These reinforcements broke the Regulars' back. Only a reinforced battalion of defenders escaped the fighting.

In November 3051, the Cluster faced the well-prepared Sixth Ghost Regiment on Marshdale following the year-long hiatus. After chasing the Ghosts across the planet for months without success, the frustrated Moon sent forces into Drenden to tear it up. This forced the Ghosts into open battle where the Jaguars defeated them in short order.

Following this victory they marshaled to attack Luthien but despite their previous successes were unable to stem the tide of defeat. The Cavaliers withdrew to Hyner in shame and were omitted from Tukayyid's roster.

JAGUAR GRENADIERS (SHADOW STALKERS)



Tracing their history and lineage as far back as the very formation of the Clan, the Jaguar Grenadiers have long been utilized as the shock troops of Alpha Galaxy. Where there is a tough nut the Grenadiers are usually chosen to crack it. When Lincoln Osis called them forth for the invasion there was great rejoicing in the halls of the Grenadiers in anticipation of the coming campaign.

Primed for combat in March 3050, they quickly rolled up the First and Second Bjarred Armored Regiments, forcing both units to retreat inside of the Bird's Roost, a crumbling Castle Brian on Bjarred. One by one the Grenadiers rooted them out of the ancient tunnels, suffering real casualties only when a castle wall collapsed atop several Elementals.

Flush with victory, the Grenadiers proceeded to Coudoux where they not only beat the defending 'Mech company, Colette's Crusaders, but captured their DropShip. On Bangor, they engaged the Second Benjamin Regulars in a blitzkrieg-style assault, first hitting them at long range then following up with a heavy charge that sent the Regulars into full retreat and eventual defeat.

On Tukayyid, the Grenadiers' assault through the Dinju Pass forced the 299th Com Guard Division to abandon their hidden positions to stop their charge. Acting too late, the Guards took heavy casualties as the Grenadiers raced past to engage the 323rd Com Guard at the base of the Dinju Heights. When their Khans were declared dead, the Grenadiers were forced to retreat by ilKhan Kerensky, despite having come so close to their objective.

SIXTH JAGUAR DRAGOONS (WOLF SLAYERS)



Celebrated for wresting the infamous *Dire Wolf* OmniMech from Clan Wolf in a Trial of Possession, the Sixth Jaguar Dragoons became known among the Jaguars as the Wolf Slayers despite killing no Wolves during the fabled Trial. The Cluster has more *Dire Wolf* assault 'Mechs than any other Clan unit excepting the Silver Jaguars.

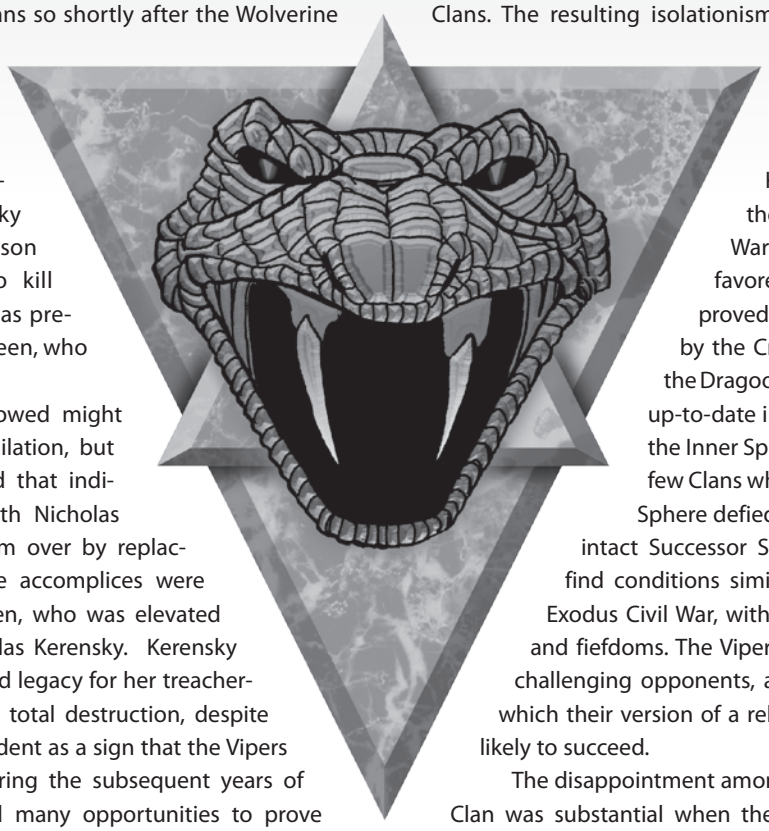
During the invasion they were exceptionally effective at picking apart their opponents at a distance then smothering them in brief, calamitous firefights. On Tarnby, they eviscerated the Fourth Pesht Regulars when their MechWarriors challenged them to single combat. Then, on Byesville, the Cluster's Elementals swarmed the militia's command post overnight, forcing them to surrender the next day. On Yamarovka, the Cluster's MechWarriors took all the glory. Making planetfall first, they immediately destroyed the defending 'Mech companies before their Elementals could even land.

Having risen to the rank of Khan from the Wolf Slayers, Lincoln Osis often returned to lead them in battle. On Tukayyid, Khan Osis led the second charge into the Dinju Pass following the Jaguar Grenadiers' successful assault. However, the 299th and 323rd Com Guard Divisions were ready for their assault and picked the Sixth apart, killing Loremaster Edmond Hoyt in his *Summoner* and incapacitating Khan Osis, who rode alongside in his armor and was pinned when Hoyt's 'Mech collapsed.

Hearing news of Khan Osis' apparent death, ilKhan Kerensky ordered the Sixth to withdraw. The furious Jaguar Warriors ignored the order. Instead, they chose to continue towards their objective, the Dinju Heights. Only eight Warriors escaped the slaughter.

CLAN STEEL VIPER

The Steel Viper Clan was initially led by Khan Ellie Kinnison, the protégé of its founder, Khan Antonius Zalman. She led her Clan well during the conquest of Arcadia and the years that followed. In 2824, ilKhan Nicholas Kerensky ordered an official investigation in the Steel Viper's training regimen. He was concerned that the low number of sibko graduates indicated a fundamental weakness in one of his remaining Clans so shortly after the Wolverine Annihilation. Khan Kinnison invited the ilKhan for a personal inspection after the investigative team of Clan Sea Fox scientists cleared the program. When Nicholas Kerensky arrived with his wife, Khan Kinnison is said to have attempted to kill Jennifer Winson. The attempt was prevented by her saKhan, Steven Breen, who killed Kinnison.



The investigation that followed might have resulted in another Annihilation, but instead journals were produced that indicated Kinnison was in love with Nicholas Kerensky and hoped to win him over by replacing Jennifer Winson. These five accomplices were stopped by saKhan Steven Breen, who was elevated to Khan at the urging of Nicholas Kerensky. Kerensky also Abjured Kinnison's name and legacy for her treacherous actions. The Vipers avoided total destruction, despite most other Clans seeing the incident as a sign that the Vipers were weak and leaderless. During the subsequent years of Trials, the Vipers were afforded many opportunities to prove their worth.

In the decades that followed, the lack of focus by Clan Steel Viper prevented them from exploiting many opportunities. This was largely due to a succession of Khans of great martial and tactical prowess but little strategic competence. These Khans also frequently inhibited their lower castes from pursuing opportunities.

Things changed when Sanra Mercer became Khan in 2860. Credited as the first Khan to espouse the "true" interpretation of Nicholas Kerensky's vision and purpose for the Clans as a whole, Sanra Mercer referenced—but never produced—recordings of secret meetings between Khan Steven Breen and Nicholas Kerensky in the days following Kinnison's attack. According to her, the Clans should liberate the worlds of the Terran Hegemony, destroy the armies of the five Houses, and force their leaders to restore the Star League. The Clans would lead and educate, but not rule by force alone, and not subjugate the entirety of mankind under the boot of the warrior caste. This vision inspired the Clan and allowed it to recover some of its lost glory, but this progress was also tempered by Sanra Mercer's insistence that the Clan remain pure and untainted by the misguided traditions of other Clans. The resulting isolationism ensured that the Vipers did not reach the apex of Clan society.

The Steel Vipers' unique interpretation of Nicholas Kerensky's "true" goals also set them apart from the traditional Warden and Crusader camps. They favored an invasion, but they disapproved of the total conquest espoused by the Crusaders. The Vipers supported the Dragoon Compromise. Eager to receive up-to-date information of the conditions in the Inner Sphere, the Vipers were one of the few Clans who were pleased when the Inner Sphere defied expectations and still had five intact Successor States. Most Clans expected to find conditions similar to those found during the Exodus Civil War, with dozens of competing factions and fiefdoms. The Vipers saw organized and therefore challenging opponents, as well as the foundation from which their version of a reborn Star League was far more likely to succeed.

The disappointment among the rank and file of the Viper Clan was substantial when they failed to secure one of the three invasion corridors. They were initially assigned to patrol the Clan's extensive supply lines back to the Homeworlds, but soon the Ghost Bears required their assistance in pacifying their acquisitions. Shortly after being made ilKhan, Ulric Kerensky activated the Vipers and the Nova Cats for Wave Five of the invasion. The Vipers performed well, taking several worlds from the Inner Sphere and the Jade Falcons alike.

Tukayyid proved itself another bitter disappointment. Khan Breen bid a second-line Galaxy as one of her three to gain a more prominent slot for the Battle of Tukayyid, but then failed to utilize them as anything but drop zone sentries. Breen led her force in to Devil's Bath, a vicious and viscous terrain that minimized the technological advantages of her troops while maximizing the capabilities of the Com Guards. When she attempted to extricate her force from this terrain, she was provoked into a

frontal assault on Com Guard positions. While successful, it was also costly, and Khan Breen was wounded. Realizing that her mistakes had removed the probability of success, she withdrew her Clan and resigned.

Following Tukayyid, Khan Perigard Zalman and saKhan Christopher Ahmed focused their Clan's anger and frustration on the Jade Falcons, resulting in several additional conquests. Having suffered the least amount of casualties on Tukayyid, the Steel Vipers continued to pose one of the gravest threats facing the Inner Sphere in 3052.

FIRST VIPER GUARDS
(THE VIPER'S FURY)



In Operation Klondike the warriors of the First Binary proved a pivotal Steel Viper force, from when they faced an Ilkasur Shogunate task force shortly after landing until the last actions against the Helgren County. When the original four Binaries were split to form the core of the first four Viper Clusters, the First Viper Guards continued to prove their mettle as the Clan's most elite assault unit.

Early in their history the First focused heavily on the kind of warfare the Viper Clan has become famous for. It was an all-'Mech force until the development of the Elemental. Instrumental in acquiring the battle armor technology, the First adopted the new technology into its ranks as soon as the Viper Clan began producing their own suits. The Guards were also directly involved in the efforts to acquire the Elemental phenotype from Clan Hell's Horses.

While its above-average amount of Cobra (Elemental) Stars may have been a liability given the lack of aerospace fighters assigned the First, in practice the Cluster's commanders simply bid away 'Mech or Elemental Stars and gained early concessions. The lack of fighters certainly did nothing to stop them from capturing Montmarault from the Jade Falcons and from later claiming Jabuka in cooperation with the rest of Alpha Galaxy during the Steel Vipers' only engagement against a large House formation. The First proved itself pivotal by deploying new headhunter tactics against the RCTs they faced.

FOURTH VIPER GUARDS
(THE DEADLY VENOM)



Originally the Fourth Binary, the unit performed admirably but unremarkably during the early stages of Klondike. It found itself the target of a Republic of Rand counterattack at Rivera toward the end of the conflict and suffered substantial casualties. Last to recover of the first four Viper Clusters, the warriors of the Fourth have always felt they had something to prove. The Fourth's only role during the invasion was on Jabuka, where they were largely relegated to rear-guard actions. The apparent snubbing of such an elite unit may be due to its brash commander, Brett Andrews. A fervent and vocal Crusader, it is presumed that Khan Natalie Breen and Galaxy Commander Christopher Ahmed's agenda aligned when they attempt to sideline fervent Crusader units such as the Fourth and Second Viper Guards.

400TH ASSAULT CLUSTER
(THE DIAMONDBACKS)



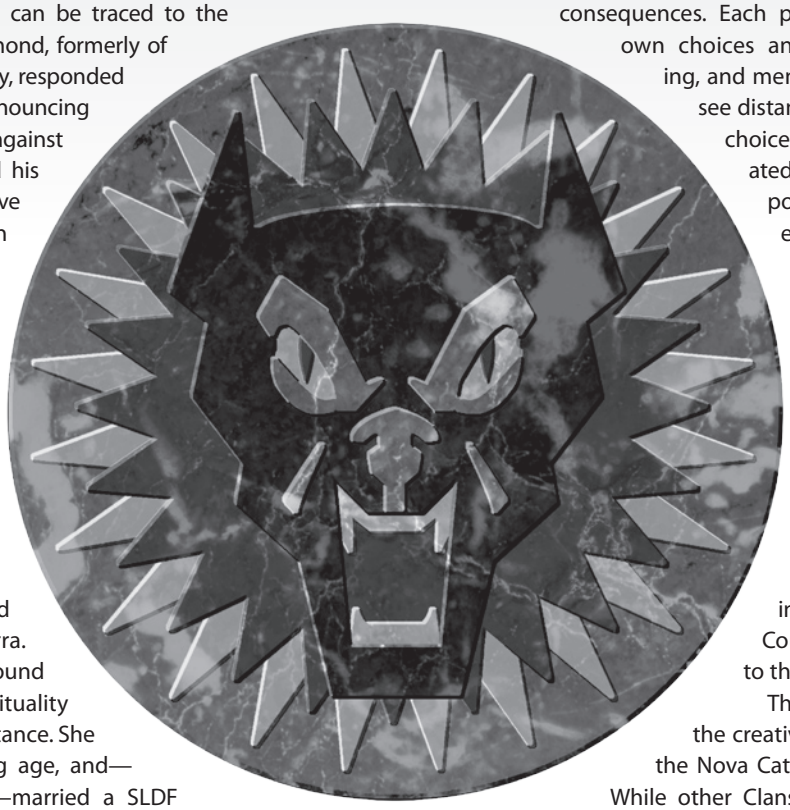
One of the first new formations of Clan Steel Viper, the 400th Assault was created specifically to counteract a deficiency in the Clan's first Galaxy: the lack of a dedicated assault unit. Initially equipped almost entirely with Star League-era assault 'Mechs and artillery Stars, the 400th soon became a mobile assault unit by filtering out slow designs such as the *King Crab* and *Highlander* for swifter assault Mechs, eventually graduating to the *Phoenix Hawk IIC* and *Storm Giant* BattleMechs, and finally the *Gargoyle* and *Executioner* OmniMechs. By the time of the invasion, the *Crossbow* was by far the most common 'Mech among the Cluster. The 400th had numerous opportunities to prove its mettle over the centuries, especially when facing opponents known for their assault 'Mech usage such as the Smoke Jaguars.

During the invasion, the 400th faced the capable Narhal Raiders mercenary unit on Benfled and succeeded in inflicting heavy casualties and forcing its retreat within four hours. The Raiders were unable to adjust to the highly mobile wall of armor and firepower that kept curling around its flanks. The 400th further used several lulls in the fighting to reconfigure their OmniMechs to suit specific offensive tactics that succeeded in frustrating the Raiders' attempts at determining how many hostile units still remained.

CLAN NOVA CAT

Clan Nova Cat is unique among the Clans. The influence and independence of their merchant caste is second only to that of Clan Diamond Shark. And the Nova Cat scientist caste has exceptional freedom in seeking out knowledge for its own sake over and above developing innovative and effective weapons systems.

The roles of these castes can be traced to the Clan's prehistory. Philip Drummond, formerly of the Rim Worlds Republic Military, responded to Stefan Amaris' coup by renouncing his commission and turning against the Usurper. He demonstrated his effectiveness as a covert operative by penetrating the SLDF cordon protecting Aleksandr Kerensky and swearing his allegiance. Philip served Kerensky faithfully and effectively as an intelligence officer through the Amaris Civil War. During the initial, peaceful years on the Pentagon Worlds following the Exodus, he left the military to become a scientist on Circe.



Anna Rosse was a child when the Usurper took Terra. Orphaned and abused, she found healing and strength in spirituality even while fighting in the resistance. She rose to leadership at a young age, and—after the liberation of Terra—married a SLDF officer. Unfortunately, her husband was among the traitors who turned on Kerensky during the Exodus and was executed. A widow, Anna turned again to spirituality and delved deeply into the power of the mind and spirit. Anna and Philip married and bore three children. When violence and riots wracked Circe, they at first tried to remain outside the conflict, but when two of their children were killed, they fought to put the rioters down. They and their daughter Sandra followed Nicholas Kerensky on the second Exodus to Strana Mechty.

Anna, weary of combat, found her place in the merchant caste while Philip flourished in the warrior caste, rising become first Khan of the new Nova Cat Clan. Yet many trace the birth of the true Nova Cats to their daughter. Sandra Rosse melded the deep spirituality of her mother with the martial abilities of her father, forging them into a new alloy of tremendous strength and flexibility. This forging was not an easy process, nor was it instantly successful—or even initially accepted. She began by challenging her father to a Trial of Grievance, declaring he was unfit to lead. Then, in the Circle of Equals, she offered him the option—which he accepted—to voluntarily step down. This enraged many warriors, yet she defeated all challengers in the Circle of Equals, cementing her position as Khan.

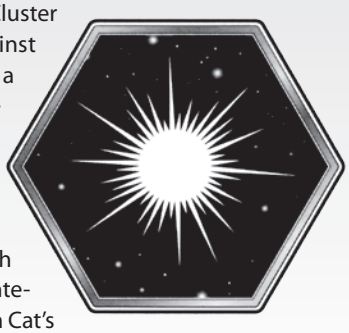
As Khan, Sandra Rosse introduced the concepts of spirituality that are now fundamental to the Nova Cat identity. The Nova Cats believe that all life is a series of choices and that every choice has consequences. Each person is responsible for their own choices and—through meditation, fasting, and mental discipline—it is possible to see distant consequences and base your choices on these visions. She also created the office of Oathmaster—a position similar to Loremaster, except the Oathmaster keeps record not only of history but of visions. Though this belief system is often dismissed as ethereal nonsense by rival Clans, none dispute Nova Cats' evident ability to perceive patterns and predict outcomes. Perhaps the only serious misstep in Clan Nova Cat's history was their decision to support the Not-Named Clan in its stand against the Grand Council—a choice that led directly to the death of Sandra Rosse.

Throughout the Golden Century the creativity of their scientist caste kept the Nova Cats at the forefront of the Clans. While other Clans focused on developing new OmniMechs or battle armor, the Nova Cats developed the new weapons and new technologies these weapons systems required. Their merchant caste consistently demonstrated trading acumen—bankrolling exploration in exchange for information, anticipating and meeting the needs of growing populations and economies around them. The political acumen of their warrior caste leadership kept Clan Nova Cat from serious and potentially destructive conflict—with the exception of their ongoing feud with Clan Smoke Jaguar—while protecting their rights and position.

Clan Nova Cat was not one of the first Clans to invade the Inner Sphere, but during their comparatively brief campaign they conquered sixteen worlds in rapid succession, suffering their only major defeat on Luthien. The Nova Cats fought valiantly and tenaciously on Tukayyid, inflicting greater damage to the Com Guard than any other Clan.

Though they are numerically one of the smaller Clans and their presence in the Inner Sphere seems minor when compared to Clan Jade Falcon or Clan Wolf, the abilities and influence of Clan Nova Cat cannot be underestimated or overlooked.

179TH STRIKER CLUSTER (CIRCLE OF POWER)

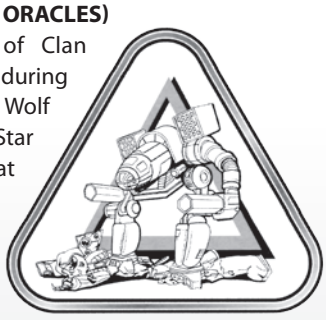


Though the 179th Striker Cluster won no glorious victories against renowned opponents, it had a solid reputation and an impressive history of battlefield success. The MechWarriors of the 179th earned their elite status.

During the Golden Century, Sigma Galaxy, of which the 179th Striker Cluster was a part, was integral to the expansion of Clan Nova Cat's holdings. Being relegated to what they saw as secondary status deeply offended the MechWarriors of the 179th. To overcome what they perceived as a reputation of hesitation and caution, the 179th developed an aggressive, almost reckless combat philosophy. They relied on high-speed attacks, often committing their forces to a decisive strike early in the engagement. That this tactic prevailed far more often than it failed was a testimony to their ability to assess both opponents and tactical situations. Those who fought them concurred that the 179th never held its ground; it was either attacking or regrouping to attack again.

The primary criteria for inclusion in the Cluster's ranks was speed and firepower, which meant the unit was comprised almost exclusively of jump-capable medium and lighter-heavy 'Mechs. The backbone of the 179th was a combination of the fast and potent *Huntsman*—perhaps the quintessential Nova Cat medium 'Mech—and the heavy *Summoner* more often seen among the Jade Falcons. However, as one of the few Clan frontline units willing to field second-line BattleMechs capable of sustaining its fast and hard combat style, each of the Cluster's four Trinaries fielded an uncharacteristically-eclectic variety of designs such as the *Conjurer*, *Black Python*, and *Grizzly*.

FOURTH NOVA CAT GUARDS (THE ORACLES)



The first documented use of Clan Elemental battle armor was in 2868 during a Trial of Possession between Clan Wolf and Clan Nova Cat. Clan Wolf bid a Star of Elementals. The Fourth Nova Cat Guards, which had no infantry assets, bid a Star of light OmniMechs with minimal weapons load. The Nova Cat warriors feared a loss of honor in defeating mere infantry with OmniMechs and the most junior MechWarriors were ordered to take the challenge. The battle was brief and brutal; the Elementals in the revolutionary battle armor swarmed the under-gunned light 'Mechs, destroying them in a matter of minutes. That one Trial established the reputation of Clan Elemental battle armor and destroyed the reputation of the Fourth Nova Cat Guards.

The Fourth spent ten generations winning that reputation back in Trial after Trial against Clans Hell's Horses, Ice Hellion, Smoke Jaguar and Wolf. The Fourth valued precision and took pride in their marksmanship. They were so certain of their accuracy that they were known to bid down their ammunition reserves in formal Trials. Though the warriors of the Fourth valued personal honor and the tradition of single combat, they did not sacrifice discipline to the glory of individual combat. Their Stars advanced in tautly-coordinated attack patterns.

The Fourth favored hard-hitting medium, heavy and assault 'Mechs, esteeming firepower over speed. The *Timber Wolf* was the most common design in their Cluster, though *Ebon Jaguar*, *Mad Dog*, *Summoner*, and *Dire Wolf* OmniMechs could be found in each Trinary. The Fourth was one of the few frontline units that incorporated assault-class *Kingfisher* and *Kodiak* BattleMechs with their OmniMechs in mixed Stars. Not surprisingly, every Trinary of the Fourth also employed light, fast, and maneuverable *Koshi* and *Viper* OmniMechs specifically-configured to protect their larger brethren from Elementals in battle armor.

489TH ASSAULT CLUSTER (THE THIRD EYE)



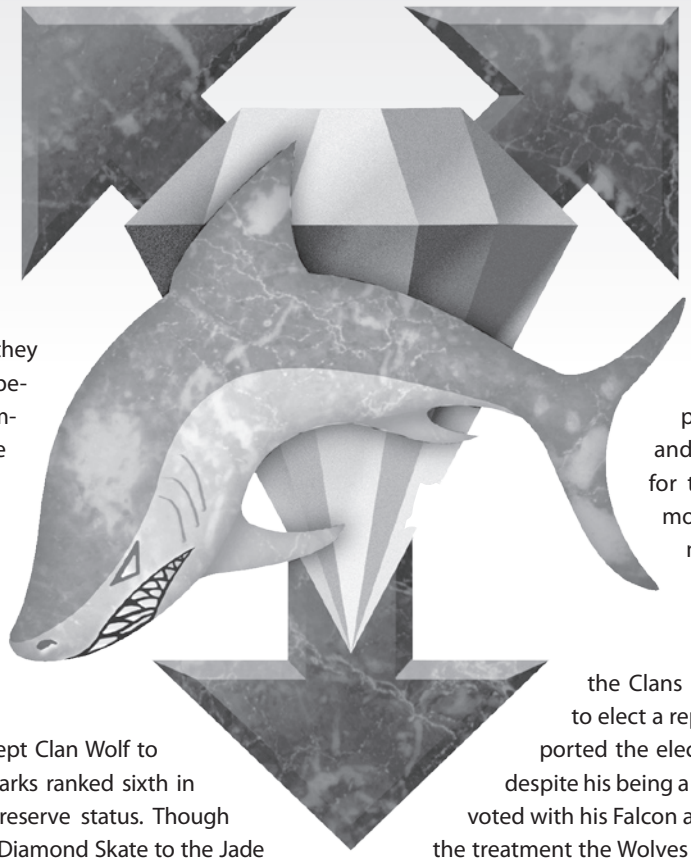
The 489th Assault Cluster of Alpha Galaxy represented the Nova Cat philosophy of a well-balanced weapon. All four Trinaries of the 489th were mixed, built primarily around a core of Elementals—the 489th had one of the highest concentration of Elementals in the Nova Cat Touman. Rapid-strike/recon Stars were comprised of Elementals teamed with fast medium OmniMechs, such as the *Shadow Cat* and *Huntsman*. Assault-class 'Mechs such as the *Executioner*, *Supernova*, and rare *Warhawk* formed the core of the 489th's hard-hitting assault Stars.

The 489th had a long history of victories won through shrewd strategy and adapting their tactics to use an enemy's strength against them. In actions against Clan Smoke Jaguar, the Nova Cat OmniMechs took the fore, driving into the enemy with the direct ferocity for which the Jaguars are famous. The Jaguars learned early that to respond in kind was to have committed assets swarmed by Elementals striking from cover. To the Jaguars' consternation, adopting a more cautious response to the initial onslaught all too often resulted in their forces being overwhelmed by the lightning strike. In Trials against other Clans, the 498th demonstrated a similar ability to surprise, indicating thorough reconnaissance and study of their opponents prior to engagement.

Lack of foreknowledge almost destroyed the 489th on Luthien. Alpha and Delta Galaxies—along with elements of the rival Smoke Jaguars—deployed together on the capital of the Draconis Combine, expecting to meet roughly congruent forces. Instead the Clan forces were met by sixteen regiments. Woefully outnumbered, the Nova Cats were driven off planet in the bloodiest defeat in their history. Only the 489th's ability to regroup and adapt on the fly enabled them to escape the debacle with far fewer losses than many of their comrades. The 489th rebuilt, using what they learned on Luthien to develop tactics specific to the Inner Sphere.

CLAN DIAMOND SHARK

From the very beginnings of Clan society, the Diamond Sharks have been unlike their fellow Clans. While the others devoted themselves to martial pursuits, the Sharks balanced the warrior side of their Clan with a vigorous and aggressive merchant caste. Many of the technological advancements of the Golden Century were diffused throughout the Clans by Shark merchants and they gained a reputation for tough competition as they bolstered their economic standing. During this time, the Diamond Sharks gradually moved toward the Crusader philosophy, though they actually voted against invasion several times.



With the surprise arrival of the *Outbound Light* in late 3048, however, the Sharks could no longer oppose invasion and they voted alongside all of the other Clans except Clan Wolf to invade the Successor States. The Sharks ranked sixth in the results and were relegated to reserve status. Though Khan Hawker was able to attach his Diamond Skate to the Jade Falcons and ensure that at least one Shark unit would see combat, it appeared as if the Clan as a whole would not share in what many saw as homecoming for the descendents of the Star League.

The Shark merchant caste, however, had other plans. SaKhan Barbara Sennet enjoyed a close and fruitful relationship with high-ranking members of this caste and while Khan Hawker concerned himself with the martial aspects of invasion, they began figuring out how the Clan could profit from Operation Revival. When it became apparent that the Sharks would have a role in the invasion, however limited, the aging Merchant Factor Karol stepped down from his post and the young but highly successful Lorenzo was elected in his place. Together, Khan Sennet and Lorenzo formulated a strategy to exploit the lack of foresight among the commanders of the other Clan forces. A small merchant fleet was readied shortly before the invasion was launched and Khan Sennet awaited the flow of intel from the conquered worlds before finalizing her plans. Based on that information, the merchant fleet was launched and began offering supplies to the invading Clans. Though no frontline forces would accept their wares, saKhan Sennet soon realized that garrison troops often operated with shortages and shifted her approach to take advantage. The profits began rolling in.

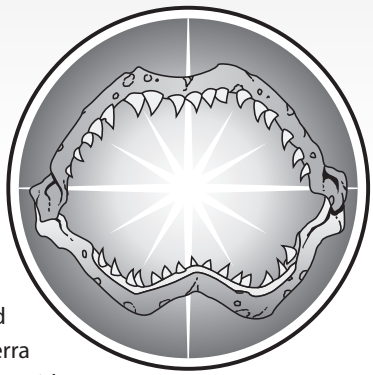
Khan Hawker led the Diamond Skate during several Jade Falcon conquests and impressed the Falcon leaders, though not all commanders shared that opinion. When a Diamond Shark merchant vessel was lost in the Ghost Bear Occupation Zone in June 3050 and shortly thereafter resistance increased on several conquered worlds, Falcon Galaxy Commander Mar Helmer, supported by other Falcon commanders and some Smoke Jaguar leaders, called for the Sharks to be Annihilated. This motion was defeated by a compromise that saw the Shark merchants withdrawn—under protest—from the Inner Sphere.

With the death of ilKhan Showers, the Clans recalled their Bloodnamed warriors to elect a replacement. Hawker and Sennet supported the election of Ulric Kerensky of Clan Wolf, despite his being a leading Warden; Hawker because he voted with his Falcon allies and Sennet because she valued the treatment the Wolves had shown toward their conquered populations. In addition, Sennet was able to petition Kerensky to allow the Sharks a baseworld in the Periphery, provided they could win it from the Ghost Bears. The 369th Striker Cluster wrested control of Nyserta from the Bears and Sennet then used this presence to argue that Shark merchants should be allowed back into the Inner Sphere. IlKhan Kerensky granted this request and Nyserta became a clearinghouse for merchant activity throughout the Clan occupation zones.

The proxy battle of Tukayyid provided another chance for the Diamond Sharks to demonstrate their martial abilities but once again they failed to win a prominent place in the campaign. Landing with five Clusters, Khan Hawker proceeded to lead his forces across the Kozice Valley to the two target cities. The battle went bad from the start and it wasn't long before the Shark forces found themselves cut off from both their supplies and their DropShips. Khan Sennet was forced to call in the reserves, a freeborn unit that Hawker had repeatedly snubbed, and this Cluster sacrificed itself so that the rest of the Sharks could escape. In the end, all five Clusters were ravaged to such an extent that the survivors were dispersed to other units and only the Thirty-Ninth Striker remained on the rolls.

In the immediate aftermath of Tukayyid, Khan Hawker found himself under attack from all sides as the Shark warriors looked for someone to blame for their failure. One of the first measures Hawker took to protect his position was to rescind his ban on freeborn troops in frontline units. Even so, with the losses at Tukayyid, the Shark military presence in the Inner Sphere was, in one fell swoop, made irrelevant and virtually invisible.

369TH STRIKER CLUSTER (THE HAMMERHEADS)



The Hammerheads possessed one of the longest lineages of any Diamond Shark unit, likely tracing their ancestry back to the SLDF's independent 369th Striker Regiment. Less than a company of warriors survived the campaign to liberate Terra and all of them chose to go with General Kerensky on his Exodus, with Clan records indicating several subsequently followed his son Nicholas as part of the newborn Clans. This unit was a critical part of the Shark Touman in the years leading up to the invasion and over the centuries supplied its fair share of Khans and saKhans.

With the Sharks consigned to reserve status during Operation Revival, they did not see many opportunities for combat in the Inner Sphere. Once ilKhan Kerensky gave them permission to Trial for a staging world, however, the 369th was called forth to wrest possession of Nyserta from Clan Ghost Bear. This decision was made based on Star Colonel Lionel Arlond's previous experience against the Bears, in which he had successfully taken an outpost on a moon of Priori several years earlier. The Hammerheads were victorious against the defending Bears and Nyserta soon became a base for the Shark merchant fleet to spread out across the Clan Occupation Zones.

Not too long after winning at Nyserta, the 369th fought with the rest of the Diamond Shark forces at Tukayyid, facing off alongside the 222nd Assault Cluster against the Com Guards' Thirty-First, Fifty-Sixth and Eighty-Fifth Divisions near Urcunat. Though they fought well, the Sharks were outclassed and outnumbered and found themselves low on supplies. When Star Colonel Arlond fell to the commander of the Eighty-Fifth after a pitched single combat, the Hammerheads faltered.

In the end, only a single Binary from the 369th survived to be evacuated from Tukayyid. Rather than reform this venerable cluster, the Shark Khans decided to incorporate most of the survivors into Alpha Galaxy, specifically the Thirty-Ninth Striker.

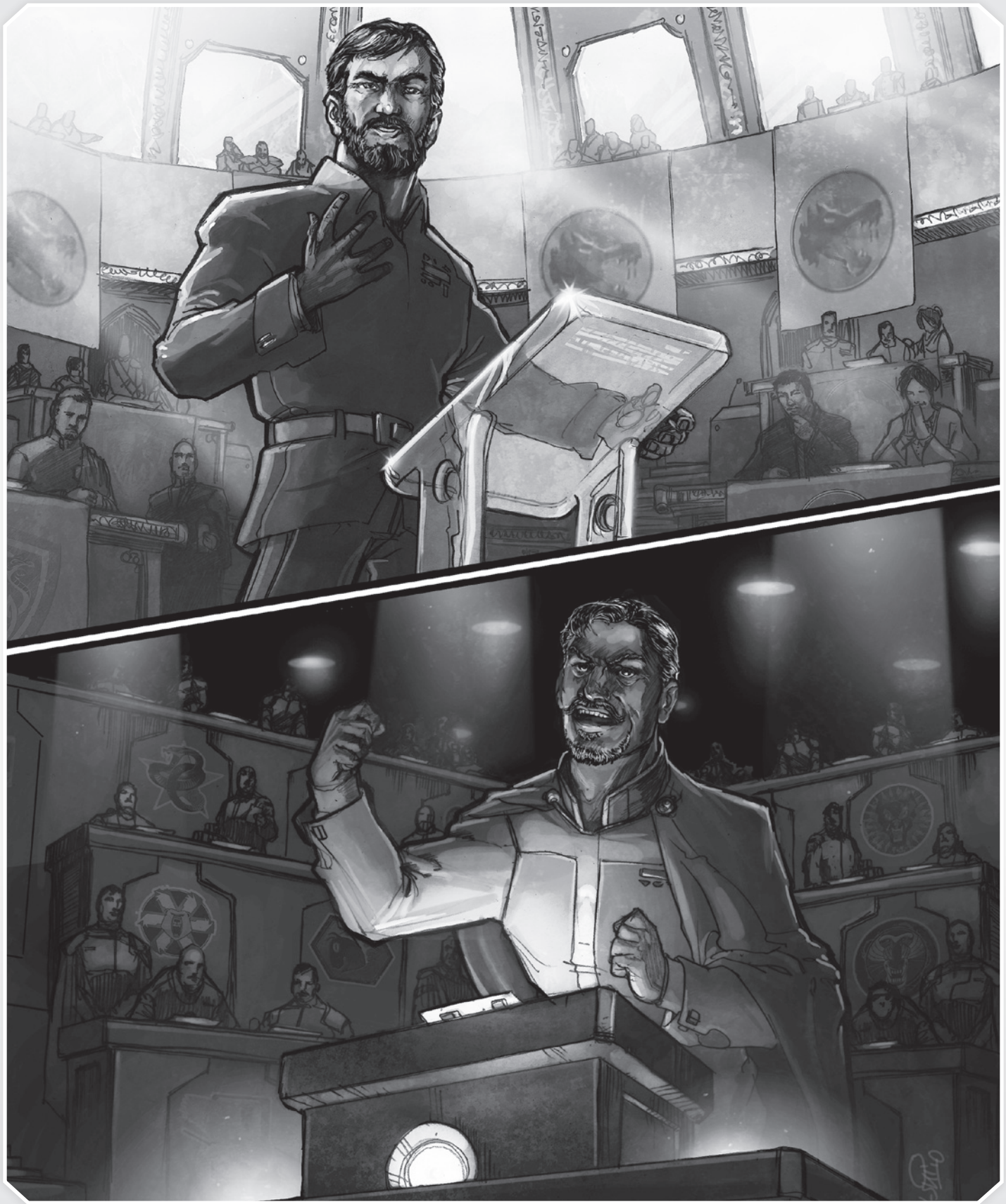
THIRD SHARK REGULARS (RESTLESS SHIVER)

Traditionally the Diamond Shark Galaxy with the closest ties to the merchant caste and the highest percentage of freeborn warriors, Omega Galaxy sat out Operation Revival until Tukayyid. Chosen instead to garrison the planet Nyserta after the Sharks won it from Clan Ghost Bear, Galaxy Commander Bikendi Vewas chafed under this restriction and Khan Hawker's blatant disdain for freeborns. When the forces to be fielded at Tukayyid were announced to the Touman and no Omega Clusters were included, Vewas issued and won a Trial of Refusal against the Khan for the right of one of his units to participate. Vewas chose the Third Shark Regulars, a Cluster staffed entirely with freeborn warriors, to spite Hawker's narrow-mindedness.

The Regulars deployed to Tukayyid but were sidelined as reserves by Khan Hawker. While the Clusters of Alpha and Gamma Galaxies battled Com Guard forces, the Regulars had to stand by and watch as the campaign slowly turned against their comrades. Once the Fifth Army cut off the Sharks' path to their DropShips, however, saKhan Sennet called in the Regulars over the objections of Hawker, who favored leading his troops against the foe in a massive frontal assault.

The Restless Shiver, fresh to the fight, threw themselves against the Com Guards with abandon and gradually managed to open up a gap in the lines through which the embattled Shark forces were able to retreat. Star Colonel Adrine sacrificed herself by setting her *Mad Dog* between Khan Hawker and an approaching Level II. While she valiantly defended the Khan who had snubbed her, Hawker retreated with the rest of his troops. Two full Trinaries of the Regulars were left on the field.

As the retreating Clan forces reached their DropShips the Com Guards massed for a final killing assault. Star Captain Ishmael, the highest ranking officer left in the Regulars, silently turned his 'Mech toward the oncoming horde and his remaining troops followed suit. Though Khan Hawker demanded an explanation, none was forthcoming. SaKhan Sennet honored the sacrifice of the Regulars and led the defeated Diamond Sharks off Tukayyid.



MAJOR PERSONAS

FEDERATED COMMONWEALTH



HANSE DAVION

Title: Duke of New Avalon, First Prince of the Federated Suns
Born: 2983 (67 in 3050)

Hanse Davion was never meant to assume the mantle of Prince of the Federated Suns and was happy to leave that responsibility to his brother Ian, who was killed at the hands of Yorinaga Kurita while defending his own troops on Mallory's World. Though a highly-skilled strategist and tactician, Hanse honed his political prowess in a trial by fire of sorts when he assumed the throne, fending off a grab for power by his brother-in-law Michael Hasek-Davion. Hanse learned quickly and earned the nickname "The Fox" for both his skills on the battlefield and at court.

Hanse saw the benefits of a cease-fire proposal from Katrina Steiner in the early 3020s and the two rulers began to hatch the plan that would lead to the formation of the Federated Commonwealth. The Prince proved his mastery of Inner Sphere politics and military action by carving out half of the Capellan Confederation as a wedding gift for his wife and linking the two allied Successor States together.

A father of five children, Hanse spent most of the early years of his marriage working to cement the disparate elements of two nations, laying the foundation for what he hoped would become the greatest dynasty since the Camerons of the Star League. His plans to do to the Draconis Combine what he did to the Capellan Confederation fell woefully short when he was outfoxed by the tactics of Theodore Kurita and his secret alliance with ComStar in 3039.

The Clans were a game-changer for Hanse, who spent many sleepless nights working to stop the hemorrhaging of worlds and turn the tide against the Clans. The loss of world after world forced Davion to meet and form an uneasy alliance with the other House Lords, including the man who had bested him more than once—Theodore Kurita. The summit was not all pleasantries. When presented with belligerence and ambivalence by Thomas Marik of the Free Worlds League, a realm untouched by the Clans, Hanse offered to treat Thomas' sickly son Joshua in exchange for badly-needed technical and weaponry upgrades. The harshness of the exchange weighed heavy on the Prince's heart.

The stress of his efforts finally caught up with Hanse shortly after the Clans were stopped at Tukayyid, when the Prince of the Federated Suns succumbed to a massive stress-induced heart attack. His son, Victor was at his side.

MELISSA STEINER-DAVION

Title: Duchess of Tharkad, Archon of the Lyran Commonwealth
Born: 3010 (40 in 3050)

The only child of Katrina Steiner and Arthur Luvon, Melissa Steiner proved to be a highly intelligent, beautiful and charming woman, who showed more prowess as an infantry commander than in the cockpit of a BattleMech. Her life's path changed dramatically when she was offered as cement for the bond that married the realms of her Lyran Commonwealth and the Federated Suns.

While many thought Melissa would do little more than provide heirs for the massive state she proved everyone wrong by assuming the title of Duchess of the Sarna March. These newly-conquered worlds of the Federated Commonwealth were grumbling under their new rulership but Melissa's calm and appealing demeanor did much to quell the rising tensions. Though slender of stature, the Archon proved nearly impossible to intimidate or coerce, even by an imposing figure such as her husband. Further, though many expected the marriage



between Hanse and Melissa to be nothing but a political union, it was clear that the two developed a deep and abiding affection for each other.

When she assumed the title of Archon after her mother stepped down in 3039, Melissa followed Lyran tradition and learned to pilot a BattleMech. While never a master of the machine, she earned a deep respect from the rank and file of the AFFC.

The arrival of the Clans brought about a double concern for Melissa as she saw her Commonwealth shrinking and the frequent danger her son Victor put himself in while facing the foreign invaders. Victor's escapes and escapades against the Clans put Melissa on a maglev coaster of emotion but the Archon came to trust her son's instincts and experience.

The death of her husband left the ruler of the Lyran Commonwealth clearly sad and despondent. She offered to step down from the Archonship and turn over the realm to Victor, but he convinced her to wait. Melissa had a keen grasp of scheming Inner Sphere politics, as well as the needs and worries of the average citizen of her realm. Coupled with her stunning looks and lovable personality, Melissa remained one of the most popular and beloved figures in the Inner Sphere.

MORGAN HASEK-DAVION
Rank/Title: Marshal of the Armies, Duke of New Syrtis
Born: 3005 (45 in 3050)

Trusted friend and nephew to Hanse Davion, Morgan Hasek-Davion was the son of the traitorous Michael Hasek-Davion, who sought to supplant Hanse Davion in the years before and during the Fourth Succession War. No one questioned the loyalty of the Marshal of the Armies of the AFFC, who proved time and again where his devotion lies.

A calm man, slow to anger, Morgan was instrumental in merging the militaries of the Lyran Commonwealth and Federated Suns. Having served with Hanse Davion for years, Morgan often anticipated the Prince's needs and implemented changes before Hanse even knew he needed them.

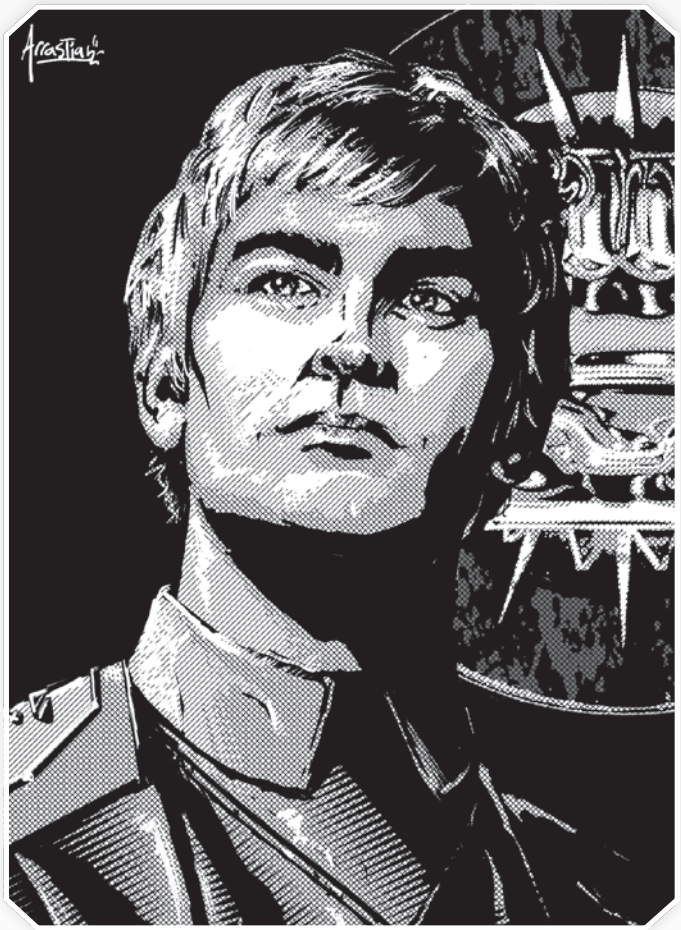
Once designated heir to the throne of the Federated Suns, Morgan was happy to surrender that claim after the birth of Victor. A military man through and through, Morgan became one of the young prince's most vocal supporters. Many of Morgan's friends would point out that Morgan was a soldier first, and a politician somewhere around eighty-second.

Morgan took the Clan threat head on, constantly pouring over battle ROMs in an effort to devise tactics to slow the advance of the invaders or diminish their technological edge. Though the Clans



were stopped for a time, Morgan acknowledged that it was not an opportunity to rest. Constantly suspicious of what the descendants of Kerensky's Exodus might do next, Morgan prepared to meet the threat directly with the hope of a counterattack that could return worlds to the F-C.

Morgan took the loss of his close friend and uncle Hanse Davion hard. Friends pointed out that he took great solace working with Victor and was pleased that the young ruler had so many of his father's best qualities.



VICTOR STEINER-DAVION
Title: Archon-Prince-designate of the Federated Commonwealth
Born: 3030 (20 in 3050)

Heir to the throne of the Federated Commonwealth and a kommandant in one of the elite units in the Inner Sphere, Victor Ian Steiner-Davion stood front and center in the battle against the Clans. A graduate of the Nagelring Academy, in 3049 Victor began his military career with the Twelfth Donegal Guards and expected an easy tour of duty. What he found was the front lines against the ferocious might of the Jade Falcon Clan. After being forcibly removed from his first tangle with the Clans on Trell I, Victor would face the Clans three more times before their advance was halted on Tukayyid. His most notable engagement was the victorious counterattack on the world of Twycross, something that proved to be a morale booster not only for the military and citizenry, but for Victor himself.

Victor proved to be an excellent blend of his parents. His skills and grasp of tactics were actually ahead of his father at the same age. Like his father, Victor surrounded himself with able and competent friends. He also seemed to have a strong sense of compassion for the people of the Federated Commonwealth, a trait clearly inherited from his mother.

Despite all the turmoil swirling about him, Victor Steiner-Davion accomplished what nearly everyone thought impossible; he stepped out of the shadow cast by both his mother and his father. The Clan invasion may have come as a surprise to everyone, including the heir to the throne of the Federated Commonwealth, but Victor emerged as his own man, carving his own legacy against a trial not faced by any head of state.



KAI ALLARD-LIAO
Title: Heir-Designate of the St. Ives Compact
Born: 3030 (20 in 3050)

Son of Justin Allard and Candace Liao of the St. Ives Compact, Kai Allard-Liao was close friend and confidant to Victor Steiner-Davion. While still in his early twenties Kai quickly gained a repu-

tation as a MechWarrior without peer. He collaborated with Victor Steiner-Davion to develop a plan of attack for the F-C's first victory against the Clans on Twycross. In that battle, Kai singlehandedly engineered the destruction of the elite and dreaded Falcon Guards Cluster.

His reputation grew on Outreach, where the leaders of the Inner Sphere met to address the Clan situation. Kai bested all but one of his opponents, Jaime Wolf, in a Clan-style battle. Wolf wanted to honor Kai with the gift of a Clan 'Mech, but the young man turned down the offer, preferring to pilot the 'Mech of his father: the famous *Yen-Lo-Wang.* Kai's biggest sacrifice came on Alyina, where he let himself be marooned while permitting Victor to escape the clutches of the Falcons once again. In a strange twist of fate, Kai later aided the Clans in defeating the ComStar forces on that world during Operation Scorpion.

Kai's near-peerless skills in a 'Mech were often tempered with his lack of confidence in his abilities. The warrior also bore heavy guilt for those who perished under his command. After Kai returned from Alyina many noted some of those hindrances seemed gone.

The death of Kai's father weighed heavy on the young man, and he viewed his time piloting *Yen-Lo-Wang* with an even greater sense of honor and responsibility. This may have led to Kai following the footsteps of his father and going to the 'Mech arenas of Solaris VII.

DRACONIS COMBINE

TAKASHI KURITA
Rank: Coordinator of the Draconis Combine, Duke of Luthien
Born: 2970 (80 in 3050)

Takashi Kurita ascended to the throne of Luthien when his father Hohiro was assassinated by a member of the Otomo, the unit tasked with safeguarding the Coordinator, his family and the Imperial Palace. Takashi ordered the assassin hung by his feet until the bones dropped to the ground. That first act as Coordinator was only the first brutality of his reign.

Adhering closely to the samurai tradition Takashi graduated with honors from the prestigious Sun Zhang Academy. He soon commanded the elite Second Sword of Light, the highest regarded unit in the entire DCMS. As Coordinator, Takashi moved quickly to suppress any opposition, even if only vocal, to ensure no disruption to the harmony of his rule. A number of respected mercenary commands served the Combine, none more notable than Wolf's Dragoons. The actions of a disreputable warlord caused the good relation between the Dragoons and the Coordinator to crumble, to Takashi's ignorance.

Receiving only reports bedeviling the Dragoons, he ordered the unit they had trained—the Ryuken—to prevent the Dragoons from fleeing Combine space. After their failure Takashi entered into a blood feud against Jaime Wolf, the Dragoons' commander, for insults leveled against him on Terra on the eve of the Steiner-Davion union. The feud with the Dragoons was the most costly aspect of the Fourth Succession War, and the responsibility belongs to Takashi, though it was later determined that his judgment suffered from the debilitating effects from a blood clot in his brain. The intervening years saw a public détente with his estranged son, Theodore, whose heroic actions in the Fourth Succession War did much to save the Combine's Lyran border.

While he detested the military reforms instituted by his son after being named *Gunji-no-Kanrei*, given their abdication of the samurai tradition, he could not deny the marked improvement shown against the unified FedCom forces in the War of 3039. Suspicious his son might attempt a coup, Takashi created a secret force of retired DCMS officers loyal to him. These Dragon's Claws served as Takashi's personal guard on Luthien, specifically to protect him from the Otomo should they choose to support Theodore in any ouster attempt. Takashi had perhaps his last great adventure during the Clan assault on Luthien, piloting his *Grand Dragon* into combat. Fighting beside his Dragon's Claws (later renamed the Izanagi Warriors), Takashi was instrumental in stopping a charge of Nova Cat OmniMechs nearing the Imperial Palace.





THEODORE KURITA
Rank: *Gunij-no-Kanrei*
Born: 2997 (53 in 3050)

As the son of Takashi Kurita Theodore found the road to power and prestige a difficult one. Disdained and distrusted by his father, Theodore was cast out of the limelight to command the Eleventh Legion of Vega despite being a graduate of the prestigious Sun Zhang Military Academy. The motley collection of misfits under his command presented him a challenge he resented but overcame. Working tirelessly to mold the Legion into a worthwhile fighting force gained their loyalty and their dedication to duty. When the Fourth Succession War broke out, it was Theodore's tactical acumen that kept the Lyran front from collapsing while Coordinator Takashi allowed his obsession with Wolf's Dragoons to occupy his attention.

With the respect of much the Dieron Military District Theodore was already on his way, though he still had his father's paranoia to deal with. It was Theodore's own innovations and machinations that allowed him to accomplish something Takashi never could: he outfoxed the Fox. Theodore's skillful maneuverings, inspired by a detailed study of Hanse Davion's own tactics and strategies from the Fourth Succession War, allowed him to position new and secret forces. Despite the truth that the Draconis Combine Mustered Soldiery was pressed to their limits, the deployment and application of surprise forces caused Hanse Davion to end the brief War of 3039.

A unique individual among the Successor Lords, Theodore rose to his current status of commander of the Combine military through demonstration of superior ability. Coordinator in all but name, it was Theodore's humility that allowed him to seek and accept aid from Hanse Davion in the defense of Luthien, revealing the crucial military secret that the Combine had captured interstellar fax machine technology from the Federated Suns. It was the contributions of the Kell Hounds and the hated Wolf's Dragoons, supporting Theodore's revamped military and innovative strategies, that saved Luthien from Clan conquest. He showed his ability to lead all citizens of the Combine, not just its soldiers, and commanded respect from all. He has two sons, Hohiro and Minoru, as well as daughter Omi by his wife Tomoe Sakade, a member of the Order of Five Pillars.

SHIN YODAMA
Rank: *Tai-sa*
Born: 3021 (29 in 3050)

Shin Yodama was a yakuza warrior assigned to Hohiro Kurita's battalion on Turtle Bay when the world fell to the Smoke Jaguars. Hateful of the brutal Clan occupiers, Yodama was pleased to mount an operation to rescue his commander, who had been captured



and imprisoned. After liberating Hohiro and the rest of the jailed Legion of Vega MechWarriors, Yodama joined them in insurrection against the occupation forces.

Yodama left Turtle Bay as an advisor to Hohiro on Wolcott and Teniente. His service to the Combine was recognized by the Coordinator himself, who granted Yodama command of the Dragon's Claws—which were soon renamed the Izanagi Warriors in honor of Yodama's own exploits.

Tasked with the protection of the Coordinator himself Yodama assumed a level of responsibility unlike anything he had ever anticipated, which inspired him to take his duties more seriously than others might have expected. Yodama rebuilt the Warriors from the losses sustained in the defense of Luthien.

Given their history, Yodama was been granted a special dispensation from the *Kanrei* to attend to the protection of his friend, *Tai-sa* Hohiro Kurita, when his duties to the Warriors were not too pressing.

SUBHASH INDRAHAR

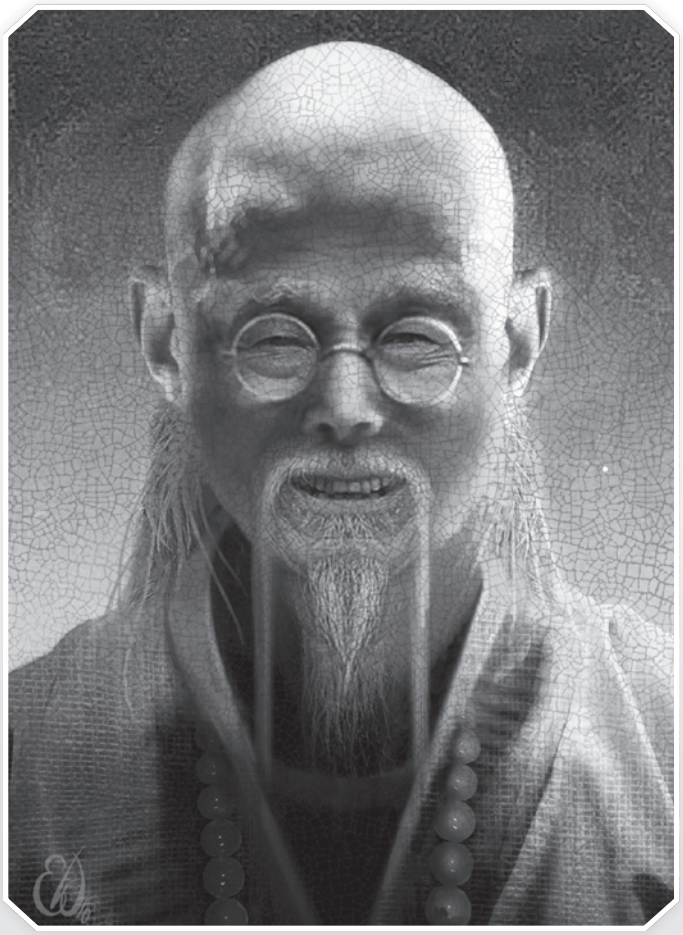
Rank: Director of the Internal Security Force

Born: 2968 (82 in 3050)

Subhash Indrahar was regarded by many as the most powerful man in the Combine, feared more than the Coordinator and the *Kanrei*. A boyhood friend of Takashi Kurita, he also befriended the Coordinator's son when Theodore was a child. Fearing the Coordinator's illness that led him astray in the Fourth Succession War, Indrahar moved to separate himself from the Coordinator and ingratiate himself to Theodore. This cost him the trust of Takashi, which presented its own special dangers.

While he weathered that storm Indrahar's own health began to fail. The man once so-feared not just for the shadowy forces at his command but for his deadly martial arts skill found himself confined to a wheelchair as he lost control of his muscular system. Indrahar's fanatical devotion to the Combine sustained him as he sought his replacement for leadership of the Internal Security Force.

Indrahar feared his illness would not leave him enough time to prepare his successor properly for the essential task of safeguarding the Combine. Indrahar's intense and cunning mind never not failed him, though, and while he commanded he was feared. He held the respect of both Theodore and Takashi, despite the rift generated by his dedication to the nation over the individual, and hoped to reunite the Coordinator and his estranged son.



HOHIRO KURITA

Rank: *Tai-sa* of the Genyosha, Heir-designate of the Draconis Combine

Born: 3023 (27 in 3050)

Hohiro Kurita is the eldest son of Theodore Kurita and heir to the Chrysanthemum Throne. The Clan invasion caught Hohiro on Turtle Bay as a battalion commander in the Fourteenth Legion



of Vega. Captured but later freed, together with Shin Yodama he brought the Combine much of its best early intelligence about the Clan invaders.

A graduate of the Sun Zhang Academy, Hohiro surpassed the achievements of both his father and grandfather and seemed for all intents to be an ideal future Coordinator. The defeat of the Legion on Turtle Bay, however, and Hohiro's ignominious imprisonment seemed to portend a tragedy in the making. It was the intervention of local yakuza that set Hohiro free and led to the greatest atrocity the Inner Sphere had seen since the Kentares Massacre. The *yakuza* so frustrated the Jaguar occupation forces that they used a WarShip, *Sabre Cat*, to bombard the city of Edo off the face of Turtle Bay.

Hohiro was smuggled off-world to Wolcott and was attached as an advisor to the First Genyosha when the Jaguars hit that planet. Using lessons learned on Turtle Bay, Hohiro responded to the Jaguar *batchall* by demanding that should the defenders triumph, the planet would forever belong to the Combine and the Clans could never again assault it. He further demanded a number of battle armor suits and OmniMechs.

The overconfident Jaguars were defeated. Hohiro was the hero of the day and a symbol of the superiority of the Combine over the Clan invaders. Hohiro next found himself on Teniente, where he was forced to take command of two disorganized Pesht Regulars regiments. Hohiro again found himself behind enemy lines, this time rescued by the Tenth Lyran Guard's Revenants, led by Victor Steiner-Davion, where Hohiro learned that his future rival was a man of honor as well as a gifted military leader.

COMSTAR



MYNDO WATERLY
Title: Primus of ComStar
Born: 3001 (49 in 3050)

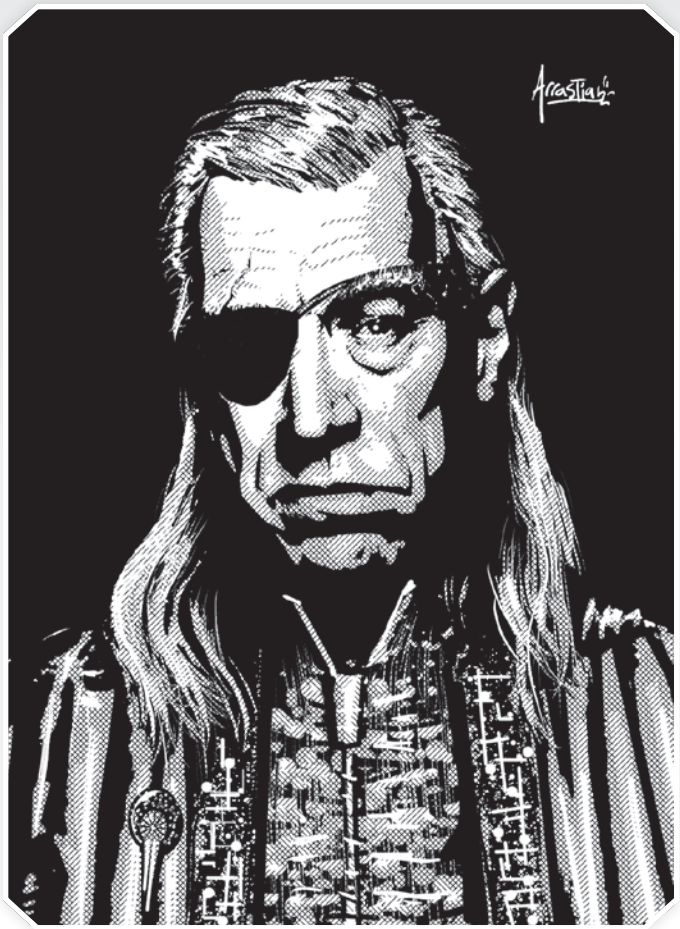
When Myndo Waterly became Primus of ComStar in 3029 it marked a turning point in the order's history. She was a stark contrast to the calm and logical Primus Julian Tiepolo, her predecessor. Her rise through the ranks of ComStar was swift and brutal, which led many to wonder whether the death of Julian Tiepolo was not a little bit too convenient and if Myndo Waterly had her hand in his death.

From the moment Myndo Waterly took the Primacy, she changed the face and the politic of the order. Under her leadership, ComStar became far more active in the affairs of the Successor States. She was the driving force behind Operation Rosebud and almost singlehandedly forced the Draconis Combine to recognize the Free Rasalhague Republic. When the Clans appeared, Myndo Waterly planned to use them as a catalyst to take over the Inner Sphere and make ComStar the new Star League with herself as First Lord. She failed, as did her Operation Scorpion.

Even the most jaded anti-ComStar pundit would admit that Myndo Waterly was brilliant. She was ruthless, she was brutal—but she had an almost instinctive understanding of power and she played her enemies and friends with ease. Her death came as a surprise to her; she never assumed she could fail. When she died, it marked the end of an era. And the tremors of that death can still be felt today.

ANASTASIUS FOCHT
Rank/Title: Precentor Martial of ComStar
Born: 2971 (79 in 3050)

Anastasius Focht was the most well known "unknown" in the whole of ComStar. Little was known about him before he took the newly-formed post of Precentor Martial and revealed the Com Guards. Myndo Waterly herself appointed him to his new duty and evidence links Focht's appearance to a journey of Primus Waterly to the Draconis Combine in 3034. He became Precentor Martial in 3035, after serving as Precentor ROM. Only since the revelation of his former identity as Frederick Steiner, former claimant for the Lyran throne, have we begun to fully grasp his life.



During the Clan invasion, Myndo Waterly sent him as a negotiator and military advisor to the Clans, in order to find their Achilles heel. He gained the trust of the Wolf Clan and befriended their Khan—and later ilKhan—Ulric Kerensky. It was Focht who ordered the combined arms approach of the Com Guards. In most modern militaries, 'Mech armies are preferred weapon; Focht obviously learned Hanse Davion's lessons from the Fourth Succession War. Even though the Guards took heavy losses on Tukayyid, Focht's training had them well-prepared for their enemies. Memoranda he sent in the year of peace show remarkable insights into the Clans' philosophies and tactics, revolutionary new strategies for facing them, and intricately explained scenarios demonstrating all of them.

Operation Scorpion came—as it did to the Clans—as a surprise to Focht. That he managed to keep the Clans from repudiating the Tukayyid victory in the face of Waterly's betrayal was yet another example of his brilliance.

SHARILAR MORI

Rank/Title: Precentor Dieron

Born: 2997 (53 in 3050)

Sharilar Mori was born and raised in the Draconis Combine. She was accepted into the order at fourteen and was a gifted student and quickly ascended the ranks. At one point in her career she met Myndo Waterly and obviously impressed her enough to gain her respect. From that point on, her fate was tied to Waterly's and when Myndo became Primus, she personally saw to it that Sharilar Mori became the new Precentor Dieron. Over the next two and a half decades she became a highly skilled politician and was involved in matters like Operation Rosebud, which led to the birth of the Free Rasalhague Republic.

During the Ronin War and later the War of 3039, Mori proved that she was indeed perfect for the job of Precentor Dieron. She had preferred a role in the background but she guided the operations of the order within the Combine with a steady and calm hand. When the Clans appeared, Mori must have been one of the very first to learn about the unknown attackers. All the documents released show that she stayed calm and ordered the Com Guards on the attacked planets to not interfere with the attackers, in accordance with the Primus' wishes. It is no surprise that after Myndo Waterly died, Sharilar Mori became the new Primus and, together with Anastasius Focht, began to reform the order.



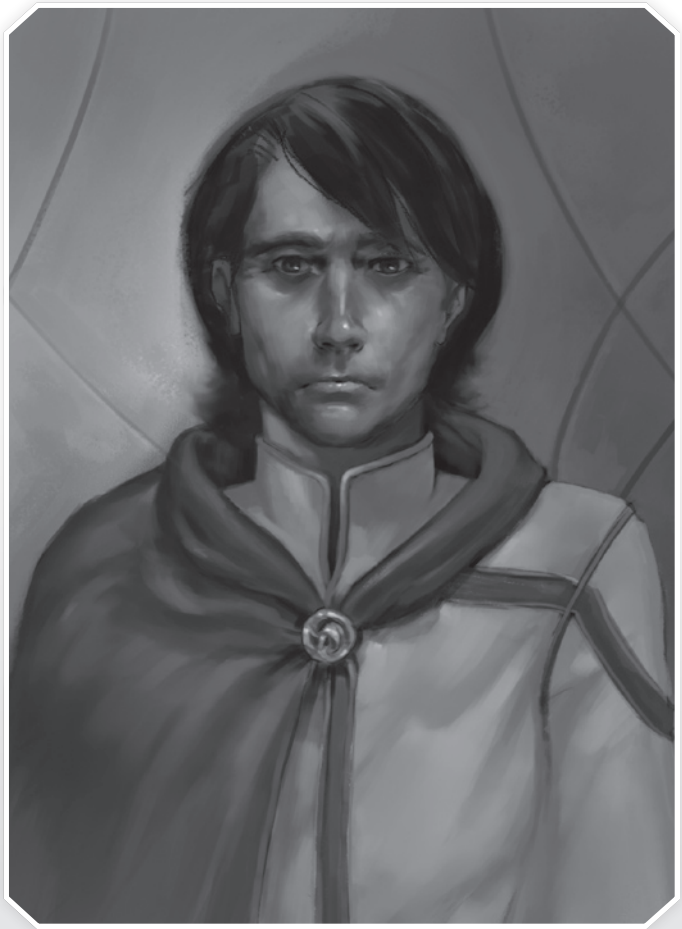
CHARLES SENECA
Rank/Title: Precentor ROM
Born: 2998 (52 in 3050)

The best intelligence operatives are invisible. Charles Seneca was Precentor ROM for ten years, and barely anyone remembers him. During some of the most turbulent years of ComStar ROM he played a vital role.

Charles Seneca began his life as the late-born son of a minor noble family in the Free Worlds League. He struggled to find a place in life and at eighteen joined SAFE, the intelligence agency of the Free Worlds League. He proved himself a gifted spy, though it is hard to find details on his operations. One source linked him to several highly-successful data mining raids in the Lyran Commonwealth.

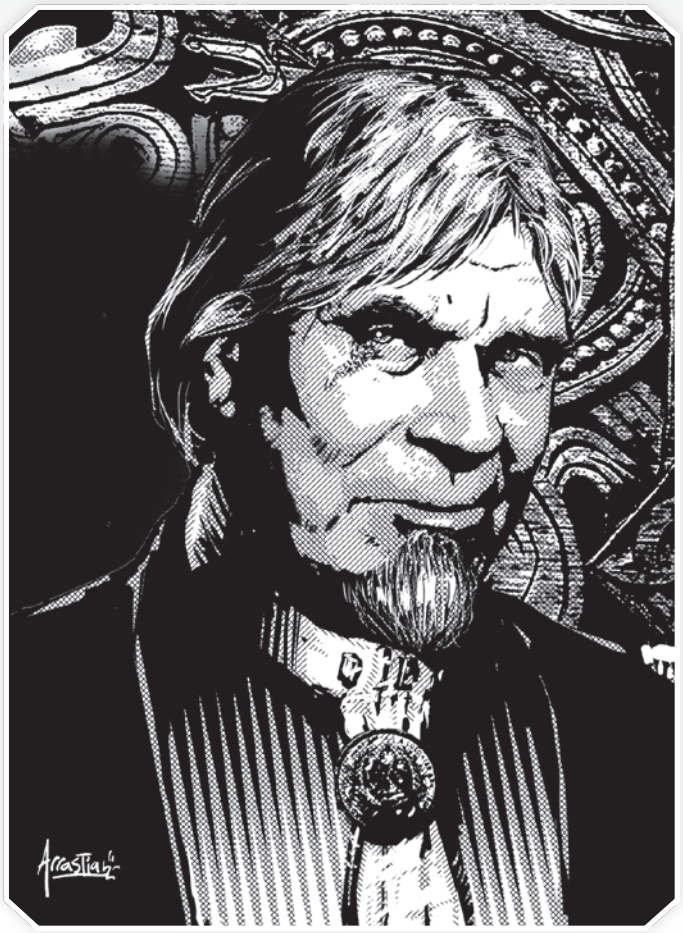
In 3027, Seneca left SAFE—allegedly after an argument with a superior—and joined ComStar. He quickly proved an able analyst and field agent and was promoted to head of a specialized task force in the Lyran part of the Federated Commonwealth—right before Hanse Davion started Operation Flush.

It was Seneca's ruthlessness and brutality during that operation that earned him Myndo Waterly's respect. When she created the office of Precentor Martial and looked for a replacement for Anastasius Focht as Precentor ROM in December 3035, she turned to Seneca.



In 3052 Charles Seneca was given the task to plan and execute Operation Scorpion. He was unhappy with this task, according to communiqués, but loyal to the Primus. After Myndo Waterly's death and the following schism had ripped ROM apart, Charles Seneca died a broken man in 3054.

FREE RASALHAGUE REPUBLIC



HAAKON MAGNUSSON
Rank/Title: Elected Prince of the Free Rasalhague Republic, Leader of the Republic of the People Party
Born: 2991 (59 in 3050)

Haakon Magnusson is a man of moderate height and build, with blue eyes and silver hair from which he earned the sobriquet the Silver Fox of Alshain during his service with the Rasalhague resistance. A jagged scar running across his right eye was received from the butt of a Kurita infantryman's laser rifle during the six years he spent in prison. In public, Magnusson favors rich garments and travels in opulent style—extravagances for which he is heavily criticized by the opposition Motpart party. Magnusson defends his style by saying that in the Inner Sphere, appearance is all.

As a student, Magnusson joined a non-violent movement to improve the lot of Scandinavians in Rasalhague, but when the government met their peaceful demands with violence Haakon joined the militant Scandinavian People's Army. His first assignment for the SPA in 3010 was almost his last; Haakon was captured and imprisoned. After his release in 3017 he returned to the SPA, bringing with him other former inmates. Magnusson served in both the SPA and the Tyr, rising in rank until he became leader of the latter organization. When approached by ComStar and Combine representatives with the plan for the creation of the Free Rasalhague Republic, Magnusson feared it was a trap. But the chance to be head of the new government was too tempting, and he agreed to cooperate.

Elected for a second ten-year term in 3044, Magnusson suddenly found himself scrambling to hold the Republic together as the Clans consumed the fledgling nation. The loss of his son on Satalice was a painful blow but, ever the politician, Magnusson turned his loss into a symbol of sacrifice with which to stave off opposition to the presence of ComStar garrisons in what remained of the Free Rasalhague Republic.

TOR MIRABORG
Rank/Title: General/*Valdherre* of Gunzburg
Born: 2994 (56 in 3050)



As Prince Haakon Magnusson's right-hand man, Miraborg was a bastion of strength and stability during the formative years of the Free Rasalhague Republic. Severely wounded in the Ronin War, Miraborg nonetheless came forward to provide leadership in the chaotic times following the withdrawal of Kuritan forces. His ability to mobilize support for Prince Magnusson was crucial to the Republic's survival. Already serving as *Valdherre* of Gunzburg, a grateful Prince elevated General Miraborg to the position of Commander of Radstadt Province.

After the Ronin War the deep scar along the left side of Miraborg's face became a fierce symbol of his personal sacrifice in the name of Rasalhague nationalism. Many warriors deliberately maimed themselves in a similar fashion to show their own dedication and the "Miraborg scar" was guaranteed to earn its bearer the admiration of the Republic's citizenry. Now permanently confined to a wheelchair, the "Iron Jarl" is fueled by a deep bitterness and hatred towards all mercenaries. Right or wrong, he places much of the blame for his condition on the many mercenary units that did the minimum required to fight Draconis Combine forces in the Ronin War. Miraborg's attitude kept the Republic's disdain for hired troops very much alive.

When the Clans attacked everyone was certain that the "Iron Jarl" would make the invaders pay dearly for attacking the Republic, but by the time the Wolf Clan reached Gunzburg Miraborg was already a broken man. Before the invasion he had argued with his daughter, Tyra. She left Gunzburg and joined the First Drakøns AeroSpace Wing and Miraborg consequently blamed himself for her death. When the Wolves came for his homeworld the *Valdherre* surrendered to the Wolves without a fight in order to save his people.

CHRISTIAN MÅNSDOTTIR
Rank/Title: *Överbefälhavare*, Leader of the Motpart Party
Born: 2996 (54 in 3050)

Son of Rasalhague refugees, Månsdottir was born and raised in the Lyran Commonwealth. Initially serving with the LCAF, his roots earned him a place in the First Tyr regiment that the Commonwealth formed from members of the Tyr resistance and Rasalhague expatriates. Eager to have a "Lyran" in command, Månsdottir's superiors pushed to have him named colonel of the secret unit. His performance during the Fourth Succession War vindicated his selection for the post, and also garnered him significant political influence—especially amongst the expatriate community. Had he been politically ambitious it is possible that Månsdottir would have become leader of the Free Rasalhague Republic—but the Lyran Commonwealth's post-war antics opened the door for Haakon Magnusson's grab for power. Too important for Magnusson to ignore, Månsdottir was named



chief of staff and head of the KungsArmé. Following the Ronin War Månsdottir was elected to head the Motpart party and lead the opposition to Magnusson's Republic of the People party in the Rasalhague parliament.

As the Clans closed in on the capital of the Republic, Månsdottir chose to remain on Rasalhague and direct the defense while Prince Magnusson made good his escape. When the world fell to the Wolves, Månsdottir eluded capture and took to the hills with the remnants of the defenders. He waged a guerrilla war until he was trapped in a crippled vehicle during a firefight.

Upon discovering who they had captured, the Clan garrison separated Månsdottir and conveyed him to meet with the newly-elected ilKhan Ulric Kerensky. The Clan warlord offered to make Månsdottir the civilian leader of the occupation government. Månsdottir declined the offer and was placed under house arrest. His captivity was brief, however, as he was extracted from the Clan occupation zone by a crack team from Wolf's Dragoon's Seventh Kommando.

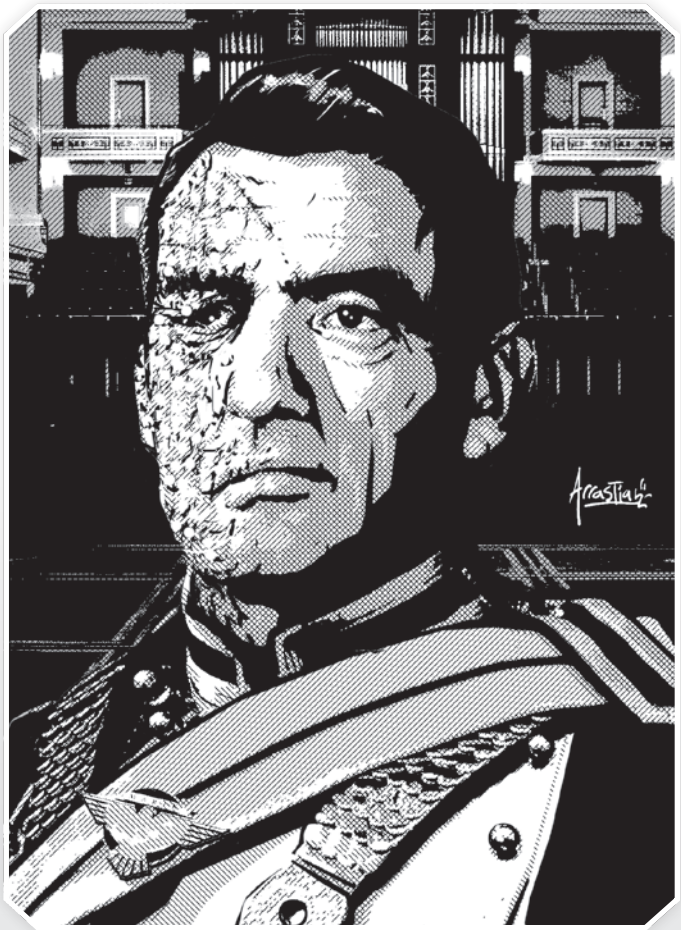
FREE WORLDS LEAGUE

THOMAS MARIK

Rank/Title: Captain-General of the Free Worlds League, Duke of Atreus

Born: 2990 (60 in 3050)

The energetic captain-general of the Free Worlds League did more to reshape his realm than any other leader had in a lifetime. It is difficult to credit that the dynamic—some would say charismatic—Thomas Marik was in his youth a studious academic, more interested in the esoterica of deep space exploration and innovations in medical technology than matters politic or martial. The seventh child of Janos Marik joined ComStar's Explorer Corps at age sixteen and pursued a career in HPG technology until his father's stroke brought him home to Atreus at age forty. A bomb attack in 3035, which killed his father and older brother, severely wounded and ultimately transformed Thomas. It took him eighteen months and ComStar's medical technology to fight his way back from the edge of death, a struggle which forged in him a deep resolve to reform the disparate factions of the Free Worlds League into a unified nation, equal to any in the Inner Sphere.



This task was not easy, and was made less so by the many critical factions within the Free Worlds League Parliament. Some criticized the degree to which he involved ComStar in so many aspects of Free Worlds League administration and military organization. Others found fault with his willingness to treat with traditional enemies of the League such as the Capellan Confederation. Some resisted his unification and standardization of the military, including the creation of forces loyal directly to the captain-general rather than the state. But in every confrontation he either won over or defeated his critics.

Often his success in sweeping away provincial roadblocks to unity—both legislative and cultural—was ascribed to the personal dynamism he exuded since his miraculous recovery. Some even say the miraculous nature of that recovery overawed some opponents into accepting his reforms. These simple answers discount the weeks and months of rigorous negotiations and consensus-building the captain-general invested in his vision. In fact many of his unifying initiatives served to strengthen cultural pride across the League.

CASSANDRA BLAKE

Rank: Quartermaster General of the FWLM

Born: 3000 (50 in 3050)

"Sassy Cassie" Blake was one of the youngest generals in the history of the Free Worlds League. An ace at twenty-one, Blake quickly rose through the ranks of the FLWM aerospace arm until she became its commander, giving her a seat on the League Cental Coordination and Command and influence over all aerospace matters in the League—both federal and provincial.

Although these exploits would cement anyone's place in history, Sassy Cassie didn't rest on her laurels. Her frequent—and loud—explosions of opinion brought her to the attention of Captain-General Thomas Marik, who listened to her counsel in matters far outside her purview. It was General Blake who helped engineer the acceptance of Com Guard garrisons within the League, and her aerospace arm was one of the first FWLM bureaus to exchange training officers with the Com Guard.

Thomas Marik's increase in power and prestige in the wake of the lucrative arms deals between League manufacturers and the rest of the Inner Sphere gave Blake a springboard to look for future advancement within the League military, and it seemed clear that her star was on the ascendant.

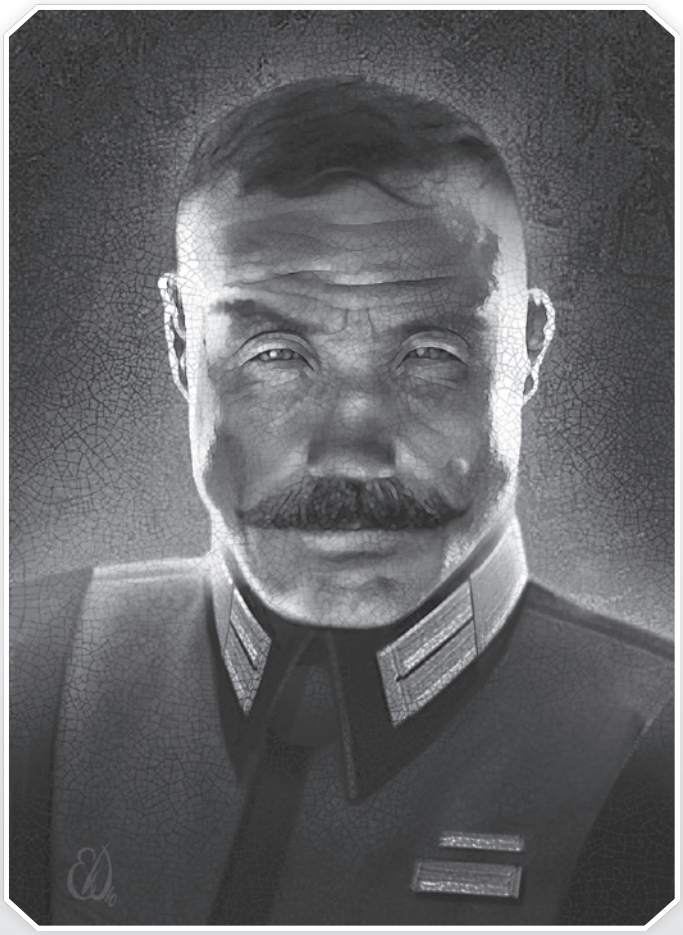
LI WEAVER

Title: Speaker of the Parliament, Free Worlds League

Born: 2996 (54 in 3050)

Li Weaver was a native of Bowang, an independent world that has parlayed its location into its greatest asset. Conveniently situat-





ed almost equidistant from the Abbey District, the Duchy Graham-Marik, and the Principality of Gibson, Bowang became a major trading hub. Consortiums from other worlds and nations, including the Duchy of Tamarind and the distant Rim Commonality, maintain permanent trade centers in Darby, the planetary capital. Bowang's fleet of tenders, lighters, and in-system freighters is in constant motion, transferring goods between JumpShips and DropShips from dozens of worlds. Bowang remains strictly neutral and is the world rivals come to when they want to negotiate deals.

The Speaker of the Free Worlds Parliament was the scion of one of the most influential and trusted brokerage houses on Bowang. The man was a born negotiator who excelled in the art of the deal. He established his reputation early. His first year as the junior MP from Bowang, he brought together a coalition of otherwise unconnected—and in two cases actively hostile—factions to block a proposed League-wide domestic trade tariff that had been considered unstoppable.

Weaver was at first leery of the captain-general's reforms; a more centralized, streamlined government would obviate the need for regional trade centers like Bowang. But as he studied the reforms—and came to know Thomas Marik—he became a staunch supporter of both the man and his initiatives. Li Weaver firmly believed the new Free Worlds League will produce a stronger, safer, and more profitable environment for all of its member nations. Armed with this conviction—and his skills at political maneuvering and backroom negotiations—Li Weaver did more to mold the current shape of the Free Worlds League than any individual other than Thomas Marik.

CAPELLAN CONFEDERATION

ROMANO LIAO
Rank: Chancellor of the Capellan Confederation
Born: 2992 (58 in 3050)

Youngest daughter of Maximilian Liao, Romano Liao was frequently referred to as Kalvin Liao's true heir, and not without cause. Many public statements and remarks by Romano Liao only make sense if one presumes her to be delusional about a number of realities and facts. Some of her more ill-advised actions can only be logically explained by obsession and paranoia. Her purges targeted numerous individuals based purely on her own unrealistic performance standards. It is possible that these actions were all calculated to encourage Romano Liao's opponents to underestimate her, but the vast majority of observers agree that Romano Liao genuinely had mental issues.

Maximilian Liao, whose insanity was blamed on the stress of the sheer scope of his defeat and failure, might have given some warning. Many mental health professionals wondered why the Chancellor was unable to recover from this stress-induced setback. He continued to be the Confederation's Chancellor until his death in 3036, although he was secluded and left without any authority. It is possible the ailment was beyond that of Capellan medicine to correct, but many have concluded that Romano Liao staged and managed an elaborate show that catered to her father's delusions: she may have actively prevented his recovery in order to rule. If true, it reveals a degree of ruthlessness and cruelty that fits her public actions.

Whatever her mental status Romano Liao succeeded in preserving the Capellan state. Her actions hurt the effort to recover from the Fourth Succession in numerous cases, but in other ways, the recovery benefited from Romano's behavior. Radical action was required after the Fourth Succession War in order to avoid the destruction of the Confederation. Many of the beneficial changes Romano enforced were very radical in nature, and likely impossible to execute in different circumstances.

Perhaps the cost in wasted resources and lost personnel would eventually exceed the benefits only made available with such radical action. If so, then the Capellan Confederation benefited two-fold from her assassination in 3052 in that they also received a competent heir to her reign.





TSEN SHANG
Rank: Director of Maskirovka, Prefect of the Capella Commonality
Born: 2992 (58 in 3050)

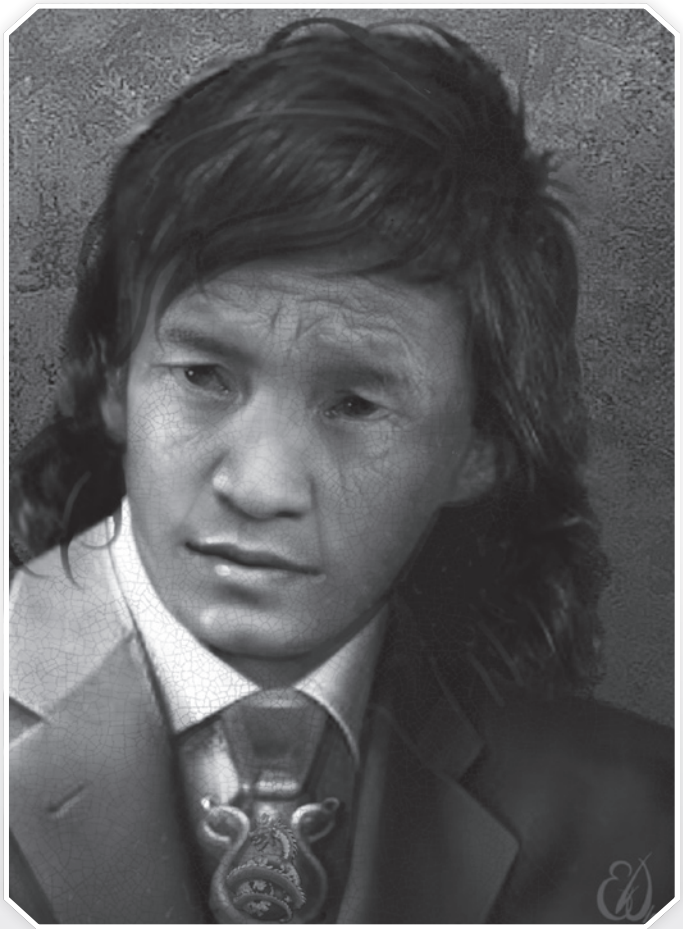
Tsen Shang would not have become the consort of the Chancellor of the Capellan Confederation and been elevated to Director of the Maskirovka were it not for Justin Allard. Given the extensive damage Allard inflicted upon the Confederation, the irony of this statement was likely not lost on Shang. While his career might have gone to similar heights on Shang's own merits, his "recruitment" of Allard certainly boosted it at a rate well in excess of the norm.

Shang's purges of anyone who had worked with Justin Allard in the Maskirovka gutted the upper echelon of the organization. The Davion Crisis Team to which he and Allard belonged interfaced frequently with all high-ranking members of the Maskirovka, and the resulting vacuum had to be filled. Shang's intimate relationship with Romano likely had an influence on this promotion, but does not diminish his efficacy in the role.

For all the exceptional events that contributed to his rise, it must be noted that the Maskirovka became an extremely competent organization under his leadership, despite suffering extensive purges of talent and experience. Similarly, the competent strategy shown by the CCAF during the Canopian/Andurien invasion is credited to his influence over Romano. Tsen Shang's impact on Capellan policy extended far beyond the usual purview of the Director of the Maskirovka.

His relationship with Romano acted as a further indication of his competence. Many described the Chancellor of the Confederation as fickle, yet Tsen Shang succeeded not only in starting a relationship but in maintaining it for almost two decades until he and Romano were killed. While it no doubt goes too far to suggest Shang was the power behind the throne, it would be foolish to ignore his considerable influence and contributions to the recovery of the Confederation.

TORMANO LIAO
Rank: *Mandrinn*, Leader of Free Capella
Born: 2996 (56 in 3050)



Tormano Liao was the only son of Maximilian Liao but clashed with his father to such an extent that when he was captured on Algol in the opening shots of the Fourth Succession War by Federated Suns forces the Chancellor likely shed not a tear. Taken to New Avalon as a hostage against his father, Tormano used the opportunity to begin a campaign to unseat his father and sister and claim the Celestial Throne of the Capellan Confederation for himself and his descendants.

Tormano's organization, Free Capella, was both a social organization and a terrorist one. Funded largely by the Federated Commonwealth, Tormano Liao spent twenty years building a network of social contacts within the FC nobility to draw on support for "the poor oppressed Capellan peoples." With that money—and clandestine funds from the Davion MIIO—he formed and funded numerous resistance groups in the Capellan Confederation and, if rumor is to be believed, placed several mercenary regiments on a quiet retainer.

The death of Romano Liao and Tsen Shang has been widely attributed—in the scandalvids, mostly—to Free Capella and her brother Tormano, but official sources and private think-tanks deride this theory. Free Capella was little more than a nuisance to the Maskirovka in 3052, and the chances that Tormano Liao could get an assassin close to both Romano Liao and Tsen Shang at the same time are so remote as to be dismissed.

MERCENARIES

JAIME WOLF

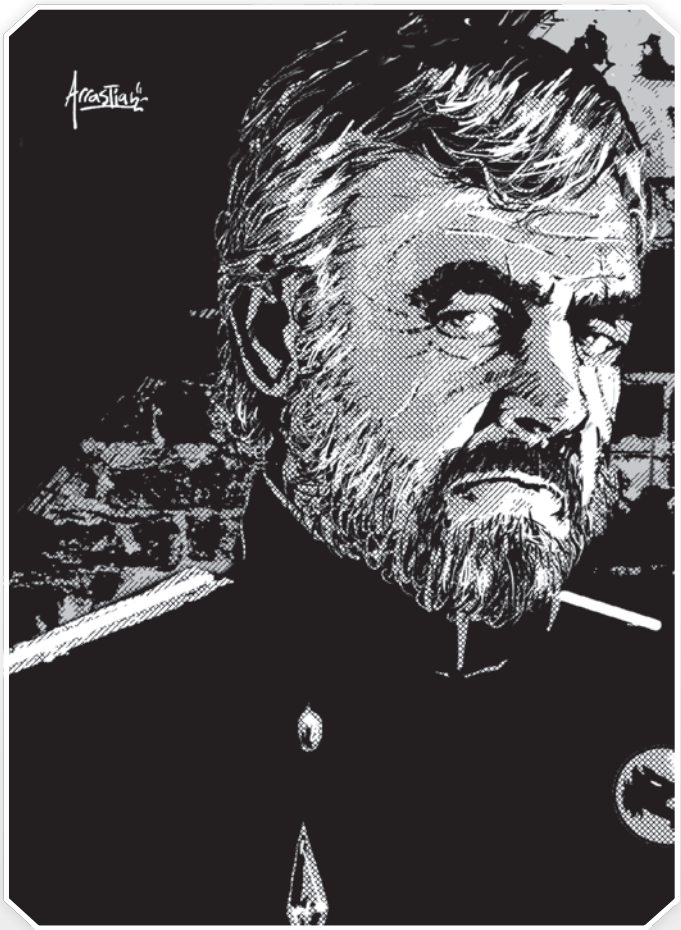
Rank: Colonel, commanding officer of the Wolf's Dragoons
Born: 2980 (70 in 3050)

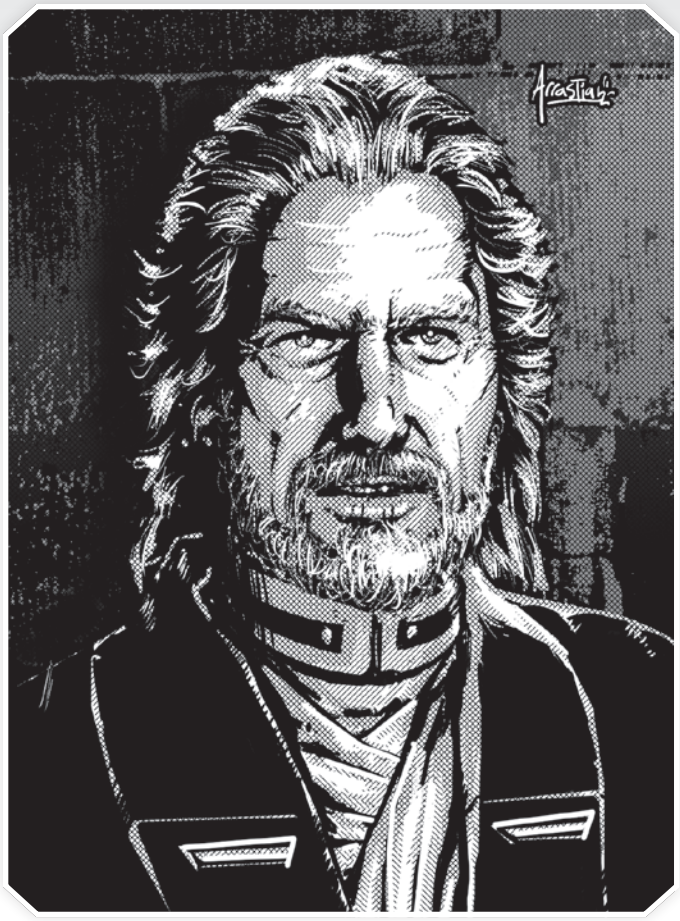
Jaime Wolf has been the commander of Wolf's Dragoons since they arrived in the Inner Sphere. Though it took the Clan invasion to motivate Wolf to reveal the Dragoons' origins as an advance scouting force for the Clans, the Dragoons' openness and cooperation in stopping the Clans showed fully their rejection of the Clans and embrace of the Inner Sphere. Jaime was charged with leading the mission to observe the state of affairs in the Inner Sphere as prelude to a Clan invasion. Jaime led the Wolf's Dragoons initially in concert with another freebirth—his brother Joshua.

Leading the massive force that was the Dragoons, Jaime was forced to assume total control when Joshua was killed. Jaime Wolf began to take on greater acclaim as the Dragoons served all the Successor Houses in turn, but it was his confrontation with Takashi Kurita that catapulted him to new levels of fame. Despite taking and delivering horrendous losses to Combine forces on Misery, Wolf accosted Takashi at a reception on Terra prior to the wedding of Hanse Davion and Melissa Steiner. He insulted the Coordinator's honor, derided his military and swore revenge against the Combine for the mistreatment the Dragoons had suffered. Especially painful was Wolf's presentation of the swords of Minobu Tetsuhara, who had dutifully obeyed the Coordinator's orders to destroy the Dragoons on Misery and committed *seppuku* when he failed.

The combat between the Dragoons and numerous Combine regiments during the Fourth Succession War was titanic in scope and decimated both sides. Suffering nearly seventy-five percent losses in some units, the Dragoons nonetheless took a much higher toll from the Combine forces sent against them.

Wolf again rebuilt the Dragoons' five regiments after the action on Luthien. That battle was the first Wolf had seen personally in years, but his performance showed that he lost none of the skill he displayed in prior battles.





MORGAN KELL
Rank: Colonel, commanding officer of the Kell Hounds
Born: 2986 (64 in 3050)

Initially derided by some as a rich boy playing soldier, Morgan Kell demonstrated time and time again that his skill as a MechWarrior and commander singled him out as one of the finest military personages of the Inner Sphere.

Kell was on Mallory's World in when Prince Ian Davion died dying to protect the soldiers of his Fourth Davion Guard. This was Kell's first encounter with Yorinaga Kurita, the MechWarrior who killed Davion. A subsequent encounter between these two would change Kell's life. After a legendary duel, Yorinaga Kurita retreated from Mallory's World and Morgan Kell retreated from life.

Kell emerged when his brother Patrick, the interim commander of the Kell Hounds, was killed by Yorinaga Kurita. The personal feud between Kell's reconstituted Kell Hounds and Yorinaga's Genyosha defined some of the fiercest battles of the Fourth Succession War.

Preferring to avoid combat and deal with administering the Kell Hounds, now at two regiments, Kell was nevertheless among the forces sent by First Prince Hanse Davion to prevent the fall of Luthien. Again Kell distinguished himself in combat against even the technologically-superior Clans, suffering insignificant levels of damage but accounting for numerous OmniMech kills.

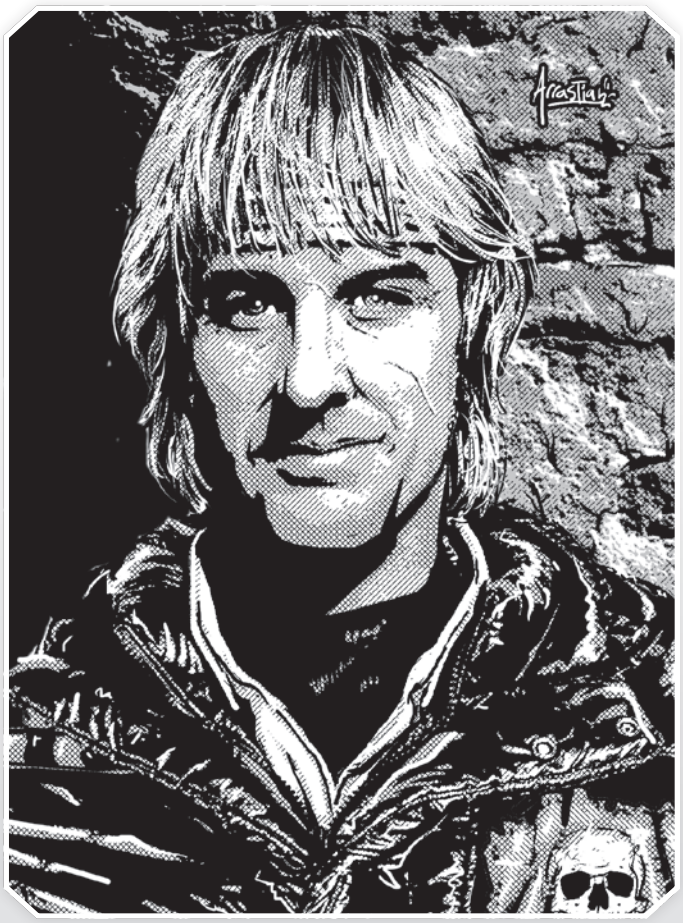
GRAYSON DEATH CARLYLE
Rank: Colonel, commanding officer of the Gray Death Legion
Born: 3004 (46 in 3050)

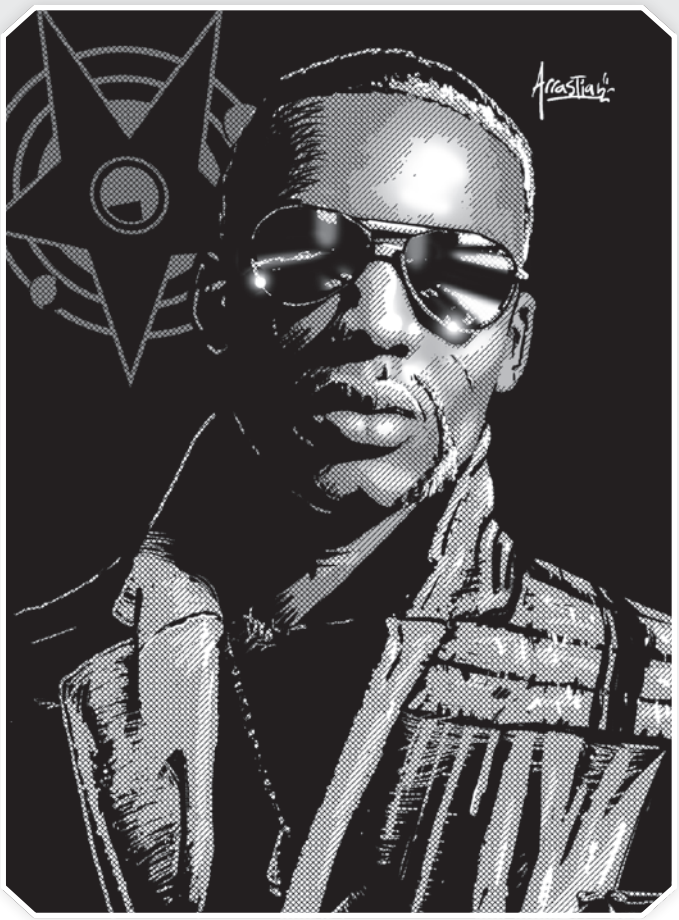
Grayson Carlyle achieved legendary fame throughout the Inner Sphere. Founding his Gray Death Legion from the ashes of his late father's base of operations on Trell I, he was credited by many as one of few reasons for the recent technological renaissance in the Inner Sphere.

It was the Legion's actions on Helm that saw them obtain a copy of a Star League library core which contained data on weapons and technology lost to the savagery of the Succession Wars. Distributing copies of the core far and wide, Carlyle showed he cared more for humanity as a whole than for political considerations.

A gifted military commander, it was nonetheless a shock for the Carlyle to encounter the technologically-superior forces of the Clans. However, using typically innovative tactics Carlyle and the Legion handed the Clans a defeat early in the invasion on Pandora in the Federated Commonwealth. Showing the vulnerability of the Clan forces only further cemented his reputation among the citizens of the Inner Sphere.

An unremarkable man in appearance, Carlyle gained the loyalty of his forces through his loyalty to them. Carlyle always put the needs of his people above his own. It was this trait that endeared him to Lori Kalmar, once an enemy MechWarrior, who later became his wife. They had a son, Alexander, in July 3036. Carlyle saw his dedication to duty and service to the Federated Commonwealth rewarded in 3056, with the granting of landhold of the planet Glengarry.





CHARLES FRANCIS CARRANZA
Rank/Position: Colonel/CO of Twelfth Star Guards
Born: 2998 (52 in 3050)

Executive Officer to General Mitch DeChavilier for twelve years, Colonel Charles Francis "Crab" Carranza was known since a kid as the unit's unofficial mascot due to an unfortunate incident when he was seven between him and his pet crab Chuckie that resulted in two prosthetic fingers and a small scar on his left cheek. Though the incident was embarrassing enough itself, his innocent remark after the surgery, "better that than something else" endeared the child to the adults in the unit and the nickname stuck.

Crab belonged one of the several families who had been part of the Twelfth Star Guards since they refused to join Kerensky's exodus. This led to being easily-accepted by his peers, who were already briefed by the ailing DeChavilier that Carranza would be his successor.

Ever-charismatic and loyal to his unit, Carranza was willing to use deception and misinformation to delay the superior Jade Falcon force while gathering intelligence of them. When a full-fledged firefight finally broke out Carranza's suspicions of just how outclassed his unit was proved correct, and the delaying for information turned into buying time for the defenders to withdraw. The colonel, instead of withdrawing with his staff, took to the field personally to assist in the fight, dying in combat while his command lance desperately tried to save him.

HANNAH CAITLIN
Rank/Position: Colonel/CO of Third Regiment, Twelfth Star Guards
Born: 3004 (46 in of 3050)

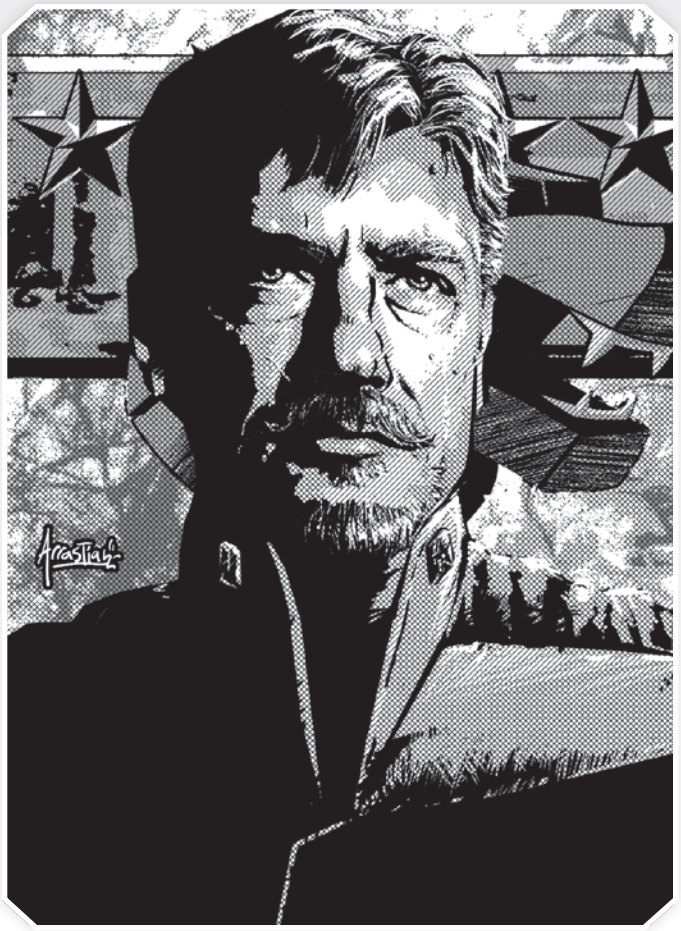
Appointed from major to colonel after her father stepped down in 3042, Colonel Hannah Caitlin experienced many growing pains. The unit felt she was too young to command and effectively wield the prominent mercenary regiment. However, her father trained her extensively in many of the strategic and logistical nuances of regimental command, and she was able to convince her troops of her qualifications within a year.

What also helped was her "hands-off" approach to training the unit. While preferring close combat with her *Wolverine*, she instead chose to keep on honing the Third's extensive skill in long-range sniping attacks. Contrary to most newly-promoted commanders, who begin training their unit in tactics and fighting styles they prefer personally, her respect for the regiment's tradition went a long way.

She had eight years of being in control of the Third Regiment when Icar was hit by the Wolves. Not aware of how against her the odds were stacked, she attempted to rally the troops for a counter-attack which ended in failure. Caitlin would be captured during a daring Elemental headhunter attack hat fought their way into the Star Guard command DropShip and ordered its engines shut down before it could take off.



CLAN WOLF



ULRIC KERENSKY
Rank/Position: Commander-in-Chief of Operation Revival (ilKhan), former Khan of Clan Wolf
Born: 2997 (53 in 3050)

Born in 2997 Ulric was immediately recognized as a cut above the rest. Quick-learning, with amazing hand-eye coordination he caught the eye of many, including the new Khan, Kerlin Ward. As he graduated from the sibko, he was immediately taken under the wing of the Khan, where he quickly rose through the ranks and political circles.

Unlike other warriors, Ulric bided his time when seeking his chosen Bloodname until a special Kerensky Bloodheritage opened up in 3027. Though lesser men would have had their careers ruined by such a move, Ulric had already built such a reputation that a scant two years later he was nominated and won the position of Khan of the Wolves with the blessing of Kerlin Ward. Continuing the policies of his predecessor, Ulric stymied the ambitions of Crusaders both within his Clan and without. Though he could not prevent Operation Revival after the capture of the *Outbound Light,* once the course was set, Ulric was determined to have his Clan lead the way as it had in many other ways. His cunning nature was so impressive that after the death of ilKhan Leo Showers the other Clans attempted to harness this by electing Ulric as his replacement.

A staunch Warden, Ulric has been the target of many conspiracy theories by the Crusaders of various Clans. From deliberately placing rival Clans in each others' invasion corridors to secret deals with the Precentor Martial of ComStar, many have quietly called him a traitor while lacking the courage to face him.

NATASHA KERENSKY
Rank/Position: Khan of Clan Wolf
Year of Birth: 2973 (77 in 3050)

Ancient by even Inner Sphere Standards, Natasha Kerensky has nonetheless built a reputation that surpassed any other warrior in her time. An upstart and adventurous warrior, she petitioned and won the right to join Jaime and Joshua Wolf on their reconnaissance mission to the Inner Sphere in 3005, where she became widely known as the Black Widow, a handle she would carry until her death. Defeats handed to her were few and far between, often only by either overwhelming numbers or equally elite warriors such as the mysterious Bounty Hunter.

When ilKhan Leo Showers was killed and all Bloodnamed warriors recalled back to Clan space to elect a new ilKhan, Natasha Kerensky took leave of the Dragoons. She handily passed her Trial of Position to return to her Clan, testing to the rank of Star Colonel



in a unique feat. Forming the Thirteenth Wolf Guards Cluster, she quickly continued her tradition of naming her units after her Widowmaker legacy by nicknaming her Cluster the Wolf Spiders. Her name alone was credited with dealing significant psychological impact to Com Guard soldiers on Tukayyid.

The ascension of Ulric Kerensky to ilKhan allowed her to climb further in the ranks to become Khan of the Clan she once left. Though many detractors claimed she was a puppet for her predecessor, Natasha showed a skill for political maneuvering that nearly matches her abilities on the battlefield.

CONAL WARD

Rank/Position: Galaxy Commander, Commander of Delta Galaxy, Loremaster

Born: 2993 (57 in 3050)

Tall and thin like most of the Wards, Conal Ward rose to the position of Loremaster after Ulric Kerensky was elevated to ilKhan. Overseeing the various Bloodname Trials of up-and-coming warriors and pilots, Conal's reign seemed to herald the creation of numerous young Crusader-oriented *ristar*s, often over their Warden counterparts.

His greatest martial strength seemed to come from his ability to shift quickly in a changing situation, even when faced with challenges to traditional Clan tactics. This skill carried over to the political battlefield, where he suddenly began supporting Ulric Kerensky for the position of ilKhan, obviously in the hope to become Ulric's replacement as Khan of the Wolves. Giving the Clan two Crusader-oriented Khans would reshape the entire Clan power structure.

Once an influential figure among the Crusader movement, his constant rivalry with ilKhan Ulric Kerensky did nothing but hurt his prominence, as he constantly came up on the losing end of the political battles. The fact that the losses were most often to his nemeses Natasha Kerensky and Phelan Ward did nothing to help his tactics, and after Tukayyid he was relegated to command of a solahma Cluster.

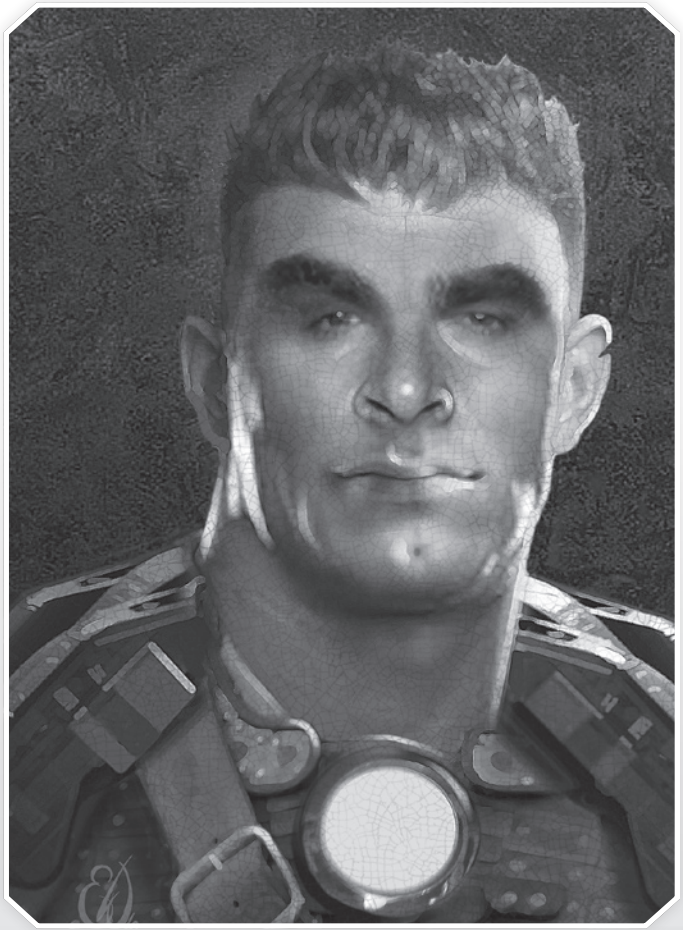
MARCOS RADICK

Rank/Position: Star Colonel, Commander of the 37th Striker Cluster

Born: 3029 (21 in 3050)

A *ristar* within Clan Wolf, many observers pinned this young officer as the new leader of the Crusader movement within the Wolves after the death of Khan Garth Radick on Tukayyid. His support of the Crusader faction led to his support of Ulric Kerensky's ascension to ilKhan, although his reason for doing so—promotion to Galaxy command—was nullified by the election of Natasha Kerensky, who stymied Radick's career by appointing Warden John Ward instead.





With little patience, Radick demonstrated his short temper many times both on conquered systems and on the Homeworlds. Defying the unspoken rule of warriors not getting involved in lower-caste labor disputes, he had his troops violently break up a strike of labor caste workers protesting inadequate safety measures. Dozens of lives were lost, which earned him the disgust of many of his fellow officers and even some moderate Crusaders.

Due to his unit's actions being recognized as war crimes on Unzmarkt and Memmingen, no other Clan warrior boasted a higher bounty than the Star Colonel. Radick took pleasure in knowing this, often parading his 'Mech, openly challenging the populace to attempt to collect.

CLAN JADE FALCON

ELIAS CRICHELL
Rank/Title: Khan
Born: 2992 (58 in 3050)

Unquestionably the most influential Jade Falcon Khan of the 31st Century, Elias Crichell was a consummate politician in a Clan that prides itself on its warrior prowess. Born of a lackluster Bloodline into the second-rate Red Fist Communal Birth Facility on Gatekeeper, Elias showed some skill as a warrior but soon became far better known for his fiery oratory in support of the Crusader cause. He rapidly gained a reputation as one of the foremost Crusaders in the Clan Homeworlds and so came to the attention of Khan Yvonne Hazen, herself a fervent Crusader.



Taking Elias under her wing, Khan Hazen assigned him to command of the Turkina Keshik in 3020 and made it clear he was her favored successor. This led to a power struggle with saKhan Sejanus Buhallin that split the Falcons into two camps. The struggle deepened when Elias won the Crichell Bloodname in 3021 and his support grew even further.

When the Great Debate briefly reignited in 3029 Crichell was able to paint his political foe as a closet Warden for his cautioned stance toward the Wolf's Dragoons intel mission and completely discredited Buhallin. When the saKhan died in a 'Mech explosion the next year, Crichell stepped in as his replacement.

The accidental arrival of the *Outbound Light* in Clan space triggered another round of debates on the issue of invasion and this time Crichell, working with Khan Hazen and the Smoke Jaguar Khans, was able to win over even dedicated Warden Clans. The aged Hazen took the opportunity to retire and Crichell became the chief architect of Operation Revival, including the stipulation that the Clan to conquer Terra would become the ilClan.

Though he had engineered the invasion of the Inner Sphere, Crichell himself barely saw combat after the initial battles in the Periphery. Instead, he delegated the day-to-day operation of the war to his saKhans—first Timur Malthus and later Vandervahn Chistu—while he took care of domestic matters and the logistics of the invasion. This also allowed him to deflect blame for any failures to his junior Khan and maintain himself as the driving force of the Falcons.

VANDERVAHN CHISTU
Rank/Title: saKhan
Born: 3010 (40 in 3050)

Vandervahn Chistu was the second saKhan of the Falcons during Operation Revival, winning the position after the fallout from the defeat on Twycross forced Timur Malthus to resign. Chistu was not particularly known for his leadership abilities but made up for this lack with his ambition and fierce skills on the battlefield. A Crusader to the core, he nevertheless viewed the invasion more as a means to win glory and high position for himself than to restore the lost Star League.

Chistu's first assignment after his Trial of Position was to an Eyrie Cluster commanded by Kael Pershaw, who impressed the young MechWarrior with his martial ability and, more importantly, his tactical and administrative genius. Though Pershaw fell from favor within a year, Chistu never forgot his old commander.

By the time of the invasion Chistu had risen to second-in-command of the Turkina Keshik but personally saw little action during the early stages of the war. When Timur Malthus was forced to vacate the position of saKhan, Chistu swooped in and won the position for himself. One of his first acts was to rescue his old commander, Kael Pershaw, from the mostly administrative command he occupied in the Homeworlds. Khan Chistu made Pershaw his personal advisor and the two men planned a series of actions that would gain the Jade Falcons a primary position in the race to Terra.



Unfortunately for Chistu's ambition, those plans were superseded by the Trial to be fought on Tukayyid. As part of the preparations for this campaign, at Pershaw's suggestion Khan Chistu reactivated the Falcon Guards under the command of Aidan Pryde. Though many Falcon warriors objected, Chistu supported Pryde's efforts to whip the disgraced Guards into fighting shape and gave his approval to the unorthodox tactics Pryde espoused on Tukayyid. With the Falcon Guards one of the most successful units in that ultimately-failed campaign, Chistu's stock went up as a result.

After Tukayyid, while Khan Crichell concerned himself with rebuilding the Falcon Touman, Chistu orchestrated a number of raids into FedCom territory to demonstrate the continued strength of the Jade Falcons.

AIDAN PRYDE

Rank/Title: Star Colonel, Jade Falcon Guards

Born: 3012 (38 in 3050)

Starting with his Trial of Position, when he miscalculated and failed to achieve warrior status, Aidan Pryde made a career of unorthodoxy. It was only through the intercession of Chief Falconer Ter Roshak that he was able to succeed at a second Trial two years later, though he was forced to do so under an assumed identity. Aidan spent the next seven years known as the freeborn warrior Jorge and endured the disdain and abuse of warriors who considered themselves his better. After saving the genetic legacy of Kael Pershaw almost singlehandedly, Aidan revealed his true identity and, against all odds, demanded the right to fight for the Pryde Bloodname. Despite the opposition of nearly the entire Jade Falcon warrior caste, Aidan won the ultimate prize but saw himself shuffled off to less than desirable assignments for close to a decade.

Operation Revival gave Star Colonel Pryde an opportunity to fight in the Inner Sphere, but always as part of garrison and second-line forces. Despite a commendable record since winning his Bloodname, his codex remained tainted by his early years. When saKhan Chistu reformed the disgraced Falcon Guards, he assigned Pryde to command at the recommendation of Kael Pershaw, who had maintained a watchful eye on Pryde's career. Within the space of a few short weeks Pryde took a unit of misfits, *solahma* and troublemakers and whipped them into shape.

During the fighting on Tukayyid he continually fought against the conservative strategies of his commanders and positioned his Guards in the forefront of the conflict. His willingness to use unorthodox tactics gave the Falcons some of their only successes during the campaign and won over many of his critics. Star Colonel Pryde



sacrificed himself during the final retreat from Tukayyid to ensure that every one of his people would make it away safely.

Despite his tainted history, many of the newest Jade Falcon warriors entering the Inner Sphere after Tukayyid revered Aidan Pryde and upheld him as the epitome of a Clan warrior.

KAEL PERSHAW
Rank/Title: Star Colonel, XO of Turkina Keshik
Born: 2996 (54 in 3050)

The Pershaw line has traditionally produced solid warriors with a reliable record of victories in battle and Kael is no exception, though his true gift is in administration, logistics and intelligence. Even more than any skill he possesses on the battlefield, his ability to tease out the weaknesses of his foes and cannily exploit them is what has raised him to his current position.

After a promising first few decades as an officer, Kael found himself supporting the losing side in the conflict between Elias Crichell and Sejanus Buhallin and his career stalled. During this time, he was assigned to several undesirable commands, including a stint as commander of the recently acquired Glory Station. It was in this capacity that he first became aware of Aidan Pryde (then using the identity of a freeborn warrior). Though he could not officially support Aidan's bid for a Bloodname, Kael came to grudgingly admire the young officer's determination and skill.



In the years leading up to the invasion of the Inner Sphere Pershaw's career restarted from the stall it had been in and he saw combat in numerous actions. During a raid against the Star Adders he was seriously injured and had significant amounts of prosthetics grafted to his body. Over the ensuing years, more and more of his body was replaced in this way until he was more machine than man. This, combined with his rather disagreeable personality, made him a figure of disgust to many Falcon warriors.

By the time Operation Revival launched, Pershaw was in command of Sigma Galaxy, though he mostly saw to the administrative side of operations while his Star Colonels ran the unit. When Vandervahn Chistu became saKhan, he brought his old commander to the Inner Sphere as a high-level advisor. It was Pershaw's idea to reconstitute the Falcon Guards under Aidan Pryde's command and his influence which led Khan Chistu to support Pryde's tactics on Tukayyid. In the aftermath of that campaign, in which Pershaw provided tactical coordination from high above the battlefield, he took a larger role in running Falcon intelligence operations and became the Clan's Loremaster.

CLAN GHOST BEAR

KARL BOURJON
Rank/Title: Star Captain (former Khan)
Born: 3006 (44 in 3050)

Karl Bourjon's skill with a 'Mech marked him as a *ristar* fresh out of his sibko, taking down all three opponents during his Trial of Position to test out as a Star Captain. Initially assigned to one of the less-prestigious Clusters, his tactical and gunnery skills quickly earned him postings with the Clusters of Alpha Galaxy. The successful completion of his Clawing meant it was just a matter of time before Karl earned his Bloodname and the rank of Star Colonel.

When both of the Ghost Bear Khans were killed during the Trial of Refusal over Operation Revival, Star Colonel Karl Bourjon was a natural choice as the Ghost Bears heeded Ulric Kerensky's veiled message and elected a new direction in leadership. Quickly settling into his new position, Khan Bourjon's first task was to oversee the bidding for Operation Revival, earning the Ghost Bears the second most prestigious invasion corridor. Unfortunately the seeds of his downfall were planted at the same time, as the Khan elected to bring the least amount of supplies of all the invading Clans.

The folly of this quickly appeared during the Wave Two of the invasion, as frontline troops had to be tasked to retake previously conquered worlds after the small garrisons were overrun. Combined with the loss of an entire Cluster over Damian, the morale of the Ghost Bears was shaken enough that once saKhan Theresa DelVillar was incapacitated, the new saKhan immediately called for the dismissal of Khan Bourjon. Seeing the



mood of the Bloodnamed warriors, Bourjon called for a Trial of Refusal against the suggested replacement, Star Colonel Bjorn Jorgensson. Facing Jorgensson's aerospace fighter, the Khan showed little of his previous skill and eventually had to accept the offer of *hegira*.

Given the choice of returning to the Homeworlds at his old rank of Star Colonel or a temporary position within the invasion forces as a Star Captain, Karl Bourjon chose the latter, and served the rest of the invasion with the Seventh Bear Guards, sharing their fate on Tukayyid. He finally blossomed back to his legendary skill, being one of the last members of the Seventh to succumb to the Com Guard forces.

THERESA DELVILLAR
Rank/Title: saKhan
Born: 3015 (35 in 3050)

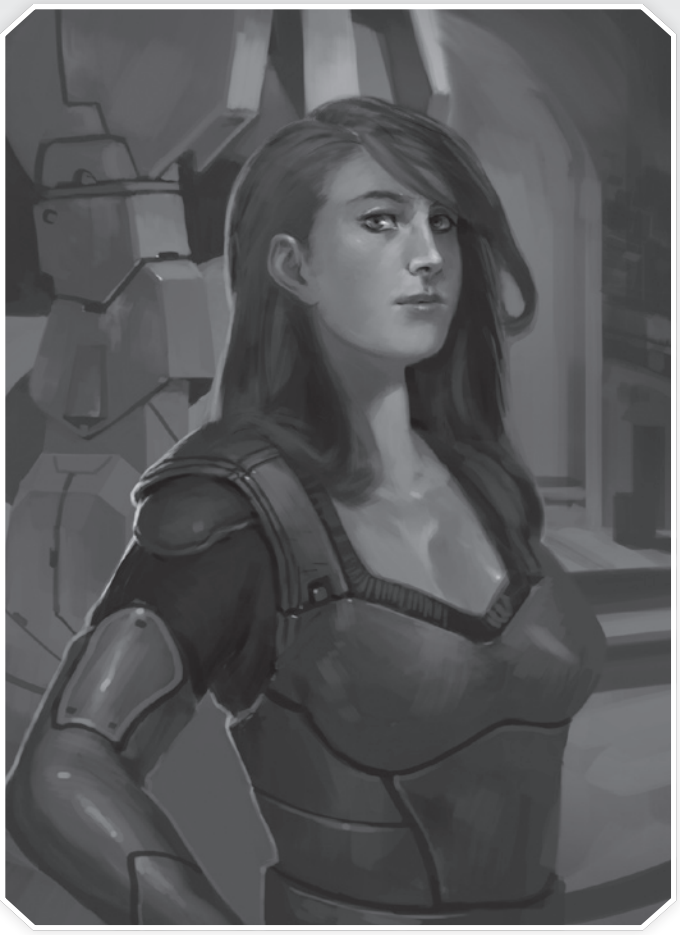
Theresa DelVillar was widely considered to be the finest Elemental in Clan Ghost Bear when she was selected as Karl Bourjon's saKhan just prior to the launching of Operation Revival. Tall and strong like all of her kind, she was a consummate Ghost Bear and a ferocious warrior and leader. Under her command Alpha Galaxy performed as well as any other Clan formation, and her loss on Last Frontier was a serious blow to the Clan's morale.

As a warrior Theresa was one of those rare individuals who could be both cold-blooded and merciful. Certainly her troops showed little mercy to the solders of the Free Rasalhague Republic, but she herself proved forward-thinking when she began the trend of capturing—instead of slaughtering—defeated Rasalhagians on Thule with a *Hunchback* pilot. In fact, many historians give her credit for first laying the seeds of the Ghost Bears' eventual rapprochement with the Republic.

Of her life before Operation Revival little is known—she passed her Trial of Position with two kills, earning the rank of Star Commander (a rare feat for an Elemental, even in the Ghost Bears) and command of a Nova Star in the Third Bear Guards. She is known to have fought in the Trial of Refusal against the Wolves over the launching of Operation Revival, and some apocryphal accounts even credit her with trying to distract Ulric Kerensky from killing the Ghost Bear Khans. Her elevation to saKhan after their deaths was unusual for the Ghost Bears, but she embraced it and helped to lead them into the Inner Sphere.

Had she lived past Last Frontier, and participated in the bidding for the Ghost Bears' next target—Rasalhague itself—many historians wonder if the Wolves would have won that bidding. Given the current relations between the Republic and the Ghost Bear Clan, a victory on Rasalhague in 3050 may well have glued the two polities together much sooner.





ALETHA KABRINSKI
Rank/Title: saKhan
Born: 3018 (32 in 3050)

Aletha Kabrinski seemed destined to become a light 'Mech pilot. Early aptitude testing during her sibko days showed clear indications that she would be well-suited for the lighter BattleMechs. Her first postings after her Trial of Position gave Aletha the chance to fully learn every nuance of the *Fire Moth*. The lightning-quick BattleMech is perfectly suited to her aggressive style of combat, using superior speed bursts to quickly get in and out.

Rising to the rank of Star Captain and earning her Bloodname before the invasion, Aletha had been granted the honor of joining the Ourse Keshik. Her piloting was well-suited to the deployment of Elemental Points near enemy positions and harassing enemy scouting units, and she excelled in this duty as commander of a Supernova.

Following the coma of saKhan DelVillar on Last Frontier, the Bloodnamed of Clan Ghost Bear met to elect a new saKhan. Nominated as Oathmaster for the ceremony, Aletha used her connections and the general mood within the Clan to gain enough support to be declared saKhan. Her first act mirrored her lack of patience and aggressiveness: she called for the dismissal of the senior Khan due to his poor showing of leadership during the invasion.

Her elevation to saKhan has helped little to curb Aletha's aggressiveness; instead, she has used it to great effect alongside her senior Khan's more moderate temper to get the Ghost Bears back on the path to greatness. Serving as the primary field commander for the Ghost Bears, she uses her aggression to probe and find weaknesses in the enemy's lines.

BJORN JORGENSSON
Rank/Title: Khan
Born: 3023 (27 in 3050)

Originally part of a MechWarrior sibko, Bjorn was transfered to an aerospace division sibko after failing his initial Trial of Position. Quickly taking to his new environment, Bjorn tested out as an aerospace pilot with three kills and the rank of Star Captain.

His initial training as a MechWarrior served him well, giving him a good understanding of BattleMech tactics and capabilities. The lack of an dedicated aerospace phenotype amongst the Ghost Bears might explain why ComStar initially labeled Bjorn as being a WarShip crewer, expecting as they were the slimmer aerospace pilots of other Clans and not a large muscular man.

Bjorn served the first part of Operation Revival with the 140th Striker Cluster, only seeing action during the pacification of rebellious worlds during Wave Two. Testing out as a Star Colonel between Waves Two and Three, Bjorn was not given the chance to command the 140th in the field before he was thrust into higher office.



Replacing Khan Bourjon as the senior Khan for the Ghost Bears, Jorgensson quickly moved with the new saKhan Aletha Kabrinski to correct several of the mistakes made by the previous Khans during the invasion. After the resumption of the invasion Khan Jorgensson showed his natural talent for strategic thinking, allocating enough forces and supplies to bring the Ghost Bears to the forefront of the invasion, equaled only by Clan Wolf. This again manifested itself on Tukayyid, earning the Ghost Bears a minor victory.

Bjorn uses his saKhan's aggressiveness to confront issues deemed vital to the Clan, and then uses his own slightly more moderate views to achieve a result generally in line with what is desired.

CLAN SMOKE JAGUAR

LEO SHOWERS
Rank/Title: ilKhan
Born: 3004 (46 in 3050)

A staunch Crusader and vocal proponent of the Hidden Hope doctrine, Leo Showers was born on Huntress in 3004. He passed his Trials with ease, testing out as a MechWarrior and quickly earning his Bloodname. Tenacious, fearless, and driven toward ever-higher positions of leadership he sought the Khanship from the moment he obtained warrior status. A gifted orator, persuasive leader, and talented MechWarrior in his 100-ton *Dire Wolf*, Leo Showers used his exceptional political and military skills to propel himself through the ranks while converting many Clansmen, even warriors of rival Clans, to the Crusader cause.

He finally achieved his goal at age twenty-five, becoming Khan of Clan Smoke Jaguar, a post he held for nearly twenty years. Yet Khan Showers thirsted for more. He wanted his Clan to become the ilClan, first among the Clans, and he, its leader, the ilKhan.

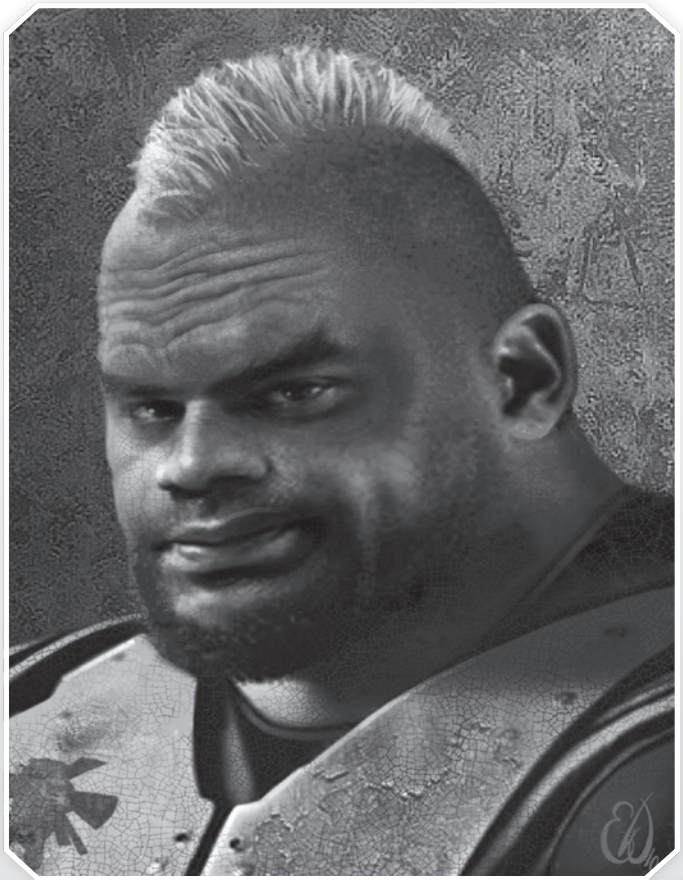
When the Explorer Corps JumpShip *Outbound Light* jumped into the Huntress system and was captured by his Clan, Showers leapt at his chance. Through carefully crafted rhetoric, compelling speeches, and political maneuvering he garnered enough votes within the Grand Council to begin the long-sought-after invasion of the Inner Sphere. On 12 December 3048, Khan Leo Showers was elected seventh ilKhan of the Clans to coordinate Operation Revival: the invasion of the Inner Sphere.

Much of his effort and influence over the next two years went into slowing Clan Wolf, his Clan's principal rival, in its meteoric drive toward Terra. His quest for power and control ended in the Free Rasalhague Republic system of Radstadt when a lone *Shilone* fighter crashed into the bridge of the Clan Wolf WarShip *Dire Wolf* on 31 October 3050, killing him.

LINCOLN OSIS
Rank/Title: Khan
Born: 3014 (36 in 3050)

Born in 3014, Lincoln Osis was one of his Clan's brightest *ristar*s and staunchest Crusaders. At nearly 165 kilograms he was large even for an Elemental. Tall, dark, and foreboding, he moved with





the skill and grace of his Clan's namesake, belying his immense size and powerful girth.

A natural leader and tactical genius, he rose quickly through the ranks using a combination of battlefield prowess, leadership ability, political skill, and sheer brutality. Rather than compete for just any Bloodname, he waited for a specific Osis Bloodheritage to become available before winning it in augmented combat versus mounted MechWarriors. When Khan Leo Showers was elected ilKhan, Lincoln challenged saKhan Sarah Weaver for the position of senior Khan. In a dramatic battle on the spine of the WarShip *Sabre Cat* he knocked her unconscious with a missile blow to the cockpit.

Pensive and brooding, his lack of banter during council debate often fooled rivals into believing he had nothing to say or—worse—was incapable of debate. Yet behind those dark eyes and within that massive chest lurked the mind and heart of a predator. This quiet strength lulled competitors into a false sense of security and often a lapse in composure, a mistake few survived to make twice. Quick to anger, his rages were legendary. Many died by his hands in a Circle of Equals merely for an implied insult or ill-worded rebuke.

In the field, his audacious and frequently ruthless tactics gained him an avid following among Crusaders of his Clan and the others, as well.

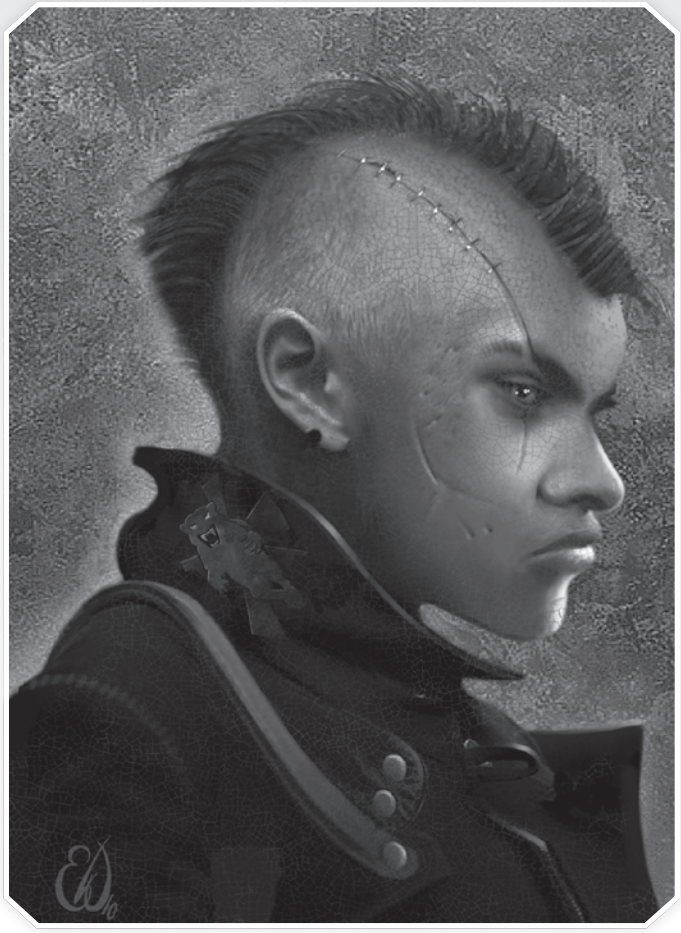
SARAH WEAVER

Rank/Title: saKhan, CO Shroud Keshik

Born: 3020 (30 in 3050)

Born in 3020 on Huntress and leader of Shroud Keshik, Sarah Weaver was elected to the position of saKhan in late 3046. She competed for the position of Khan against newcomer Lincoln Osis at the behest of her mentor Leo Showers when he was elected ilKhan in December 3048 but was defeated. Retaining the post of saKhan she commanded the Shroud Keshik and several Mistweaver Clusters in the Periphery sweep prior to the departure of the main invasion force. In August 3049 she led the 362nd Assault Cluster against Santander's Killers on Santander's World, crushing them and wrapping up the Periphery sweep by January 3050.

Weaver lost considerable face following the razing of Edo on Turtle Bay by her protégé, Star Colonel Cordera Perez. Disturbed by Perez's *dezgra* use of a WarShip against civilians and seeing the need for troops to combat local resistance movements, saKhan Weaver requested and was granted permission from ilKhan Showers to bring forward several Provisional Garrison Clusters from the Clan Homeworlds. This further reduced her standing. Upon ilKhan Showers' death, the politically-savvy Kincaid Furey laid much of the Clan's lost honor at her feet. He narrowly defeated the still-reeling Weaver in an impromptu election and took her place as saKhan.



While in Clan space she won eleven Trials of Grievance, redeeming much of her lost honor and support. Following Furey's awkward attempts to outmaneuver ilKhan Ulric Kerensky in the Grand Council, she unseated Kincaid in late 3051. Injured, she was represented by Star Colonel Dorian Worth at Luthien. Whole once again, she led the Mistweavers through the swamps at Tukayyid but was killed on the third day of fighting when her *Warhawk* took an artillery hit through the rear torso and lost containment on its fusion engine.

BRANDON HOWELL

Rank/Title: Star Colonel, CO Jaguar Grenadiers

Born: 3018 (32 in 3052)

Commander of the Jaguar Grenadiers, Brandon Howell was an exceptional strategist and tactician. Intelligent and thoughtful, he offered advice when needed and took it when offered. He was well-liked by his warriors and respected by Clan leadership and peers alike. Defeating several popular *ristar*s for command of the Grenadiers, he excelled as a Cluster commander and quickly earned the respect of his command through thoughtful yet firm leadership.



A skilled warrior, he was often at the forefront of any attack though he rarely utilized the favorite Smoke Jaguar tactic of overwhelming frontal assaults. Instead he preferred the use of *maskirovka*—or misdirection—a term he learned from a poorly-translated Star League text wherein one lures their foes into making critical mistakes before pouncing.

Although his methods were questioned as unClanlike, he gained widespread acclaim for his heroic actions on Tukayyid when he advised his Khans to proceed cautiously when approaching the seemingly-undefended Dinju Pass. Sensing a trap, he sent two Stars of 'Mechs charging into the open while directing the rest of his Grenadiers to hug the sides of the pass at flank speed. This deft maneuver forced the Com Guards' heavy 299th Division to reveal themselves in order to stop the charge. Although the Grenadiers took heavy casualties, they managed to break through the pass and move toward their objective, the Dinju Heights. There they engaged Com Guards' 323rd Division.

Following the battle Howell was elected Khan in May 3052 when Khans Osis and Weaver were thought dead. Later when Lincoln Osis was found alive during salvage operations Brandon Howell graciously accepted the post of saKhan, placing the needs of his Clan above his own desire for power.

CLAN STEEL VIPER

NATALIE BREEN
Rank: Khan of Clan Steel Viper
Born: 3014 (36 in 3050)

During her tenure as commander of the First Viper Guards, Natalie Breen attracted the notice of the Viper Khan when she defeated a numerically-superior Snow Raven force on Hellgate. She carefully selected the Circle of Equals for her Trial so as to exhaust the Raven MechWarriors and Elementals. The Khan groomed her as his successor, and Natalie became saKhan, then Khan at an early age.

It was with great reluctance that she voted in favor of Operation Revival, as she was a strong believer in the Sanra Mercer vision. She realized that the invasion force would include at least two staunch Crusader Clans along with the Wolf Clan and her own, and was concerned that their presence would significantly complicate the effort of Clan Steel Viper to restore the Star League.

The inability of the Steel Vipers to secure one of the three invasion slots was a great personal loss for Khan Breen. She took full responsibility for the failure, and faced numerous challenges,



as did her saKhan. During those challenges she proved two things to her Clan: that she was still an outstanding warrior, both augmented and unaugmented, and that even if she was not good enough to lead the Steel Vipers to victory, no one in the Clan was any better.

Breen recovered some esteem in the eyes of her Clan when she and her saKhan proved successful in rapidly expanding the Steel Viper holdings following ilKhan Kerensky's activation of the Steel Vipers to frontline duty.

All that changed on Tukayyid, where several bad decisions on Breen's part led to a defeat for the Steel Vipers. Before the first challenge could be levied against her right to rule as Khan Natalie Breen resigned, reverting to the rank of Star Colonel.

PERIGARD ZALMAN

Rank: saKhan of Clan Steel Viper

Born: 3019 (31 in 3050)

Regarded by many as the Clan's best MechWarrior, Perigard Zalman made a name for himself in Clan politics prior to being elevated to saKhan. Long-since the leader of the Zalman Bloodhouse, Perigard proved himself an extremely shrewd steward of his Bloodname. Aided by a sibkin who tested down to the scientist caste, Zalman has managed to arrange several extremely prominent matches that rejuvenated the Bloodname.

He was also Natalie Breen's primary competition for the leadership of the First Viper Guards until Breen bested him in a Trial of Position. While the rivalry persisted, both warriors succeeded in working together, leveraging each others' skills and weaknesses to great effect.

As saKhan Perigard Zalman operated as Natalie Breen's enforcer and champion on several occasions against opponents she deemed beneath her notice. Zalman and Breen clashed regularly and publicly, both inside and outside the Steel Viper Clan Council, about the Viper Clan's course, with Breen adhering to the traditional Sanra Mercer doctrine and Zalman pursuing an agenda almost completely aligned with that of mainstream Crusaders.

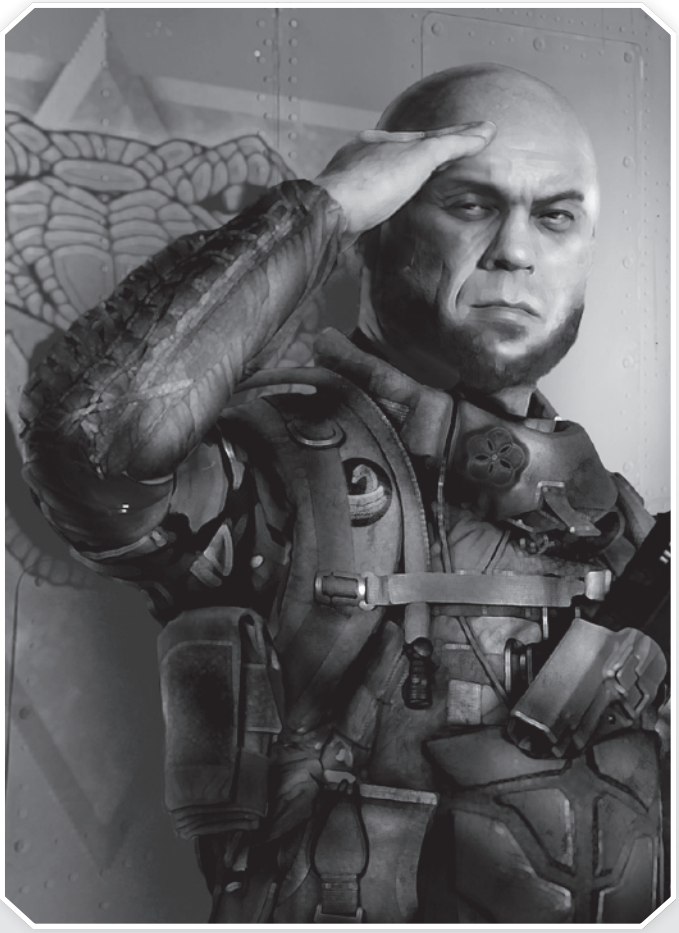
CHRISTOPHER AHMED

Rank: Galaxy Commander of Alpha Galaxy

Born: 3006 (44 in 3050)

Galaxy Commander of Alpha Galaxy, Christopher Ahmed was a highly charismatic leader and diplomat, traits considered rare, even undesirable, in a Clan that prizes actions over words. Ahmed





was the leader of the Warden movement within the Vipers. While largely adhering to the Sanra Mercer doctrine, the Wardens of Clan Steel Viper believed the invasion occurred either too soon, or in some cases, too late. The majority of moderates believed in a strict interpretation of the Mercer doctrine and increasingly found themselves having to pick sides in the Warden/Crusader style debates common to all other Clans, with most leaning towards the former.

Ahmed ended up at odds with Khan Breen but the majority of the political conflict occurred between Ahmed and Perigard Zalman, his polar and political opposite. Many observers believed the animosity between the two to be personal, linked to Zalman's killing Christopher's mentor Baltahn Ahmed. Others believe Christopher Ahmed attracted Zalman's anger by attempting to acquire Phelan Kell from the Wolf Clan.

The Steel Vipers are only the Clan with exclusively trueborn warriors in its Touman, yet Ahmed and his faction believed it to be in line both with the Sanra Mercer doctrine, and Steel Viper policy dating back to the liberation of Arcadia, to induct freeborn in to the warrior caste.

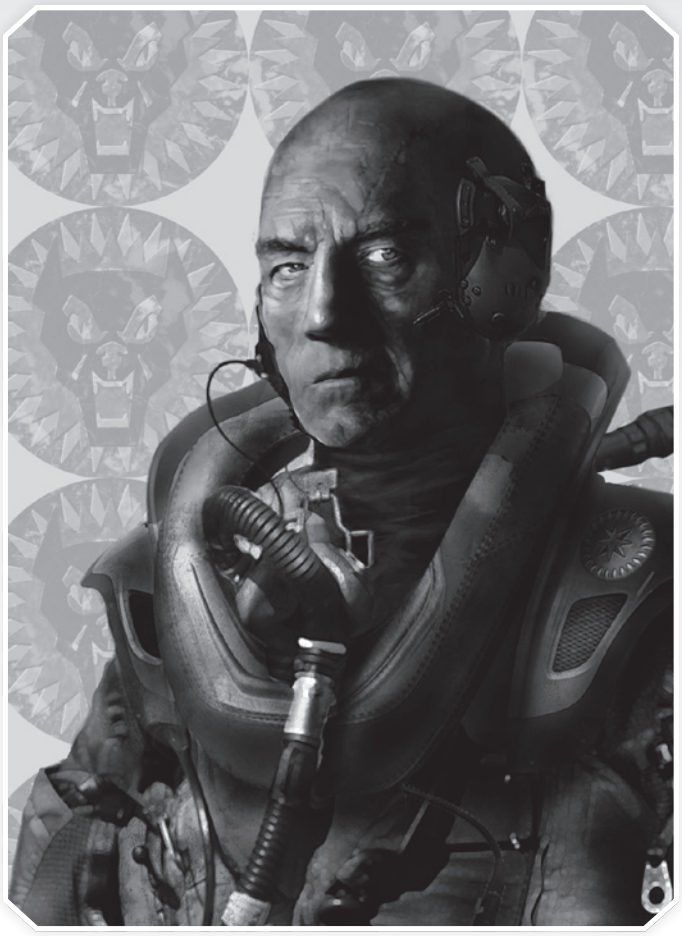
Matters would no doubt have deteriorated to a Trial of Grievance save for Christopher Ahmed's oratorical skills and considerable political acumen. Khan Breen also intervened, as to stave of intra-Clan conflict between the two factions. The invasion occupied the majority of the time and energy of the involved parties, and Alpha Galaxy was involved in most of the conflicts.

The aftermath of Tukayyid significantly amplified tensions between the two factions, with many Crusaders openly accusing the Warden-minded Steel Vipers of not fighting hard enough. It appeared that Zalman's ability to work with his fiercest rivals worked to stabilize the Clan. He nominated Ahmed as saKhan, after being elected to replace Natalie Breen in a narrow vote. Ahmed acted as a stabilizing force, speaking in favor of Zalman's plan to focus the Steel Viper's anger outward.

CLAN NOVA CAT

SEVEREN LEROUX
Rank: Khan
Born: 2978 (72 in 3050)

Severen Leroux was Khan of Clan Nova Cat for more than five decades. At an age when many military leaders in the Inner Sphere would be considering retirement, he still led his warriors into battle from the cockpit of his *Scytha*. That the Khan piloted an OmniFighter closely associated with a rival Clan and rare among the Nova Cats said much about the man. If a tool did what he wants it to do, he used it; if a course seemed wise to him, he took it. Tradition informed his actions, but did not dictate them.



The warrior caste of any Clan is dogmatic about the traditions of their Clan to the point of superstition. Tradition not only assures them the highest tier within their culture, it dictates who rules and whose genes are worthy to be passed on to coming generations. That the warrior caste of the Nova Cats allowed Khan Leroux such latitude in matters ranging from his choice of OmniFighter to his deference to the Oathmaster said a great deal about his charisma and authority as a leader. There was no serious challenge to his rule in a generation.

It was confirmed from two external sources that Clan Nova Cat believed that they should have led the Crusade against the Inner Sphere. Indeed, they had voted for caution in the early stages of the Crusader movement solely on the grounds that they would not be in command. Khan Leroux saw the Crusade as a rescue mission: he believed the Inner Sphere had to be saved from the degeneration that corrupted the pure ideal of the Star League. And he was certain the best instrument for that salvation was the sword.



LUCIAN CARNS
Rank: saKhan
Born: 2978 (72 in 3050)

As Severen Leroux was the quintessential Khan, embodying the core of Clan values and traditions, his second-in-command was his counterbalance; the dynamic tension between the two acted as a gyroscope, keeping the Nova Cats to their course. Of all the military leaders of the so-called "second wave of invader Clans," those who initiated their campaigns in mid-3051 (these include Clans Diamond Shark, Steel Viper, and Nova Cat), saKhan Lucian Carns proved to be the most flexible and creative.

By all accounts he shared the shock and surprise at Inner Sphere tactics and perceptions of honor in combat common to all Clan warriors. However, unlike most of his compatriots, he quickly adapted his own tactics to match those of his opponents. He learned from each engagement. More importantly, he incorporated each new bit of knowledge or insight into "spheroid" thinking into his strategic and tactical planning with remarkable alacrity. Lucian Carns was either directly or indirectly—to the degree which his Khan and other military leaders were willing to listen to his counsel—responsible for the Nova Cats' impressive series of victories leading up to their failed invasion of Luthien. Indeed, it can be safely postulated that if Theodore Kurita had not had prior knowledge of the invasion and time to prepare, including gathering allies, the capital of the Draconis Combine would have fallen in less than a day.

From his actions, his evident flexibility of thought, willingness to use whatever tools needed to reach his objectives, and the conspicuous lack of reliance on visions and prophecy in his decision-making process, it might be tempting to conclude that Lucian Carns was some sort of rebel or maverick among the Nova Cats. But all of his choices and actions—including widely-rumored personal combat with Nova Cast Oathmaster Biccon Winters over whether vision or pragmatism should determine a decision—were driven by an unshakeable love for and commitment to his Clan.

BICCON WINTERS
Rank: Oathmaster of Clan Nova Cat
Born: 2989 (61 in 3050)



There is an iconic but apocryphal legend that Oathmaster Biccon Winters attacked Precentor Martial Anastasius Focht the moment he stepped aboard the *True Vision*, declaring he was a white mist that would destroy the Clans. Though of doubtful provenance, this story has been cited as an example of how irrational the Nova Cats can be; how easily driven to impetuous acts by their emotions they are. It is perhaps more accurate to see in her actions an affirmation of the Nova Cats' profound belief in their Ways of Seeing and their willingness to act decisively in their faith. Whether one believes the Ways of Seeing are some sort of divine sight or a manifestation of subconscious intuition, or smoke and mirrors deliberately employed to throw opponents off balance, it cannot be denied the Nova Cats often act on the heart of a matter before others fully apprehend the situation.

Even if true, the story of Biccon Winters' impulsive attack should not distract from the fact that as Oathmaster, she was keeper of the Clan's traditions and interpreter of the Khan's visions—including the recorded visions of Khan Sandra Rosse, spiritual architect of the Nova Cats. She did more than any other single person to direct the course of the Nova Cats.

Though Khan Severen Leroux was bound by tradition to seek the Oathmaster's visions and counsel, he still commanded—and the same tradition that dictated he seek the Oathmaster's counsel granted the Khan the right to ignore her advice when he deemed fit. Indeed, if the Ways of Seeing had the power to compel action, the Precentor Martial would be dead and Clan Nova Cat would have withdrawn from the Inner Sphere after that first contact. All things considered, any assessment of Oathmaster Biccon Winters and her influence must be a balancing act, a continuous process of weighing tradition and the strength of her convictions against what her Khan saw as the best interest of the Nova Cats.

CLAN DIAMOND SHARK

IAN HAWKER
Rank/Title: Khan
Born: 3000 (50 in 3050)

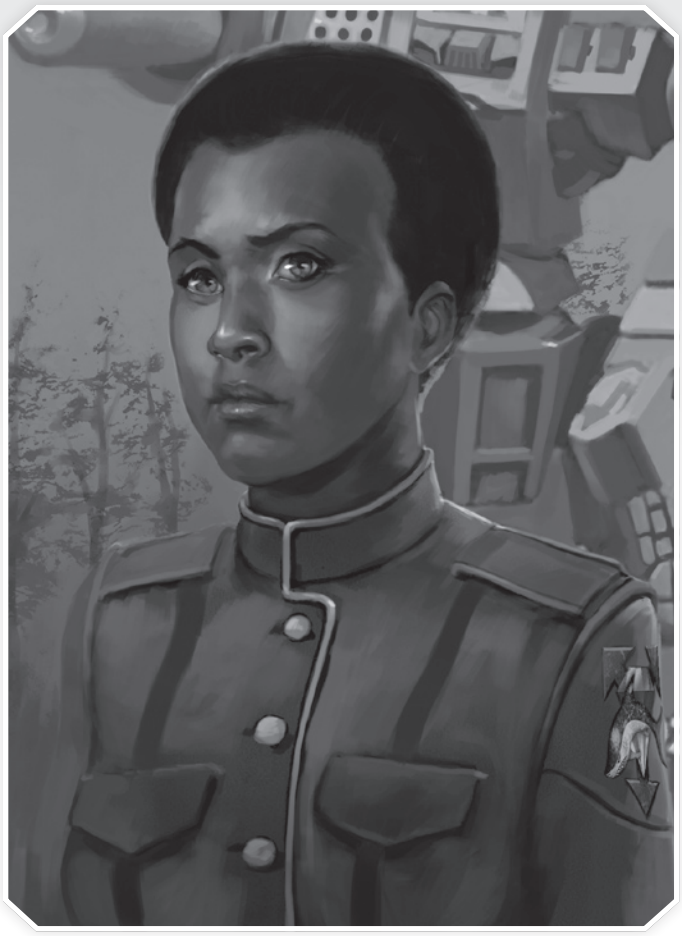
As a product of the conservative Mako Trinity sibko on Delios, Ian Hawker was raised with an extreme dislike of freeborns and a moderate adherence to the Crusader ideology. The young warrior rose steadily through the ranks, winning his Bloodname at twenty-five and command of Beta Galaxy at thirty-two. Ian maintained an exemplary combat record and the only marks against him were the occasional neglect of the freeborn troops under his command.

By 3046 the atmosphere among both the Diamond Sharks and the Clans as a whole had begun to lean heavily toward the Crusader side and Hawker was elected Khan of his Clan. As his first act he severely curtailed the rights of the lower castes, in particular stationing troops on all major merchant vessels, and banning freeborn warriors from serving in frontline clusters. Though these actions initially caused some dissatisfaction among the Sharks, Hawker was able to rally them behind Operation Revival and the chance for glory in the invasion. The Sharks were at first pegged solely as a reserve Clan, but Hawker's alliance with the Jade Falcon Khans allowed him to lead the Diamond Skate in a number of engagements.

Throughout the invasion Khan Hawker focused on the martial opportunities Revival offered his Sharks, leaving his saKhan to look after the Clan's mercantile interests. This, coupled with his order for the destruction of a recalcitrant merchant vessel, caused many Shark warriors to begin to question Hawker's leadership and especially his perceived deference to Falcon Khan Elias Crichell.

The utter failure of the Sharks at Tukayyid served to dash Hawker's ambitions and led to him being forced into a reduced role within the Clan. With the Sharks withdrawing from the Inner Sphere in the immediate aftermath of the campaign, Hawker's dreams of glory for the Diamond Sharks appeared to be ended for good.





BARBARA SENNET
Rank/Title: saKhan
Born: 3008 (42 in 3050)

The junior Diamond Shark Khan during the invasion, Barbara Sennet came from a line of strategic thinkers and long-term planners. She first made a name for herself as a newly-minted Star Colonel in a series of military actions against the Smoke Jaguars launched in conjunction with an aggressive mercantile campaign. The overwhelming success of this effort propelled her onto the fast track and within three years she had risen to command of Gamma Galaxy. It also set the stage for Sennet's continued good relationship with high-ranking members of the merchant caste.

When saKhan Kaija Horn was seriously injured during the Trials leading up to Operation Revival, Sennet was an obvious choice for those Shark warriors who wished to balance out Khan Hawker, with whom many had become frustrated due to his recent actions. Almost immediately she began examining ways in which the Shark's unfortunate reserve status could be turned to their advantage. While Hawker concerned himself with his growing alliance with the Jade Falcons and combat opportunities for his Diamond Skate, Khan Sennet laid the groundwork for the Clan's merchants to gain a foothold in the Inner Sphere.

The first efforts did not go well but Khan Sennet persevered, even in the face of disapproval from some of her own troops and the ilKhan himself. When the Shark merchants ran afoul of Mar Helmer and nearly caused a Trial of Annihilation against their Clan, Sennet was forced to back down from her plans for a while but her persistence with new ilKhan Ulric Kerensky eventually resulted in the Sharks gaining the world of Nyserta as a base.

Tukayyid rocked the Shark warrior caste and paved the way for the merchants to assume a larger role in the Clan's governance. Due to her long-standing alliance with the merchants, however, Sennet's goals for her Clan continued to move forward, even as she herself tended to the rebuilding of the Sharks and the stirrings of movement against them by the other Clans.


LOKI
15M CLEARANCE
54
DAYS
WITHOUT
INCIDENT

MUSEUM TECHNICA

TECHNOLOGICAL RENAISSANCE

REGARDING MILITARY TECHNOLOGY CLASSIFICATION

The existence of weapon classes is an old point of contention among purists and the pragmatic. An engineer or armchair general might hold forth that the Crusher SH Cannon Autocannon (the only useful part of a Hetzer wheeled assault gun) is a completely different sort of weapon than 185mm ChemJet Guns of the fearsome Demolisher tank, because the former is a 150mm autocannon designed to fire a cassette of 10 shells while the latter is a 185mm weapon that fires a four-round cassette. However, not everyone can afford the luxury of such nitpicking, and so militaries long ago adopted a scheme of rough classes to judge weapon systems. In the case of the aforementioned autocannons, military personnel and casual observers would consider both weapons to be "class 20" autocannons as they both fire 200 kilograms of ammunition in a 10-second period at an effective range of just under 300 meters. Any autocannon that falls into that range of performance is a class-20 autocannon, whether they fire a single 300mm, 200-kilogram shell or scores of 50mm shells. Thus all autocannon that deliver approximately the same mass of ordnance on target in the same elapsed time at the same range belong to a single class (in this case, AC/20).

The same rough classification scheme is observed in nearly all military technologies. As another example, for lasers of a given classification (large lasers, for example, are even more varied in their exact specifications than AC/20s), the generalization is based upon the overall effective range of the laser, its general mass and volume when installed on a 'Mech or tank, and the amount of 'Mech-grade armor it is capable of destroying when directed at said armor within about ten seconds. Despite such commonalities in performance, laser weapons may vary in many other fashions: the wavelength of the laser, the beam generator (from free electron emitter? from solid state diodes?), the focusing system, the "bore" of the laser's optics, and many other features.

Weapons are not the only example. Some ferro-fibrous armor manufacturers do not even use fiber impregnation in the steel layer, which is generally considered a defining feature of ferro-fibrous armor. Rather, "ferro-fibrous armors" cover a fair range of armor architectures that are marked by a common increase in protection-to-weight ratio and bulk.

While discussions of capabilities deal with generalities, the actual mechanisms governing the specific technologies on comparable units may vary widely despite a common performance. It is important to understand that the classifications are generalized based on performance and not specifics.

These pages describe the Inner Sphere's recovery from the technological loss of the Succession Wars that began just after the Fourth Succession War and just in time for the Clan Invasion.

It was not just the depredations and destruction of unending war that resulted in the loss of knowledge and technology in the Inner Sphere. Factories can be rebuilt; weapons can be redesigned; knowledge can be reacquired. Why, then, did this not occur in the Successor States? The root of the decline of intellectual sophistication from the high levels realized during the Golden Age of the Star League to the borderline barbarism at the end of the Third Succession War can be traced to the societal reorganization resulting from the conflict to ordain a new First Lord in the wake of Kerensky's Exodus.

While under the Star League, those of high intelligence could expect to command respect and prestige from the highest levels of society as their discoveries and inventions were diffused throughout the human sphere. When the Successor Lords focused solely on conquering their neighbors that prestige evaporated. No longer was it a route to nobility to be an educated man who taught others or performed research for its own sake. Now it was only through the military that one could expect to achieve high rank or notoriety. What followed was an abrupt and catastrophic decline of enrollments at universities of higher education.

Without a major military program at its heart no institution could expect to receive any funding or acknowledgment. Prior to the establishment of the New Avalon Institute of Science—and even that vaunted entity was built around the New Avalon Military Academy—there was not to be found in the entire Inner Sphere any true research universities. Medical research, communications, transportation, engineering, agriculture, and all other fields of study suffered the ignominy of disregard. Even military research fell to the wayside, as only tactics and military history were taught at the various academies.

While the militaries benefited from the elevation of their members to the highest tier of society, it was humanity as a whole who suffered. Even the reestablishment of true research, starting with the NAIS, seemed to focus on military technology. This was only made easier with the recovery of the Star League Memory Core on Helm by the Gray Death Legion.

Given their head start on research efforts, the NAIS was the first to turn out several recovered technologies, while the Draconis Combine, working with actual examples of functional Star League technology, was able to bring more systems back to manufacture than any other nation. While there was research at the NAIS performed on other fields than the military, it is only through the reintroduction of military materiel and new innovations of the same, that the recovery of the Inner Sphere's mental stature is judged. This speaks to the sad truth that the societal restructuring of the Succession Wars has not released its hold, and scientists, physicians, teachers, engineers, and farmers are still seen as lower-class citizens than soldiers unless their efforts are applied to the military improvement of their nation.

Since it is the judgment of military technology that is paramount to today's societies, this report summarizes the rediscovery of military technologies and the innovation of new weapon systems since the Fourth Succession War, along with notations of who was capable of manufacturing these items in 3052.

BASE CONSTRUCTION TECHNOLOGIES

Among the few newly-engineered technologies is triple-strength myomer (TSM). Discovered by NAIS scientists, this material increases the strength of the muscles that drive BattleMechs, but only under specific conditions. While the first incarnations of TSM were flawed and susceptible to a critical weakness, modern versions possess no such shortcoming. Only the Capellan Confederation, owing largely to the small number of possible sites enabling quicker technology transfer to manufacture, was able to manufacture perfected TSM in 3050, while the FedCom was not producing the system *en masse* until 3055, despite being the nation to invent the system. The Clans do not have any system equivalent to triple-strength myomer, and given their apparent disdain for physical combat, the TSM effects of doubling the destructive capability of 'Mech physical attacks seems contrary to their combat philosophy.

Myomer Accelerator Signal Circuitry, commonly referred to as MASC, was developed as a means to increase the speed of units by as much as thirty-three percent. MASC is a special circuitry coding that allows 'Mech leg myomers, the muscles that move their legs, to contract and release at a faster rate than generally deemed safe for continued operation. The system is prone to failure, sometimes at its first initiation, locking the legs in place and leaving the 'Mech unable to move. Something of a rarity, MASC was reintroduced by the Capellan Confederation in the 3030s as one of their only solo contributions to the recovery of lost technology. Other nations began production in 3040. MASC and TSM are incompatible and cannot be installed on the same 'Mech.

Extralight (XL) engine technology allows a fifty percent reduction in engine weight at a cost in internal space, as the lighter shielding requires greater bulk to provide a comparably-safe system for the MechWarrior. In 3045, XL engines in all ratings were being made by all the Successor States, starting with the Federated Commonwealth in 3035. The Clan version, one-third less bulky, was commonly found on their equipment.

Endo steel internal structure was recovered from the memory core in 3035 by Combine scientists. This system allows for a fifty percent reduction in the weight of the internal structure of a BattleMech at a significant cost of internal space due to the greater bulk required for this low density material to match the strength of standard internal structure. The Clan version is fifty percent less bulky. In the Inner Sphere endo steel was universally produced before 3045.

ADVANCED ELECTRONICS

The tactically brilliant Command Control Communications (C^3) system developed by the Draconis Combine enables multiple BattleMechs or combat vehicles to utilize the targeting data of other units equipped with this technology, with the main computer units also able to designate targets as a TAG system. While this system is limited in terms of how many participants may benefit at one time, the military paradigm shift begun by Theodore Kurita allowed this system to be used to great effect against the Clan aggressors. The Draconis Combine put the system into production in 3050. It would be a number of years before any other nation was producing this system. Note that the Clans, with their individual dueling tradition and code of *zellbrigen*, do not possess a system comparable to the C^3 system. Reliance upon the targeting solutions of others would not demonstrate a warrior's true worth, so to them the system is anathema.

Beagle Active Probes (BAP) were reintroduced by the Capellan Confederation in 3047. The BAP is a significantly-advanced detection system capable of alerting the unit so-equipped to concealed enemy units, typically by detecting their fusion power plant operation. By 3050 the Beagle Active Probe had reappeared in all Successor State militaries.

The Guardian ECM Suite was brought back at the same time as the Beagle Active Probe and by the same nation. This electronic warfare system produces a broad-spectrum jamming that prevents operation of enemy electronic packages, including the BAP, Artemis IV, Narc, and C3 system. The jamming is effective to a radius of not more than 180 meters from the equipped unit. As with the BAP, all nations were producing the Guardian ECM Suite prior to the Clans' arrival in 3050.

Double heat sinks (DHS) were recovered early with the unlocking of the Helm memory core. Enabling twice the heat dissipation as a standard heat sink, the tripled bulk of the system is almost universally accepted as a necessary evil for the benefit of being able to last longer in a fight. While the Inner Sphere DHS is thirty-three percent greater in bulk than the Clan equivalent, this technology has nonetheless received the greatest dispersal throughout the Successor States of any recovered technology. DHS are manufactured by all nations of the Inner Sphere; ComStar never lost DHS availability, having avoided and exacerbated the loss of engineering knowledge in the Successor States to ensure their own technological superiority. Even the Periphery nations began fielding DHS in 3052.

ENERGY WEAPONS

Extended range PPCs, another technology not equal to the version extant on Clan units, have a range nearly one-third greater than that of standard PPCs. The Clan version also delivers fifty percent greater lethality while the damage effect of Inner Sphere versions is unimproved over the standard version; the standard PPC seems completely absent among Clan forces. ER PPCs are produced in all Inner Sphere nations after their reintroduction by the Draconis Combine in 3037.

Extended range lasers are an unimpressive application of rediscovered military technology. For a twenty-five percent increase in damage, range, and heat output the Clan grasp of technology is superior. The Clan version has not only greater range and destructive capability, its weight and heat costs are comparatively lesser for the resulting benefits. Production of the ER large laser resumed first in the Draconis Combine in 3037, followed by the other nations no later than 3045. Extended range small and medium lasers appear routinely on Clan 'Mechs, but would not appear in the Inner Sphere for most of a decade after the invasion.

Pulse lasers were a new concept in weaponry when unveiled during the Star League era. Rather than delivering a single sustained discharge of directed energy at the enemy, a pulse laser uses a rapid-cycling burst of discharges. The multi-beam/rapid-fire nature of pulse lasers allows ablating armor to disperse before additional pulses arrive, unlike a standard "single-bolt laser" that may waste most of its energy literally "scorching the paint" of the target, thus markedly increasing pulse laser accuracy. For Inner Sphere pulse lasers of medium and large class, however, this increased accuracy is at the expense of one-third the functional range of the laser system compared to standard lasers of the same classification. Clan pulse lasers, owing to their continued improvement and lack of technological decline over the centuries, are superior to both their Star League counterparts and the reinvented Inner Sphere weapons of the mid-31st century. Inner Sphere pulse lasers were reborn in the Draconis Combine (again thanks to their reverse-engineering of Star League equipment supplied by ComStar) in 3037, followed by the other three major nations by 3042 and the Periphery in 3054.

MISSILE WEAPONS

Streak short-range missiles, with their ability to conserve ammo by using a targeting laser for the missiles to home in on, were rediscovered by the Free Worlds League in 3035 and the other nations in 3040. Available to the Inner Sphere only in the twin missile rack configuration, it would be nearly 3060 before the technology was successfully integrated to the larger (four and six) missile racks. In addition to the specialized electronics of the targeting system, the missiles require built-in guidance technology and power sources, doubling the cost of ammunition compared to a standard SRM.

The Arrow IV Missile Artillery System is a short-range artillery system. Capable of firing both unguided and guided munitions, the Arrow IV is generally regarded as a superior tactical system, despite its expensive ammunition. While the system was reintroduced by the FedCom in 3046, only the Capellan Confederation had installed the system on a 'Mech by the Clan invasion. The system was manufactured in all nations by the time of the Clan Invasion, though only for field refit kits and vehicle installations.

Target Acquisition Gear (TAG) was developed in concert with the Arrow IV Missile Artillery system. Used for targeting the Arrow IV guided missiles, TAG systems use a small marking laser for the missiles to home in on. All nations of the Inner Sphere were producing TAG systems prior to the Clan Invasion.

The Artemis IV fire control system was reintroduced by the Free Worlds League 3035, shared with the Capellan Confederation in 3040, and fielded by the Combine and Federated Commonwealth by 3045. This enhancement to missile targeting uses a guidance system at the launch point to send constant course correction data to the in-flight missiles to guide them in to the target. The system requires installation of the targeting system on all launchers to receive these benefits, and all ammunition must contain the special power source, control surfaces, and guidance system, which contributes to doubling the cost of such ammo.

The Narc Missile Beacon operates similarly to the Artemis IV system, but instead of installing a control system on the missile launcher, the Narc system uses a special launcher and munition to deliver a homing device onto the target itself. Once a target is struck by a Narc pod, the homing beacon activates and guides specially-equipped missiles to the target, correcting the flight paths in much the same way as the Artemis IV. For large unit actions, the Narc system is much more beneficial, as all friendly units equipped with the proper munitions can benefit from the improved targeting data while Artemis only benefits the unit equipped with that system. The reintroduction dates and routes for Narc are the same as for Artemis IV.

ARMOR SYSTEMS

Basing their work off of Star League materiel obtained from ComStar as part of a political agreement, the Draconis Combine reintroduced Cellular Ammunition Storage Equipment (CASE) to production in 3036; the rest of the Inner Sphere followed by 3045. This system of armor plates facilitates pilot survival by venting catastrophic ammo explosions through the rear of units so equipped. Again, the Inner Sphere version is inferior to that of the Clans, whose system is evidently installed on all units in all body locations without any weight or space penalty, while the weighty IS system can only be installed on torso locations.

Ferro-fibrous armor, a composite system reintroduced to mass production by the Draconis Combine in 3040, allows for more armor to be installed for a given weight. Clan ferro-fibrous armor allows a twenty percent increase in armor protection compared to a twelve percent increase for the Inner Sphere. Eventually applied to aerospace units as a ferro-aluminum armor system, the same limitations apply as for ground units' ferro-fibrous armor. By 3045, all the Successor States were making ferro-fibrous and ferro-aluminum armor.

BALLISTIC WEAPONS

Ultra autocannon (UAC) technology, only available for the Ultra AC/5 starting in the FedCom in 3035, allows twice the firing rate via faster arming circuitry. Though the circuitry is prone to failure that can cripple the weapon, the Ultra AC/5 was manufactured by all Inner Sphere nations by 3040.

A different concept of autocannon improvement, the LB-X variation allows cluster ammunition to be used in addition to large single explosive shells. The NAIS rediscovered the technology with the LB 10-X AC in 3035, with the system available throughout the Inner Sphere by 3040. Neither UACs nor LB-X ACs of other size classifications were developed in the Inner Sphere until the late 3050s. The Clans had access to UACs and LB-X ACs in all classes prior to their invasion, and as with other technologies their systems are superior to Inner Sphere counterparts.

Gauss rifles utilize a different method of delivering destructive projectiles against the enemy. Rather than rely on an explosive chemical reaction to serve as propellant, the Gauss rifle utilizes a complex system of magnets to drive a ferro-magnetic slug at the target. This system requires a system of supercapacitors capable of rapid charge and discharge to drive the projectile. This capaci-

tor system is susceptible to catastrophic failure should it sustain damage; the resulting explosion proceeds similarly to an ammunition explosion and can be contained in the same manner by CASE. The Gauss rifle reappeared in the Inner Sphere in 3040 in the FedCom, Free Worlds League and Draconis Combine, the Capellan Confederation in 3045.

The anti-missile system (AMS) was reintroduced by the FedCom in 3040 and proliferated to its neighbors by 3045, before the Clans arrived. Essentially a recreation of an inefficient Star League system, the AMS uses a sophisticated, compact targeting system to detect and engage incoming missiles using a rapid-fire machine gun. The system is very ammo-inefficient, much more so for the Inner Sphere system than for that of the Clans. Due to the rapid discharge rate, the system is also very heat intensive.

THE CLAN EDGE

BEYOND THE GOLDEN AGE OF MAN

A number of factors contributed to the aura of fear and invincibility the Clans generated during the earliest days of the invasion of the Inner Sphere. However, no single factor did as much to cement their reputation as an unstoppable force as their technological edge. If the BattleMech had become the projection of mankind's power on the battlefield, Clan 'Mechs represented the superhuman. They defied all known technological beliefs about the capabilities of war machines. They were faster, more powerful, and better armored than anything the Inner Sphere could bring to bear. As system after system fell prey to the otherworldly marauders the technology gap seemed like a chasm that couldn't possibly be crossed in time.

DIVERGENT EVOLUTION

At the time of the Exodus General Kerensky's armada had assembled the vast majority of cutting edge war machines found within the ranks of the SLDF. These weapons of war were the most technologically-advanced systems ever designed by man. This vast storehouse of both knowledge and technology vanished down the Exodus Road, leaving the Inner Sphere with few practical examples or blueprints for maintaining such a high level of weaponry—and fewer still of those survived the First Succession War.

The Succession Wars did little to help the issue. In fact, the remnants of Star League technology were hurled into the fray first in the impossible hope of scoring decisive knockout blows. When the initial strikes failed, a centuries-long meat grinder began to gnaw at the industrial bases of every nation in the Inner Sphere. Instead of advancing in technology, the Inner Sphere gave in to a barbarous and endless cycle of warfare that began to erode every facet of human existence. The ability to make even rudimentary BattleMechs or starships eventually wore down to a nub and hung by the proverbial thread.

In stark contrast, the Exodus army had to forge a society out of a culture consisting mostly of warriors. While the forming of the Clans was tumultuous, it lacked the all-out, technology-destroying vigor that the Succession Wars featured. Where the Inner Sphere worked hard to ruin the ability of nations to wage war and produce weapons, the Clans evolved into a dueling culture. Warriors were the most precious of resources, and the tools of the warrior were the focus of their society. The Clans took the pinnacle of human weapon design, the SLDF-era machines and systems, and used them as a basis to design even greater methods of waging war.

FROM WARRIORS BORN

The caste system of the Clans created a culture that prized martial prowess above all other virtues. As such, even for a developing society, warrior training and weapons manufacture received a far greater amount of attention and resource allocation than most cultures would tolerate. The lower castes were ordered to help their warriors ply their trade as efficiently as possible for the glory of the Clan. The structure of Clan society allowed for weapon research and development even in the face of building an infrastructure from the supplies found within the Exodus starships.

The warfare waged by Clan warriors was vastly different than the warfare waged by their Inner Sphere counterparts. The focus of Clan military technology was on making each individual unit as flexible and powerful as possible. Every single unit produced was designed to perform at an unprecedented level of ability.

The individual components became smaller and more lightweight, while capable of unleashing similar or even greater destructive force than the vaunted SLDF machines. Ranges increased along with targeting capabilities. Improvements in speed and structural materials allowed for lighter, faster, more durable weapons of war. Of course the greatest single development was modularity. By making all of the systems in their war machines modular, Clan scientists created the most versatile weapons platforms ever fielded. Clan OmniMechs could radically change their weapons configuration based on their terrain, objectives, and supply situation. Starting literally from nothing, the Clans managed in a few hundred years to radically surpass the Inner Sphere in terms of individual unit capability.

TECHNOLOGICAL ADVANCES

Even more important than the eventual modular nature of Clan systems was the standardizing of Clan industries. Such standardization was a function of circumstance, as opposed to invention, and yet this fact more than any other helped them progress so quickly along the technological curve. Before the Exodus army endured crisis and revolt, they had worked together to establish a semblance of the society they had enjoyed back in the Inner Sphere. Once Nicholas Kerensky established the new society, the castes separated existing industrial facilities and personnel.

With standardization, captured machines were instantly repairable and ready for field use. Captured salvage could be plugged in directly to available pod spaces and sent out to combat once more. Captured technicians and scientists found their new homes and work spaces nearly identical to the ones they had known before. Since the Clans were all working from the same pool of technology, it was warrior skill and ingenuity that spurred a given Clan on to victory and influence.

Beyond the breakthroughs of standardized and modular construction, the Clans achieved many other breakthroughs in military technologies. All components became lighter, and less bulky. Electronic systems became miniaturized which made them smaller, more compact, and able to operate at greater power levels. Drastic increases in energy output became possible. By the time the Clans were ready to invade the Inner Sphere, they did so with an army more advanced and proficient than any in human history.

BALLISTIC WEAPONS

Ballistic weapons became much more prevalent and lethal under Clan engineering processes. Working off of the Star League LB-X Class 10 autocannon, the Clans managed to create Class 2, 5, and 20 versions of the same system. They also managed to slightly reduce the bulk of the system, while increasing the range. Clan engineers cut the weight of Mech-mounted machine guns by a full fifty percent. The Star League pioneered the Class 5 Ultra autocannon; the Clans improved the weight and range of the weapon, and produced Ultra autocannons for the 2, 10, and 20 classes as well. The Class 20 Ultra autocannon is the most dreaded gun in the Clan arsenal. The greatest achievement however, was in the improvement of Gauss rifle technology. The Gauss rifle represented, to many warriors, the single most efficient and lethal gun ever fielded on combat machines. Clan experts reduced the size and weight of the Gauss rifle, without sacrificing an inch of range or a shred of firepower.

ENERGY WEAPONS

The starkest and most terrifying upgrade of a weapon class came in the realm of directed energy weapons. Early on scientists within the Exodus army learned to be fully proficient in directed energy weapons technology. Such systems never required ammunition, nor ammo depots, ammo productions facilities, or reload time. Working with the peak of available human technology, and inspired by the need to create machines that could work without re-supply, Clan weapon engineers unlocked the secrets of energy weaponry. In terms of pure output a new level roughly half-again higher than previously known was achieved. Laser ranges dramatically increased and pulse lasers literally doubled their range capabilities. Extended range PPC's were rebuilt until their damage curve increased a full fifty percent per shot fired. While the heat was unavoidable, the Clans managed to pack much greater firepower, at much longer ranges, into smaller and lighter weapon systems.

MISSILE TECHNOLOGY

Missile technology was another staple of the Exodus army. Clan engineers managed to perfect a rapid-arm mechanism that would allow the missiles to arm the instant they were fired. As such, all notions of minimum range for Clan long-range missiles vanished. The engineers also made the actual launcher systems half the mass of their SLDF predecessors.

While that would have been enough, the Clans did not stop there. They increased the range of the class 2 Streak short-range missile system. This allowed them to expand the Streak class to four and six-tube systems as well. This also allowed Clan machines to conserve ammunition during extended campaigns since only the missiles that locked on actually fired and left the launcher. The Clans continued to manufacture standard short-range missile systems. Like their LRM counterparts, these launchers were reduced in size.

Beyond simple launcher and warhead technology the Clans continued to refine guidance aids for their missile weapons. The SLDF's Narc missile beacon and Artemis IV fire control system were both reproduced with a second iteration offering improvements in terms of weight and size. These systems provided much greater accuracy for fired missiles, but lacked the true lock-on capabilities of Streak systems. The Clans also revamped the Arrow IV artillery rocket system, though it still required the successful marker lighting of Target Acquisition Gear (TAG).

DEFENSIVE TECHNOLOGIES

The Clans made great strides in defensive technologies as well as offensive technologies. Ferro-fibrous armor was made much lighter and less bulky than it had been before. Clan engineers saw a twenty percent improvement in armor per ton over standard armor while actually reducing the frame requirements by fifty percent. Anti-missile systems doubled their effective intercept rate while slightly reducing the cyclical rate of fire. Electronic countermeasure suites designed to interfere with various targeting enhancers and sensor locks benefited from the miniaturization of electronic systems. ECM suites were reduced to literally half their original size and two thirds of their original weight.

The greatest defensive achievement made by Clan designers was in Cellular Ammunition Storage Equipment (CASE). Originally a system that had to be added on to various compartments, the Clans perfected the technique. Clan designers made the CASE system completely seamless and malleable. It could be applied to any compartment, in any geodesic shape, without taking up any substantial space at all. Every single part of a Clan war machine could be protected from internal ammunition detonation. This greatly increased survivability, meaning far fewer machines were scrapped or lost to battle damages.

STRUCTURAL TECHNOLOGIES

The Clans improved on every facet of their war machines, not just the weapons and armor. Many of the cutting-edge technologies pioneered by the Star League were improved over time at the hands of Clan technicians and engineers. Extralight engines were reduced in size by thirty-three percent. Similarly, endo steel internal structure had its considerable bulk cut in half. Clan double heat sinks were also reduced in size to the point that they could be placed in portions of the BattleMech where previously it had not been possible to install them. Even jump jets were made modular so that warriors could choose whether or not such mobility would be advantageous.

Roughly two centuries before the invasion, Clan experts pioneered a radically-improved targeting computer system for their

OmniMechs. The system was bulky, and required a substantial amount of wiring and programming every time the OmniMech changed its weapon load. However, this system proved to be far more accurate than standard targeting computers. In addition, highly-skilled warriors could actually utilize the targeting computer to target specific locations on enemy units. A previously damaged compartment could now be specifically targeted to exploit and increase the damage. While the system was still far from ideal, it did bring a few interesting options to Clan warriors when they designed their weapon loads for a combat mission.

The end result was faster, tougher machines with the capacity to leave much more tonnage empty to mount weapons systems. Since the weapon systems were themselves smaller and lighter, the effect was an increase in lethality that had to be measured in orders of magnitude over the relics left behind in the Inner Sphere. The Clan invasion showed this to be true, when Inner Sphere defenders found themselves helplessly outranged, out-maneuvered, and outflanked in every engagement. If the Clans had fought with the same utter ruthlessness of their Inner Sphere opponents, it is likely they would have reached Terra unhalted. Only their constant desire to show their skill by accomplishing as much as possible with as few troops as possible kept their technological edge from securing their destined victory and reclamation of Terra.

DEATH FROM BELOW

From the early years of the 28th Century the Star League's special forces employed a revolutionary powered armor design, but high costs and technical complexity prevented full-scale deployment in SLDF line formations. The Star League Member States failed to pierce the veil of secrecy surrounding the Terran Hegemony's Nighthawk project and Aleksandr Kerensky's subordinates diligently erased almost every trace before following their general into exile. When the newly-formed ComStar took possession of Terra on the eve of war they discovered fragmentary records and scattered components. The secretive ComStar ensured that Great Houses remained oblivious to the technology's existence and its potential—until the Clans attacked the Inner Sphere in 3050.

Unlike the Great Houses, the Clans retained much of their Star League technological base. While the Inner Sphere was hemorrhaging knowledge in the bloody conflicts that became known as the Succession Wars, the Clans were building upon the storehouse of knowledge carried into exile. Over the centuries the Children of Kerensky developed the powered armor concept to create the far more powerful battle armor. It is little wonder that the stories of encounters with giants clad in powered suits possessing the armor and firepower of a light BattleMech had many Inner Sphere warriors thinking they were facing an alien invasion. Universally considered the King of the Battlefield, the BattleMech was suddenly facing a contender for its crown. Tales circulated of BattleMechs being brought down by packs of Toads (as the Clan Elemental was christened by beleaguered FedCom troops) and gruesome accounts of how these super soldiers could physically rip a 'Mech apart.

CLAN BATTLE ARMOR DESIGN



The origins of the Clans' Elemental battle armor suit can be traced back to the pressurized diving suits used by Clan Goliath Scorpion to exploit the resource-rich oceans on the planet Dagda. Featuring myomer musculature, a self-contained life-support system, and a reinforced body, the Scorpion's design incorporated many of the key components found in today's battle armor. The Scorpions failed to grasp the military potential of their creation, but not the Wolf Clan. After observing the Goliath Scorpion suits in operation the Wolves obtained a few suits and proceeded to experiment. Adding armor, weapons, and equipment, the Wolves unleashed their first prototypes on an unsuspecting Star of Nova Cat OmniMechs in 2868. Completely unprepared for the Wolves' new weapon, the Star of Light OmniMechs was defeated swiftly and the other Clans were left scrambling to acquire this powerful new weapon for themselves.

The early designs were specialized for use in different environments such as space, water, fire, or other hostile conditions—giving rise to the descriptive name Elemental. Ultimately the Clans standardized on the general-purpose design that the Inner Sphere first encountered in 3050. However, it was not until Clan Hell's Horses became involved that the Elemental would truly come into its own. The Horses had been breeding genetically-enhanced conventional infantry troops for years, and they quickly recognized the advantages of equipping these behemoths with battle armor. In a series of Trials of Possession the Wolves and the Horses traded battle

armor designs for iron womb breeding protocols. These trueborn infantry were created with the rigors of battle armor combat in mind and their phenotype took its name from the battle armor they were bred to wear. Many freeborn troops trained to operate battle armor have Elemental blood courtesy of the trueborn Elementals who failed warrior training before entering the civilian castes. When Clan Diamond Shark (formerly known as Sea Fox) discovered HarJel it was incorporated into the battle armor design—greatly enhancing the survivability of the trooper wearing the suit and enhancing the suit's resilience. Consequently the Clans have been able to use armor far lighter than anything the Inner Sphere has yet been able to develop without sacrificing protection. Experiments with fusion-powered suits proved a dismal failure, and so battle armor relies on high capacity battery packs to provide power.

The essentials of the modern Clan Elemental suit differ surprisingly little from the original Wolf design. They share similar types of myomer musculature, power systems, self-contained life support systems, atmospherically sealed bodies, and integral jump jets. The suit's sophisticated medical system monitors the wearer's physical condition and can automatically administer drugs and painkillers as required to keep the wearer both alive and able to keep fighting, and the HarJel system automatically seals suit breaches.

The Elemental's most distinguishing characteristic is the variety of weapons with which they can be armed. Equipped with a modular weapons mount (usually on the right arm—but the suit can be configured to accommodate left-handed users), the armor can be configured with the weapon most appropriate to the current mission parameters. Lasers are the most common selection, but flamers or machine guns are also often employed. The equivalent of the small laser, flamer and machine gun mounted on most BattleMechs, this weapon is supported by a back-mounted detachable short-range missile launcher capable of firing two salvos of two missiles each. Once the Elemental has expended this ordnance, the missile pack can be ejected to improve mobility. Combined, these weapon systems give a single suit of battle armor firepower almost equal to a small BattleMech.

In addition to the heavy weapons, the Elemental is equipped with a powerful battle claw on the left arm (again this can be switched to the right for off-handed troopers). With the strength of myomer musculature behind it, this claw can be used to execute the armor's most terrifying attack. Groups of Elementals can literally rip apart BattleMechs and vehicles in the dreaded "swarm" attack. Neither is the common infantryman safe, for the suit mounts an anti-personnel weapon slung on the arm beneath the battle claw. During the invasion Clan Wolf created a variant of the standard Elemental by removing the missile launcher and some armor to mount additional electronics, power packs and jump jet fuel. Used for long-range strikes against Inner Sphere command assets, these suits soon earned their Headhunter designation. Curiously, the Clans have not used their technological superiority to provide their battle armor with the kind of sophisticated stealth systems used by the old Star League Nighthawk power armor. It is speculated that the Clans consider as dishonorable such electronic deception.

The Clans organize their Elementals into groups of five—which constitutes a Point under the command of a Point Commander. Typically each member of the Point is armed identically. As with other Clan formations, five Points make a Star, two Stars form a Binary, and three Stars make a Trinary. To date only the Ghost Bears have been seen to field larger formations of battle armor. Clan battle armor operates in close cooperation with their BattleMechs and they make great use of the unique ability of an OmniMech to carry a Point of battle armor into combat. The Clans refer to a Star of OmniMechs permanently combined with a Star of Elementals as a Nova, and a Trinary of such as a Supernova. Battle armor also provides security aboard Clan WarShips, JumpShips, and DropShips and Elementals receive extensive training in zero-g and space operations as a matter of course. Many new Clan vessels are built with Elementals in mind—with wide corridors facilitating the passage of battle armor troops. Even a single Point of Elementals can make the capture of a Clan vessel a costly undertaking.

Painful experience has taught the armies of the Inner Sphere that the most effective tactic to use against Clan Elementals is to lure them into minefields or confined quarters rigged with demolition charges. Area effect weapons such as bombs and artillery are also highly effective. However it is critical not to let the psychological impact the presence of Clan battle armor cause a commander to focus his attention overly much on the Elemental threat, for the accompanying Clan OmniMechs and OmniFighters represent just as great a danger.

THE INNER SPHERE RESPONSE

As nasty a surprise as the Clan Elemental was to the Inner Sphere, the Clans' complacency over their technological superiority was in turn jolted by the speed with which Inner Sphere scientists reverse-engineered captured suits. The Federated Commonwealth was deploying its first primitive battle armor designs within a year and by the end of 3051 the Draconis Combine had its first battle armor ready to face the Smoke Jaguars and Nova Cats on Luthien. Although individually inferior to the Elemental suit, these Inner Sphere designs have nevertheless proved remarkably effective. Initially Inner Sphere troops equipped with their new suits were woefully lacking in experience, but through trial and error they have started to evolve effective tactical and strategic doctrine.

Although the Inner Sphere has succeeded in replicating the Clans' battle armor technology on the gross scale, some of the finer points still eluded scientists and engineers as they raced to create the first generation of Inner Sphere designs. Most significantly the armor is less efficient and lacks the almost-magical HarJel upon which the Clan suits are so dependent. The Clans' technical prowess in miniaturizing weapons systems gives their Elementals the edge in firepower as well. The challenge of controlling a jumping suit proved so difficult that several research teams chose to eliminate jump jets entirely from their prototypes.

While the Inner Sphere lacks the selective breeding program and the ability to perform genetic manipulation that created the Clans' Elemental phenotype, its larger population base provides an abundant supply of personnel with the prerequisite physical

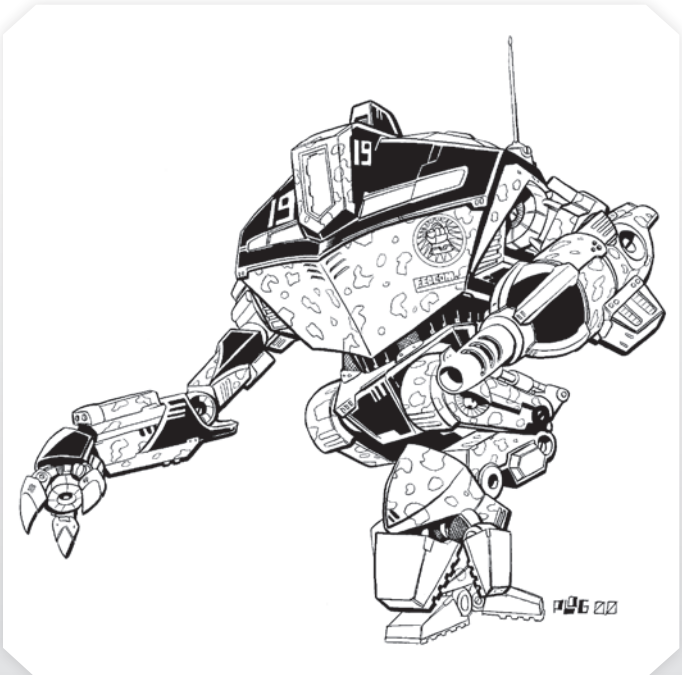
attributes of a battle armor trooper. Indeed the limiting factor on deployment of this new combat arm is not want of personnel, but the limited supply of the suits themselves. The armies of the Inner Sphere deploy battle armor in squads of four troopers (or up to six in a ComStar Level I), with the average platoon comprising four squads. A Federated Commonwealth platoon consists of three squads, while a Free Worlds League platoon can have as many as five. To date the limited supply of suits have prevented the creation of larger battle armor formations.

The Clans have had almost two centuries to perfect the use of battle armor and integrate this potent arm into their military organization. The Inner Sphere, on the other hand, is still struggling with the fundamentals of producing battle armor, training personnel to use it, and training other troops to work effectively with the new battle armor companies where they are actually available.

Transport issues have become an unanticipated headache facing battle armor commanders. Currently lacking homegrown OmniMechs and with captured Clan designs in extremely short supply, the Inner Sphere lacks the ability to operate mechanized battle armor. Few armored personnel carriers are suitable for conversion to carry battle armored troops and none of the available DropShip designs are configured to carry and deploy this new unit type. In time these obstacles will doubtless be overcome (as they were amongst the Clans), but currently they conspire to limit deployment of a weapon system that promises to have as big an impact on Inner Sphere warfare as the BattleMech.

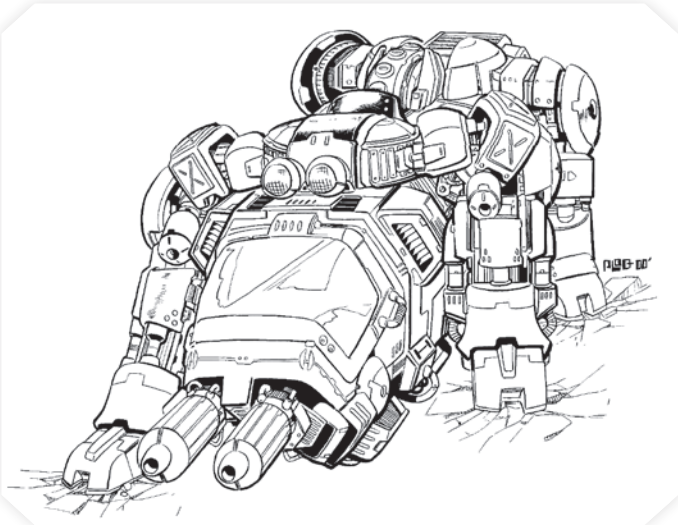
Infiltrator

Picking apart the wreckage of several partial Clan Elemental suits salvaged by Federated Commonwealth troops as they retreated before the might of the Clan juggernaut, the scientists and engineers at the New Avalon Institute of Science used what they had learned to create the Inner Sphere's first battle armor design.



The result was squat and ungainly (earning it the unkind nickname of "Waddle" from the troops who tested it), and in almost every respect it was far inferior to the sophisticated Clan suits. Strengthened myomers give the Infiltrator better ground speed than its Clan counterpart, but its lack of jump jets mean that the Clan suit is faster overall and more agile. Armed with a single grenade launcher, the Inner Sphere suit is hopelessly outgunned by the heavier Clan suit, and armor protection is likewise inferior and compounded by the lack of HarJel.

Offsetting these shortcomings, the Infiltrator lives up to its name by incorporating a new generation of stealth and sensor systems. The suit has virtually no radar or infrared signature—thanks to a mesh of radiation-surprising electronics woven into the armor with diamond-monofilaments. The sensor suite can surpass all but the best Clan equipment. These features combined make the Infiltrator an excellent scout suit with the firepower and armor to get out of trouble.

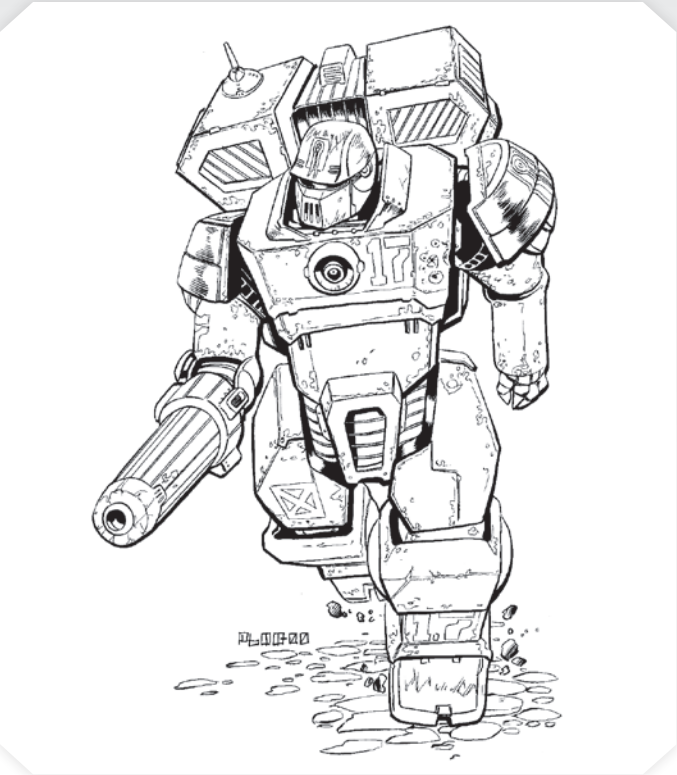


Sloth

While the NAIS was working to reverse-engineer Clan battle armor in the hope of creating an Inner Sphere equivalent (and creating the Infiltrator in the process), in the Lyran half of the Federated Commonwealth engineers from Defiance Industries approached the problem from an entirely different angle.

Abandoning the humanoid configuration of a suit that is worn, the Defiance Industries team created something much closer to a quadruped vehicle. Heavier than a Clan Elemental, the low-slung Sloth lacks manipulators and jump capability. However, its ground speed is a more than thirty kilometers per hour and it is more heavily-armed than a Clan Elemental, with twin lasers and a powerful pop-up mine. Armor protection is less impressive, and the Sloth lacks the sophisticated stealth systems found on the Infiltrator. Based on that used on BattleMechs, the Sloth's armor too bulky and heavy to be truly effective on battle armor.

Despite its shortcomings, the Sloth has acquitted itself surprisingly well in a number of actions—making up for its limitations through sheer raw firepower.



Standard battle armor

The development of the Infiltrator and Sloth represent the Inner Sphere's first stabs at duplicating Clan technology. To many, the true first generation battle armor to enter production was the suit that has become known simply as the standard battle armor.

Continuing the work of studying captured Clan suits, both Federated Commonwealth and Draconis Combine research programs followed converging paths to arrive at what is essentially the same design: a reasonable facsimile of a Clan Elemental. Although still lacking HarJel (a substance that the best minds in the Inner Sphere have still failed to replicate) the standard suit is almost as well-armed and armored as its Clan equivalent. While lacking the missile pack and anti-personnel weapon carried by the Clan suit, the Inner Sphere's standard battle armor is equipped with jump jets as effective as those employed by the enemy.

This battle armor design has spread to the Free Worlds League, Capellan Confederation, and ComStar. Several mercenary commands (notably the Gray Death Legion—who have assisted in field-testing several NAIS prototypes) have also deployed a limited number of battle armor troops. In a bid to differentiate their battle armor from other Inner Sphere forces both the Draconis Combine and Federated Commonwealth are looking at creating their own variants on the basic design. Functionally identical to the standard battle armor suit, the Combine's Raiden and the Federated Commonwealth's Cavalier appear stylistically very different.

Tornado Power Armor (Light)

Neither a true battle armor design nor one derived from captured Clan technology, the lighter Tornado power armor is (like the Clan Elemental) a descendent of the Star League's Nighthawk. When ComStar took possession of Terra it discovered fragmentary records and scattered components from which its engineers developed this power armor design. The result was incredibly expensive to build and operate—with each suit having to be custom-built to fit its operator (unlike both the original Nighthawk and the Clan and Inner Sphere battle armor designs).

Like all power armor the Tornado is very lightly armored. Capable of protecting its wearer from small arms fire, it cannot stand up to heavy weapons. In addition, the suit has no integral weapons, though a pair of armored gloves preserve the wearer's dexterity and allow the trooper to employ conventional infantry arms and equipment. The suit possesses neither exceptional speed nor agility and lacks jump jets. The Tornado's greatest asset is its sophisticated stealth systems. Based on Star League technology, they are superior to those found on the Federated Commonwealth's Infiltrator, and their effectiveness is further enhanced by the use of an adaptive camouflage system integrated into the armor of the suit itself. These features make the Tornado perfect for covert operations—which is precisely how ComStar has employed the suit.

THE FUTURE

Already the Inner Sphere powers have embarked on programs to develop new and more powerful second-generation battle armor designs. Still on the drawing board, these suits cannot match the Clan's well-rounded Elemental. However, by creating a range of diversified designs the Great Houses may succeeded in narrowing the Clans' margin of superiority sufficiently to spur the invaders into creating their own next generation of battle armor.





CLAN INVASION CAMPAIGN: 3050-3052

Era Report: 3052 provides a campaign framework that allows players and gamemasters to run either Clan or Inner Sphere forces through the Clan invasion during the years of 3050-52. Each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may repair and rearm their units in between each track and also choose what direction they wish their force to take. Players may use the Random Assignment Tables on pp. 152-156 to build the force they have decided to play, or can use their own custom force structures.

Because the player group decides which route to take between tracks, this campaign can be replayed often, with different tracks, forces, and even outcomes every time. Additionally, players can choose to just play a track as a stand-alone game if they desire. Ultimately, the route, gameplay and depth of detail are up to each group of players.

Record Sheets: The *Clan Invasion Campaign: 3050-52* assumes that players have access to the *BattleTech Introductory Box Set* and *Total Warfare*, the Tournament rules reference. Many more units are available in resources such as *Technical Readout: 3050 Upgrade*, *Technical Readout: 3039*, and the many *Record Sheets* PDFs and print books available at your local game store.

www.classicbattletech.com: This is the official website for *BattleTech*, where players can get the lowdown on what's happening in the *BattleTech* universe, be the first to preview new products, download exclusive *BattleTech* files, exchange ideas with other fans from around the world and more!

TRACKS

There are two types of tracks in the Clan Invasion campaign: Mission and Touchpoint.

A *Mission* track is recognizable by the title of the track, where the mission profile is simply stated—i.e. "Recon" is a generic track focused on reconnaissance. Mission tracks may be played as many times as the players wish.

A *Touchpoint* track deals with a specific event that occurs during the invasion and is playable by either Clan or Inner Sphere forces. Touchpoint tracks do not need to be played in order to finish the campaign, but they do bring a level of detail to the campaign and players will find their campaign experience that much richer if used. Once a Touchpoint track has been used, it may not be repeated during the course of the campaign. The only exception is the Touchpoint: Tukayyid track, which should be played twice.

Both Mission and Touchpoint tracks follow the same format, though more detail is given in Touchpoint tracks. Each track contains Game Set-Up information, Warchest cost, Options, Objectives, the base Warchest reward and any Special Rules in use.

Game Set-Up gives details on how to set up the battlefield, including the starting locations for both sides. The player's opposition is also detailed, with instructions on which portion of the Random 'Mech Assignment Tables (see pp. 152-156) to use and a small table to use to determine the total number of units. Players are not required to use these tables or forces unless specified by the track—they are there only to provide a quick reference for those players who prefer to get started quickly.

The *Warchest Point System* (see p. 110) describes in detail how many Warchest Points (WP) a track costs, additional bonus options that may be used to add difficulty (and as a result, more WP) and the objectives that net the players additional WP if attained. Bonuses only accrue if the bonus option is applied to the track and the players attain at least one Objective. The WP reward gained is listed at the end of the objective's description. The reward is only achieved if the Objective is completed. Objective rewards can accumulate.

The *Next Track* section indicates the next track options from which the players may choose. In order to gain the most fun from their campaign experience, players should restrict their choices to just those tracks listed. Touchpoint tracks also include a brief fictional introduction (to help "set the mood") and an in-universe report that sets up the situation. Depending on which type of force the players are using (Clan or Inner Sphere) they'll want to follow one of the Next Track options for their faction.

PLAYER FORCE SIZE

A player's force may be the Attacker or Defender in each track, as defined in the track's description. A suggested size will be indicated for the players to use—it is up to them to select the units they feel are best suited for each Mission or Touchpoint. For added enjoyment, players may opt to track their own player-units and create a realistic "campaign" feel. At the discretion of the gamemaster, additional units may be added, but in consequence, additional units may be added to their opposing forces for a semblance of fair play.

For help in creating and balancing larger force sizes, see the *Chaos Campaign* free PDF download from www.classicbattletech.com.

OPPOSING FORCES

Each track will indicate how to determine the composition and type of the opposing force. If the player's force size is within the recommended size listed, no modifications are required to increase the opposing force's size. However, if the gamemaster chooses to increase the player's allotted force, he should also increase the size of the opposing force to keep the game as balanced as possible. For help in creating and balancing larger force sizes, see the *Chaos Campaign* free PDF download from www.classicbattletech.com.

There are three types of forces that may oppose a Clan player's force: Militia, House, and Mercenary. Inner Sphere players will face either Frontline or Second-Line forces. The type of force determines the skill level of the opposition. For each track, the Force

Composition Table will indicate the type of force to be used. To determine that force's skills, refer to the following table, unless the track specifies otherwise.

Opposing force composition is rolled from one of the tables on pp. 152-156. Players running Inner Sphere groups will use either the House or Mercenary tables, while players running Clan groups will use either the Clan tables, unless the track indicates otherwise.

FORCE COMPOSITION TABLE

FORCE TYPE (INNER SPHERE)	FORCE TYPE (CLAN)	SKILLS
Militia	—	Gunnery 5, Piloting 5*
Mercenary	Second-Line	Gunnery 4, Piloting 4*
House	Frontline	Gunnery 3, Piloting 4*

* Clan players should reduce the Piloting/Gunnery skills of Green, Regular, and Veteran warriors by 1 (only one skill—either Piloting OR Gunnery—may be reduced in this way).

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

FORCED WITHDRAWAL

Under the Forced Withdrawal rule, crippled units must retreat from the battlefield (when damage has rendered them useless or they are in imminent danger of being destroyed; see *Crippling Damage*, below). A unit making a forced withdrawal must move toward the edge of the map board designated for the scenario. However, a unit need not spend Running MP; it can move backward if the controlling player wishes.

Withdrawing units may not directly engage an enemy unit, though they may add their firepower to help cut it down. Any enemy unit that closes within range of a weapon or physical attack by a withdrawing unit may be targeted as well. The following guidelines cover the many circumstances that may occur. Within these guidelines, the gamemaster's decision is final.

Crippling Damage: Any non-player unit that suffers crippling damage must withdraw from the map board. Unless otherwise stated in the *Special Rules* section, crippling damage is defined as follows:

• A BattleMech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; the 'Mech takes one gyro and one engine critical hit; or it loses the use of its sensors. Internal structure damage in three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage if that location still has front armor), or four or more pilot hits, also renders a 'Mech crippled, as do the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.

• All of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage.

PLAYING YOUR GAMES

The *Clan Invasion Campaign* has been designed to carry small player-character units through battles set during the Clan Invasion, but players are not required to follow it exactly. Instead, players and gamemasters should feel free to adjust or adapt the tracks and rules as they see fit to enrich their own games.

For instance, most tracks are built to not involve units larger than a lance or company, Star or Binary. This is to keep the size of the games to a manageable level and increase the speed of gameplay and progression through the campaign. If players wish to use larger units, or add more complexity to their games, we encourage them to visit www.classicbattletech.com and download the free *Chaos Campaign* rules set in PDF, which expands on the Tracks and Warchest system used here. *Chaos Campaign* includes a more robust and detailed structure for using Warchest points in between tracks that provides more realistic campaign play.

Players using larger forces may wish to use the Random Assignment Tables and Force Composition Tables found in *Total Warfare* to quickly generate lances and Stars, companies and Trinaries, and assign them applicable Skill Levels. These resources can be added to the existing *Clan Invasion Campaign* without taking away from the gameplay modeled within it.

For Clan players it would be helpful, in addition to reviewing *Playing the Clans* (p. 156) to read the in-depth descriptions of the various Clan Honor Levels and fighting practices found in *Total Warfare* (p. 272) as well as refer to the sourcebooks *Wolf Clan, Jade Falcon Clan,* and *Invading Clans* for a wealth of information about the historical events of the Clan invasion and the styles and histories of the Clans involved.

The most basic rule of any of these system is to have fun; whether you choose to follow the simplified rules presented in *Era Report: 3052* or adapt the more detailed rules of *Chaos Campaigns* or even construct a full-fledged *A Time of War* role-playing campaign is up to you and your gaming group, and we encourage you to choose whichever option you desire.

• BattleMechs that are immobilized—usually through leg or gyro damage—are shut down and typically abandoned (though abandonment places the pilot at the mercy of the battlefield). Only the most fanatical warriors or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element to keep fighting.

SALVAGE

Salvage is the taking of destroyed/crippled equipment remaining on the battlefield at the end of a track. In general, and unless a track's special rules state otherwise, players who achieve at least one Objective in a track may claim all battlefield salvage in any area where their forces participated.

Players may not claim salvage after battles in which they did not participate or were forced to withdraw (see *Forced Withdrawal*, above). Salvage may be sold using the Warchest system (see *Selling Units*, p. 111).

OFF-MAP MOVEMENT

Some forces are proficient in tactical movement behind the lines of combat. Commands with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. A player may only use this ability if the scenario type allows for it.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running MP rating (rounding fraction up). The result is the minimum number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

WARCHEST POINT SYSTEM

The *Warchest Point System* is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers or acquire a BattleMech.

GETTING STARTED

Regardless of how the group comes to the table, the players' forces begin the *Clan Invasion: 3050-3052* campaign with 100 Warchest Points (WP). Players choosing a Clan force should note that while the Clans do not operate under the same logistical concerns that the Inner Sphere does, they must still adhere to reality—whatever a Clan warrior wants is not always available. To illustrate this, Clan players use the same Warchest Point values as Inner Sphere players.

WARCHEST AND TRACKS

Each track has a WP cost that covers the transportation, incidental costs, connections and reputation required to participate in that track. This cost appears in the Warchest section of each track and must be paid before beginning the track. In addition, all tracks have objectives with a WP value listed in parentheses. Players gain (or lose, if the WP value is negative) those points if they complete that objective.

Finally, each track includes one or more optional bonuses with a WP value listed in parentheses. Players gain those points if they choose to subject themselves to the listed environmental or operational situation. A player may elect to use all, none or some of the listed optional bonuses. Players only gain WP from optional bonuses if they attain at least one Objective during the track.

All these points go in the Warchest. Between tracks, players may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. Players may not spend WP during a track. Keep in mind that the next track must also be paid for from the Warchest.

WARCHEST DEBT

If the players lack enough WP to purchase any tracks available to them, they may go into Warchest debt in order to participate in the next track. Players may NOT purchase services and equipment on Warchest debt.

As the players gain WP during the track, they can use these points to pay off the debt until the Warchest rises to a positive number. If debt still exists after that track, players must sell off assets until the force can purchase its next scenario. Players may not go into Warchest debt twice in a row. If a force is so far in debt that it cannot pay for a new track, the gamemaster may decide that the force is too damaged to maintain fighting cohesiveness. That force is then "retired" and the campaign is considered finished. Another option is to have the force spend a large amount of time repairing and refitting, forfeiting an entire track in order to carry out the necessary repairs. If a gamemaster decides on this course of action, the players may re-enter the current campaign arc at a point beyond the track where they got stuck. To do this, choose a track from the options presented under the Next Path guidelines for the track the players would have carried out. In addition, the gamemaster will select one of the optional bonuses listed in the *Warchest* section and apply it to the track, but the players will not receive the bonus WP. If the players or gamemaster select additional options, the players receive WP for them as normal.

WARCHEST POINTS BETWEEN TRACKS

In order to spend WP between tracks, players only need to consult the Supply Table (see right) and purchase what they need for their force. To purchase a BattleMech, look on the appropriate reinforcement table for the player's force. Each 'Mech purchased in this way comes fully armed but with empty ammunition bins.

An expanded and more flexible rules set, using Support Points, is available in the free *Chaos Campaign* PDF. This expansion allows players to track more completely and more rationally the actual cost of their precise equipment and actions and is highly recommended for any players who wish to add more realism to their campaigns.

SELLING UNITS

Units may also be sold by players in order to make ends meet. To sell a 'Mech or vehicle, locate the appropriate weight class on the Unit Repair Table and cross-reference its current condition with the Damage type. Subtract this number from the Average Unit Cost table, below. The difference is the total number of WP gained from selling the unit.

To maintain the disparity between technologies, each player must modify any selling attempts of the opposite faction's equipment. Clan players must discount the final value by 25% (rounded up) of any Inner Sphere equipment they attempt to sell. Inner Sphere players must increase the final value of any Clan equipment they attempt to sell by 50% (rounded down).

SUPPLY TABLE

AMMUNITION	WP COST
Ballistic, per ton	5
Missile, per ton	7
PILOT RECRUITMENT	**WP COST**
Green (Piloting 6, Gunnery 5*)	15
Regular (Piloting 5, Gunnery 4*)	30
Veteran (Piloting 4, Gunnery 3*)	60
Elite (Piloting 4, Gunnery 2*)	100

*- Clan players should reduce the Piloting/Gunnery skills of Green, Regular, and Veteran warriors by 1 (only one skill—either Piloting OR Gunnery—may be reduced in this way).

AVERAGE UNIT COST TABLE

BATTLEMECH	VEHICLE*	INFANTRY†
75	15	15
120	35	—
150	75	—
200	120	—

* The Clans do not employ vehicles in this campaign.
† IS infantry unarmored, Clan battlesuit.

REPAIR TABLE*

WEIGHT CLASS	DAMAGED ('MECH/VEHICLE)	CRIPPLED ('MECH/VEHICLE)	DESTROYED ('MECH/VEHICLE)
Light (20-35 tons)	15/3	30/6	45/9
Medium (40-55 tons)	30/6	45/15	60/25
Heavy (60-75 tons)	60/15	75/25	80/40
Assault (80-100 tons)	80/20	100/40	125/75

* Infantry units may not be repaired

Marco needs to sell his Inner Sphere force's crippled Trebuchet *in order to gain enough WP to go on another mission. The* Trebuchet *is 50 tons, which makes it a medium-class BattleMech. Locating that row on the Unit Repair Table, Francis finds that the cost to repair a Crippled unit is 45. Because he is selling the* Trebuchet*, he then subtracts 45 from the average Unit Cost number for a medium BattleMech, which is 120. (120-45=75) The player gains 75 WP and removes the* Trebuchet *from the force's roster.*

Brian is in dire straits with his Clan force and decides to sell his pair of salvaged, crippled BattleMasters. *Cross-referencing the unit's status on the Unit Repair Table, he finds the pair of assault 'Mechs have an initial repair cost of 200 W. To sell them he gains an initial value of 100 WP (two assault 'Mechs on the Average Unit Cost Table = 150 WP each, or 300 combined (300 – 200 = 100 WP) but since he is a Clan player selling Inner Sphere units, he must reduce that total by 25% (100 WP x .75 (25%) = 75 WP) and so banks 75 WP as he removes the two crippled assault 'Mechs from his roster.*

Additionally, players may attempt to repair salvaged units. To do this, determine whether the unit is a Crippled Unit (p. 109, *Crippling Damage*) or a Destroyed Unit (see *Destroying A BattleMech* in the *BattleTech Introductory Box Set*, p. 32). If the unit does not fall under either category, then it is considered a Damaged Unit. If a 'Mech has received no damage whatsoever (and only expended ammunition), it is considered "new" and not in need of repair. Once the 'Mech's status is known, follow the rules for Repairing Units, below.

REPAIRING UNITS

To get the unit into fighting trim, cross-reference the 'Mech's weight class and Damage type on the Unit Repair Table to determine the appropriate WP cost. Any unit repaired back to operational status in this manner has empty ammo bins and must purchase ammunition separately.

Clan players attempting to repair Inner Sphere equipment must pay a 25% penalty to locate equipment outside of their supply chain. To reflect this, adjust the repair cost up by 25% (multiply the value shown by 1.25 and round all decimals up).

Inner Sphere players attempting to repair Clan equipment must pay a 100% penalty to locate equipment outside of their supply chain. To reflect this, adjust the repair cost up by 100% (multiply the value shown by 2 and round all decimals up).

CLAN WEAPONS AND EQUIPMENT (ADVANCED)

Inner Sphere players may opt to modify their unit's units by including any of the listed Clan equipment (see Clan Weapons and Equipment, p. 304, *TW*) on their 'Mechs. Since adding new and relatively misunderstood technology to existing designs is extremely tricky, an additional WP cost is associated with the installation of this equipment (see the Clan Cost Table, below). Any items not shown on the list (engines, armor, or structure) are not available. To add this equipment, players will need to follow the rules found in the *BattleTech Rulebook* found in the *BattleTech Introductory Box Set*, which are not covered in this product. The WP cost is in addition to the standard repair cost for the BattleMech.

If the Clan equipment is successfully installed on the player's 'Mech or vehicle, then it is considered standard and is repaired per the standard repair costs.

SUPPLY TABLE

AMMUNITION	WP COST
ER Lasers	100
Pulse Lasers	150
Gauss Rifle	400
LRM	200
SRM	150
Streak SRM	250
Ultra/LB-X Autocannons	250
Double Heat Sink	75 (each)
Active Probe/ECM	200

HOW TO USE THE CAMPAIGN

This campaign is designed to be played with a minimum of two players—one player uses either the Clan or the Inner Sphere force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a single person gamemaster (GM) and spearhead track setups and answer any rules questions that may arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare, Tactical Operations,* or *Strategic Operations.* An ideal example is using the buildings rules from *Total Warfare* during certain tracks, or the advanced weather and environment rules from *TacOps* and *StratOps*. If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided by either group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

To give an idea on how this campaign system can be run, the following example is provided.

THE SETUP: INNER SPHERE

CAMPAIGN RULES

Players using Inner Sphere for this campaign have access to all of the units listed on their faction's Random Assignment Tables (see pp. 152-156). However, if the player unit is already constructed (a mercenary group, say, or a small House command) they may elect to use their initial units and use the RATs for supplement in repair or expansion.

Players may begin the campaign with one of the following tracks: *Probe, Defend*, *Fighting Withdrawal*, *Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*. When determining Opposing Forces, the rolling player may choose from the Random Assignment Tables of whichever Clan the planet lies in the path of (see maps on pp. 43, 47, 51 and 55) and must declare which table is being used before rolling.

THE SETUP: CLAN

CAMPAIGN RULES

Players using Clan forces for this campaign have access to all of the units as listed on whichever Clan's Random Assignment Table they wish to play. Note that the Clans in this era do not employ conventional vehicles in combat—only BattleMechs, OmniMechs, and armored infantry Elementals.

Players may begin the campaign with one of the following tracks: *Probe*, *Recon*, *Assault*, *Trial of Possession, Trial of Position, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*. When determining Opposing Forces, the rolling player may choose from either the House being attacked or Mercenary tables (see pp. 152-156) and must declare which table is being used before rolling.

RUNNING YOUR GAMES

While players and gamemasters are free to design and play these tracks (and the campaign as a whole) however they wish, a basic method may be played to give players some feel for the actual events of the Clan Invasion. The beginning enumerated in *The Setup* above offers one way to launch your player groups into the campaign; certainly enterprising gamemasters and players can find their own ways in, and the *Next Track* section of each offers suggestions of where to take the player-character groups after they've finished that track. The *Mission* tracks may be combined, replayed, or skipped in any order you wish: since they represent experiences rather than specific engagements there will be little repetition.

It is recommended that players proceed through the Touchpoint tracks in some order, however, since each world corresponds to a certain wave of the invasion or a certain time. For instance, all of the *Mission* Tracks list several First Wave worlds as *Next Track Touchpoint* options—once the players have played *Touchpoint: Damian*, for example, the GM can simply replace that one with a later *Touchpoint* and repeat that replacement until they've cycled through all they intend to play.

MISSION: RECON

The captain sent us out here to see what we could learn from these invaders' landing zone—but we can't get too close. The first patrol never made it back.

We must find some sign of the honorless Spheroid defenders soon, or else we will be forced to break our bid and call down an aerospace Point to locate them!

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to four (Inner Sphere) or five (Clan) units. The Attacker chooses his forces first and may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force and is determined after the Attacker has chosen his forces. To determine the Defender's Force Composition, roll 1D6 on the following table. Add +1 to the roll if the previous track engaged a militia force.

The Defender sets up half of his force (rounded down) on the board. The rest of the Defender's force enters from their home edge on the beginning of Turn 3.

WARCHEST

Track Cost: 50 WP

Optional Bonuses:

+25 Rain: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall.

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. ID / Scan all of the Defender's force. Scanning must be done within 4 hexes of an enemy unit at the end of the Movement phase and in lieu of any attack. (**Reward: 75**)

2. Escape! At least half of the Attacker's force must survive and exit the Attacker's home edge after eight turns. (**Reward: 25**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender's force is leery of a full-press engagement and follows the *Forced Withdrawal* rules (see p. 109) during this track.

NEXT TRACK

Inner Sphere: *Recon, Strike, Defend, Hold in Place, Fighting Withdrawal, Probe, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian.*

Clan: *Strike, Assault, Flank, Probe, Beachhead, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian.*

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light	5 Light*	Militia/Second-Line
2	3 Light, 1 Medium	4 Light, 1 Medium*	Militia/Second-Line
3	3 Light, 1 Medium	3 Light, 2 Medium*	Mercenary/Frontline
4	2 Light, 2 Medium	3 Light, 2 Medium*	Mercenary/Frontline
5	1 Light, 2 Medium, 1 Heavy	2 Light, 3 Medium*	House/Frontline
6	2 Medium, 1 Heavy, 1 Assault	1 Light, 2 Medium, 2 Heavy	House/Frontline
7	1 Medium, 2 Heavy, 1 Assault	3 Medium, 2 Heavy	House/Frontline

* If both players agree one light 'Mech can be replaced with an Elemental Point

MISSION: DEFEND

Where did these guys come from? I mean, I've seen the holos of old Star League tech, heard the codgers talk about the time this or that pirate came back from the Deep Periphery with some 300-year-old trinket and scared the crap out of everybody, but come on! They shoot from too far, they move too fast, and those Toads are just not fair.

Finally! A few of the Spheroids show a hint of a warrior's heart. Barbarians all, they shunned the batchall*, but we shall face them as true warriors nonetheless!*

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges to enter his force from, designating one as his home edge.

Attacker

The Attacker is a portion of the planetary invader's (or defender's) force attacking the player's force. To determine the Attacker's Force Composition, roll 1D6 on the following table.

The Attacker selects two-thirds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between Turns 4 and 12, as long as at least one operational unit remains on the battlefield.

Defender

The Defender is a portion of the player's force. The Defender may choose up to twelve (Inner Sphere) or ten (Clan) units and must choose his units before the Attacker determines his.

The Defender begins the game with all units on the battlefield. No unit may be within eight hexes of either of the Attacker's chosen edges.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+150 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+100 High Winds: Apply a +2 To-hit modifier to all ballistic and missile weapons-fire, as well as a +2 modifier to all Piloting Skills Rolls. When rolling on the Missile Hits Table, subtract 4 from the die roll; on a modified result of less than 2, the missile attack misses the target.

+100 Surprised!: The Defender rolls initiative with a –4 modifier for the first ten turns.

OBJECTIVES

1. Select destruction. Destroy all of the Attacker's force that entered the game on Turn 1. (**Reward: 300**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's force follows the *Forced Withdrawal* rules once half of his force is crippled or destroyed (see p. 109).

Salvage

The *Salvage* rule (see p. 110) rule is in effect if both Objectives are met.

Commander

One of the units on the Attacker's force is a field commander. The Attacker selects one unit of his force and assigns it a Gunnery Skill Level of 3 and Piloting Skill Level of 3. If the unit containing the commander is destroyed, the Attacker must apply a –2 modifier to all subsequent Initiative rolls.

NEXT TRACK

Inner Sphere: *Defend, Fighting Withdrawal, Pursuit, Probe, Strike, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

Clan: *Recon, Probe, Strike, Assault, Flank, Beachhead, Trial of Position, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light, 4 Medium	5 Light, 5 Medium*	Mercenary/Frontline
2	3 Light, 5 Medium	3 Light, 5 Medium, 2 Heavy*	Mercenary/Frontline
3	3 Light, 3 Medium, 2 Heavy	2 Light, 4 Medium, 4 Heavy*	Mercenary/Frontline
4	2 Light, 2 Medium, 4 Heavy	5 Medium, 3 Heavy, 2 Assault	House/Frontline
5	2 Medium, 4 Heavy, 2 Assault	3 Medium, 4 Heavy, 3 Assault	House/Frontline
6	2 Medium, 3 Heavy, 3 Assault	2 Medium, 4 Heavy, 4 Assault	House/Frontline

* If both players agree one light 'Mech can be replaced with an Elemental Point

MISSION: ASSAULT

Finally! The stravag *dogs will stand and face us in honorable combat. Here is where we fulfill the will of the Great Father and the Founder, where we earn our place in the* Remembrance *of our Clan. Here is where we prove the value of our genes!*

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses two edges to enter his force from, designating one as his home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to ten units but need not choose his units before the Defender determines his.

The Attacker selects two-thirds of his force (rounding up) to enter from either (or both) of the selected edges at the beginning of the game. The remaining portion of the Attacker's force may enter at the beginning of any turn between Turns 4 and 12, as long as at least one operational unit remains on the battlefield.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Mission: Recon* or *Mission: Probe* immediately prior to this track.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	4 Light, 4 Medium, 4 Heavy*	Militia
2	3 Light, 5 Medium, 4 Heavy*	Militia
3	3 Light, 5 Medium, 2 Heavy, 2 Assault*	Mercenary
4	2 Light, 4 Medium, 4 Heavy, 2 Assault*	Mercenary
5	6 Medium, 4 Heavy, 2 Assault	House
6	4 Medium, 6 Heavy, 2 Assault	House
7	3 Medium, 6 Heavy, 3 Assault	House
8	2 Medium, 6 Heavy, 4 Assault	House

* If both players agree, each light 'Mech can be replaced by two light vehicles or 3 infantry platoons, or each medium 'Mech replaced with 2 light or 1 medium or 1 heavy vehicle.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+150 Heavy Rains: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall. Additionally, apply a +1 modifier to all Piloting Skill Rolls.

+200 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

+200 Elite Defenders: Assign half of the Defender's units with Piloting 3 and Gunnery 2 Skill Levels.

OBJECTIVES

1. Hammer. Cripple or destroy at least two-thirds of the Defender's force. (**Reward: 400**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. (**Reward: 200**)

3. Bondsmen. If an Elemental Point enters a hex where a destroyed Defender unit is, roll 1D6. On a result of 3-6, the Point captures the pilot (crew) and makes them bondsman. (**Reward: 20 per captured unit** (vehicle crews count as one unit regardless of number of crewmen))

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker achieves the first objective.

Commander

One of the units on the Defender's force is a field commander. The Defender selects one unit of his force and assigns it a Gunnery skill of 2 and Piloting skill of 2. If the unit containing the commander is destroyed, the Defender must apply a –2 modifier to all subsequent Initiative rolls.

NEXT TRACK

Clan: *Pursuit, Probe, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: FIGHTING WITHDRAWAL

In the training cadre they always told us a fighting withdrawal was the most difficult maneuver a military force could undertake: the bad guys shooting at you, your buddies wondering if you're running to the rear to cover them or just running—most of them turn into routs, more often than not.

GAME SET-UP

The Defender places two mapsheets, connecting the two shortest edges together, and designates one of the shorter edges as the Defender's home edge. The Attacker's home edge is opposite the Defender's edge.

Attacker

The Attacker is a Clan force. To determine the Attacker's unit composition, roll using the following table.

All of the Attacker's units enter on Turn 3 from the Attacker's home edge.

ATTACKER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	5 Light*	Second-Line
2	4 Light, 1 Medium*	Second-Line
3	3 Light, 2 Medium*	Frontline
4	2 Light, 3 Medium*	Frontline
5	3 Medium, 2 Heavy	Frontline
6	2 Medium, 2 Heavy, 1 Assault	Frontline

* If both players agree one light 'Mech can be replaced with an Elemental Point

Defender

The Defender consists of part of the player's force. The Defender may assign a maximum of 8 units (10 if four of them are vehicles or infantry).

The Defender enters all of his units at the beginning from the Attacker's home edge.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+50 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+100 Elite Attackers: Assign half of the Attacker's units with Piloting 3 and Gunnery 2 Skill Levels.

OBJECTIVES

1. Gauntlet. Exit at least half of the Defender's force through the Defender's home edge. (**Reward: 400**)

2. Hammer. Cripple or destroy half of the Defender's force. (**Reward: 150**)

3. Challenge. The Defender may challenge the Attacker commander to single combat; if the defender wins, the attacker force goes free. (**Reward: 500**)

SPECIAL RULES

The following special rules are in effect for this track.

Commander

One of the units on the Attacker's force is a field commander. The Attacker selects one unit of his force and assigns it a Gunnery skill of 3 and Piloting skill of 2. If the unit containing the commander is destroyed, the Attacker must apply a –2 modifier to all subsequent Initiative rolls.

NEXT TRACK

Inner Sphere: *Probe, Defend, Fighting Withdrawal, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: RECON-IN-FORCE

I don't know why they haven't come out of there yet—it's not because they're scared of us, that's for sure. Why the major put my lance out here to poke the hornet's nest I don't know… but we have to learn something. *Getting killed by ghosts just won't cut it.*

The Star Captain will see—we will take this barbarian outpost two Points beneath his bid. Waiting on the rest of the Cluster to demonstrate outside the main lines… a coward! True Clansmen do not shirk from combat.

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to four (Inner Sphere) or five (Clan) units. The Attacker may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Apply a –2 modifier to the roll if the previous track was *Mission: Recon* or *Mission: Probe*, to a minimum of 1.

The Defender sets up all forces on the half of the battlefield closest to the Defender's home edge. Additionally, the Defender designates three hexes as buildings. These buildings are considered to be two levels tall and indestructible. The buildings may be placed anywhere on the Defender's half of the battlefield (in the area where the Defender's forces are set up).

WARCHEST

Track cost: 50 WP

Optional Bonuses:

+25 High Winds: Apply a +2 To-hit modifier to all ballistic and missile weapons-fire, as well as a +2 modifier to all Piloting Skills Rolls. When rolling on the Missile Hits Table, subtract 4 from the die roll; on a modified result of less than 2, the missile attack misses the target.

+25 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

OBJECTIVES

1. ID/scan all of the Defender's buildings. Scanning must be done within 2 hexes of an enemy unit (4 hexes if a 'Mech is equipped with a Beagle Active Probe) and in lieu of any attack. (**Reward: 100**)

2. Seek and destroy! At least half of the Defender's force must be crippled or destroyed. (**Reward: 50**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 110) is in effect for the end of track if the Attacker achieves both Objectives.

Off-Map Movement

The Attacker may assign up to half its force with Off-Map movement orders (see pp. 192-193, *TO*). This may only occur once during the track.

NEXT TRACK

Inner Sphere: *Probe, Strike, Defend, Hold in Place, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

Clan: *Probe, Strike, Assault, Flank, Recon-in-Force, Beachhead, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light*	5 Light*	Militia/Second-line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
3	2 Light, 2 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	1 Light, 3 Medium*	2 Light, 3 Medium*	Mercenary/Frontline
5	4 Medium	1 Light, 4 Medium*	House/Frontline
6	3 Medium, 1 Heavy	5 Medium	House/Frontline

* If both players agree up to three light Clan 'Mechs can be replaced with Elemental Points, or two Inner Sphere light 'Mechs with two medium vehicles each.

MISSION: PROBE

The colonel wanted to go right in… "Show them our 'Mechs, boys, and we'll push them right back off our world." Well, we were right behind him—right until his 'Mech went up, and we went the other way. Maybe we can poke a bit at the sides.

It is impossible to lure these Spheroid barbarians to an honorable battle. We must fight them where we find them, in whatever strength we find them—else we will still be here looking when some other Clan takes Terra.

GAME SET-UP

The Attacker places two mapsheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to six units. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) anytime after Turn 5.

Defender

The Defender is a portion of a House line force. Roll 1D6 to determine the composition of the Defender's force.

The Defender sets up all but one unit on the half of the battlefield closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of Turn 7.

WARCHEST

Track Cost: 75 WP

Optional Bonuses:

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Sensor Storm: add +1 to all To-hit rolls due to heavy sensor interference

OBJECTIVES

1. Destroy! Destroy all of the Defender's medium BattleMechs. (**Reward: 150**)

2. Resist! At least half of the Attacker's force must survive ten turns of combat. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is spread thin elsewhere and follows the *Forced Withdrawal* rules (see p. 109) once half of its force is destroyed or crippled. If the defending force is a Clan force, assume the opposition is educated enough to offer *hegira*.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

Inner Sphere: *Recon, Fighting Withdrawal, Defend, Hold in Place, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

Clan: *Strike, Flank, Assault, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
3	2 Light, 2 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	1 Light, 3 Medium*	2 Light, 3 Medium*	Mercenary/Frontline
5	4 Medium	1 Light, 4 Medium*	House/Frontline
6	3 Medium, 1 Heavy	5 Medium	House/Frontline

* If both players agree up to three light Clan 'Mechs can be replaced with Elemental Points, or two Inner Sphere light 'Mechs with two medium vehicles each.

MISSION: BEACHHEAD

My codex will reflect this victory, record my incredible bid and the shame of my compatriots that they were not able to match my feats. The first to attack the enemy positions—the first to take the sacred path back to Mother Terra, and make my Clan the ilClan!

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker then chooses one edge to enter his starting force from and another for his reinforcements. The starting edge is considered his home edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to ten units but need not choose his units before the Defender determines his. The Attacker selects one-half of his force (rounding up) to enter from the starting edge. The remaining portion of the Attacker's force may enter the designated reinforcement edge at the beginning of any turn between Turns 4 and 12, as long as at least one operational unit remains on the battlefield. In order to call for reinforcements, the Attacker must declare the call during the End Phase. Reinforcements will arrive in the Initiative Phase after the following turn.

Defender

The Defender is a portion of the planetary defender's force attacking the player's force. To determine the Defender's Force Composition, roll 1D6 on the following table.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	4 Light, 4 Medium, 4 Heavy*	Militia
2	3 Light, 5 Medium, 4 Heavy*	Militia
3	3 Light, 5 Medium, 2 Heavy, 2 Assault*	Mercenary
4	2 Light, 4 Medium, 4 Heavy, 2 Assault*	Mercenary
5	6 Medium, 4 Heavy, 2 Assault	House
6	4 Medium, 6 Heavy, 2 Assault	House
7	3 Medium, 6 Heavy, 3 Assault	House
8	2 Medium, 6 Heavy, 4 Assault	House

* If both players agree, each light 'Mech can be replaced by two light vehicles or 3 infantry platoons, or each medium 'Mech replaced with 2 light or 1 medium or 1 heavy vehicle.

Add a +2 modifier to the roll if the Attacker failed to complete a successful *Mission: Recon* or *Mission: Recon-in-Force* immediately prior to this track.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

+50 Electromagnetic Storm: add +1 to all To-hit rolls due to heavy sensor interference

+150 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+200 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

+ 200 Elite Defenders: Assign half the Defender's units Gunnery 2, Piloting 3.

OBJECTIVES

1. Destroy! Destroy all of the Defender's medium and heavy BattleMechs. (**Reward: 250**)

2. Hammer. Cripple or destroy at least two-thirds of the Defender's force. (**Reward: 400**)

Special Rules

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker achieves the first objective.

Forced Withdrawal

The Defender's force will not commit to a meatgrinder and follows the *Forced Withdrawal* rules (see p. 109) during this track.

NEXT TRACK

Clan: *Probe, Assault, Flank, Pursuit, Strike, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: PURSUIT

Always they run. Worthless dogs, to flee in terror of our righteous attack. At this rate we will walk across corpses all the way to Terra—if we can ever catch the surats.

GAME SET-UP

The Defender places two mapsheets, connecting the two shortest edges together and designates one of the shorter edges as the Defender's home edge. The Attacker's home edge becomes the opposite of the Defender's edge.

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to five units and may choose his units after the Defender determines his.

At least three-quarters of the Attacker's units enter on the first turn from the Defender's home edge. The remainder will enter from the Attacker's home edge at the beginning of Turn 3.

Defender

The Defender consists of part of a Militia force. To determine the militia's unit composition, roll using the following table.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	4 Light	Militia
2	4 Light, 1 Medium	Militia
3	3 Light, 2 Medium	Militia
4	2 Light, 3 Medium	Militia
5	3 Medium, 2 Heavy	Militia
6	2 Heavy, 2 Assault	Militia

The Defender enters all of his units from the Attacker's home edge.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 tohit modifier to all weapon attacks.

+100 Sinkholes: Roll 2D6 for the first clear hex each 'Mech enters during a turn while using Running MP. If the roll is a 10 or greater, a sub-level 1 sinkhole opens beneath the unit. The player must then make a Piloting Skill Roll with a +1 modifier for that unit to avoid falling into the hole. Players should mark that hex for future reference.

+100 Veteran Defenders: Assign half of the Defender's units with Piloting 4 and Gunnery 3 Skill Levels.

OBJECTIVES

1. Gauntlet. Prevent at least two-thirds of the Defender's force from exiting through the Defender's home edge. (**Reward: 500**)

2. No quarter. Cripple/destroy all of the Defender's forces. (**Reward: 150**)

Special Rules

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 110) is in effect if at least one Objective is met.

NEXT TRACK

Clan: *Probe, Assault, Pursuit, Flank, Strike, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: STRIKE

They're not invincible—they bleed, just like us. Just like those boys in Baker Company. We're going to show them we're not infants, that they can be hurt.

These Spheroids think they can run and hide and we will never find them. As if we have no experience with hidden caches and field bases. As if we were not warriors of the best martial tradition in history. They will see.

GAME SET-UP

The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge. Place 1D6 medium (CF: 45) buildings of Level 1 height at least 10 hexes from the Defender's home edge.

Attacker

The Attacker consists of a small portion of the player force and may use up to four (Inner Sphere) or five (Clan) units. The Attacker may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender

The Defender is a portion of the planetary defender's (or invader's) force. To determine the Defender's Force Composition, roll 1D6 on the following table. Apply a –1 modifier to the roll if the previous track was *Mission: Recon*, to a minimum of 1.

The Defender sets up all forces on the half of the playing area closest to the Defender's home edge. In addition, he designates four hexes anywhere on the Defender's half of the playing area as building hexes. For the purposes of this track, these are medium Level 2 buildings with a CF of 40.

WARCHEST

Track cost: 50 WP

Optional Bonuses::

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Electromagnetic Interference (EMI): Apply a +2 To-hit modifier for all ranged weapon attacks and a –2 penalty to rolls on the Cluster Hits Table (regardless of the weapon system used) made by all units operating within an affected area. This area of effect may cover the entire playing area, or—if the players and/or gamemaster decide—be confined to select mapsheet-sized regions, to represent a more localized phenomenon.

Additionally, all active probes within an EMI-affected region are rendered useless, while ECM systems double their effective range.

OBJECTIVES

1. ID/Scan all of the Defender's buildings. Scanning must be done within 4 hexes of an enemy building at the end of the Movement phase and in lieu of any attack. Scanning may be completed by either spending one complete turn with the target in the range of an operating probe (any equipment with "probe" in the title) or spending two turns within a four-hex radius of a BattleMech or vehicle unit. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. (**Reward: 100**)

2. Seek and destroy! At least half of the Defender's force must be crippled or destroyed. (**Reward: 50**)

DEFENDER FORCE COMPOSITION

1D6 RESULT	INNER SPHERE	CLAN	UNIT TYPE
1	4 Light*	5 Light*	Militia/Second-line
2	3 Light, 1 Medium*	4 Light, 1 Medium*	Militia/Second-line
3	2 Light, 2 Medium*	3 Light, 2 Medium*	Mercenary/Frontline
4	1 Light, 3 Medium*	2 Light, 3 Medium*	Mercenary/Frontline
5	4 Medium	1 Light, 4 Medium*	House/Frontline
6	3 Medium, 1 Heavy	5 Medium	House/Frontline

* One light Clan 'Mech must be replaced with an Elemental Point; two Inner Sphere light 'Mechs with two medium vehicles each.

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 110) is in effect for the end of track if the Attacker achieves both Objectives.

Off-Map Movement

The Attacker may assign up to half its force with Off-Map movement orders (see pp. 192-193, *TO*). This may only occur once during the track.

NEXT TRACK

Inner Sphere: *Recon, Fighting Withdrawal, Defend, Hold in Place, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

Clan: *Strike, Assault, Trial of Position, Flank, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: FLANK

We have the stravag *dogs now—trying to escape, trying to evade our sacred conquest. Their dishonorable tactics will not save them from our embrace; we will bring the Will of the Clans to this world.*

GAME SET-UP

The Attacker places two map sheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small portion of the player force and may use up to five units. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) during the Movement Phase anytime after turn five.

If all the attacking units are destroyed anytime before Turn 4, the reinforcement arrives at the beginning of the following turn.

Defender

The Defender is a portion of a Great House force. Roll 1D6 to determine the composition of the Defender's force.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	4 Light	House
2	4 Light, 1 Medium	House
3	3 Light, 2 Medium	House
4	2 Light, 3 Medium	House
5	3 Medium, 2 Heavy	House
6	2 Heavy, 2 Assault	House

The Defender sets up all but one unit on the half of the playing area closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of Turn 4.

WARCHEST

Track Cost: 75 WP

Optional Bonuses:

+50 Moderate Gale: Apply a +1 To-hit modifier to all missile weapon attacks.

+50 Blowing Sand: Apply a +1 To-hit modifier to all energy and pulse weapon attacks.

OBJECTIVES

1. Destroy! Destroy all of the Defender's medium and/or heavy BattleMechs. (**Reward: 150**)

2. No quarter. Cripple/destroy all of the Defender's forces. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Defender is spread thin elsewhere and follows the Forced Withdrawal rules (see p. 109) once half of its force is destroyed or crippled.

Salvage

The *Salvage* rule (see p. 110) is in effect if the Attacker completes at least one objective and half of the Defender's total force is destroyed or crippled.

NEXT TRACK

Clan: *Strike, Assault, Trial of Position, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: HOLD-IN-PLACE

They told us at the academy there'd be that day when we'd want to draw the line: this far, no farther. I didn't expect to be making that decision here, today, with the captain dead and the major missing and who knows how many of the boys and girls bled out on the ground. But here we are…

GAME SET-UP

The Attacker places two map sheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker consists of a small Clan force. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) during the Movement Phase anytime after Turn 5. To determine the Attacker's unit composition, roll 1D6.

If all the attacking units are destroyed before Turn 4 the reinforcement arrives at the beginning of the following turn.

ATTACKER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	5 Light*	Second-Line
2	4 Light, 1 Medium*	Second-Line
3	3 Light, 2 Medium*	Frontline
4	2 Light, 3 Medium*	Frontline
5	3 Medium, 2 Heavy	Frontline
6	2 Medium, 2 Heavy, 1 Assault	Frontline

* If both players agree, each light 'Mech can be replaced by one Elemental Point.

Defender

The Defender is a portion of the player force, and can use up to eight units. The Defender sets up all but one unit on the half of the playing area closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of Turn 4.

WARCHEST

Track Cost: 75 WP

Optional Bonuses:

+50 Moderate Gale: Apply a +1 To-hit modifier to all missile weapon attacks.

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Blowing Sand: Apply a +1 To-hit modifier to all energy and pulse weapon attacks.

OBJECTIVES

1. Hold the Line! Keep all of the Attacker units from getting closer than four hexes to the Defender's home edge for fifteen turns. (**Reward: 350**)

2. Escape. At least one-third of the Defender's force must retreat off the Defender's home map edge after Turn 15. (**Reward: 200**)

3. Challenge. The Defender may challenge the Attacker commander to single combat; if the defender wins, the defending force achieves all its Objectives. (**Reward: 500**)

SPECIAL RULES

There are no special rules for this track.

NEXT TRACK

Inner Sphere: *Probe, Defend, Hold-in-Place, Strike, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: TRIAL OF POSITION

I will not be held back any longer. A warrior does not tarry when his course is clear: I must take what I want, what I deserve. And these foundlings will not hinder me.

GAME SET-UP

The Attacker places one map sheet in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker is of one of the player characters who wishes to advance in rank and prestige. He sets up within three hexes of his home edge.

Defender

The Defender is up to three opponents to the player character's Trial. To determine the opponents' number and composition, roll 1D6 twice—once for Mass, and once for Experience. On a result of 1-4 on the first (Mass) roll, there is one Defender; on a result of 5, two Defenders; on a result of 6, three Defenders.

The Defenders set up within three hexes of the Defender's home edge.

WARCHEST

Track Cost: 50 WP

Optional Bonuses: None

Experience: For every two successfully completed Trials of Position, the character may improve one Skill Level by 1 point.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	Light	Second-Line
2	Light	Second-Line
3	Medium	Frontline
4	Heavy	Frontline
5	Heavy	Frontline
6	Assault	Frontline

OBJECTIVES

1. Victory! Cripple or destroy all of the Defenders. (**Reward: 150**)

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

This track must be fought according to Honor Level 1 (see p. 267 *TW*).

NEXT TRACK

Clan: *Probe, Recon, Recon-in-Force, Strike, Assault, Trial of Position, Flank, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

MISSION: TRIAL OF POSSESSION

Nicholas Kerensky himself proved the divine right of possession-through-conquest, and I will prove the legitimacy of my claim. No warrior—not Clansman, not Spheroid barbarian—can keep me from what is rightfully mine.

GAME SET-UP

The Attacker places two map sheets in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker is a portion of the player's unit, numbering not more than five units. The Attacker deploys within two hexes of the Attacker's home edge.

Defender

The Defender is a Clan force. Roll 1D6 to determine the composition of the Defender's force.

The Defender sets up all units at the start of play within four hexes of the Defender's home edge.

WARCHEST

Track Cost: 100 WP
Optional Bonuses: None

OBJECTIVES

1. Victory! Cripple or destroy all of the Defenders. (**Reward: 500**)

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

This Track must be fought according to Honor Level 1 (see p. 267 *TW*). If any of the player unit's 'Mechs violate *zellbrigen*, the Trial is forfeited.

NEXT TRACK

Clan: *Probe, Recon, Recon-in-Force, Strike, Assault, Trial of Position, Flank, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION	UNIT TYPE
1	5 Light*	Second-Line
2	4 Light, 1 Medium*	Second-Line
3	3 Light, 2 Medium*	Frontline
4	2 Light, 3 Medium*	Frontline
5	3 Medium, 2 Heavy	Frontline
6	2 Medium, 2 Heavy, 1 Assault	Frontline

* If both players agree, each light 'Mech can be replaced by one Elemental Point.

MISSION: TRIAL OF GRIEVANCE

I will not tolerate this any further. I am not a laborer, to be ordered about. I am not a technician, to spend my hours tinkering and repairing. I am not a scientist, to ponder the imponderable for all the days of my life. I am a warrior.

I will not tolerate it.

GAME SET-UP

The Attacker places one map sheet in any legal position and designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

Attacker

The Attacker is an aggrieved member of the player's unit. The Attacker begins play within two hexes of the Attacker's home edge.

Defender

The Defender is the aggrieving party. To determine the Defender's unit, roll on the Random Assignment Table (**p. 152-156**) for the appropriate Clan, and use identical Skill Levels to the Attacker.

WARCHEST

Track Cost: 25 WP
Optional Bonuses: None

OBJECTIVES

1. Victory! Cripple or destroy all of the Defender. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

This Track must be fought according to Honor Level 1 (see p. 267, *TW*). If any of the player unit's 'Mechs violate *zellbrigen*, the Trial is forfeited.

NEXT TRACK

Clan: *Probe, Recon, Recon-in-Force, Strike, Assault, Trial of Position, Flank, Trial of Possession, Trial of Grievance, Touchpoint: Trell I, Touchpoint: Turtle Bay, Touchpoint: Icar, or Touchpoint: Damian*

TOUCHPOINT: DAMIAN

There's a saying that goes back to a military from pre-spaceflight Terra. It goes "If it's stupid but it works, it isn't stupid". Couldn't be a truer motto for the Omen. A night darker than sin. Engines banked to a millimeter of shutdown. Hundreds of yards of old burlap wrapped around our machines. And sunk in water that actually has ice forming on the top. If this works, we'll be the stuff of HV fame. If it fails, well—odds are we won't live long enough to worry about the if.

"Stravag! Where is that fire coming from!"

"Star Captain, I have nothing on my screens."

"I am aware of that, MechWarrior Kine. If I could see my target, I would be shooting at it, not asking where it was!"

SITUATION
Epic Flats Delta
Damian, Free Rasalhague Republic
27 May 3050

The Ghost Bears failed to find the Black Omen mercenaries when they conquered Damian in March of 3050. Leaving behind a small garrison force, they pushed their frontline forces forward into a second wave. Only then did the Black Omen come out of hiding and wipe out the Ghost Bear garrison force. In May the Bears returned. Already angered by what they perceived as an act of banditry, the Bears' anger exploded after their WarShip was hit by an asteroid. With an entire Cluster of warriors dead the Bears wanted Omen blood.

The Black Omen, for their part, wanted nothing more than to get off Damian and had no intention of just waiting for death to come to them.

GAME SET-UP

Roll one random mapsheet on Table 2: Hill Terrain and one mapsheet on Table 5: Wetland Terrain (see p. 263, *TW*). Place the hill mapsheet above the wetland mapsheet, short edges touching. The Attacker enters from the top of the hill mapsheet. The Defender's home edge is the bottom edge. See Special Rules for Defender deployment.

Attacker

The Attacker consists of elements of the Ghost Bear's Twelfth Bear Chevaliers, Beta Galaxy. Roll 5 OmniMechs on the table below. The Attacker may choose their units from the Ghost Bear or Secondary Invader Random Assignment Table (see p. 155). Two of the Attackers are Piloting 3, Gunnery 2 and three are Piloting 4, Gunnery 3.

ATTACKER

2D6 RESULT	FORCE COMPOSITION
2	Light
3-5	Medium
6-10	Heavy
11-12	Assault

Defender

The Defender consists of elements of the Black Omen mercenary company. The Defender rolls 8 BattleMechs, on the table below, and may choose from any Inner Sphere designs in the Mercenary Random Assignment Table (see p. 153). All Defenders are Piloting 4, Gunnery 3.

DEFENDER

2D6 RESULT	FORCE COMPOSITION
2-3	Light
4-6	Medium
7-10	Heavy
11-12	Assault

WARCHEST
Track Cost: 400 WP
Optional Bonuses:

–200 Night Time Conditions: The battle is fought under Moonless Night/Solar Flare conditions (see pp. 36, *TO*)

+200 First Strike (Defender): On the turn the first Defender reveals their hidden location, the Attacker may not fire during the weapons attack phase.

OBJECTIVES

1. Hammer. Cripple/destroy at least half (round up) of the opposing force. (**Reward: 300**)

2. Annihilate. Cripple/destroy all of the opposing force. (**Reward: 500**)

3. Bell the Cat. (Defender) The Defender must achieve Objective 1 and then exit four or more units off any map edge (all units must exit the same map edge). (**Reward: 500**)

4. Waste Not. (Attacker) The Attacker must achieve Objective 1 without losing more than 1 unit. (**Reward: 250**)

5. Purity of Kerensky. (Attacker) The Attacker must achieve Objective 2 without losing more than 1 unit. (**Reward: 250**)

SPECIAL RULES
Hidden Units

The Defenders may begin the game with all their units hidden on the hill mapsheet, using the *Hidden Units* rule (p. 259, *TW*).

Forced Withdrawal

The Defenders are operating under the *Forced Withdrawal* rules (see p. 109).

Salvage

The Defender receives *Salvage* (see p. 110) from this track if the third Objective is attained. Otherwise the Attacker receives all salvage.

NEXT TRACK

Inner Sphere: *Defend, Fighting Withdrawal, Probe, Hold-In-Place, Touchpoint: Rasalhague, Touchpoint: Sudeten*

Clan: *Assault, Recon, Recon-In-Force, Beachhead, Pursuit, Flank, Trial of Position, Touchpoint: Rasalhague, Touchpoint: Sudeten*

TOUCHPOINT: ICAR

"Holy mother of….! Wilkins! get them off me. Shoot, damn it! They're tearing my cockpit open. WILKINS!"

"Sergeant Wilkins to HQ. HQ, can you hear us? It's like the earth just opened up and the devil marched out. Those things just ripped Boseman from his cockpit. The major was killed by weapons fire before my missiles could ever get a lock. Oh hell! HQ, HQ I've got them on me now. HQ!"

—Final transmissions from Second Battalion, Twelfth Star Guards.

The Active probe on MechWarrior Geetha's Nova *detected their forces hiding behind the columns that dotted the gully. Knowing that they were lurking in wait, I ordered my Elementals forward to distract them. I then shifted my Star to the north, making it possible to hit the Spheroids in their unsuspecting flank.*

After-Action Report – Star Captain Skinner Ward, Fourth Wolf Guards

SITUATION
Pofadder's Gully
Icar, Federated Commonwealth
20 March 3050

The Twelfth Star Guards' second battalion was wiped out in minutes after Clan Wolf hit their landing zone. From there the battle became a desperate race as the Star Guards tried to stay one step ahead of the onrushing wave of Wolf OmniMechs and Elementals. At Pofadder's Gully, Colonel Hannah Caitlin tried to blunt the Clan advance with a carefully-laid ambush.

GAME SET-UP

Roll two maps on Table 2: Hill Terrain (see p. 263, *TW*). Lay the maps side by side, with their long edges touching.

ATTACKER

1D6 RESULT	FORCE COMPOSITION
1	Light
2-3	Medium
4-5	Heavy
6	Assault

Attacker

The Attacker consists of elements of the Fourth Wolf Guards, Alpha Galaxy. The Attacker rolls one Star (5 OmniMechs) for each three lances of Defenders on the table below and rolls on the Clan Wolf Random Assignment table (see p. 155).

Defender

The Defender consists of elements of the Twelfth Star Guard, Third Regiment. Roll on the table below to determine the unit's composition. Roll 1D6 for every Star of Attackers. All Defenders are use the Mercenary Unit Type.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION
1	2 Light, 4 Medium, 4 Heavy, 2 Assault
2	2 Light, 2 Medium, 6 Heavy, 2 Assault
3	6 Medium, 4 Heavy, 2 Assault
4	4 Medium, 6 Heavy, 2 Assault
5	2 Medium, 8 Heavy, 2 Assault
6	3 Medium, 7 Heavy, 2 Assault

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

-**100 Double Blind:** Play is conducted with a third party referee using the Double Blind rules (see pp. 220, *TO*).

+200 Additional Resources: The Attacker may add 5 Elemental Points. The Defender may add 4 tanks rolled on the Mercenary Random Assignment Table.

OBJECTIVES

1. Hammer. Cripple/destroy at least half (Round up) of the opposing force. (**Reward: 300**)

2. Annihilate. Cripple/destroy all of the opposing force. (**Reward: 500**)

3. Hold the line. (Defender) For every turn after 9 that there are operational Defender BattleMechs. (**Reward: 100 (to a maximum of 500)**)

4. Waste Not. (Attacker) The Attacker must achieve Objective 1 without losing more than 1 unit. (**Reward: 250**)

5. Purity of Kerensky. (Attacker) The Attacker must achieve Objective 2 without losing more than 1 unit. (**Reward: 250**)

SPECIAL RULES

The following rules are in effect for this track:

Rugged Terrain

To represent the rugged nature of Pofadder's Gully, treat any light wood hexes as level 1 hills. Treat any heavy wood hexes as Level 2 hills. Add 1 level to all hill hexes. Treat the top and bottom edges of the map at level 12 hexes. In addition the players take turns placing ten counters on the map. Each counter represents a stone column four levels in height.

Forced Withdrawal

The Defenders are operating under the *Forced Withdrawal* rules (see p. 109).

NEXT TRACK

Inner Sphere: *Defend, Fighting Withdrawal, Recon, Touchpoint: Turtle Bay, Touchpoint: Trell I*

Clan: *Assault, Recon, Recon-In-Force, Pursuit, Flank, Trial of Position, Touchpoint: Turtle Bay, Touchpoint: Trell I*

TOUCHPOINT: TURTLE BAY

*"*Sho-sa*! The invaders are closing on your position, you must withdraw or you will be cut off!"*

*"*Iie*! If they reach the starport, we will have failed to alert the Dragon."*

"You are Kurita. You cannot fall to these gaijin*."*

"You are wrong. I am the senior surviving officer of the Fourteenth Legion. My duty is here. If I die, it is the will of the Dragon."

They call us butchers! Us! I watched MechWarrior Stefania's Mad Dog *disintegrate when that* surat*'s cursed truck slammed into her. The entire cargo area must have been packed with explosives. Point Commander William lost two of his Elementals to a mined manhole cover while trying to extract her from her burning machine. They were using their precious city as one long running trap. I had no qualms when Star Captain Furey ordered us to clear a path through those buildings. If these so-called samurai wanted to use the city against us, then we would level it about their ears.*

SITUATION

North Industrial Sector, Edo City,
Turtle Bay, Draconis Combine
30 March 3050

Star Colonel Emile Wimmer's 362nd Assault Cluster won the honor of invading Turtle Bay. Meeting the defending Fourteenth Legion of Vega in the rolling meadows north of the capital of Edo, the Smoke Jaguar OmniMechs and OmniFighters' superior technology shattered the defenders in a few short hours. All that remained were a handful of conventional regiments and the third BattleMech battalion, commanded by the Coordinator's grandson, Hohiro Kurita. Defending the city of Edo, Hohiro had to hold the Jaguars at bay long enough for his technicians to get word of the attack to Luthien.

GAME SET-UP

Lay out four maps in a two by two layout, long edges to long edges. Roll two mapsheets on Table 7: Light Urban Terrain and two on Table 8: Heavy Urban Terrain of the Mapsheet Tables (p. 263, *TW*). The Attacker will enter from the top edge of the maps on Turn 1. The Defender's home edge will be the bottom edge of the map. See Special Rules for the specifics of the Defender's deployment.

Attacker

The Attacker consists of elements of the Smoke Jaguar's 362nd Assault Cluster (Beta Galaxy). The Attacker rolls on the Smoke Jaguar Random Assignment Table (see p. 155). The Attacker should roll (or use, if using a player-group's unit) one Star (5 OmniMechs) for every two lances of defenders. If a medium or light OmniMech is rolled, the Clan player may roll again on the table, with the reroll being taken regardless of the results. In addition, the Attacker may deploy 5 Points of Elementals. The Attacker units are all Frontline Unit Types.

Defender

The Defender consists of a portion of the Fourteenth Legion of Vega's Third Battalion. It's size is based on the Attacker's force size (two lances of 'Mechs for every Star of OmniMechs). For every two lances, add 4 vehicles and 4 platoons of Machine Gun Foot Infantry. One of the BattleMechs is Hohiro Kurita's DRG-1G *Grand Dragon*, with Piloting 3, Gunnery 3 Skill Levels. The remaining BattleMechs are rolled on the Draconis Combine Random Assignment Table (see p. 152), assigning Piloting 4, Gunnery 3 Skill Levels to all 'Mechs. A result of a light 'Mech may be rerolled, with the second result being used, regardless of the outcome.

WARCHEST
Track Cost: 200 WP
Optional Bonuses:

+200 Booby Traps (Defender): The Defender may deploy two wheeled APCs (see p. 17, *TRO: 3039*) equipped with Booby Traps (see pp. 297, *TO*).

+100 Land Mines (Defender): The Defender may deploy five 10-point and five 15-point conventional minefields (see Minefields p. 207, *TO*) in any paved hexes.

+200 Air Support (Attacker): The Defender may conduct three ground attack missions using any configuration of the *Jagatai* OmniFighter (see pp. 190-191, *TRO: 3055 Upgrade*) they choose.

-100 Darkness: Fighting takes place under the Full Moon Night/Glare conditions (see pp. 36, *TO*).

Objectives:

1. Buying Time. (Inner Sphere) Hohiro and his battalion are attempting to buy time for word to be sent to the DCMS High Command. Starting on Turn 11 and every turn thereafter at least one Defender 'Mech remains operational, the Defender receives a reward of 50 points. (**Reward: 50/turn**)

2. Hammer. Cripple/destroy at least half of the opposing force. (**Reward: 250**)

3. Annihilate. Destroy all of opponent's BattleMech/OmniMech force. (**Reward: 250**)

4. Capture! (Clans) If Hohiro's *Grand Dragon* is rendered immobile and a Clan unit occupies its hex by the end of the next movement phase, the Clans have captured him. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Hidden Units

The Defenders may begin the game with all their units hidden in buildings on the bottom two maps, using the Hidden Units rule (pp. 259, *TW*).

The Smoke Jaguar players have are at Honor Level 3 (see pp. 274, *TW)* and the normal Clan prohibitions against combat in urban areas apply. They are allowed to attack buildings, even if a valid target is not located in the building.

Salvage

The Defender receives *Salvage* (see p. 110) from this track if the third Objective is attained. Otherwise the Attacker receives all salvage.

NEXT TRACK

Inner Sphere: *Defend, Fighting Withdrawal, Probe, Hold-In-Place, Recon, Touchpoint: Trell I, Touchpoint: Damian*

Clan: *Recon, Recon-In-Force, Assault, Probe, Trial of Grievance, Trial of Position, Touchpoint: Trell I, Touchpoint: Damian, Touchpoint: Sudeten*

TOUCHPOINT: TRELL I

We came charging into the valley, pushing our machines for all they were worth. My battered old Hermes *was threatening to come apart at the joints from the rough ride and my teeth felt like they were gonna join the old girl. General VanLee had pushed us hard, really damn hard. But coming around that last corner into Chrysalis Pass we all knew the old bastard had done the right thing. We could see the Prince's* Victor, *with no more than a heavily battered company close around him. Between us and Prince Victor were ten of those hellish FrankenMechs. I'd never seen anything like 'em before, but I'd never met a machine that couldn't be broke. And there were forty of us. Those ten machines didn't stand a chance…*

*"*Stravag*! Nova Commander Dante, you will take your Star and engage those interlopers. Cut down that* BattleMaster *first, it appears to be the commander. Star Commander Kern should be arriving shortly and will assist you. I will deal with their prince and should you not be done with your assigned task return to assist you shortly."*

"Aff, Star Captain!"

SITUATION
Chrysalis Pass, Castle Mountains
Trell I, Federated Commonwealth
13 April 3050

Khan Crichell was aware of the importance of the battalion commander of the Twelfth Donegal Guards' second 'Mech battalion. Consequently, he forewent the normal bidding process and assigned three Clusters to the world, led by the elite Falcon Guards. The plan was simple, direct and brutal.

While their intelligence on the Twelfth was admirable the Jade Falcons overlooked the Commonwealth Opposition Force. Commonly known as the Red Brigade, it served as the OpFor in training exercises simulating Free Worlds and Draconis Combine units. The Red Brigade enjoyed a fierce reputation throughout the Commonwealth. This failure of Clan intelligence allowed the Red Brigade to play a vital role in the battle for Trell I.

GAME SET-UP

Roll four Map Sheets on the Table 4: Badlands Terrain of the Mapsheet Tables (p. 263 *TW*) laid out two by two with the narrow edges touching. The Attackers enter from the right hand side in any of the first three hex rows. The Defender deploys within three hexes of hex 0909 on either of the left mapsheets. The Defender's Elementals may begin the game loaded on the Defender OmniMechs.

Attacker

The Attacker consists of elements of the Red Brigade. The Attacker selects 12 units and may roll on either the Federated Commonwealth or Free Worlds League Random Assignment Tables (see pp. 152-153). Alternatively, if both sides agree, they Attacker may choose 4 light 'Mechs, 4 medium 'Mechs, 3 heavy 'Mechs and 1 assault 'Mech from the Federated Commonwealth or Free Worlds Faction Lists. The Attacker skills are Piloting 4, Gunnery 3. Two units may be designated Piloting 3, Gunnery 2.

The Attacker enters from the designated objective edge.

Defender

The Defender consists of a Star of 5 Clan OmniMechs and 5 Points of Elementals from the Fifth Falcon Striker Cluster. The Jade Falcons are Piloting 3, Gunnery 2 Skill Levels.

To determine the unit's composition, roll on the following table.

DEFENDER

2D6 RESULT	FORCE COMPOSITION
2-5	Light
6-9	Medium
10-11	Heavy
12	Assault

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

-100 Defend the Prince (Attacker): Add two more map sheets to the left side of the board. The Attacker adds two BattleMechs, a VTR-9B *Victor* with Piloting 4 and Gunnery 3 and a CRD-3D *Crusader* with Piloting 4 and Gunnery 3, representing Victor Steiner-Davion and his aide Hauptmann Galen Cox. The Attacker adds one heavy OmniMech and Elemental Point.

The Defender deploys in the center two mapsheets. The Attacker *Victor* and *Crusader* deploy in the three leftmost hex rows of the two left maps. The Attacker may deploy two of the starting 12 'Mechs in the same area. Victor and Galen's BattleMechs will be under *Forced Withdrawal* rules at the start of the scenario and must retreat off the left hand map edge. If Victor fails to make it off the map, the Attacker loses 200 Points.

+200 Air Support (Defender): The Defender may conduct two ground attack missions using any configuration of the *Jengiz* OmniFighter (see pp. 194-195, *TRO:3055 Upgrade*) they choose.

+200 Free Shot (Attacker): During game setup all Defenders must deploy facing the left hand side of the map. In the first turn of the game, the Defender Clan forces may not move, but may torso twist. All attacks by both sides apply a +1 To-hit Modifier in the first weapons phase. After Turn 1, play resumes normally.

OBJECTIVES

1. Hammer. Cripple/destroy at least half of the opposing force. (**Reward: 500**)

2. Crossing the Field. The Attacker retreats four or more units off the left map edge. (**Reward: 250**)

SPECIAL RULES

The following rules are in effect for this track:

Rough Terrain

To represent the rugged nature of Chrysalis Pass, treat any light wood hexes as Level 1 hills. Treat any heavy wood hexes as Level 2 hills. Add 1 level to all hill hexes. Treat the top and bottom edges of the map as Level 12 hexes.

Salvage

The Attacker receives salvage from this track if the first Objective is attained. Otherwise all salvage goes to the Defender.

NEXT TRACK

Inner Sphere: *Fighting Withdrawal, Hold-In-Place, Recon-In-Force, Touchpoint: Damian, Touchpoint: Rasalhague*

Clan: *Assault, Recon-In-force, Pursuit, Flank, Trial of Position. Touchpoint: Damian, Touchpoint: Rasalhague*

TOUCHPOINT: RASALHAGUE

Our Prince is safely away and now the burden falls to us. Let not your hearts grow weary, my soldiers. Nor should you lose hope. Rasalhague has defied invasion for centuries. On the blood and honor of ancestors we forged a nation unto ourselves. If these so-called Wolves wish to collar our families, and our world, let them feel the full fury of our wrath. If we are to die here, let it be with our jaws upon their throats"

General Christian Månsdottir, in an address to the remaining forces of Rasalhague on 13 July, 3050

"At last, a battle worth fighting. I have grown weary of the rabble and the whelps who turn and flee at the first hint of combat. Rasalhague may prove to be one world in this stravag *wasteland called the Inner Sphere where a warrior may prove something."*

Star Captain Bryston Radick, Fourth Wolf Guards Cluster

SITUATION

With the Prince safely evacuated, the defenders of Rasalhague locked down and prepared to fight to the very last breath with anything and everything at their disposal. The warriors of Clan Wolf were all-too-willing to oblige, seeing them as little more than desperate, insane bandits bent on destruction at any cost. Any pretense of civilized warfare was set aside, and both forces prepared for a final, decisive confrontation.

GAME SET-UP

The Defender selects two mapsheets. The two map sheets are placed side by side along a long map edge as shown in Example 1 (see p. 264, *TW*).

Attacker

The Attacker consists of forces from Clan Wolf's Fourth Wolf Guards, 279th Battle Cluster and 352nd Assault Cluster. Roll on the following force composition table, or use the Random Weight-Class Tables (see p. 265, *TW*). Specific units should be rolled on the Clan Wolf Random Assignment Tables (see p. 155).

The Attacker chooses a short edge to enter from.

ATTACKER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION*	UNIT TYPE
1	1 Light BattleMech Star	Frontline
2	1 Medium BattleMech Star	Frontline
3	1 Heavy BattleMech Star	Frontline
4	1 Light Star, 1 Medium Star	Frontline
5	2 Medium Stars	Frontline
6	1 Medium Star, 1 Heavy Star	Frontline

* The Attacker may choose to replace a single light BattleMech in each Star with a Point of Elementals. If no light BattleMechs are included in the force, then one BattleMech in each Star may be reduced from heavy to medium or from medium to light in order to include a single Point of Elementals.

Defender

The Defender consists of various forces from the First and Second Drakøns, First & Third Freemen, and Rasalhague Militia of the Royal KungsArmé. Roll to determine the force's composition on the following table or use the Random Weight-Class Tables (see p. 265, *TW*). Specific units should be rolled on the Free Rasalhague Republic Random Assignment Tables (see p. 152).

The Defender may deploy anywhere on the map opposite the clan deployment edge.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION*	UNIT TYPE
1	1 Light Lance, 1 Medium Lance	Militia
2	2 Medium Lances	House
3	1 Medium Lance, 1 Heavy Lance	House
4	1 Light Lance, 2 Medium Lances	House
5	1 Medium Lance, 2 Heavy Lances	House
6	3 Heavy Lances	House

* The Defender may choose to replace 1 light BattleMech lance of with 1 platoon of medium armor, or 1 medium BattleMech lance with 1 platoon of heavy armor.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+100 Dawn or Dusk: Apply a +1 To-hit modifier to all weapon attacks. For every 25 points of heat—on a target unit that tracks heat—apply a –1 To-hit modifier to any weapon attacks. Searchlight-equipped units do not offset this penalty.

+100 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

OBJECTIVES

1. No quarter. Cripple/destroy the entire opposing force. (**Reward: 500**)

2. Hammer. Cripple/destroy at least half of the opposing force. (**Reward: 300**)

SPECIAL RULES

The following rules are in effect for this track:

Backs to the Wall

With nowhere left to run the Defenders are capable of fighting with greater levels of desperation and fervor. All BattleMech physical attacks are made with a +1 To-hit bonus and all Defender MechWarriors add +1 to their Consciousness Checks. However, no defending unit may voluntarily leave the map.

Inner Sphere Dezgra

With utter disdain and shock over the tactics used by the defenders, the Clan Wolf forces are free to abandon all *zellbrigen* and fight in any manner they deem necessary.

Salvage

The winner receives *Salvage* (see p. 110) from this track if either Objective is attained.

NEXT TRACK

Inner Sphere: *Recon, Defend, Fighting Withdrawal, Recon-in-Force, Probe, Strike, Hold-in-Place, Touchpoint: Tamar*

Clan: *Recon, Defend, Assault, Recon-in-Force, Probe, Strike, Pursuit, Flank, Trial of Position, Trial of Possession, Trial of Grievance , Touchpoint: Tamar*

TOUCHPOINT: SUDETEN

Ah, the Clans. The top brass isn't even slightly worried, and neither am I. We've been in bigger scrapes than this. Hell, these idiots apparently dial down their force based on what their opponents bring! Who does that? Nope, this'll be just another day of the Gray Death showing everyone how it's done.

The ComStar worms have indicated that this Gray Death Legion is one of the better mercenary units in the Inner Sphere. That is much like suggesting it is the least putrid piece of refuse on a gigantic pile of rotting excrement. The difference may be measurable, but is entirely irrelevant. At least the majority of the House troops and militia we face fight for a reason that is easier to understand and respect. Mercenaries fight for money, no higher ideals. They are one of the oldest abominations of warfare, a centuries-old stain that we will finally cleanse.

SITUATION
Outskirts of Sudeten Spaceport
Sudeten, Federated Commonwealth
30 September 3050

The Gray Death Legion faced the 124th Striker Cluster of Clan Jade Falcon on Sudeten. The Gray Death Legion fought a layered delaying action, splitting their force into two lines. The first line withdrew shortly after making contact with the Falcons, leapfrogging through the second line, which held until the first force had established a viable combat position again. By not standing their ground too long the Legion avoided destruction and was able to exact a considerable toll on the 124th Striker Cluster.

GAME SET-UP

Use maps from Table 1: Flatlands and Table 6: Wooded Terrain (see p. 263, *TW*) selecting half the maps from each table. Use at least 2 maps per company of Defenders. The Defender picks his starting edge, with the Attacker's edge being the opposite side of the playing area.

Attacker

The Attacker consists of elements of the 124th Striker Cluster. At least one out of every three Points fielded must be an Elemental Point. When creating 'Mech Stars, use the Heavy and Assault Star sections of the Star Weight Composition Table (p. 265, *TW*). The Attacker can only field one Star for every three lances of the Defender. Use the Veteran column of the Random Skills Table (see p. 273, *TW*) to assign skills. When using the player's force, use the same guidelines with regard to total forces used and ratio of Elementals. The Attacker enters from their starting edge.

Defender

The Defender consists of elements of the Gray Death Legion. Use the Medium and Heavy Lance columns of the Lance Weight Composition Table (see p. 265, *TW*) to create the Legion. Use the Elite column of the Random Skills Table (see p. 273, *TW*) to assign skills to the Legion. When using the player force, use 'Mechs only. The Defender enters from their starting edge. The Defender must deploy half his total force at the midway point of the map.

WARCHEST
Track Cost: 400 WP
Optional Bonuses:

+200 Delaying actions: Rather than a limited number of maps, for each row of mapsheets that is added using the Rolling Maps rules (see p. 214, *TO*) the Defender can earn an additional 200 WarChest Points provided he prevents the Falcons from advancing for 6 additional turns.

OBJECTIVES

1. Pound of Flesh. Kill at least half of the opposing force. (**Reward: 600**)

2. Delaying Actions (Defender only). In order to retreat in good order the Legion needs to hold the enemy at bay. For every mapsheet worth of space between the two starting edges, the Legion has to prevent the Falcons from advancing across the Defender's starting edge for 6 turns. (**Reward: 400)**

SPECIAL RULES

There are no special rules in effect for this track.

NEXT TRACK

Inner Sphere: *Probe, Fighting Withdrawal, Hold-in-Place, Touchpoint: Twycross*

Clan: *Beachhead, Pursuit, Flank, Trial of Position, Touchpoint: Satalice*

TOUCHPOINT: TWYCROSS

Twycross. The very name echoes with history. The deeds and events that transpired on Twycross forged the destinies of countless billions of people both within in the Inner Sphere and the Clan worlds alike. Before the Clan invasion, the planet was little more than a remote meteorological curiosity. When the Jade Falcons arrived, Twycross became a legend. It became hallowed ground that men and machine would fight and die for in the years that followed. In those early days of the Invasion, Twycross was a target, nothing more. A target world where the Inner Sphere chose to make a stand that would prove the Clans were fallible, perhaps even beatable. A world where deeds made heroes and sacrifices changed the course of Fate.

For the Jade Falcons Twycross would be an unbearable mark of shame. Can there be any doubt that the Clans learned a hard lesson on Twycross at their cost of their air of invincibility? Can there be any doubt that if not for thrice damned Twycross, the Jade Falcons may have forged a very different outcome for the invasion of the Inner Sphere? Twycross is a name no Jade Falcon will ever forget, nor should they.

—from *Two Sides to Every War*, Dillahunt Press, 3056

SITUATION
Plain of Curtains
Twycross
Jade Falcon Occupation Zone
22 September 3050

The Jade Falcons dropped onto Twycross confident the world would fall like every other they had conquered thus far. The early battles seemed to bear that theory out as the Falcons quickly pacified the world and forced the surviving defenders to evacuate. However, armed with the reconnaissance of the survivors, the Federated Commonwealth launched a counterattack. The outcome of that epic battle would etch the names of many young MechWarriors in the pages of history. The valiant, intense and often chaotic battles in the planet's famed Diabolis sandstorm exposed the first chink in the Clan armor.

GAME SET-UP

The Attacker selects any two mapsheets from Table 1: Flatlands (see p. 263, *TW*). The two map sheets are placed side by side along a long map edge as shown in Example 1 (see p. 264, *TW*).

Attacker

The Attacker consists of forces from the Ninth Federated Commonwealth Regimental Combat Team. Roll to determine the force's composition on the following table, or use the Random Weight-Class Tables (see p. 265, *TW*). All units use the House Unit Type for determining Skill Levels (see p. 109). Groups using player-group units should use forces roughly analogous in size.

The Attacker selects one of the two mapsheets and must deploy all of his forces within 6 hexes of Hex 0809 on the chosen mapsheet.

ATTACKER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION
1	1 Light Lance, 1 Medium Lance
2	1 Medium Lance, 1 Heavy Lance
3	2 Medium Lances
4	1 Light Lance, 1 Medium Lance, 1 Heavy Lance
5	1 Medium Lance, 2 Heavy Lances
6	1 Light Lance, 1 Medium Lance, 1 Heavy Lance

* The Attacker may choose to replace 1 light BattleMech lance with 1 platoon of medium armor, or 1 medium BattleMech lance with 1 platoon of heavy armor.

Defender

The Defender consists of elements of the Jade Falcon Eyrie Cluster. Roll to determine the force's composition on the following table, or use the Random Weight-Class Tables (see p. 265, *TW*). All units use the Second-Line Unit Type for determining Skill Levels (see p. 109). Groups using player-group units should use forces roughly analogous in size.

The Defenders deploy on the mapsheet not chosen by the Attacker. The Defender must deploy all of his forces within 6 hexes of Hex 0809 on the assigned mapsheet.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION
1	1 Light BattleMech Star
2	1 Medium BattleMech Star
3	1 Medium BattleMech Star
4	2 Light Stars
5	1 Light Star, 1 Medium Star
6	1 Medium Star, 1 Heavy Star

* The Defender may choose to replace a single light BattleMech in each Star with a Point of Elementals. If no light BattleMechs are included in the force, then one BattleMech in each Star may be reduced from heavy to medium or from medium to light in order to include a single Point of Elementals.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+300 Diabolis: Much of the fighting on Twycross was done within a giant, permanent sandstorm known as the Diabolis. The storm couples tornado-force wind and blowing sand. All units apply a +3 To-hit modifier to all direct-fire ballistic weapon attacks and a +3 To-hit modifier to all direct-fire and pulse energy weapon attacks; missile weapon attacks cannot be made. Apply –2 Walking/Cruising MP and a +3 modifier to all Piloting/Driving Skill Rolls.

+100 Enemy Ace (Defender): The Attacking force may contain a combat Ace (assign Piloting 3, Gunnery 2 Skill Levels.

OBJECTIVES

1. Hammer. Cripple/destroy at least half of the opposing force. (**Reward: 300**)

2. Legend Killer (Defender). Cripple or destroy the enemy ace's BattleMech. **(Reward: 150)**

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rule (see p. 110) is in effect if at least one Objective is met.

NEXT TRACK

Inner Sphere: *Recon, Defend, Fighting Withdrawal, Recon-in-Force, Probe, Strike, Hold-in-Place, Touchpoint: Tukayyid*

Clan: *Recon, Defend, Assault, Recon-in-Force, Probe, Strike, Pursuit, Flank, Touchpoint: Tukayyid*

TOUCHPOINT: TAMAR

At last, they have come, these unstoppable invaders. When first we learned of their pause in hostilities we were relieved. Finally, time to prepare. Time to reinforce. We could have made Tamar a place of victory over the Clans. A victory far more complete than Wolcott and Twycross. Instead, our vaunted leadership has given us a pittance while the rest of the AFFC cowers elsewhere. We will show them how the Pact fights!

It has been a year since I last fought in the Inner Sphere. Far longer still since I faced an opponent worthy of my efforts. This Kelswa free-birth has promised us much. He has promised us men and women who will die rather than surrender. Good. It is time to meet them.

SITUATION
East Merchant District, Tamar City
Tamar, Federated Commonwealth
7 November 3051

One of Clan Wolf's primary objectives during the Fifth Wave was Tamar, the capital world of the Tamar Pact. The Golden Keshik and the four Clusters of Alpha Galaxy faced the Twenty-Sixth Lyran Guards RCT, as well as the Kelswa Guard, a 'Mech unit loyal to Duke Selvin Kelswa. Duke Kelswa further mobilized the Tamar War College Training Battalion to defend Tamar City. Tamar City itself had been reinforced for a very long time, and the walls around the city turned the capital in to a citadel. Duke Kelswa felt betrayed by the Federated Commonwealth, and refused to cooperate with the FedCom's local representatives, not even the Twenty-Sixth.

GAME SET-UP

Use maps from Table 7: Light Urban Terrain and Table 8: Heavy Urban Terran (see p. 263, *TW*). Use at least 2 maps per company of Defenders. The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.

Attacker

The Attacker consists of elements of the 328th Assault Cluster, particularly Trinary Assault and Supernova Battle. At least one out of every three Points fielded must be an Elemental Point. When creating 'Mech Stars, use the Medium and Assault Star sections of the Star Weight Composition Table (see p. 265, *TW*). The Attacker can only field one Star for every company of the Defender. Use the Frontline column of the Force Composition Table on p. 109 to assign skills. When using the player's unit, follow the same guidelines concerning the deployment of 'Mechs, Elementals, and their ratio compared to the Defenders. The Attacker enters from their starting edge.

Defender

The Defender consists of elements of the Kelswa Guards and the Tamar War College Training Battalion. At least one lance per company must be from the Training Battalion. Use the Assault Lance column of the Lance Weight Composition Table (see p. 165, *TW*) to create the Kelswa Guard, and the Medium Lance column to create the Training Battalion. Use the Mercenary column of the Force Composition Table on p. 109 to assign skills to the Kelswa Guard and the the Training Battalion. When using the player's unit, replace the Kelswa Guards, and deploy Training Battalion 'Mechs with the same ratio (one lance of Training Battalion for every two of the player unit). The Defender enters from their starting edge. The Defender can deploy up to half his total force using the Hidden Unit rules (see p. 259, *TW*).

WARCHEST
Track Cost: 300 WP
Objectives
1. Victory. Defeat the enemy. (**Reward: 700**)

SPECIAL RULES

The following rules are in effect for this track:

Fatal Patriotism

Any light 'Mech that belongs to the Training Battalion may operate per Booby Trap rules (see p. 297, *TO*). If the Defender desires, he may elect to change one heavy Training Battalion 'Mech in to a light 'Mech that is also Booby Trapped.

Fatal Inspiration

The Defender may replace a single Kelswa Guard 'Mech with Duke Selvin Kelswa and his AS7-D *Atlas*. He has Gunnery 4, Piloting 5 Skill Levels. While he is on the field the Defender automatically wins Initiative each turn. Once he is killed or his 'Mech is destroyed the Defender automatically loses the Initiative each turn.

Barbarian Scum

The Attacker must operate using Honor Level 1 until the first building has been destroyed by the Defender. This includes building destruction resulting from Booby Trap damage, or causing a building to collapse under a 'Mech's weight. If any of those conditions are met the Attacker will operate under Honor Level 4. Buildings destroyed by the Attacker do not meet the condition.

NEXT TRACK

Inner Sphere: *Defend, Fighting Withdrawal, Hold-in-Place, Touchpoint: Satalice*

Clan: *Assault, Probe, Trial of Position, Trial of Grievance, Touchpoint: Satalice*

TOUCHPOINT: SATALICE

Satalice seemed like so many other worlds the Clans had invaded that it hardly warranted special caution or attention. In fact, an escalating rivalry between two Clan commanders would result in an opportunity for the Inner Sphere. Eschewing the traditional Clan bidding process, the commanders agreed upon a trophy-scoring system whereby points were awarded for unit insignias torn from fallen foes. Their hubris nearly proved their undoing. Mired in combat more difficult than anticipated, the Clanners would have to adopt new tactics to avoid a humiliating defeat.

For the defenders of Satalice the schism within the Clan forces was palpable. The insightful commander of the Third Drakøns, Överste *Adrian MacGilliard, attempted to exploit this apparent weakness to the fullest possible advantage. Again and again he would lead Clan forces into carefully-laid ambushes. The defenders of Satalice would not, as so many others had done before them, give up without a fight. Any and every weapon was employed in their attempt to hold the line.*

—from *Two Sides to Every War*, Dillahunt Press, 3056

SITUATION
Satalice
Free Rasalhague Republic
30 November 3051

Rivalries within Clan Wolf would erupt on Satalice, creating an attitude of competition that made coordinated attacks impossible. With the Clans seemingly divided, the planetary defenders attempted to utilize quick strikes and ambushes in order to compensate for the Clans' many advantages. The Wolves fell into the trap and would have to rely on quick thinking and, in some cases, additional forces in order to survive and secure victory.

GAME SET-UP

The Defender selects two mapsheets from Table 2: Hill Terran (see p. 263, *TW*). The two mapsheets are placed side by side along a long map edge as shown in Example 1 (see p. 264, *TW*).

Attacker

The Attacker consists of forces from Clan Wolf's Fourth Wolf Guards. Roll on the following force composition table, or use the Random Weight-Class Tables (see p. 265, *TW*). All forces are Frontline for the purposes of determining Skill Levels.

The Attacker chooses a short edge to enter from.

ATTACKER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION
1	1 Light BattleMech Star
2	1 Medium BattleMech Star
3	1 Heavy BattleMech Star
4	1 Light Star, 1 Medium Star
5	2 Medium Stars
6	1 Medium Star, 1 Heavy Star

* The Defender may choose to replace a single light BattleMech in each Star with a Point of Elementals. If no light BattleMechs are included in the force, then one BattleMech in each Star may be reduced from heavy to medium or from medium to light in order to include a single Point of Elementals.

Defender

The Defender consists of elements of the Third Drakøns. They may also choose to utilize elements of the First and Second Satalice armored divisions. Roll to determine the force's composition on the following table, or use the Random Weight-Class Tables (see p. 265, *TW*). All forces are House for the purposes of determining Skill Levels.

The Defender may deploy anywhere on the map opposite the Clan deployment edge.

DEFENDER FORCE COMPOSITION

1D6 RESULT	FORCE COMPOSITION
1	2 Light Lances
2	1 Light Lance, 1 Medium Lance
3	2 Medium Lances
4	2 Light Lances, 1 Medium Lance
5	1 Light Lance, 2 Medium Lances
6	1 Light Lance, 1 Medium Lance, 1 Heavy Lance

* The Attacker may choose to replace 1 light BattleMech lance of with 1 platoon of medium armor, or 1 medium BattleMech lance with 1 platoon of heavy armor.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+200 Ambush Tactics (Clan Player Only): The traditional game setup is not used. Instead, all Clan forces are set up within 5 hexes of the center hex, facing the same direction. The Defenders then setup anywhere 6 or more hexes from all Clan units. The Defenders also win the Initiative the first turn.

+200 Airstrike (Inner Sphere Player Only): The Clan player is allowed to call in 2 OmniFighters for 1D6 strike or strafe passes over the battlefield. If the defending force is two lances, the fighters are light; If the defending force is a full company the fighters are medium.

OBJECTIVES

1. Hammer. Cripple/destroy at least half of the opposing force. (**Reward: 300**)

2. Cutting off the head. Cripple or destroy the enemy commander's BattleMech. **(Reward: 150)**

SPECIAL RULES

The following rules are in effect for this track:

Commander

One of the units in each side's force is a field commander. Players choose one of their own units and assign it a bonus of +1 Gunnery skill and +1 Piloting skill. If the unit containing the commander is destroyed, that side must apply a -2 modifier to all subsequent Initiative rolls. If both Commanders are lost, this penalty is negated and normal initiative resumes.

Salvage

The *Salvage* rule (see p. 110) is in effect if at least one Objective is met.

NEXT TRACK

Inner Sphere: *Recon, Defend, Fighting Withdrawal, Recon-in-Force, Probe, Strike, Hold-in-Place, Touchpoint: Tukayyid*

Clan: *Recon, Defend, Assault, Recon-in-Force, Probe, Strike, Pursuit, Flank, Touchpoint: Tukayyid*

TOUCHPOINT: ALSHAIN

I regret nothing. This day, I shall die. The knowledge is comforting. No more doubts. No more worries. No more tomorrow. Only today, a final service, a final duty for my homeworld. I feel relieved knowing that we may repel the Clans again, as we have on Wolcott. But the outcome matters not: my fate will be sealed. I do not intend to survive this fight.

The importance of Alshain is such that its name appears in the Remembrance *as the birthplace one of the Forty Founders of the Ghost Bear Clan. This fact seems to be ignored or forgotten by many who see only resource and objective, but I remember. If every world in the Inner Sphere is holy, this one certainly is holier than most. My combat shall reflect this fact with reverence and respect.*

SITUATION
Outskirts of Silverdale
Alshain, Draconis Combine
5 December 3051

Alshain was the first world Alpha Galaxy of Clan Ghost Bear attacked upon their return to the Inner Sphere. Heavily defended by the Second Sword of Light, the Sixth Alshain Regulars and the Alshain Planetary Militia, it proved to be one of the more difficult and costly conquests for the Ghost Bears. The Combine units successfully used terrain to their advantage, neutralizing some of the advantages of the Clan weaponry. The Sixth was dug-in in the Polotmy Mountains, keeping the First Bear Guards at arm's length, while the Second Sword deterred the Third Bear Guards and Fiftieth Striker in the Fareer Canyons. When the Second appeared to retreat the Fiftieth left for the Polotmy Mountains, with the Third Guards bent on finishing off the Sword of Light. It proved a ruse, and the Third suddenly found itself confronted with a wall of Draconis 'Mechs.

GAME SET-UP

Half the maps to be used must come from Table 2: Hill Terran while the other half must come from Table 6: Wooded Terrain (see p. 263, *TW*). Use no more than 1 map for every two lances of the Defender. The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.

Attacker

The attacker consists of elements of the Third Bear Guards. At least one of every three Points fielded must be an Elemental Point. When creating 'Mech Stars, use the Heavy and Assault Star sections of the Star Weight Composition Table (see p. 265, *TW*). The Attacker can only field one Point for every three 'Mechs the Defender fields (round up). Use the Frontline column of the Force Composition Table on p. 109 to assign skills. When using the player's force, use the same guidelines with regard to total forces used and ratio of Elementals. The Attacker enters from their starting edge.

Defender

The Defender consists of elements of the Second Sword of Light. Use the Heavy and Light Lance columns of the Lance Weight Composition Table (see p. 265, *TW*) to create the Second Sword of Light. Use the House column of the Force Composition Table on p. 109 to assign skills to the Second Sword of Light. The Defender may field one lance of vehicles for every company of 'Mechs he deploys (round down). When using the player's force, use the same rules with guidelines with regards to the ratio of vehicles. The Defender must deploy all units on the map prior to the Attacker entering from their starting edge, and cannot deploy units beyond the halfway point between the two starting edges.

WARCHEST
Track Cost: 400 WP
Optional Bonuses:

+200 Long Day: The fighting has been intense already, but the Inner Sphere forces have been able to keep their troops fully armed. All Attacker troops must empty out 1 ton of ammunition for each ammunition carrying-weapon. Elementals will not have any SRMs left.

OBJECTIVES

1. Breakthrough. More than half of the Ghost Bear units must withdraw off the Defender's starting edge. Count individual Elemental troopers rather than Points, and consider 1 Point withdrawn for every 5 Elemental troopers that are moved off the Defenders starting edge (round down). (**Reward: 400**)

2. Give as Good as We Get. Destroy more Defender 'Mechs than the number of Points lost. Count individual Elemental troopers rather than Points, and consider 1 Bear Point lost for every 5 Elemental troopers than have been destroyed. (round up) (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker and Defender are operating under *Forced Withdrawal*, p. 109. The Attacker must retreat over the Defender's Starting Edge.

NEXT TRACK

Inner Sphere: *Fighting Withdrawal, Strike, Hold-in-Place, Touchpoint: Luthien*

Clan: *Beachhead, Flank, Pursuit, Trial of Position, Touchpoint: Luthien*

TOUCHPOINT: LUTHIEN

If the Black Pearl falls, so does the Dragon. Simple words. I remember well when that outcome wouldn't just have my full support, but was on my to-do list. That I have mixed feelings about laying down the lives of my men and myself is an understatement. But the matter is simple at its heart: I cannot yield. My men cannot yield. However much humanity will prosper when the Combine dies, replacing them with the Clans is a fool's bargain. If the Dragon does fall today, it will be despite of me, not because of me.

The loss of this world will cause the collapse one of the corrupt traitor-Houses. The loss of this world will bring one of our enemies to his knees. The loss of this world will prove the undoing of that thrice-damned Ulric. It will redeem our Clan, and it will bring about the total conquest of the worlds left behind by the Great Father. Is any outcome conceivable other than our total victory?

SITUATION
Shore of Basin Lake
Luthien, Draconis Combine
4 January 3052

Five Galaxies came to Luthien, three Smoke Jaguar, two Nova Cat. Sixteen 'Mech regiments opposed them, including the elite Kell Hounds and Wolf's Dragoons. It was the largest battle fought in the invasion before Tukayyid and neither side failed to deliver their very best in two furious days of combat. From the beginning the combat was brutal, with the Smoke Jaguars abandoning *zellbrigen* and the opposing Combine troops using their greater numbers to effect.

The Jaguars eventually broke through the ranks of the Otomo only to discover than many of the fallen 'Mechs were rigged to explode. The remaining Otomo and the Second Legion of Vega counterattacked immediately. The Jaguars regrouped, but only began to regain ground when the Nova Cats appeared.

The 336th Jaguar Combat Cluster was moving around Basin Lake with no Combine troops in their path to stop them. Only the Second Kell Hound's Third Battalion was in place to impede the Cluster, and it was outnumbered by the Jaguars.

GAME SET-UP

Use maps from Table 2: Hill Terrain and Table 5: Wetlands Terrain (see p. 263, *TW*) such that between a third and half of the maps used form the shores of Basin Lake. The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.

Attacker

The Attacker consists of elements of the 336th Jaguar Combat Cluster. At least one out of every two Points fielded must be an Elemental Point. When creating 'Mech Stars, use the Medium and Assault Star sections of the Star Weight Composition Table (see p. 265, *TW*). The Attacker can only field one Star for every lance of the Defender. Use the Frontline column of the Force Composition Table on p. 109 to assign skills. When using the player's force, use the same guidelines with regards to total forces used and ratio of Elementals. The Attacker enters from their starting edge.

Defender

The Defender consists of elements of the Third Battalion of the Kell Hound Second Regiment. Use the Heavy and Assault Lance columns of the Lance Weight Composition Table (see p. 265, *TW*) to create the Kell Hounds. Use the House column of the Force Composition Table on p. 109 to assign skills to the Kell Hounds. When using the player force, use 'Mechs only. The Defender enters from their starting edge.

WARCHEST
Track Cost: 500 WP
Objectives:

1. Hold at all costs. (Defender only) Hold the Jaguars for at least 20 Turns. (**Reward: 500**)

2. Crush them. (Attacker Only) Destroy all mercenaries! (**Reward: 500**)

SPECIAL RULES

The following rules are in effect for this track:

Tactical Excellence

The Third Battalion is a truly elite unit. Apply a +2 bonus to their Initiative roll.

Off-Map Movement

The Kell Hounds may use Off-Map Movement (see pp. 192-193, *TO*).

Zellbrigen

The Smoke Jaguars are using Honor Level 4.

NEXT TRACK

Inner Sphere: *Probe, Fighting Withdrawal, Hold-in-Place, Touchpoint: Tukayyid*

Clan: *Assault, Pursuit, Flank, Trial of Possession, Touchpoint: Tukayyid*

TOUCHPOINT: TUKAYYID

Blessed Blake, they were not *kidding when they were said the Precentor Martial would be looking over our shoulder for this one. Gerhardt made one of his typical farm animal jokes and Cyclops himself chimed in! Hell, he was even funny, but it's not the kind of conversation you expect to have with your boss'-boss'-boss'-boss'-boss' boss. I'm sure I skipped a layer or two in there.*

Still, it's kind of comforting too. The old man is one of the greatest military minds this side of the Clans, and we've got him on speed-dial. All of us.

The ilKhan's whining is tiring. This must be what it was like to deal with a Mongoose. He must know that his stravag *Warden cause is doomed, and its end is but days away. There is no reason for caution now. This time, there is no avenue for the treachery the Spheroids resort to. They fight with lies and deceits, as if the wars since the Exodus have taught them* nothing. *The kind of war whose way is deception leaves us all as barbarians. In* zellbrigen*, there is only truth. One side facing another, with only prowess the judge. It is a contest of skill and ability. It does not crown the better liar.*

Let us say then, that the ComStar technicians are no better than their Spheroid ilk. No harm will have come to Blessed Terra. And their forfeiture of the batchall *will not bind us for the ilKhan's three generations.*

And if they only use what they claim to use, defeat will come sooner, not later.

SITUATION
Tukayyid
Free Rasalhague Republic
1 May 3052

Precentor Martial Focht's gamble was a cynical masterpiece. Even in the worst-case scenario, the Clans would be ravaged, and the force of the Com Guards was brought entirely to bear in a battle that affected only a single world, whose population was evacuated and kept safe from harm. The Inner Sphere was not ready to repulse the Clans and needed more time. While the first delay was bought by the sacrifice of one, the second delay would require the sacrifice of thousands.

GAME SET-UP

For each mapsheet used, roll 2D6 to determine the terrain type and then roll 1D6 to determine the specific map on the tables (see p. 263, *TW*). The Defender decides how many mapsheets to use, and can re-roll the 2D6 terrain type roll once every other map. The Defender picks his starting edge, with the Attacker's edge being on the opposite side of the playing area.

Attacker

The attacker consists of elements of one Clan, either Clan Diamond Shark's Alpha, Gamma and Omega Galaxies, Ghost Bear's Alpha, Beta and Delta Galaxies, Jade Falcon's Gamma, Delta and Vau Galaxies, Nova Cat's Alpha, Beta and Gamma Galaxies, Smoke Jaguar's Alpha and Beta Galaxies, Steel Viper's Alpha, Gamma and Zeta Galaxies or Wolf's Alpha, Beta and Gamma Galaxies.

At least one out of every three Points fielded must be an Elemental Point. When creating 'Mech Stars, use the Random Binary/Trinary Type Table to determine the weight class of the Stars. Use the Star Weight Composition Table to determine the weight class of individual 'Mechs (see p. 265, *TW*). The Attacker can only field one Point for every two units the Defender fields (round up). Use the Elite column of the Random Skills Table (see p. 273, *TW*) to assign skills. When using the player's force, use the same guidelines with regards to total forces used and ratio of Elementals. The Attacker enters from their starting edge.

Defender

The Defender consists of elements of the ComStar Com Guards. Use at least three Level II formations for this track. Roll on the Random Company Type Table to determine the weight class of each Level II, and use the Unit Type table for each of the six elements of the Level IIs (see p. 265, *TW*). When you roll 6 (Aerospace Fighter), you must select another unit type instead. The Defender can elect to replace one vehicle with a light 'Mech once per Level II. Use the Regular column of the Random Skills Table (see p. 273, *TW*) to assign skills to the Com Guards.

When using the player's force, use the same rules with guidelines regarding the total force size, and availability of aerospace units. The player must deploy at least one each of infantry, armor and 'Mech per Level II worth of troops. The Defender can deploy up to half his total force using Hidden Rules, p. 259 TW.

WARCHEST
Track Cost: 1,000 WP
Optional Bonuses:

+500 Shark's Bid: Your force was bid down more than any other Clan. You may only field one Point for every three units the Defender fields. Your forces are also under *Forced Withdrawal*, p. 109.

+500 Bear's Fire: Half the maps must be taken from Table 1: Flatlands Terrain, while the other half must be taken from Table 6: Wooded Terrain (see p. 263, *TW*). They must be arranged such that exactly half the total playing area is created with maps from only one of the two tables. All Wooded hexes on maps from Table 6 are on fire at the start of turn 1.

+500 Falcon's Wall: The maps along the Defender's Starting Edge must all be selected from Table 2: Hill Terrain (see p. 263, *TW*). All Defender forces may deploy using Hidden Units rules (see p. 259, *TW*). All infantry and battle armor may be deployed in hexes that are converted to Fortified Hexes (see p. 341, *TO*). All vehicles may be deployed using Hull Down rules (see p. 21, *TO*).

+500 Cat's Strain: Apply result 2 of the Focht Table prior to resolving the Focht's Guidance Special Rule. Additionally, all Nova Cat units must rely heavily on ammunition-based weaponry. Both players must agree on which 'Mechs meet that qualification.

+500 Jaguar's Fate: Do not apply Focht's Guidance this track. Your proud warriors believe that victory is only one more kill away,

not realizing that they face a steady stream of reinforcements. Every time a Defender unit is destroyed, replace it with a unit of equivalent type, although a new unit weight can be determined, and a new unit is rolled on the appropriate RAT. If desired, the exact same unit can be re-used.

When using this optional objective, victory for the Jaguars is only obtained if they destroy three times as many Com Guards before their last member falls. Count vehicles as half a 'Mech and infantry platoons as half an Elemental Point for the purposes of scoring. Note that the Jaguar must score their 'Mechs and Elementals separately; points cannot be shared between the two categories.

+500 Viper Bath: The Defender can place 1D6 Geysers (see p.48, *TO*) on each map sheet in any clear hex of any elevation. Locations must be written down prior to the start of the track. Treat all water and wooded hexes as if they are Swamp (see p. 51, *TO*) to reflect the mud of Devil's Bath. All clear hexes must be treated as if they are Mud (see p.50, *TO*). If the Fire Mission Optional Bonus is in selected, apply it twice. If the Optional Bonus is not selected, apply its rules once. If the Focht's Guidance Optional Bonus is selected, apply it twice. If result 5 occurs on the Focht's Guidance table, ignore its rules and apply the rules of Fire Mission three times.

-500 Wolf's Keeper: Do not apply Focht's Guidance this track.

-100 Fire Mission (Defender only): You may rely on artillery support equal to one Sniper for every conventional infantry platoon in the Defender's force. The Sniper(s) are 2 turns from the Defender's starting edge and have a Gunnery Skill Level of 3.

OBJECTIVES

1. Conquer both objectives. (Clan only) In order to meet this objective, you must play through this track twice, each time with a different Optional Bonus in play. The Fire Mission Optional Bonus does not count toward this total. The Optional Bonuses overrule any Special Rules below where appropriate. Additionally, you must hold the field by defeating or driving off all opponents.

NOTE: the Clan player cannot repair or re-arm his force prior to starting the Tukayyid Track the second time. He can purchase/requisition new units. (**Reward: 500**)

2. Lose the battle, win the war. (Inner Sphere Only) In order to win this Track, the Inner Sphere side has to only win one of the two times this Track is played by defeating or driving off all opponents.

NOTE: the Inner Sphere player can repair or re-arm his force prior to starting the Tukayyid Track the second time. He can also purchase new units. (**Reward: 1,000**)

SPECIAL RULES

The following rules are in effect for this track:

Focht's Guidance

Precentor-Martial Anastasius Focht's constant and direct control over the battles during the weeks of the Battle of Tukayyid had a profound effect on the disposition of the Com Guards. The Attacker must roll once on the Focht Table and apply the result prior to the start of the Track.

Forced Withdrawal

The Defender is under *Forced Withdrawal*, p. 109.

Zellbrigen

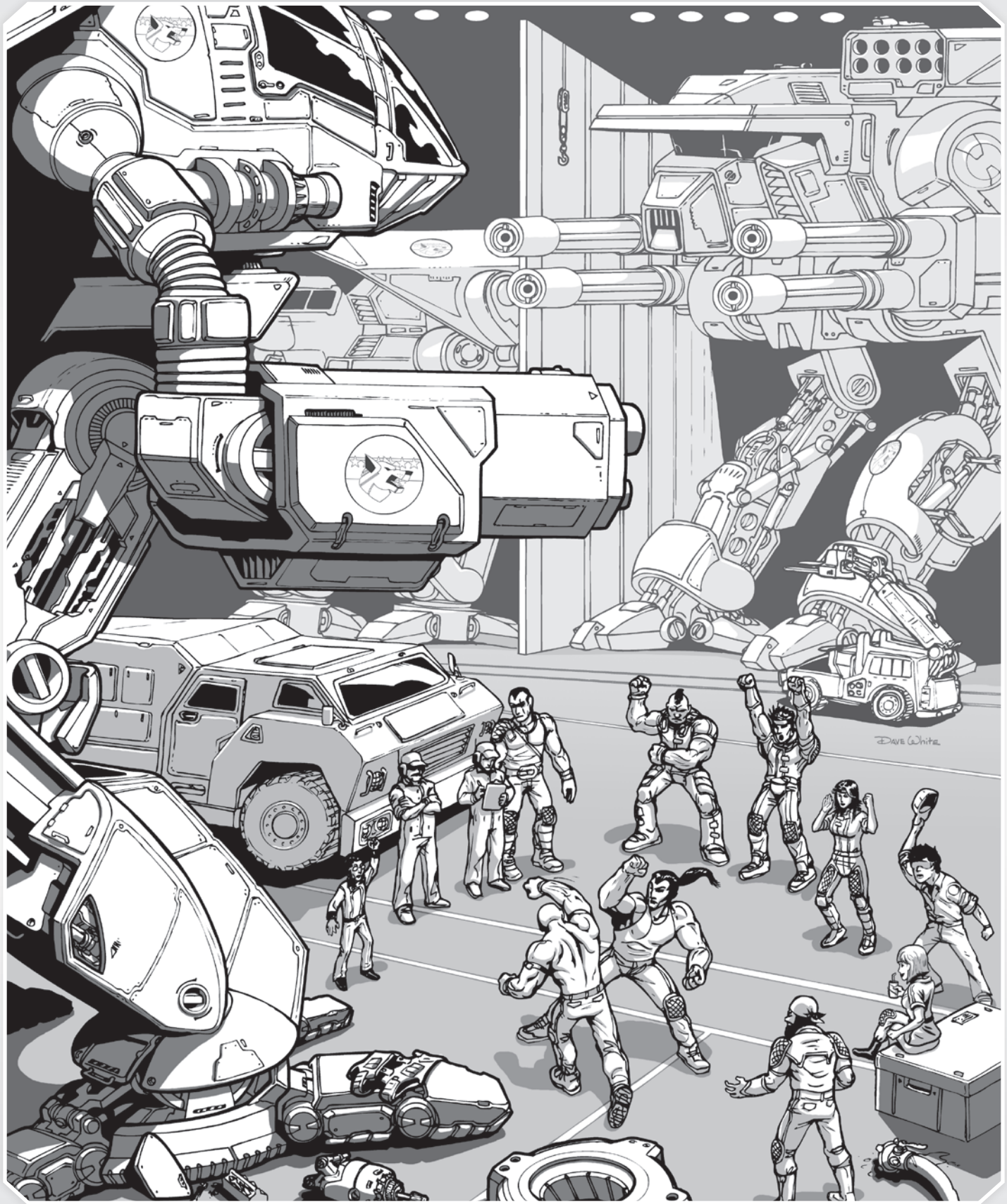
The Clans use Honor Level 3.

NEXT TRACK

The Clan Invasion Campaign has ended.

FOCHT TABLE

1D6 RESULT	EFFECT
1	**Battle Damage:** Apply clusters of 5-point damage on the Front table of 1D6 units, with the number of 5-point clusters determined by a die roll. Modify the roll result as indicated: 1D6-1 if Elementals, 3D6-2 if light, 4D6-1 if medium, 5D6 if heavy, and 6D6 if assault. Reroll damage if it cripples or destroys the unit.
2	**Depleted Ammunition:** All Attackers must empty 1 ton of ammunition for each ammunition-carrying weapon they have. Elementals will not have any SRMs.
3	**Elite troops.** Instead of using the Regular column when determining unit Skill Level, use the Elite column instead (see p. 273, *TW*). When using the player's force, elevate all Skill Levels of player units by 1.
4	**Aerospace superiority.** Assign one fighter for each Defender unit based on the weight class of that unit. Do not assign any fighters for infantry or battle armor units. All these fighters can be equipped with bombs and can make bombing runs or strafe/strike attacks every 6 turns (see p. 242, *TW*).
5	**Artillery Barrage:** The Com Guards can bring heavy artillery to bear. For each Defender 'Mech and conventional infantry unit, add one Sniper unit. For each battle armor and vehicle unit, add one Thumper unit. If the Defender rolled a 6 on the Unit Type table while creating his force, add one Long Tom unit. When using the Player force, add 1 Long Tom for every Level II worth of troops. All the artillery units are 2 turns from the Defender's starting edge and have a Gunnery Skill Level of 3. This Focht effect is *cumulative* with the Fire Mission Optional Bonus.
6	**Roll twice.** Apply both results. Reroll subsequent 6 results, and do not apply the same effect twice.


Dave White

PLAYING THE EARLY CLAN INVASION ERA

The early part of the Clan Invasion era (3048 to 3052) was an interesting period in the *BattleTech* universe. The Great Houses, exhausted from the Succession Wars and their aftermath, were nevertheless poised for a new round of fighting when mysterious and ruthless invaders struck without warning. Having spent the past three centuries preparing for this very moment, the Clans brought the raging conflicts in the Inner Sphere to a whole new level, while inadvertently spurring new alliances and shaking loose the last tendrils of a status quo that lasted ever since Aleksandr Kerensky led the original SLDF into the deep unknown.

The following special rules allow players to add the unique flavor of the early Clan Invasion era to their *BattleTech* wargames and role-playing campaigns. All of these rules are considered Advanced and optional, and thus players and game masters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*BattleTech Rules*—covers rules most appropriate for the tabletop war game defined by *Total Warfare* (*TW*), *Tactical Operations* (*TO*), and *Strategic Operations (SO)*. The second—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War* (*AToW*). Players may use either of these rulesets individually (or both, concurrently) with the modifications described here.

BATTLETECH RULES

The following rules for the Early Clan Invasion Era cover wargame campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

GENERAL BATTLETECH RULES

In the early years of the Clan Invasion, the Clans behaved in strict adherence to their codes of conduct and largely expected the same from their Spheroid opponents. To reflect this, unless a Track or campaign rule specifically states otherwise, the player controlling any Clan forces must use all of the rules for the Clans that are defined in the *Creating Scenarios* chapter of *Total Warfare*, specifically the rules for generating Clan forces (see p. 266, *TW*), using Bidding (see p. 266, *TW*), and using Clan Honor in combat (see pp. 273-275, *TW*). Note that all Clans will use their pre-Invasion level of interpreting honor.

Clans Smoke Jaguar and Burrock

Two of the Clans not featured in recent rulebooks—Burrock and Smoke Jaguar—do not appear in *Total Warfare*'s rules because both are effectively extinct in the "present" time of the mid-3070s. However, both were active Clans in 3052, with the Smoke Jaguars numbering among the first of the invaders, while the Burrocks were active in the Clan homeworlds. When determining the level of interpretation of Clan honor for forces under these colors using the Clan Honor Interpretation Table (see p. 274, *TW*), consider Clan Burrock Opportunistic (pre-Invasion) and Liberal (post-Invasion). Clan Smoke Jaguar is Strict (pre-Invasion) and Opportunistic (post-Invasion).

Furthermore, when assigning units to Burrock and Smoke Jaguar forces in this period, use the Smoke Jaguar columns shown on p. 154 in this book. Burrock units use the Home Clans column.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the period 3050-3052. These rules are designed for compatibility with the special commander abilities found in *Tactical Operations*. References to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat, are found in the same section (see pp. 191-193, *TO*).

Federated Commonwealth

The following rules reflect special command abilities for some of the AFFC's most noteworthy regiments.

Tenth Lyran Guard RCT: The Tenth Guard may use Banking the Initiative, Off-Map Movement, or Overrun (see pp. 192-193, *TO*). When randomly determining experience level, apply a +3 modifier (see pp. 271-273, *TW*). One in eight units (BattleMech, vehicle, infantry platoon) fielded may be a Clan unit from the Clan Wolf, Jade Falcon or Ghost Bear faction list.

If Victor Steiner-Davion is actively commanding the Revenants, his tactical and strategic skill adds a +2 Initiative modifier. Additionally if Victor is on the field, all Revenant units may ignore Forced Withdrawal (see p. 258, *TW*) until Victor withdraws from the battlefield, and they receive a +2 modifier to all Morale Checks (see p. 211, *TO* and p. 38, *SO*).

Twenty-Fifth Arcturan Guard RCT: BattleMechs of the Twenty-Fifth Arcturan Guard may use the Sprinting ability (see p. 18, *TO*), but suffer a +1 modifier to the target number of any Piloting skill checks.

All infantry units attached to the Twenty-Fifth are considered anti-'Mech trained, receiving a –1 To-hit modifier on all anti-'Mech attacks. The Twenty-Fifth's infantry may deploy as hidden units at the start of play (see pp. 259, *TW*).

Second Crucis Lancers RCT: The Second Lancers may use Off-Map Movement (see pp. 192, *TO*), calculating their movement by doubling their Walk/Cruise speed instead of using their Running/Flank speed. They receive a –1 modifier to all Piloting Skill target numbers during atmospheric or orbital drops.

After 3050, one in 8 BattleMech or vehicle units from this force may be determined by rolling on the Clan Wolf or Jade Falcon columns of the Random Assignment Tables shown on p. 154.

First Davion Guards RCT: The First Guards train constantly to work as a single unit in even the most chaotic engagements. To reflect this, any time more than six First Guards units are in play,

their force receives a +2 Initiative modifier and applies a +2 modifier to any required Morale Checks (see pp. 211, *TO*). In addition, the Guards' rigorous training extends to combined arms combat. If a First Guards' lance leader acts as an artillery spotter in the turn where an artillery attack hits, the attacking artillery unit receives a –1 To-hit modifier to the attack.

The First Davion has always refused to prosecute a city fight at all costs. If forced to fight in an urban environment, First Guard units apply a –1 To-hit modifier on all weapon attacks, to reflect the care they take to avoid collateral damage, but suffer a –2 penalty to all Initiative Rolls.

A Time of War characters assigned to the First Davion receive an additional +3 Trait Points' worth of the Connections Trait as long as they are in the Guards. (This boost does not add to the Trait's XPs, nor can it raise the Trait's level beyond 10 TPs.)

Draconis Combine

The following rules reflect special command abilities of some of the DCMS's most noteworthy regiments.

Otomo: The Otomo possesses a nearly-instinctive ability to identify weak areas within its own defenses and those of its allies. To reflect this ability, Otomo units may torso twist at any time during any phase of a combat turn. Additionally, units may torso twist even after firing weapons. Otomo units must still declare their attacks per standard rules, but they may torso twist between shots when declaring. Otomo units are still limited to one torso twist per turn.

Second Sword of Light: The Second Sword receives a +2 Initiative modifier in all battles. During any turn in which the Second Sword outnumbers its opponent by more than 2-to-1, the opposing force automatically loses Initiative. This ability does not apply if the opposing force is from the Clans.

Genyosha: During every combat turn the First Genyosha receives an Initiative bonus equal to the number of enemy 'Mechs it has previously destroyed in the battle, minus the number of destroyed Genyosha 'Mechs. This modifier cannot be reduced below zero.

The Second Genyosha is especially adept at defensive missions and when line-of-sight is limited. The Second receives a +1 Initiative bonus when fighting as the defender or when fighting in Urban or Mountain terrain. Should they be the defender *and* fighting in such terrain, the Second Genyosha receives a +2 Initiative modifier.

Ryuken: All of the Ryuken regiments display a masterful ability to scout out the most advantageous battle terrain, a practice they learned from Wolf's Dragoons. To reflect this, the controlling player for any Ryuken regiment may apply a +1 or –1 modifier to any dice roll made when selecting terrain or mapsheets, including rolls made by the opposing player.

In addition, the following special rules apply for individual regiments:

Ryuken-ni: The Ryuken-*ni* gains a +2 Initiative modifier when fighting in Flatlands terrain. When acting as the defender in a scenario, the Ryuken-*ni*'s controlling player can also employ Hidden Units rules with the regiment's infantry and armor units.

Ryuken-san: The Ryuken-*san* quickly gains a psychological edge over opponents. Any Regular troops fighting this regiment suffer a –1 Initiative roll modifier; Green troops suffer a –2 Initiative roll modifier instead.

Ryuken-yon: The Ryuken-*yon* specializes in night operations, and so this force can ignore the standard +2 To-hit modifier for night combat.

Ryuken-go: When generating skills for Ryuken-*go* MechWarriors using the Random Skills Table (see p. 273, *TW*), apply a +1 modifier to all dice rolls made to determine Piloting Skill Ratings and a –1 modifier to dice rolls for Gunnery Skill Ratings.

Ryuken-roku: In engagements where they field a force one battalion or larger in size, the Ryuken-*roku* enjoys a +2 Initiative modifier.

Third Proserpina Hussars: The Third Proserpina Hussars are the elite regiment among the Proserpina Hussars units and thus receive a +1 Initiative bonus. The Third also specializes in hit-and-run tactics. Any Hussars unit can make weapons attacks with no Attacker Movement modifier as long as the attacking unit does not move more than half of its Walking/Cruising MPs (round down). Should combat last longer than 12 turns, however, the Third loses its Initiative bonus and suffers a –1 Initiative penalty beginning in Turn 13 until the battle ends.

ComStar

The following rules reflect special command abilities of some of the Com Guard's most noteworthy divisions.

First Division: The Com Guards' First Division has mastered the tactic of advancing under an umbrella of ECM cover. For each functioning ECM in their ranks, this force receives a +1 modifier to its Initiative Roll (to a maximum of +6). This bonus is cumulative with other modifiers.

Sixty-Sixth Division: The Sixty-Sixth Division has mastered the fighting retreat. Whenever this command faces overwhelming forces (greater than 2-to-1 odds) and decides to pull back, reduce the attacker movement modifier for each unit in this force by 1.

278th Division: The 278th Division works best when their commander is around. When the commander is still on the field in an active unit, the Division receives a +1 Initiative roll modifier. When the commander is unconscious/shut down or killed/shot out of his 'Mech, this modifier drops to –2.

323rd Division: The 323rd excels at defensive operations and thus receives a +2 Initiative roll modifier when acting as the defender in a scenario. However, this bonus only applies as long as the Com Guards are outnumbered by a ratio of at least 2-to-1.

394th Division: The 394th Division excels in ambush tactics. In any scenario where the 394th has hidden units on the field (see p. 259, *TW*), the division receives a +2 Initiative modifier as long as at least one unit remains hidden.

Free Rasalhague Republic

The following rules reflect special command abilities of some of the KungsArmé's most noteworthy regiments.

Second Freemen: After 3051 the Second Freemen extensively trained in methods to fight the Clans. As a result they receive a +2 Initiative modifier when fighting Clan forces.

Second Kavalleri: To represent their reliance on stealth, every lance commander in the Second Kavalleri can choose to have a Guardian ECM mounted on his 'Mech. The added weight of the ECM must be made up for by removing other components but there is no risk of the unit's Quality Rating being degraded as a result. See the rules for Maintenance, Salvage, Repair and Customization in *Strategic Operations* (see pp. 166-192, *SO*).

Up to half of the Second Kavalleri's units in a scenario may be deployed as hidden units if they are the defender (see p. 259, *TW*).

Third Drakøns: The Drakøns' techs have learned how to mount hatchets on nearly any 'Mech. To represent this, every lance commander in the Third Drakøns can choose to have a hatchet mounted on his 'Mech, as long as that 'Mech has a hand actuator in the arm where the hatchet is placed. The added weight of the hatchet must be made up for by removing other components, but there is no risk of the unit's Quality Rating being degraded as a result. See the rules for Maintenance, Salvage, Repair and Customization in *Strategic Operations* (see pp. 166-192, *SO*).

Free Worlds League

The following rules reflect special command abilities of some of the FWLM's most noteworthy regiments.

First Free Worlds League Guards: While lacking a specific tactical specialty, the First Guards are known for their tactical flexibility and ability to "think on their feet". The First Guard thus negates any positive Initiative modifier their opponent may employ. In addition, the First Guards' warriors reduce any Attacker Movement modifier by –1 (to a minimum of 0).

First Regulan Hussars: The First Regulan specializes in close-quarters combat, and thus its warriors receive a –1 To-hit modifier for all physical attacks and weapon attacks against any targets within 6 hexes' range. Any time a Hussars unit destroys an enemy unit, the Hussars player will receive a +1 Initiative modifier in the following turn. (This modifier does not stack if multiple enemy units are destroyed.)

Furthermore, the Hussars' technical staff is highly adept at making do with their chronic lack of supplies. While they do suffer a +2 modifier for Obtaining Replacement Parts (see p. 178, *SO*), they also receive a –1 modifier on Repair and Maintenance rolls (see p. 169, *SO*).

Silver Hawks Irregulars: The Silver Hawks Irregulars are comprised of two regiments, whose special abilities are as follows:

The Falcons: Silver Hawks Falcons 'Mechs may use the Sprinting ability (see p. 18, *TO*) in combat, but also receive an additional +2 MP over the unit's normal Sprinting rate. When Sprinting, these units suffer only a +1 Piloting To-hit modifier. Untested in combat since their disastrous action in 3049, the Falcons also suffer a –2 modifier on all Morale Checks (see p. 211, *TO*).

The Gryphons: The Silver Hawks' Gryphons have recently focused on their combined arms tactics in an effort to address the weaknesses encountered in their defeat at the hands of Harloc's Warriors in 3047. As long as at least three Gryphon BattleMechs are within 10 hexes of enemy units, Gryphon vehicles may use Off-Map Movement (see p. 192, *TO*), but at double their normal Cruise MP.

Capellan Confederation

The following rules reflect special command abilities of some of the CCAF's most noteworthy regiments.

Red Lancers: Unless the opposing force is Elite, none of its units may intentionally move into a hex adjacent to a Red Lancer unit. Only accidental movement (such as skidding, being pushed, or approaching a hidden Red Lancers unit), or the movement of a Lancers unit can place a non-Elite opponent adjacent to a Red Lancer. Non-Elite units that find themselves within 1 hex of a Red Lancers opponent during the Movement Phase may not execute any weapon attacks in that turn (but may execute Physical attacks).

The Red Lancers can also use Off-Map Movement and Banking Initiative.

Warrior House Imarra: When randomly assigning 'Mechs, the Warrior House player may elect to reroll any result that is not a *Cataphract*, *Catapult*, *Raven*, *UrbanMech*, or *Vindicator*. One 'Mech per lance may be customized by swapping up to two weapons with two other weapons of Inner Sphere design, so long as the customization is in compliance with the normal BattleMech Construction Rules in *TechManual*, and the customization rules in *Strategic Operations* (see p. 188, *SO*). Note that any new weapons placed on the customized unit must have an introduction date of 3050 or earlier.

Any opponents of Warrior House Imarra that are of equal or lesser rating in Skill quality suffer a –1 Initiative modifier when facing Imarra's forces. Imarra forces may use the Off-Map Movement and Overrun special abilities.

First McCarron's Armored Cavalry: Any opponents of the First MAC that are outnumbered and possess a lesser Skill quality rating than the MAC will suffer a –1 Initiative roll modifier. The First MAC also possesses the Force the Initiative special ability. The First MAC's aerospace fighters receive a –1 To-hit modifier when performing Strafing, Strike and Bombing attacks. The Nightriders may Force the Initiative.

Finally, in any Movement Phase where an opposing force is using Off-Map Movement, the First MAC may move one of its own units off the same map side as a special "Off-Map Harasser". Doing this will double the amount of time the hostile unit(s) require before re-entering the map. This action will not inflict damage to either the MAC unit or those it harasses. The MAC's harassing unit cannot return to the map until the Movement Phase after the opposing off-map units return. The MAC unit's returning hex must be the same one it left from.

Mercenaries

The following rules reflect special command abilities of some of the Inner Sphere's most noteworthy mercenary commands.

Kell Hounds: When using the Random Assignment Tables to determine 'Mechs, the Kell Hounds may roll on the Federated Commonwealth column for all of their units. After 3050, up to 1 unit per lance may be rolled using the Jade Falcon column. After 3052, Kell Hound forces may roll on the Jade Falcon, Smoke Jaguar, or Secondary Invading Clan tables for two units per lance. In addition, each of the Kell Hounds regiments have the following special abilities:

First Kell Hounds Regiment: The Wild Hunters cancel any of the opposing force's special Initiative modifiers after Turn 4, unless the enemy force outnumbers the Kell Hounds by 2-to-1 or more at the start of the turn. When deploying two battalions or more in a scenario, the First Kell Hounds Regiment may use the Off-Board Movement special ability.

Second Kell Hounds Regiment: The Scrapping Pack suffers a +1 To-hit modifier when fighting at night (instead of the normal +2), while also canceling any of the opposing force's Initiative modifiers that relate to terrain or mission types. In addition, the First Battalion's Third Company receives a +1 Initiative modifier when fighting in Low-G or Zero-G conditions; in standard gravity, they suffer only a +2 Attacker Movement modifier when using jumping MPs (instead of the normal +3 modifier). Meanwhile, Second Battalion's Third Company automatically wins Initiative for the first three turns of any battle in which they are the attacking force; during subsequent turns, the company receives a +1 Initiative modifier as long as they possess at least half as many units (rounding up) as the opposing force. Finally, Third Battalion's Third Company receives a +1 Initiative roll modifier when fighting in harsh weather conditions (see pp. 57-62, *TO*), and an additional +2 Initiative modifier for fighting in extreme terrain, including Ultra-Heavy Woods, Swamp, Jungle, and Mud (see pp. 28-52, *TO*).

Wolf's Dragoons: Experts at selecting terrain of their choosing, the player controlling any Wolf's Dragoons force may modify any dice roll made when selecting mapsheets by up to 2, and may modify by 1 any similar roll made by the opposing player. All Dragoons units ignore the +1 To-hit modifier for firing at multiple targets. When using the Random Assignment Tables to determine Dragoon 'Mechs, the player may roll on any Inner Sphere column desired. After 3051, the Dragoons may also roll on the Clan Wolf, Smoke Jaguar and Secondary Invading Clan columns up to two times per lance, to reflect their Clan origins and salvage from the Battle of Luthien. In addition, each Dragoons regiment has its own special abilities.

Alpha Regiment: Alpha Regiment always wins Initiative the first turn of combat and receives a +1 Initiative roll modifier every turn afterwards. Opposing units cannot fire Point-Blank shots at Alpha units when fighting in Flatlands terrain. Alpha always selects its home map edge and a maximum of one-third the starting force may use Off-Board Movement.

Beta Regiment: Beta may use Off-Board Movement. Opposing units may only leave the map via Beta's home map edge.

Gamma Regiment: Gamma's first battalion receives a +1 Initiative Roll modifier in night combat, fog, and/or heavy rain, while reducing the total To-hit modifiers applied for these conditions by 1. Enemy units may not make Point Blank attacks against Gamma Regiment units.

Delta Regiment: Delta gains a +2 Initiative Roll modifier beginning in Turn 4 of any battle, and enemy Initiative bonuses no longer apply beginning in Turn 4. Delta's command company specializes in close range combat, receiving a –1 To-hit modifier for all weapon attacks made from a range of 6 hexes or less.

Epsilon Regiment: Epsilon units may use Off-Board Movement. Any opponent facing Epsilon that suffers negative Initiative modifiers for any reason must apply an additional –1 Initiative Roll modifier. Epsilon's controlling player must designate his force's command 'Mech prior to the start of a scenario. If that 'Mech is destroyed or disabled, Epsilon Regiment suffers a –2 Initiative roll modifier for the next 4 turns.

Wolf Spider Battalion: Before play begins, the Wolf Spiders may hide as many of their units as they wish, regardless of the scenario type, so long as they adhere to the terrain and unit limitations described in the Hidden Units rules (see p. 259, *TW*). The Wolf Spiders may also use Off-Board Movement.

Zeta Battalion: The player controlling Zeta Battalion must designate a command 'Mech prior to the start of play. If that 'Mech is destroyed, Zeta receives a +1 Initiative roll modifier for the remainder of the battle to reflect a battle rage. If Zeta destroys the enemy commander's unit, that enemy force suffers a –1 Initiative modifier for the remainder of the scenario. Zeta MechWarriors also receive a –1 To-hit modifier when executing Punch, Club, or Charge attacks.

Gray Death Legion: After 3050, the Gray Death may roll up to 2 units per company from the Clan Jade Falcon column. For all other units, the Gray Death rolls on the Federated Commonwealth column. When the Gray Death player rolls a possible upgrade, he may select any published upgrade for that chassis without making the roll to determine upgrade availability.

The Legion also receives a +1 Initiative roll modifier when fighting on any wooded, hilly, badlands, or mountain terrain. Furthermore, before play, the Legion's controlling player must designate a command unit. When outnumbered, the Legion receives an additional +1 Initiative roll modifier and the ability to use Off-Map Movement as long as this command unit is active.

Twelfth Star Guards: The Twelfth Star Guards have a strong historical tie to the Star League. Whenever fighting as the attacker against any of the five Great Houses, the Guards receive a +1 Initiative Roll modifier. Whenever they fight as the attacker against any Periphery force, the Guards receive a +1 To-hit modifier for all weapon attacks, in addition to a +1 Initiative Roll modifier.

In addition to these rules, the various regiments of the Twelfth have special rules as follows:

First Regiment: Prior to the start of a scenario, the First's controlling player must identify whether the First's regimental

commander, Colonel Charles Carranza, is involved in the battle, and which unit is his. If the colonel's unit is destroyed or disabled the rest of the First will suffer a –2 To-hit roll modifier for all weapon and physical attacks and will automatically lose Initiative for the remainder of the scenario.

Second Regiment: Due to an ancient vendetta against House Kurita, the Second Regiment (Ohell's Heavies) receives a –1 To-hit roll modifier to all weapon and physical attacks made against Draconis Combine units (including mercenaries under Combine employ). Furthermore, the Second cancels any Initiative bonuses possessed by any Combine unit or Combine-employed mercenaries that oppose them.

Third Regiment: Third Regiment (Catlin's Scout Snipers) specializes in long-range combat. For all ranged weapon attacks at long range, apply a –2 To-hit modifier. However, a +1 To-hit modifier is applied to all physical attacks and weapon attacks made at short range.

Seventh Regiment: Bouncer's Regiment receives a +1 Initiative roll modifier when fighting as a combined-arms force that includes 'Mechs, vehicles, and infantry—but only when doing so with a force of at least 12 units. The Seventh's MechWarriors also receive a –1 modifier to all Piloting Skill target numbers when fighting in Wooded terrain.

Black Omen: The Black Omen may begin any scenario with up to half of their units deployed as Hidden units, and receives a –1 To-hit modifier for all Point-Blank attacks executed by such hidden units. The Omen is also adept at night fighting, and so its warriors suffer only a +1 To-hit modifier for night combat (instead of the normal +2 modifier).

Clan Ghost Bear warriors receive a +2 Initiative roll modifier and a –1 To-hit modifier for all weapon attacks made against the Black Omen.

Clan Wolf

The following rules reflect special command abilities for some of Clan Wolf's most noteworthy Clusters.

Thirteenth Wolf Guards (The Wolf Spiders): The Thirteenth Wolf Guards may use the Force the Initiative ability.

328th Assault Cluster (The Lion-Hearted): The 341st may use the Overrun Combat special ability.

352nd Assault (The Silver Wolves): The 352nd, when rolling to determine unit assignments, must apply a –2 roll modifier when determining the weight class for up to half of its deployed units.

Sixteenth Battle Cluster (The Golden Hags): The Sixteenth Battle Cluster receives a +1 Initiative roll modifier if all of its units used running or jumping MP in the previous Movement Phase.

Thirty-Seventh Striker Cluster (The Blood Kits): The Thirty-Seventh Strikers may use Off-Map Movement. When fighting in urban terrain as the attacking force, the Thirty-Seventh also receives a +2 Initiative roll modifier.

Clan Jade Falcon

The following rules reflect special command abilities for some of Clan Jade Falcon's most noteworthy Clusters.

Falcon Guards: Aidan Pryde has given these misfit, *solahma* and troublemaker warriors a new lease on life and they are driven to prove themselves to him. To simulate this, the Guard receives a +1 Initiative roll modifier when acting as the attackers in a scenario.

Second Falcon Jaegers: The Second Falcon Jaegers are one of the most aggressive Jade Falcon commands and the sight of them rushing forward has been known to momentarily freeze their enemies with fear. Any force that faces the Jaegers suffers a –2 Initiative roll modifier in the first turn of play and a –1 modifier for the remainder of the scenario. The Jaegers also possess the Overrun Combat special ability.

Eighth Falcon Regulars: As a force made up of a large number of freeborn troops, the Eighth does not work well with trueborn Falcons. Any time the Eighth fights alongside another Falcon force that contains at least 50 percent freeborn warriors, both forces receive a +1 Initiative roll modifier. Otherwise, the cooperating Falcon forces will suffer a –1 Initiative roll modifier. (To determine if a Jade Falcon command is comprised of 50 percent freeborn troops or more, roll 1D6 before gameplay begins, and apply a –1 modifier to the result if the force is a frontline command; on a result of 1 or 2 at least half of the Jade Falcon force is comprised of freeborn warriors.)

First Falcon Strikers: The First Falcon Strikers are adept at firing on the move and thus reduce their Attacker Movement To-hit modifiers by 1 (to a minimum of 0). In addition, many Falcon commanders have issues working with Star Colonel Rard Hoyt. As a result, any time the First Strikers must cooperate with another Falcon command the entire force suffers a –1 Initiative roll modifier.

Third Falcon Talon: Taking a cue from their commander, the warriors of the Third Talon have an abiding hatred for Clan Steel Viper. This grants them a –1 To-hit roll modifier for weapon attacks against Steel Viper units. In addition, this force receives the Force the Initiative special ability when facing Steel Viper opponents.

Clan Ghost Bear

The following rules reflect special command abilities for some of Clan Ghost Bear's most noteworthy Clusters.

First Bear Guards: As part of Alpha Galaxy the First Bears are some of the most skilled and elite warriors of the Touman. They receive a +1 modifier to all Initiative Rolls and may use Overrun Combat (see p. 193, *TO*). Like the rest of Alpha, the First Bear Guards is comprised mostly of heavy and assault units. To reflect this, a +1 modifier applies to all rolls made to determine this force's weight class when generating a random force (see p. 264, *TO*).

Third Bear Guards: Also part of Alpha Galaxy, the Third Bears also applies a +1 modifier to all rolls made to determine unit weights when generating a random force (see p. 264, *TO*). In addition, this force receives a +1 Initiative Roll modifier and may use the Overrun Combat special ability.

The Third's intimidating presence also negates many of their opponents' special abilities, specifically any terrain-related Initiative Roll modifiers and the Off-Map Movement special ability. Opposing forces with these capabilities lose them when facing the Third Bear Guards.

Seventh Bear Guards: The Seventh receives a +2 Initiative Roll modifier. In addition, when determining the weight of the Bear Guards' aerospace units, apply a +2 roll modifier to all weight class rolls when generating random forces (see p. 264, *TO*).

Twentieth Polar Bears: The Twentieth receives a +2 Initiative roll modifier in any scenario that incorporates both ground and aerospace forces. In addition, Twentieth's aerospace fighters execute all ground attacks with a –1 To-hit modifier, as long as a ground unit from the Twentieth is also on the same mapsheet as the aerospace unit's target.

Clan Smoke Jaguar

The following rules reflect special command abilities for some of Clan Smoke Jaguar's most noteworthy Clusters.

362nd Assault Cluster: The Silver Jaguars Cluster prefers broad frontal assaults where speed and shock allow them to quickly overtake their opponents and crush their will to fight. However, due to the "deceitful" Inner Sphere tactics they faced early in the invasion, this force will not employ the rituals of *zellbrigen* or the *batchall* when facing Inner Sphere forces after 3050. A minimum of half of this Cluster's BattleMechs (rounded down) must be jump-capable in any scenario.

Nineteenth Striker Cluster: When randomly determining the individual units in a Nineteenth Striker Cluster force, treat any roll result of 7—regardless of the Star's weight class—as a *Mad Cat* result.

The elite warriors of the Nineteenth Striker (the Razor's Edge) excel at a broad range of missions. While acting as the attacking force in a scenario, this force automatically receives the Overrun Combat special ability. In addition, the warriors of this command suffer only a +1 To-hit modifier for night combat (as opposed to a +2 To-hit modifier), as well as a –1 Piloting Skill target number modifier when landing troops via combat drop (see pp. 22-23, *SO*).

Third Jaguar Cavaliers: The Storm Riders have integrated their Elementals into every aspect of their combat operations. To reflect this, any time the Third Cavaliers force enters a scenario without a mixture of 'Mech and Elemental forces, the command suffers a –2 Initiative Roll modifier. All Third Jaguar Cavaliers 'Mechs may act as OmniMechs for the purposes of transporting troops per the standard Mechanized Battle Armor rules.

Finally, the Storm Riders are highly skilled at destroying structures of any classification. To reflect this, any time a Third Jaguar Cavaliers unit deliberately attacks a structure, the structure will suffer an extra point of damage for every 5 points of weapon damage (or fraction thereof) inflicted.

Jaguar Grenadiers: Comprised of mostly medium to assault chassis, the Grenadiers excel at long-range precision strikes combined with well-supported heavy cavalry charges. To reflect this, the warriors of this Cluster receive a –1 To-hit modifier for any weapon attacks made at long range. Furthermore, any Grenadiers unit that uses Running. Jumping, or Sprinting MPs during the Movement Phase will receive a –1 Piloting Skill target number modifier for the rest of that turn.

After 3052, the Jaguar Grenadiers harbor an intense hatred toward Clan Wolf, and receive a –1 To-hit modifier for all weapon attacks made against Wolf Clan units.

Sixth Jaguar Dragoons: The Sixth Jaguar Dragoons fights best when containing and breaking up enemy formations and thus this force receives the Force the Initiative and Overrun Combat special abilities when acting as the attacking force in a scenario. If forced to act as the defender, or when operating as a combined arms force with 'Mechs and Elementals alike, the Dragoons' cohesion falters and the force suffers a –2 Initiative roll modifier.

Clan Steel Viper

The following rules reflect special command abilities for some of Clan Steel Viper's most noteworthy Clusters.

First Viper Guards: When creating forces for the First Viper Guards, at least one Star for every Binary or Trinary formation must be an Elemental Star.

Fourth Viper Guards: When creating forces for the Fourth Viper Guards, at least one Star in every Binary or Trinary formation must be an Elemental Star. Whenever facing Inner Sphere opponents, the warriors of the Fourth suffer a –1 Initiative Roll modifier, but receive a –1 To-hit modifier for weapon attacks made at short range.

400th Assault Cluster: The 400th Assault Cluster may use Overrun Movement.

Clan Nova Cat

The following rules reflect special command abilities for some of Clan Nova Cat's most noteworthy Clusters.

179th Striker: The 179th Striker Cluster (the Circle of Power) is almost exclusively made up of jump-capable medium and heavy 'Mechs. Thus, when rolling for 'Mech units on the appropriate Random 'Mech Assignment Table, the player may reroll up to twice for each unit in an effort to acquire a jump-capable 'Mech. If manually choosing units, at least two of every five units must be a jump-capable BattleMech.

Fourth Nova Cat Guards: The warriors of the Oracles Cluster are highly respected for their deadly accuracy in combat, and reduce all Target Movement To-hit modifiers by 1 (to a minimum of 0). When executing called shots or aimed shots (either against immobile targets or when using a targeting computer) the Oracles' MechWarriors also receive a –1 To-hit modifier.

489th Assault: Also known as the Third Eye, the 489th Assault Cluster's ability to regroup and adapt on the fly has saved the Cluster time and time again. To reflect this, this force negates any Initiative bonus the opposing force may have and reduces their Attacker Movement To-hit modifiers by –1 (to a minimum of 0).

Clan Diamond Shark

The following rules reflect special command abilities for some of Clan Diamond Shark's most noteworthy Clusters.

369th Striker: The Trinaries of the 369th tend to run a little on the heavier side. To reflect this, *after* randomly determining this

Cluster's force composition, the controlling player may substitute any two light, medium, or heavy 'Mechs per Star with two 'Mechs from the next-highest weight class.

Third Shark Regulars: During the Khanship of Ian Hawker the freeborns of the Third Regulars had to deal with supply shortfalls and lower-quality equipment. However, this forced them to become intimately familiar with the quirks and capabilities of such equipment. Any warrior in the Regulars who fields a second-line (non-Omni) Clan unit thus receives a –1 modifier to their Piloting Skill roll target numbers.

RANDOM UNIT ASSIGNMENT TABLES

When randomly determining unit assignment for combat forces in the early Clan Invasion era, the Random Assignment Tables beginning on p. 152 replace the equivalent tables found in *Total Warfare* and *A Time of War*.

For ease of use, the tables have been annotated to show which technical readouts contain which units: (3039) is *Technical Readout: 3039*; (3050) is *Technical Readout: 3050 Upgrade*; (3055) is *Technical Readout: 3055 Upgrade*; (3058) is *Technical Readout: 3058 Upgrade*; (3067) is *Technical Readout: 3067*; (3075) is *Technical Readout: 3075*; (3085) is *Technical Readout: 3085*. Pre-printed record sheets for some variants can be found in each Technical Readout's corresponding print record sheet books, while all variants can be found in the corresponding "unabridged" PDF record sheet books that can be purchased from www.battlecorps.com/catalog.

INNER SPHERE UPGRADES

The Random Assignment Tables provided in this book reflect the typical unit types available to military forces in the 3048 to 3052 time period, but the recovery of technology that began in the late 3020s enabled many forces to field upgraded models by the time of the Clan Invasion. With the arrival of Kerensky's descendants, this upgrade effort escalated, and would ultimately open the door to an explosion of production and progress for Inner Sphere arms makers.

To reflect this development, any Inner Sphere unit on the Random Assignment Table that is noted with an asterisk (*) also has two model designations available for play. The designation to the left of the slash indicates the older chassis, while the number to the right of the slash is the upgrade available for that roll. To determine which model the may be used, the controlling player must make a special 2D6 roll after the unit is selected. If this "Upgrade Check" equals or exceeds the target number indicated in the Upgrade Check Table below for the year of play and the player's faction, the upgraded model (to the right of the slash) can be used. Otherwise, the player must choose the older model (designated on the left of the slash).

While generating a DCMS recon lance for a scenario set in the year 3051, Jacob rolls a 5 for a Light BattleMech under the DC or FRR column. This roll yields the following result: PNT-9R/PNT-10K Panther *[35]*, which indicates that Jacob has obtained a* Panther *for his lance, but that it could be an older PNT-9R model, or the upgraded PNT-10K design. To find out which one he may use, Jacob makes a second 2D6 roll and compares the result of his roll—a 5—against the Upgrade Check Table, cross-referencing the year of play (3051), with his faction of choice (DC). Because his roll was 5, it falls below the 6 or higher needed to obtain the newer PNT-10K* Panther. *Jacob must use the older PNT-9R* Panther *instead.*

CLAN 'MECHS

During the initial Clan invasion, the Clans rarely (if ever) deployed vehicles and almost exclusively attacked using their front-line forces, presenting their far more adaptable OmniMechs to the Inner Sphere instead. As a result, the Random Assignment Tables presented here do not include Clan vehicles and are almost exclusively stocked with the common OmniMechs of the era.

When randomly rolling up an OmniMech, the controlling player may choose any configuration identified as Prime, A, B, C, or D for the 'Mech's initial weapons load. For the second-line 'Mechs (noted on the Clan tables by an asterisk), only the basic model (or indicated variant) may be used.

UPGRADE CHECK TABLE

YEAR	DC	FC	CC	FWL	SIC	FRR	CS
3048	10	11	12	12	12	12	9
3049	9	10	11	10	11	11	9
3050	7	9	10	9	10	10	8
3051	6	8	9	7	8	8	7
3052	5	6	8	6	7	9	6

Affiliation Codes: DC = Draconis Combine (Kurita); FC = Federated Commonwealth (Steiner and Davion); CC = Capellan Confederation (Liao); FWL = Free Worlds League (Marik); SIC = St. Ives Compact; FRR = Free Rasalhague Republic; CS = ComStar. These same codes are used on the Random Assignment Tables shown on pp. 152-154

RANDOM ASSIGNMENT TABLE: INNER SPHERE (3048-3052)

LIGHT BATTLEMECHS

2D6	DC AND FRR	FC	CC AND SIC
2	COM-2D Commando [25] (3039)	FS9-H/FS9-S Firestarter [35] (3039/3050)*	STG-3G/STG-5M Stinger [20] (3039/3085)*
3	SDR-5K/SDR-7M Spider [30] (3039/3050)*	JVN-10N/JVN-10P Javelin [30] (3039/3050)*	LCT-1V/LCT-3D Locust [20] (3039/3085)*
4	LCT-1V/LCT-3M Locust [20] (3039/3085)*	WSP-1S Wasp [20] (3039)	UM-R60/UM-R63 UrbanMech [30] (3039/3050)*
5	PNT-9R/PNT-10K Panther [35] (3039/3050)*	STG-3R/STG-5M Stinger [20] (3039/3085)*	WSP-1L/WSP-3M Wasp [20] (3039/3085)*
6	JR7-D/JR7-K Jenner [35] (3039/3050)*	WLF-1 Wolfhound [35] (3039)	RVN-1X Raven [35] (3039)
7	PNT-9R/PNT-C Panther [35] (3039/3050)*	COM-2D Commando [25] (3039)	RVN-1X/RVN-3L Raven [35] (3039/3050)*
8	JR7-D/JR7-C Jenner [35] (3039/3050)*	VLK-QA Valkyrie [30] (3039)	UMR-60 UrbanMech [30] (3039)
9	WSP-1A/WSP-3M Wasp [20] (3039/3085)*	VLK-QF/VLK-QD Valkyrie [30] (3039/3085)*	WSP-1A Wasp [20] (3039)
10	SDR-5V/SDR-7M Spider [30] (3039/3050)*	COM-2D/COM-5S Commando [25] (3039/3050)*	STG-3R Stinger [20] (3039)
11	PNT-9R/PNT-10K Panther [35] (3039/3050)*	WLF-1/WLF-2 Wolfhound [35] (3039/3050)*	UM-R60L/UM-R63 UrbanMech [30] (3039/3050)*
12	MON-68 Mongoose [25] (3039)	LCT-1V/LCT-3S Locust [20] (3039/3085)*	OTT-7J/OTT-7K Ostscout [35] (3039/3085)*

MEDIUM BATTLEMECHS

2D6	DC AND FRR	FC	CC AND SIC
2	KTO-20 Kintaro [55] (3050)	VL-2T/VL-5S Vulcan [40] (3039/3050)*	VL-2T Vulcan [40] (3039)
3	WTH-1/WTH-2 Whitworth [40] (3039/3050)*	GRF-1N/GRF-1DS Griffin [55] (3039/3085)*	BJ-3 Blackjack [45] (3050)
4	PXH-1K/PXH-3K Phoenix Hawk [45] (3039/3085)*	WVR-6R/WVR-7D Wolverine [55] (3039/3085)*	CDA-2A/CDA-3M Cicada [40] (3039/3050)*
5	WVR-6K/WVR-7K Wolverine [55] (3039/3085)*	BJ-1/BJ-2 Blackjack [45] (3039/3050)*	HBK-4P/HBK-5M Hunchback [50] (3039/3050)*
6	STN-3M Sentinel [40] (3039)	WTH-1 Whitworth [40] (3039)	VND-1R Vindicator [45] (3039)
7	GRF-1N/GRF-1DS Griffin [55] (3039/3085)*	ENF-4R/ENF-5D Enforcer [50] (3039/3050)*	VND-1R/VND-3L Vindicator [45] (3039/3050)*
8	PXH-1K/PXH-3K Phoenix Hawk [45] (3039/3085)*	HCT-3F/HCT-5S Hatchetman [45] (3039/3050)*	VND-1R Vindicator [45] (3039/3050)
9	WVR-6K/WVR-7K Wolverine [55] (3039/3085)*	CN9-A/CN9-D Centurion [50] (3039/3050)*	HBK-4G Hunchback [50] (3039)
10	HBK-4G Hunchback/WFT-1 Wolf Trap [50/45] (3039/3050)*	GRF-1S/GRF-3M Griffin [55] (3039/3085)*	VND-1AA/VND-3L Vindicator [45] (3039/3050)*
11	CRB-27 Crab [50] (3050)	DV-6M/DV-7D Dervish [55] (3039/3050)*	PXH-1/PXH-3M Phoenix Hawk [45] (3039/3085)*
12	DV-6M Dervish [55] (3039)	PXH-1D/PXH-3D Phoenix Hawk [45] (3039/3085)*	CLNT-2-3T/CLNT-2-3U Clint [40] (3039/3050)*

HEAVY BATTLEMECHS

2D6	DC AND FRR	FC	CC AND SIC
2	GRH-5H/GHR-C Grasshopper [70] (3039/3050)*	TDR-5S/TDR-9S Thunderbolt [65] (3039/3085)*	CTF-2X/CTF-3L Cataphract [70] (3039/3050)*
3	ARC-2R/ARC-5R Archer [75] (3039/3085)*	RFL-4D/RFL-5D Rifleman [60] (3039/3085)*	CPLT-C1 Catapult [65] (3039)
4	QKD-4G/QKD-5K Quickdraw [60] (3039/3050)*	AXM-1N Axman [65] (3050)	JM6-S JagerMech [65] (3039)
5	JM6-D/JM6-DD JagerMech [65] (3039/3050)*	CTF-4X Cataphract/CES-3R Caesar [70] (3050)*	MAD-3L/MAD-5M Marauder [75] (3039/3085)*
6	MAD-3R/MAD-5D Marauder [75] (3039/3085)*	JM6-S/JM6-DD JagerMech [65] (3039/3050)*	RFL-3N/RFL-5M Rifleman [65] (3039/3085)*
7	DRG-1G/DRG-5K Dragon [60] (3039/3050)*	MAD-3D/MAD-5D Marauder [75] (3039/3085)*	CTF-1X/CTF-3L Cataphract [70] (3039/3050)*
8	DRG-5N Grand Dragon [60] (3050)	RFL-3N/RFL-5D Rifleman [60] (3039/3085)*	CPLT-C1/CPLT-C3 Catapult [65] (3039/3050)*
9	MAD-3R/MAD-5D Marauder [75] (3039/3085)*	CRD-3D/CRD-4D Crusader [65] (3039/3085)*	CRD-3L/CRD-5M Crusader [65] (3039/3085)*
10	DRG-1G/DRG-C Grand Dragon [60] (3039/3050)*	WHM-6D/WHM-7S Warhammer [70] (3039/3085)*	TDR-5S/TDR-7M Thunderbolt [65] (3039/3085)*
11	CRD-3K/CRD-4K Crusader [65] (3039/3085)*	CTF-1X/CTF-3D Cataphract [70] (3039/3050)*	JM6-S/JM6-DD JagerMech [65] (3039/3050)*
12	QKD-4G/QKD-C Quickdraw [60] (3039/3050)*	ARC-2R/ARC-5S Archer [75] (3039/3085)*	CPLT-C4/CPLT-C3 Catapult [65] (3039/3050)*

ASSAULT BATTLEMECHS

2D6	DC AND FRR	FC	CC AND SIC
2	BLR-1G/BLR-3M BattleMaster [85] (3039/3085)*	MAD-4A/MAD-5A Marauder II [100] (3039/3085)*	HGN-733/HGN-732 Highlander [90] (3039/3050)*
3	MAL-1R Mauler [90] (3050)	BLR-1D/BLR-3S BattleMaster [85] (3039/3085)*	AWS-8Q Awesome [80] (3039)
4	HTM-27T/HTM-C Hatamoto-Chi [80] (3050)*	AWS-8Q/AWS-9M Awesome [80] (3039/3050)*	VTR-9B/VTR-9K Victor [80] (3039/3050)*
5	VTR-9B/VTR-9K Victor [80] (3039/3050)*	STK-3F/STK-5S Stalker [85] (3039/3050)*	AS7-D/AS7-K Atlas [100] (3039/3050)*
6	AS7-D/AS7-K Atlas [100] (3039/3050)*	VTR-9B/VTR-9K Victor [80] (3039/3050)*	STK-3F/STK-5M Stalker [85] (3039/3050)*
7	HTM-27T/HTM-CM Hatamoto-Chi [80] (3050)*	ZEU-6S/ZEU-9S Zeus [80] (3039/3050)*	AWS-8Q Awesome [80] (3039)
8	DCMS-90X-D Daboku/MAL-1R Mauler [90] (3039/3050)*	AS7-D/AS7-S Atlas [100] (3039/3050)*	STK-3F/STK-5S Stalker [85] (3039/3050)*
9	CRK-5003-2 Katana [85] (3050)	VTR-9B Victor [80] (3039)	LGB-0W Longbow [85] (3039)
10	CGR-1A9/CGR-3K Charger [80] (3039/3050)*	BLR-1G/BLR-3S BattleMaster [85] (3039/3085)*	VTR-9B/VTR-9K Victor [80] (3039/3050)*
11	BLR-1G/BLR-3S BattleMaster [85] (3039/3085)*	BNC-3S /BNC-5S Banshee [95] (3039/3050)*	CP-10-Z/CP-11-A Cyclops [90] (3039/3050)*
12	CP-11-A/CP-11-C Cyclops [90] (3050)	CP-10-Z/CP-11-A Cyclops [90] (3039/3050)*	BLR-1G BattleMaster [85] (3039)

RANDOM ASSIGNMENT TABLE: INNER SPHERE (3048-3052)

LIGHT BATTLEMECHS

2D6	COMSTAR	FWL	PERIPHERY AND MERC
2	OTT-7J Ostscout [35] (3039)	HER-1A Hermes [30] (3039)	OTT-7J Ostscout [35] (3039)
3	MCY-97 Mercury [20] (3050)	MON-67 Mongoose [25] (3039)	SDR-5V Spider [30] (3039)
4	HER-1S Hermes [30] (3050)	HER-3S Hermes [30] (3050)	PNT-9R Panther [35] (3039)
5	THE-N Thorn [20] (3050)	STG-3R/STG-5M Stinger [20] (3039/3085)*	JR7-D Jenner [35] (3039)
6	HER-3S Hermes [30] (3050)	FS9-H/FS9-S Firestarter [35] (3039/3050)*	STG-3R Stinger [20] (3039)
7	MCY-97 Mercury [20] (3050)	HER-1A/HER-3S1 Hermes [30] (3039/3050)*	LCT-1V Locust [20] (3039)
8	THE-N Thorn [20] (3050)	COM-2D Commando [25] (3039)	WSP-1A Wasp [20] (3039)
9	MON-66 Mongoose [25] (3050)	RVN-4X/RVN-3L Raven [35] (3039/3050)*	COM-2D Commando [25] (3039)
10	HSR-200-D/HSR-400-D Hussar [30] (3050)*	LCT-1M/LCT-3M Locust [20] (3039/3085)*	VLK-QA Valkyrie [30] (3039)
11	MCY-97 Mercury [20] (3050)	WSP-1A/WSP-3M Wasp [20] (3039/3085)*	UM-R60 UrbanMech [30] (3039)
12	MON-66 Mongoose [25] (3050)	SDR-5V/SDR-7M Spider [30] (3039/3050)*	WLF-1 Wolfhound [35] (3039)

MEDIUM BATTLEMECHS

2D6	COMSTAR	FWL	PERIPHERY AND MERC
2	KTO-19 Kintaro [55] (3050)	CDA-2A/CDA-3M Cicada [40] (3039/3050)*	PXH-1/PXH-3M Phoenix Hawk [45] (3039/3085)*
3	STN-3L Sentinel [40] (3050)	HBK-4G/HBK-5M Hunchback [50] (3039/3050)*	WTH-1 Whitworth [40] (3039)
4	CRB-27 Crab [50] (3050)	PXH-1/PXH-3M Phoenix Hawk [45] (3039/3085)*	VND-1R Vindicator [45] (3039)
5	WVE-5N Wyvern [45] (3050)	SHD-2H/SHD-5M Shadow Hawk [55] (3039/3085)*	HBK-4G Hunchback [50] (3039)
6	KTO-19 Kintaro [55] (3050)	GRF-1N/GRF-3M Griffin [55] (3039/3085)*	GRF-1N Griffin [55] (3039)
7	CRB-27 Crab [50] (3050)	WVR-6R/WVR-7M Wolverine [55] (3039/3085)*	PXH-1 Phoenix Hawk [45] (3039)
8	STN-3L Sentinel [40] (3050)	HER-2S/HER-5S Hermes II [40] (3039/3050)*	WVR-6R Wolverine [55] (3039)
9	CRB-27 Crab [50] (3050)	TBT-5N/TBT-7M Trebuchet [50] (3039/3050)*	CN9-A Centurion [50] (3039)
10	WVE-5N/WVE-9N Wyvern [45] (3050)*	CDA-2A/CDA-3M Cicada [40] (3039/3050)*	HCT-3F Hatchetman [45] (3039)
11	STN-3L Sentinel [40] (3050)	VL-2T/VT-5M Vulcan [40] (3039/3050)*	ASN-21 Assassin [40] (3039)
12	KTO-19 Kintaro [55] (3050)	WVR-6M Wolverine [55] (3039)	GRF-1N/GRF-3M Griffin [55] (3039/3085)*

HEAVY BATTLEMECHS

2D6	COMSTAR	FWL	PERIPHERY AND MERC
2	BMB-12D Bombardier [65] (3050)	TDR-5S/TDR-7M Thunderbolt [65] (3039/3085)*	QKD-4G/QKD-5M Quickdraw [60] (3039/3050)*
3	FLS-8K Flashman [75] (3050)	GLT-4L/GLT-5M Guillotine [70] (3039/3050)*	ON1-K Orion [75] (3039)
4	CHP-1N/CHP-3N Champion [60] (3050)*	QKD-4G/QKD-5M Quickdraw [60] (3039/3050)*	RFL-3N Rifleman [60] (3039)
5	LNC25-01 Lancelot [60] (3050)	TDR-5S/TDR-7M Thunderbolt [65] (3039/3085)*	CRD-3R Crusader [65] (3039)
6	GLT-3N Guillotine [70] (3050)	CRD-3R/CRD-5M Crusader [65] (3039/3085)*	TDR-5S Thunderbolt [65] (3039)
7	BL-6-KNT/BLK-9-KNT Black Knight [75] (3050)*	ON1-K/ON1-M Orion [75] (3039/3050)*	ARC-2R Archer [75] (3039)
8	FLS-8K Flashman [75] (3050)	WHM-6R/WHM-7M Warhammer [70] (3039/3085)*	WHM-6R Warhammer [70] (3039)
9	BMB-12D Bombardier [65] (3050)	MAD-3M/MAD-5M Marauder [75] (3039/3085)*	DRG-1N Dragon [60] (3039)
10	LNC25-01 Lancelot [60] (3050)	ON1-K/ON1-M Orion [75] (3039/3050)*	CPLT-C1 Catapult [65] (3039)
11	GLT-3N Guillotine [70] (3050)	RFL-3N/RFL-5M Rifleman [60] (3039/3085)*	MAD-3R Marauder [75] (3039)
12	EXT-4D Exterminator [65] (3050)	ARC-2R/ARC-4M Archer [75] (3039/3085)*	JM6-D/JM6-DD JagerMech [65] (3039/3050)*

ASSAULT BATTLEMECHS

2D6	COMSTAR	FWL	PERIPHERY AND MERC
2	BLR-2C BattleMaster [85] (3085)	GOL-1H/GOL-3M Goliath [80] (3039/3085)*	AS7-D Atlas [100] (3039)
3	KGC-000/KGC-001 King Crab [100] (3050)*	LGB-0W Longbow [85] (3039)	CP-10-Z Cyclops [90] (3039)
4	CRK5003-1 Crockett [85] (3050)	THG-10E/THG-11 Thug [80] (3039/3050)*	VTR-9B Victor [80] (3039)
5	HGN-732 Highlander [90] (3050)	STK-3H/STK-5M Stalker [85] (3039/3050)*	CGR-1A1 Charger [80] (3039)
6	THG-11E Thug [80] (3050)	AS7-D Atlas [100] (3039)	ZEU-6S Zeus [80] (3039)
7	HGN-732 Highlander [90] (3050)	AWS-8Q/AWS-9M Awesome [80] (3039/3050)*	STK-3F Stalker [85] (3039)
8	THG-11E Thug [80] (3050)	AWS-8Q/AWS-9M Awesome [80] (3039/3050)*	BLR-1G BattleMaster [85] (3039)
9	CRK5003-1 Crockett [85] (3050)	BLR-1G/BLR-3M BattleMaster [85] (3039/3085)*	BNC-3E Banshee [95] (3039)
10	KGC-000/KGC-001 King Crab [100] (3050)*	STK-3F/STK-5M Stalker [85] (3039/3050)*	HGN-733 Highlander [90] (3039)
11	KGC-000/KGC-001 King Crab [100] (3050)*	BLR-1G/BLR-3M BattleMaster [85] (3039/3085)*	AWS-8Q Awesome [80] (3039)
12	CP-11-A Cyclops [90] (3050)	GOL-1H/GOL-3M Goliath [80] (3039/3085)*	KGC-000 King Crab [100] (3050)

RANDOM ASSIGNMENT TABLE: INNER SPHERE (3048-3052)

AEROSPACE FIGHTERS	2D6	DC AND FRR	FC	CC AND SIC
	2	CHP-W5 Chippewa [90] (3039)	THB-D36 Thunderbird [100] (3075)	F-100/F-700 Riever [100] (3039)*
	3	LTN-G15 Lightning [50] (3075)	CHP-W5/CHP-W7 Chippewa [90] (3039)*	TR-7 Thrush [25] (3039)
	4	SL-21 Sholagar [35] (3039)	STKU-K5 Stuka [100] (3039)	LTN-G15 Lightning [50] (3075)
	5	EGL-R6 Eagle [75] (3075)	LCF-R15 Lucifer [65] (3039)	TR-10 Transit [50] (3039)
	6	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	TR-13 Transgressor [75] (3039)
	7	SL-21 Sholagar [35] (3039)	SPR-H5/SPR-6D Sparrowhawk [30] (3039)*	TR-10 Transit [50] (3039)
	8	SL-15/SL-15R Slayer [80] (3039)*	SYD-21 Seydlitz [25] (3039)	TR-7 Thrush [25] (3039)
	9	SL-17/SL-17R Shilone [65] (3039)*	CSR-V12/CSR-V14 Corsair [50] (3039) *	F-100 Riever [100] (3039)
	10	S-4X Sai [40] (3039)	CSR-V12 Corsair [55] (3039)	CNT-1D Centurion [30] (3075)
	11	SL-17R Shilone [65] (3039)	STU-K5/STU-D6 Stuka [100] (3039)*	TR-13/TR-13A Transgressor [75] (3039)*
	12	SL-15R Slayer [80] (3039)	CHP-W7 Chippewa [90] (3039)	EGL-R6 Eagle [75] (3075)

AEROSPACE FIGHTERS	2D6	COMSTAR	FWL	PERIPHERY AND MERC
	2	RPR-100 Rapier [85] (3050)	TR-13 Transgressor [75] (3039)	EGL-R6 Eagle [75] (3075)
	3	IRN-SD1 Ironsides [65] (3050)	CSR-V12M Corsair [50] (3039)	CHP-W5 Chippewa [90] (3039)
	4	GTHA-500 Gotha [60] (3050)	F-10 Cheetah [25] (3039)	SL-21 Sholagar [35] (3039)
	5	RGU-133E Rogue [40] (3050)	F-100 Riever [100] (3039)	LTN-G15 Lightning [50] (3075)
	6	ZRO-114 Zero [35] (3050)	F-90/F-92 Stingray [60] (3039)*	F-10 Cheetah [25] (3039)
	7	SWF-606 Swift [25] (3050)	F-90 Stingray [60] (3039)	CNT-1D Centurion [30] (3075)
	8	SPD-502/SPD-503 Spad [30] (3050)*	F-10/F-14-S Cheetah [25] (3039)*	SPR-H5 Sparrowhawk [30] (3039)
	9	THK-63K Tomahawk [45] (3050)	EGL-R6 Eagle [75] (3075)	SB-27 Sabre [25] (3075)
	10	HCT-213B/HCT-214 Hellcat II [50] (3050)*	TR-10 Transit [50] (3039)	SL-17 Shilone [65] (3039)
	11	HMR-HD Hammerhead [75] (3050)	CHP-W5 Chippewa [90] (3039)	SL-15 Slayer [80] (3039)
	12	AHB-443 Ahab [90] (3050)	F-100/F-700 Riever [100] (3039)*	THB-D36 Thunderbird [100] (3075)

INNER SPHERE VEHICLES	2D6	LIGHT	MEDIUM	HEAVY	ASSAULT	COMSTAR
	2	J. Edgar [25] (3039)	Goblin [45] (3039)	Manticore [60] (3039)	Sturmfeur [85] (3039)	Demolisher [80] (3039)
	3	Savannah Master [5] (3039)	Maxim [50] (3039)	LRM Carrier [60] (3039)	Behemoth [100] (3039)	Rhino [80] (3050)
	4	Scorpion [25] (3039)	Hetzer [40] (3039)	LRM Carrier [60] (3039)	Ontos [95] (3039)	Marksman [65] (3050)
	5	Striker [35] (3039)	Drillson [50] (3039)	Bulldog [60] (3039)	Ontos [95] (3039)	Magi [70] (3050)
	6	Skulker [20] (3039)	Condor [50] (3039)	Patton [65] (3039)	Schrek PPC Carrier [80] (3039)	Burke 75] (3050)
	7	Pegasus [35] (3039)	Vedette [50] (3039)	Manticore [60] (3039)	Demolisher [80] (3039)	Lightning [35] (3050)
	8	Hunter [35] (3039)	Maxim [50] (3039)	Rommel [65] (3039)	Partisan [80] (3039)	Chaparral [50] (3050)
	9	Saracen [35] (3039)	Condor [50] (3039)	Brutus [75] (3058)	Partisan [80] (3039)	Demon [60] (3050)
	10	Scimitar [35] (3039)	Vedette [50] (3039)	SRM Carrier [60] (3039)	Demolisher [80] (3039)	Fury [80] (3050)
	11	Saladin [35] (3039)	Goblin [45] (3039)	SRM Carrier [60] (3039)	Schrek PPC Carrier [80] (3039)	Kanga [50] (3050)
	12	Galleon [30] (3039)	Hetzer [40] (3039)	Von Luckner [75] (3039)	Behemoth [100] (3039)	Puma Tank [95] (3050)

Note: ComStar vehicle forces may roll three times on the ComStar column per Level II formation (regardless of weight class)

RANDOM ASSIGNMENT TABLE: THE CLANS (3048-3052)

LIGHT BATTLEMECHS

2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
2	Locust IIC [25] (3085)*	Vixen [30] (3055)	Peregrine [35] (3055)*	Hankyu [30] (3058)	Dasher [20] (3050)	Vixen [30] (3055)*
3	Uller [30] (3050)	Fire Falcon [25] (3058)	Koshi [25] (3050)	Locust IIC 3 [25] (3085)*	Hankyu [30] (3058)	Puma [35] (3050)
4	Koshi [25] (3050)	Dasher [20] (3050)	Uller [30] (3050)	Puma [35] (3050)	Jenner IIC [35] (3055)*	Locust IIC [25] (3085)*
5	Koshi [25] (3050)	Puma [35] (3050)	Puma [35] (3050)	Koshi [25] (3050)	Uller [30] (3050)	Peregrine [35] (3055)*
6	Puma [35] (3050)	Uller [30] (3050)	Dasher [20] (3050)	Dasher [20] (3050)	Koshi [25] (3050)	Uller [30] (3050)
7	Puma [35] (3050)	Uller [30] (3050)	Dasher [20] (3050)	Koshi [25] (3050)	Hankyu [30] (3058)	Dasher [20] (3050)
8	Puma [35] (3050)	Puma [35] (3050)	Dasher [20] (3050)	Koshi [25] (3050)	Puma [35] (3050)	Koshi [25] (3050)
9	Koshi [25] (3050)	Koshi [25] (3050)	Puma [35] (3050)	Hankyu [30] (3058)	Dasher [20] (3050)	Puma [35] (3050)
10	Uller [30] (3050)	Dasher [20] (3050)	Puma [35] (3050)	Koshi [25] (3050)	Koshi [25] (3050)	Baboon [20] (3055)*
11	Dasher [20] (3050)	Baboon [20] (3055)*	Uller [30] (3050)	Puma [35] (3050)	Piranha [20] (3058)*	Piranha [20] (3058)*
12	Locust IIC [25] (3085)*	Locust IIC 2 [25] (3055)	Koshi [25] (3050)	Peregrine 2 [35] (3055)*	Hankyu [30] (3058)	Hankyu [30] (3058)

MEDIUM BATTLEMECHS

2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
2	Pouncer [40] (3055)	Black Lanner [55] (3058)	Griffin IIC [50] (3055)*	Grendel [45] (3058)	Goshawk 2 [55] (3055)*	Hunchback IIC [40] (3058)*
3	Phantom [45] (3055)	Black Hawk [50] (3050)	Ryoken [55] (3050)	Black Hawk [50] (3050)	Griffin IIC 2 [40] (3085)*	Griffin IIC [50] (3085)*
4	Ryoken [55] (3050)	Fenris [45] (3050)	Dragonfly [40] (3050)	Fenris [45] (3050)	Shadow Cat [45] (3058)	Goshawk [55] (3055)
5	Black Hawk [50] (3050)	Dragonfly [40] (3050)	Black Hawk [50] (3050)	Dragonfly [40] (3050)	Goshawk [55] (3055)*	Fenris [45] (3050)
6	Fenris [45] (3050)	Dragonfly [40] (3050)	Dragonfly [40] (3050)	Ryoken [55] (3050)	Nobori-nin [50] (3058)	Black Hawk [50] (3050)
7	Fenris [45] (3050)	Ryoken [55] (3050)	Dragonfly [40] (3050)	Ryoken [55] (3050)	Ryoken [55] (3050)	Dragonfly [40] (3050)
8	Fenris [45] (3050)	Ryoken [55] (3050)	Dragonfly [40] (3050)	Ryoken [55] (3050)	Black Hawk [50] (3050)	Fenris [45] (3050)
9	Black Hawk [50] (3050)	Black Hawk [50] (3050)	Black Hawk [50] (3050)	Black Hawk [50] (3050)	Battle Cobra [40] (3058)	Ryoken [55] (3050)
10	Dragonfly [40] (3050)	Fenris [45] (3050)	Ryoken [55] (3050)	Fenris [45] (3050)	Dragonfly [40] (3050)	Dragonfly [40] (3050)
11	Phantom [40] (3055)	Shadow Hawk IIC [45] (3085)*	Fenris [45] (3050)	Ryoken [55] (3050)	Grendel [45] (3058)	Hellhound [50] (3055)*
12	Hunchback IIC [50] (3058)*	Hellhound [50] (3055)*	Shadow Hawk IIC 2 [45] (3055)*	Shadow Cat [45] (3058)	Shadow Cat [45] (3058)	Shadow Hawk IIC [45] (3085)*

HEAVY BATTLEMECHS

2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
2	Linebacker [65] (3055)	Night Gyr [75] (3058)	Loki [65] (3050)	Rifleman IIC 2 [65] (3085)*	Viper [75] (3055)*	Galahad [60] (3055)*
3	Mad Cat [75] (3050)	Mad Cat [75] (3050)	Mad Cat [75] (3050)	Loki [65] (3050)	Vulture [60] (3050)	Viper [75] (3055)*
4	Vulture [60] (3050)	Loki [65] (3050)	Vulture [60] (3050)	Cauldron-Born [65] (3058)	Rifleman IIC [65] (3085)*	Thor [70] (3050)
5	Mad Cat [75] (3050)	Thor [70] (3050)	Vulture [60] (3050)	Mad Cat [75] (3050)	Crossbow [65] (3058)	Vulture [60] (3050)
6	Loki [65] (3050)	Loki [65] (3050)	Thor [70] (3050)	Thor [70] (3050)	Mad Cat [75] (3050)	Loki [65] (3050)
7	Mad Cat [75] (3050)	Thor [70] (3050)	Vulture [60] (3050)	Mad Cat [75] (3050)	Loki [65] (3050)	Vulture [60] (3050)
8	Mad Cat [75] (3050)	Thor [70] (3050)	Vulture [60] (3050)	Vulture [60] (3050)	Vulture [60] (3050)	Mad Cat [75] (3050)
9	Thor [70] (3050)	Vulture [60] (3050)	Thor [70] (3050)	Loki [65] (3050)	Thor [70] (3050)	Thor [70] (3050)
10	Mad Cat [75] (3050)	Mad Cat [75] (3050)	Loki [65] (3050)	Cauldron-Born [65] (3058)	Thor [70] (3050)	Mad Cat [75] (3050)
11	Linebacker [65] (3055)	Loki [65] (3050)	Mad Cat [75] (3050)	Vulture [60] (3050)	Mad Cat [75] (3050)	Grizzly [70] (3058)*
12	Galahad 2 [60] (3055)*	Thor [70] (3050)	Grizzly [70] (3058)*	Thor [70] (3050)	Viper [75] (3055)*	Rifleman IIC [65] (3085)*

ASSAULT BATTLEMECHS

2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
2	Naga [80] (3055)	Turkina [95] (3058)	Marauder IIC [85] (3055)*	Behemoth [100] (3055)*	Man O'War [80] (3050)	Marauder IIC [85] (3085)*
3	Masakari [85] (3050)	Marauder IIC [85] (3085)*	Daishi [100] (3050)	Gladiator [95] (3050)	Marauder IIC [85] (3085)*	Gladiator [95] (3050)
4	Daishi [100] (3050)	Warhammer IIC [80] (3085)*	Man O' War [80] (3050)	Masakari [85] (3050)	Supernova [90] (3058)*	Kraken [100] (3055)*
5	Gladiator [95] (3050)	Man O'War [80] (3050)	Kingfisher [90] (3058)	Man O'War [80] (3050)	Man O'War [80] (3050)	Supernova [90] (3058)*
6	Daishi [100] (3050)	Gladiator [95] (3050)	Masakari [85] (3050)	Masakari [85] (3050)	Kingfisher [90] (3058)	Kingfisher [90] (3058)
7	Man O' War [80] (3050)	Man O'War [80] (3050)	Gladiator [95] (3050)	Daishi [100] (3050)	Daishi [100] (3050)	Naga [80] (3055)
8	Man O' War [80] (3050)	Gladiator [95] (3050)	Gladiator [95] (3050)	Masakari [85] (3050)	Masakari [85] (3050)	Man O'War [80] (3050)
9	Gladiator [95] (3050)	Gladiator [95] (3050)	Kodiak [100] (3058)*	Daishi [100] (3050)	Phoenix Hawk IIC [80] (3085)*	Phoenix Hawk IIC [80] (3085)*
10	Daishi [100] (3050)	Daishi [100] (3050)	Gladiator [95] (3050)	Masakari [85] (3050)	Gladiator [95] (3050)	Daishi [100] (3050)
11	Man O'War [80] (3050)	Masakari [85] (3050)	Daishi [100] (3050)	Warhammer IIC 2 [80] (3085)*	Warhammer IIC [80] (3085)*	Warhammer IIC [80] (3085)*
12	Marauder IIC [85] (3085)*	Kraken [100] (3055)*	Kingfisher [90] (3058)	Kingfisher [90] (3058)	Man O'War [80] (3050)	Behemoth [100] (3055)*

Note: Secondary Invader Clans include Clans Steel Viper, Nova Cat, and Diamond Shark; Home Clans include all of the Clans that did not take part in the initial Clan Invasion.

RANDOM ASSIGNMENT TABLE: THE CLANS (3048-3052)

AEROSPACE FIGHTERS

2D6	WOLF	JADE FALCON	GHOST BEAR	SMOKE JAGUAR	SECONDARY INVADER	HOME CLAN
2	Visigoth [60] (3055)	Vandal [30] (3055)	Bashkir [20] (3055)	Kirghiz [100] (3055)	Jengiz [80] (3055)	Kirghiz [100] (3055)
3	Avar [35] (3055)	Visigoth [60] (3055)	Turk [50] (3055)	Jagatai [70] (3055)	Jagatai [70] (3055)	Avar [35] (3055)
4	Batu [40] (3055)	Bashkir [20] (3055)	Kirghiz [100] (3055)	Xerxes [85] (3067)	Kirghiz [100] (3055)	Kirghiz [100] (3055)
5	Scytha [90] (3055)	Batu [40] (3055)	Sulla [45] (3055)	Turk [50] (3055)	Batu [40] (3055)	Batu [40] (3055)
6	Visigoth [60] (3055)	Scytha [90] (3055)	Jengiz [80] (3055)	Sulla [45] (3055)	Turk [50] (3055)	Turk [50] (3055)
7	Jagatai [70] (3055)	Visigoth [60] (3055)	Visigoth [60] (3055)	Jagatai [70] (3055)	Visigoth [60] (3055)	Jagatai [70] (3055)
8	Jengiz [80] (3055)	Jagatai [70] (3055)	Sulla [45] (3055)	Batu [40] (3055)	Jagatai [70] (3055)	Visigoth [60] (3055)
9	Jagatai [70] (3055)	Scytha [90] (3055)	Visigoth [60] (3055)	Sabutai [75] (3055)	Kirghiz [100] (3055)	Sulla [45] (3055)
10	Kirghiz [100] (3055)	Jagatai [70] (3055)	Turk [50] (3055)	Xerxes [85] (3067)	Sulla [45] (3055)	Bashkir [20] (3055)
11	Bashkir [20] (3055)	Kirghiz [100] (3055)	Jengiz [80] (3055)	Visigoth [60] (3055)	Avar [35] (3055)	Jengiz [80] (3055)
12	Vandal [30] (3055)	Jengiz [80] (3055)	Kirghiz [100] (3055)	Jengiz [80] (3055)	Vandal [30] (3055)	Scytha [90] (3055)

Note: Secondary Invader Clans include Clans Steel Viper, Nova Cat, and Diamond Shark; Home Clans include all of the Clans that did not take part in the initial Clan Invasion.



ROLE-PLAYING RULES

The following rules for the Early Clan Invasion Era cover role-playing campaigns using the core rules primarily found in *A Time of War*.

PLAYING THE CLANS

The Clans of Kerensky provide very interesting gameplay opportunities to *BattleTech* players. Their culture, technology, and objectives are unique compared to the other factions. This same uniqueness can also make it counterintuitive to get full enjoyment out of including them in your own games. While the Battle Value system (see p. 302, *TM*) is an ideal tool to create balanced games using Clan vs. Clan or Clan vs. Inner Sphere style pick-up games, and the basic combat rules for Bidding, Clan Honor, and Clan dueling rules (*Zellbrigen*) are covered in *Total Warfare* (see the Creating Scenarios chapter, pp. 257-275, *TW*), this guide offers the further depth for role-playing Clan forces in 3052-era games.

Clan Culture

The first thing to understand as a player when using the Clans—either in *BattleTech* or role-playing campaigns—is that the Clan culture (mostly represented by Clan warriors) focuses on four main concepts: success, honor, an aversion to waste, and the right of the mighty. Put succinctly, the Clans seek success in an honorable fashion, using the minimum of resources—and, when in doubt, only the mightiest can claim the moral high ground.

Success and Honor: While success—particularly military success—is seen as the ultimate goal for any Clan warrior, the Clans temper their interpretation of "success" with an honor code that serves as their sense of ethics. A successful action is generally regarded as meaningless (or at least tainted) if the means to achieve success is seen as dishonorable. To the Clans, the sense of honor sets humanity apart from lesser life forms, and those who are actively dishonorable pursue a society that is inherently barbaric, wasteful and detrimental to mankind as a species. To the Clans, the ends do not *always* justify the means, if honor must be sacrificed along the way. However, this code is not absolute: When the goal of the Clan is at stake, personal honor can be sacrificed for the benefit of the whole (awarding, on some level, an even greater honor). As a result, some Clansmen have been known to make "ethical sacrifices" when they believe the potential gains for their Clan outweigh their own personal honor.

Aversion to Waste: Hailing from the resource-starved Clan Homeworlds, the Clans developed a strong sense of conservation. Wasting precious resources without cause or just gain is seen as deviant and irresponsible behavior, an affront to the needs of the Clan and the needs of all Clan society. The sense of being part of a greater whole encourages Clansmen to contemplate the effects of wasteful thoughts and actions on their productivity and efficiency, and their impact on the whole of the Clan. Thus, the frivolous expenditure of resources, the practice of overkill, is not seen as merely sub-optimal—it is morally *wrong*.

Might Makes Right: The Clan sense of justice is not very intuitive to most Inner Sphere denizens. The Clans respect accomplishment above anything else, but—regardless of the merits of a case or situation—the strongest are those who also claim the weight of moral authority in Clan society. When honor is tainted, or conflicts arise between Clansmen, disputes can be resolved (and honor restored)

through strength. When Clansmen battle each other to resolve such matters, the victorious combatant is deemed to be the one who is right, and the defeated is expected to accept this judgment. In this way, the Clans maintain their societal order and chain of command.

The outcome of a Trial extends beyond the mere practicality of accepting military defeat; to the Clans, the victorious party *deserved* his victory. This allows Clan society to adapt to changes in leadership at every level, and even manages their sense of patriotism. While Clansmen can appear extremely fanatical to their respective Clans and castes, this loyalty often transfers immediately to any leader who can prove his worth in honorable combat; in victory, the new leader also wins the loyalty of the defeated. For the Clans, acrimonious feelings are seen as childish and counterproductive; feuds are settled by the honorable Trial. This mindset helps individual Clansmen at every level of society consider themselves a component of something far greater than themselves, and—when followed—keeps Clan society functioning with a machine-like efficiency.

Exceptions: As with any human culture, the above represents the ideal goals that the Clans pursue. In practice, many tend to violate these tenets either individually or as a whole. Indeed, some Clan customs themselves violate these tenets—such as the Clan's Trial of Bloodright, in which vast quantities of war material are destroyed or expended without any direct military or economic advantage. These contradictions have cost the Clans what could have been a much larger military, but to the warriors of Kerensky, such waste is mandated by a final underlying goal: to produce the greatest warriors in human history.

Expressing Clan Culture in Gameplay

In gameplay, a Clan character should seek to prove his superiority as honorably as possible. This includes efforts to reduce the scope of the engagement and reduce waste, such as by "bidding down" forces to a point where skill—not numbers—becomes the deciding factor. To the Clans, being able to crush an enemy with overwhelming force proves nothing. It degrades the warrior, and it degrades his opponent. Such tactics are usually left to the *solahma*, who are expected to fight enemies the Clans consider dishonorable.

In a board game, this will usually express itself by having the Clan side bid down its available forces until it either matches the importance of the objective that is being defended, or until the Clan force matches the opposing side in a material sense. The ideal is to bid below the forces of the opponent to showcase the superiority of the attacking Clan. This can happen on an individual level. A 75-ton *Timber Wolf* engaging a 45-ton *Phoenix Hawk* will do nothing to prove the MechWarrior's skill or honor, but if the Clansman fights with additional handicaps, the honor may be reclaimed (such as "bidding down" to only using walking movement and a single ER medium laser).

From that baseline, the next objective is success. If the Clan side bid down, but is now at risk of losing, they will usually sacrifice personal honor in favor of achieving success by breaking the winning bid. There are usually two stages of this: breaking the bid to the next highest bid, or breaking the bid all the way back to the original first bid. In the former instance, some honor and esteem may be retained if this bid was close. In the latter instances, the loss of esteem may be such that the attacking Clan may be better off withdrawing, should his opponent offer him *hegira* (safe passage to withdraw).

Note that with regard to bidding down available weaponry, there might not be any bids beyond the first and final one, unless the Clan warrior is competing with one of his fellow warriors to make the challenge. In such a case, the MechWarrior would be compelled to delay the breaking of his bid as long as possible without jeopardizing his ability to win. To use the example above of the *Timber Wolf* and *Phoenix Hawk*, the *Timber Wolf* pilot might tolerate significant damage including the loss of an arm prior to breaking his bid and bringing all his weapons to bear.

In general, a Clan's opening bid will usually be appropriate to the task at hand, just in case it is necessary to break the bid later, and in case the opponent does not offer *hegira* .

In rare instances, the objective is so valuable or important that succeeding at it will eclipse any cost to pursuing that objective honorably and with minimal waste. The more valuable the objective, the more likely a Clan warrior is to break the rules.

Which means that in most cases using *Total Warfare*, the Clan warrior will stick to the rules, not because he fears "breaking the law", but because violating those rules will reflect poorly on him, not his opponent.

On the role-playing level, things are not that different. Faced with unarmed opponents, a Clan warrior might bid away weaponry. Differences appear with regard to the probability of second-line troops in a typical role-playing setting. Unarmed infantry rarely engage in duels. *Solahma* troops are interested in defeating the opponent by any means unless they're suicidal, seeking death-by-enemy.

CREATING CHARACTERS IN THE EARLY CLAN INVASION

Although the core rules found in *A Time of War* may be used to play characters in a broad range of eras, it is difficult to communicate the subtle nuances of the various time periods of *BattleTech* history in just one rulebook. To reflect these differences, the following rule modifications apply to creating *A Time of War* characters in the early Clan Invasion era, and may be used for any characters created from roughly 3025 through 3052.

Affiliations

The Affiliations rules described below replace those as featured in *A Time of War*. Affiliations present in *A Time of War* that are not discussed here are unaffected by the era of play and characters may be created from those basic rules without modification. These Affiliations rules apply primarily to the use of the Life Modules form of character creation, but can also serve as a guide for creating characters using the Points-only method.

AFFILIATIONS

AFFILIATION: CAPELLAN CONFEDERATION (HOUSE LIAO)/EARLY CLAN INVASION

Module Cost: 100 XP (125 XP for St. Ives Compact)

Prior to the Clan Invasion, House Liao's Capellan Confederation was a shattered husk, barely hanging on after devastating invasions by its neighbors. With the St. Ives Commonality operating freely under FedCom protection, the rest of the realm was in a state of virtual martial law.

The following Module data replaces that of the Capellan Confederation as presented in *A Time of War*, and applies to all Capellan and St. Ives Compact characters created for campaigns set in the early Clan Invasion era.

Primary Language: Mandarin Chinese

Secondary Languages: Russian, Cantonese, Vietnamese, English

Fixed XPs: [Attributes] WIL (+75 XP); [Traits] Exceptional Attribute/EDG (+50 XP), Compulsion/Paranoia (–150 XP); [Skills] Language/Any Capellan Secondary (+20 XP), Perception (+15 XP), Protocol/Capellan (+15 XP)

Sub-Affiliations

Capellan Commonality: [Attributes] EDG (+50 XP); [Traits] Wealth (+15 XP); [Skills] Negotiation (+10 XP)

Liao Commonality: There was no Liao Commonality between the years 3028 and 3057.

Sian Commonality: [Attributes] WIL (+100 XP); [Traits] Compulsion/Hatred of Non-Capellans (–175 XP), Citizenship (+50 XP), Connections (+30 XP); [Skills] Interest/Capellan History (+30 XP), Perception (+15 XP), Protocol/Capellan (+15 XP), Language/Any Capellan Secondary (+10 XP)

St. Ives Compact: [Attributes] EDG (+25 XP); [Traits] Compulsion/Paranoia (+100 XP), Reputation (–100 XP), Wealth (+55 XP); [Skills] Language/Any FedSuns (+15 XP), Protocol/Capellan (–15 XP), Protocol/FedSuns (+15 XP), Arts/Any (+5 XP)

Victoria Commonality: [Attributes] WIL (+35 XP); [Traits] Connections (+50 XP), Wealth (–50 XP); [Skills] Language/Any (+15 XP), Negotiation (+10 XP), Martial Arts (+15 XP)

Flexible XPs: None

Notes: Child labor is legal in the Confederation, so Capellan characters may take the Civilian Job Stage 4 module in place of a Stage 2 module (advancing immediately to age 18 in the process).

Capellan characters may not take the Military School Stage 2 module or *any* Stage 3 module unless they also purchase the Citizenship Trait.

The St. Ives Compact is actually a separate state between the years 3028 and 3062, but due to its cultural ties to the Confederation, characters from this realm must be created as Capellans with the St. Ives Compact Sub-Affiliation. St. Ives Compact characters may take any Life Modules expressly reserved for Federated Suns and Lyran Alliance characters.

AFFILIATION: DRACONIS COMBINE (HOUSE KURITA)/EARLY CLAN INVASION

Module Cost: 150 XP

House Kurita's rigid society is patterned strongly on the ideals of feudal Japan and allows for very few exceptions. An overriding belief in the superiority of Combine honor and the destiny of Kurita dominion over all has produced a society that is harsh and distrustful of all *gaijin* (outsiders), while idolizing principles of decorum and personal honor.

When creating characters from the Draconis Combine in the early Clan Invasion era, follow all of the rules presented in *A Time of War*, but note the following minor changes:

New Samarkand (Galedon) District Sub-Affiliation: Prior to 3070, the New Samarkand District of the Draconis Combine was known as the Galedon District.

Pesht District: For characters created prior to 3052, replace Compulsion/Hatred of Clans (–100 XP) with Compulsion/Hatred of Lyran Commonwealth (–100 XP)

AFFILIATION: FEDERATED COMMONWEALTH (HOUSE STEINER-DAVION)

Module Cost: 150 XP

In the year 3030 the end of the Fourth Succession War gave birth to the Federated Commonwealth (FedCom), a newly united super-state forged from the alliance of the Federated Suns (House Davion) and the Lyran Commonwealth (House Steiner). With the Terran Corridor between them, people from both states could now trade and travel freely across the realm, allowing the allied Houses to mingle. Yet despite their unity, many still saw themselves as children of their respective homelands.

When creating characters from the Federated Commonwealth, players must first select a "parent state" (Lyran Commonwealth or Federated Suns), and use the data for that state from *A Time of War* (remembering that the Lyran Alliance was known as the Lyran Commonwealth prior to 3057). In addition, two new Sub-Affiliations—the Sarna March and the Tamar Pact—are presented below as options for Lyran-affiliated characters.

After choosing and applying the appropriate data, Federated Commonwealth characters must then apply the Additional Fixed XPs appropriate to their "parent state" as listed below before proceeding to Stage 1. Federated Commonwealth characters from either "parent state" can make use of Life Modules specifically assigned to the other "parent state" until 3057.

AFFILIATIONS

Additional Fixed XPs (Lyran Commonwealth): Compulsion/Pro-Steiner (–25 XP); [Skills] Language/Any one FedSuns Language (+10 XP), Protocol/FedSuns (+15 XP)

Additional Fixed XPs (Federated Suns): Compulsion/Pro-Davion (–25 XP); [Skills] Language/Any one Lyran Language (+10 XP), Protocol/Lyran (+15 XP)

Additional FedCom Sub-Affiliations

Sarna March: INT (+50 XP); [Traits] Reputation (–25 XP); [Skills] Language/Any one Capellan, FedSuns, Lyran (+15 XP), Protocol/Capellan, FedSuns or Lyran (+10 XP), Arts/Any (+10 XP)

Tamar Pact: [Attributes] WIL (+75 XP); [Traits] Compulsion/Hate Draconis Combine (–50 XP); [Skills] Small Arms (+10 XP), Stealth (+10 XP), Survival/Any (+15 XP)

AFFILIATION: FREE RASALHAGUE REPUBLIC/EARLY CLAN INVASION

Module Cost: 100 XP

Prior to the coming of the Clans, the Free Rasalhague Republic—newly released from centuries of servitude under House Kurita—was a promising new state (and a military buffer zone between the Lyran half of the FedCom and its enemies in the Draconis Combine). Little did its citizens realize that a new menace was looming even as its people grew accustomed to their newfound independence.

When creating Rasalhagian characters for the early Clan Invasion era the following data replaces the Free Rasalhague Republic Stage 0 Module found in *A Time of War*.

Primary Language: Swedish

Secondary Languages: English, Japanese, Swedenese, German

Fixed XPs: [Attributes] INT (+25 XP), WIL (+25 XP), CHA (+25 XP); [Traits] Compulsion/Hatred of Mercenaries (–50 XP); [Skills] Language/Any one Lyran or Draconis (+15 XP), Negotiation (+15 XP), Interest/Any (+10 XP), Martial Arts (+10 XP), Protocol/Lyran or Draconis (+10 XP), Small Arms (+15 XP)

Sub-Affiliations: The Free Rasalhague Republic had no distinct sub-affiliations prior to 3052.

Flexible XPs: None

Notes: Rasalhague-born characters that join a mercenary command automatically receive –100 XP in the Reputation Trait.

AFFILIATION: MAJOR PERIPHERY/EARLY CLAN INVASION

Module Cost: 100 XP

The major Periphery realms of the early Clan Invasion era primarily covered the Taurian Concordat, Magistracy of Canopus, and the Outworlds Alliance, with the Circinus Federation and the Marian Hegemony a distant second, along with the Greater Valkyrate, Oberon Confederation, and Elysian Fields.

When creating characters from any of these Major Periphery affiliations, use the standard rules and data presented in *A Time of War* (including all Fixed XPs), with the modifications described as below based on the Sub-Affiliation of choice. Note that three new Sub-Affiliations—the Greater Valkyrate, Oberon Confederation, and Elysian Fields—are presented below as additional options for player characters, even though all three states ceased to exist in the first waves of the Clan Invasion.

Major Periphery Sub-Affiliations

Circinus Federation: Create Circinus Federation characters as per *A Time of War* rules.

Elysian Fields: [Secondary Languages] German, Japanese, Swedish, Swedenese; [Attributes] WIL (–50 XP), CHA (+100 XP), EDG (+75 XP); [Traits] Combat Paralysis (–100 XP), Introvert (–50 XP), Patient (+100 XP); [Skills] Acting (+10 XP), Arts/Any (+15 XP), Interest/Any (+5 XP), MedTech (+15 XP), Navigation/Ground (+10 XP), Negotiation (+15 XP), Survival/Any (+10 XP)

Greater Valkyrate: [Secondary Languages] Any; [Attributes] STR (+100 XP), BOD (+100 XP), WIL (+70 XP), CHA (–125 XP); [Traits] Illiterate (–100 XP), Reputation (–250 XP), Toughness (+250 XP); [Skills] Choose four: Acting, Animal Handling, Martial Arts, Melee Weapons, Prestidigitation, Small Arms, Stealth, Streetwise/Periphery, Survival/Any or Tracking/Any (+15 XP each)

Magistracy of Canopus: [Secondary Languages] Greek, Romanian, Spanish, Urdu; [Attributes] CHA (+100 XP), WIL (+25 XP), EDG (+100 XP); [Traits] Gregarious (+50 XP), Illiterate (–50 XP), Reputation (–175 XP), Wealth (+25 XP); [Skills] Streetwise/Magistracy (+15 XP), (+15 XP to either one of the following: Acting or MedTech)

Marian Hegemony: [Primary Language] English; [Secondary Languages] French, German, Greek, Latin, Spanish, Swedish; [Attributes] WIL (+100 XP); [Traits] Reputation (–200 XP), Toughness (+125 XP); [Skills] Interest/Marian History (+15 XP), Interest/Roman History (+10 XP), Martial Arts (+20 XP), Protocol/Marian (+10 XP), Strategy (+5 XP), Streetwise/Hegemony (+20 XP)

Oberon Confederation: [Secondary Languages] German, Japanese; [Attributes] STR (+75 XP), BOD (+75 XP), WIL (+100 XP); [Traits] Illiterate (–100 XP), Reputation (–200 XP), Toughness (+150 XP), Wealth (–25 XP); [Skills] Choose two: Animal Handling, Martial Arts, Melee Weapons, Small Arms, Streetwise/Periphery, Survival/Any or Tracking/Any (+15 XP each)

AFFILIATIONS

Outworlds Alliance: Create Outworlds Alliance characters as per *A Time of War* rules.

Taurian Concordat: Create Taurian Concordat character as per *A Time of War* rules.

Note: In the early Clan Invasion era, the Fronc Reaches and the Calderon Protectorate do not exist as such and cannot be selected as Sub-Affiliations.

AFFILIATION: THE CLANS/EARLY CLAN INVASION

Module Cost: 75 XP (50 XP for the Homeworld Clans)

The warrior society founded by Nicholas Kerensky believe in the ultimate form of "might makes right." Having ritualized warfare to minimize its devastating impact on their resource-starved societies, the Clans grew more sophisticated and lethal during their centuries in exile until, in 3049, they launched an invasion of the Inner Sphere aimed straight toward Terra—a crucible that would change them forever.

Clan characters created prior to 3062 (the end of the Clan Invasion era) use the same rules as presented in *A Time of War*, but with the following modified Sub-Affiliations. Note that some Clans identified as Invading Clans in *A Time of War* may be listed as Homeworld Clans in the early Clan Invasion and vice versa. (Also, even though *all* Clans were technically "Homeworld Clans" prior to 3048, the differences between them remain generally applicable for the purposes of character creation):

Sub-Affiliations (Invading Clans)

Diamond Shark: Create Diamond Shark characters as per *A Time of War* rules.

Ghost Bear: [Attributes] STR (+25 XP), BOD (+25 XP); [Traits] Compulsion/Hate Hell's Horses (–100 XP), Exceptional Attribute/Strength (+50 XP), Patient (+80 XP), Slow Learner (–50 XP); [Skills] Art/Any (+10 XP), Protocol/Ghost Bear (+10 XP)

Jade Falcon: Create Jade Falcon characters as per *A Time of War* rules.

Nova Cat: [Attributes] CHA (–25 XP), EDG (+50 XP); [Traits] Compulsion/Distrust Smoke Jaguars (–100 XP), Sixth Sense (+100 XP); [Skills] Interest/Nova Cat Vision Quest (+15 XP), Protocol/Nova Cat (+10 XP)

Smoke Jaguar: [Attributes] RFL (+50 XP), WIL (+50 XP), CHA (–25 XP), EDG (–50 XP); [Traits] Combat Sense (+100 XP), Compulsion/Distrust Nova Cats (–100 XP), Compulsion/Jaguar Arrogance (–100 XP), Reputation (+100 XP); [Skills] Leadership (+15 XP), Protocol/Smoke Jaguar (+10 XP). [**Note:** *Clan Smoke Jaguar is destroyed in 3060.*]

Steel Viper: [Attributes] INT (+75 XP), WIL (+100 XP), CHA (–50 XP); [Traits] Compulsion/Clan Honor (–100 XP), Compulsion/Hate Jade Falcons (–100 XP), Connections (+80 XP); [Skills] Negotiation (+10 XP), Protocol/Steel Viper (+15 XP), Survival/Any (+20 XP)

Wolf: Create Wolf Clan characters as per *A Time of War* rules. [**Note:** *Clan Wolf (in-Exile) does not exist prior to 3057 and cannot be selected as an Affiliation.*]

Sub-Affiliations (Homeworld Clans)

Blood Spirit: [Attributes] BOD (+25 XP), WIL (+100 XP), CHA (–50 XP); [Attributes] Compulsion/Blood Spirit Fanaticism (–50 XP), Equipped (–65 XP), Exceptional Attribute/WIL (+100 XP), Introvert (–50 XP); [Skills] Interest/Clan History (+25 XP), Martial Arts (+15 XP), Small Arms (+15 XP), Protocol/Blood Spirit (+10 XP)

Burrock: [Attributes] INT (+75 XP), WIL (–65 XP); [Traits] Compulsion/Clan Honor (+50 XP), Connections (+50 XP), Equipped (+25 XP), Reputation (–100 XP); [Skills] Negotiation (+10 XP), Perception (+10 XP), Protocol/Burrock (+10 XP), Streetwise/Clan (+10 XP). [**Note:** *Clan Burrock is absorbed by Clan Star Adder in 3059.*]

Cloud Cobra: Create Cloud Cobra characters as per *A Time of War* rules.

Coyote: Create Coyote characters as per *A Time of War* rules.

Fire Mandrill: Create Fire Mandrill characters as per *A Time of War* rules.

Goliath Scorpion: Create Goliath Scorpion characters as per *A Time of War* rules.

Hell's Horses: [Attributes] STR (+25 XP), BOD (+25 XP); [Traits] Compulsion/Hate Ghost Bears (–100 XP), Compulsion/Hate Invading Clans (+100 XP), Introvert (–30 XP); [Skills] Melee Weapons (+10 XP), Navigation/Ground (+15 XP), Protocol/Hell's Horses (+15 XP), Survival/Desert (+15 XP)

Ice Hellion: Create Ice Hellion characters as per *A Time of War* rules.

Snow Raven: [Attributes] INT (+25 XP), CHA (+25 XP); [Traits] Compulsion/Paranoia (–50 XP), Raven Pride (–100 XP), Connections (+50 XP), Equipped (+75 XP); [Skills] Negotiation (+15 XP), Protocol/Snow Raven (+20 XP), Zero-G Operations (+15 XP)

Star Adder: [Attributes] INT (+50 XP), WIL (+50 XP), CHA (–50 XP); [Traits] Combat Sense (+50 XP), Compulsion/Clan Honor (–100 XP), Equipped (+25 XP), Reputation (+20 XP); [Skills] Leadership (+10 XP), Perception (+10 XP), Protocol/Star Adder (+10 XP)

Note: In addition to the above rules, no Clan character may choose any ProtoMech Training Skills or Fields, nor may they take the ProtoMech Training Life Modules, as the Clans will not develop the ProtoMech until 3060.

AFFILIATIONS

AFFILIATION: COMSTAR/EARLY CLAN INVASION

Module Cost: 50 XP

Originally a neutral, interstellar pseudo-corporation that rose from the ashes of the first Star League, ComStar established an unassailable empire based on its complete control of the interstellar HPG communications network. Transforming itself into a quasi-religious order, ComStar monitored and subtly manipulated events across the Inner Sphere while cloaking itself in mystery. The Clan Invasion would ultimately shatter the Order, but before the fateful events of 3052 ComStar's pseudo-mysticism, professed neutrality, and unquestioned control of interstellar communications made them a monolithic force few dared to trifle with.

Primary Language: English

Secondary Languages: Any from nearest state

Fixed XPs: [Attributes] INT (+25 XP), WIL (+50 XP), CHA (–100 XP), EDG (–100 XP); [Traits] Compulsion/Paranoid (–75 XP), Connections (+100 XP), Equipped (+100 XP), In For Life (–100 XP), Introvert (–50 XP), Rank (+50 XP), Reputation (+50 XP); [Skills] Communications/Conventional (+10 XP), Interest/Writings of Jerome Blake (+25 XP), Protocol/ComStar (+25 XP), Protocol/Nearest state (+10 XP), Language/Any (+15 XP), Negotiation (+10 XP), Technician/Any (+5 XP)

Sub-Affiliations: Prior to 3053, ComStar has no Sub-Affiliations.

Flexible XPs: None

Notes: Characters with a ComStar affiliation may not posses the Extra Income or Property Traits. When choosing this affiliation, the character must also select a second "birth" affiliation (few people are born into the order).

Life Modules

All of the Life Modules described in *A Time of War* may be used for character creation in the early Clan Invasion era. The sole exception to this is the use of any ProtoMech training or Life Modules, as the ProtoMech had yet to be invented in the early Clan Invasion period.

Final Adjustments

When completing character creation for games set in the early Clan Invasion, be mindful of the setting and the developments surrounding it, as some details in the *A Time of War* base rules can still potentially create inconsistencies. Among the key differences:

- The initial years of the Clan Invasion, for example, were a period of shock for the Inner Sphere. Thus intense hatreds toward the Clans would have been unlikely (but would develop after the Tukayyid Truce in 3052), so there should be few anti-Clan Compulsion Traits among players of this era.
- Likewise, as the Word of Blake faction had yet to emerge, their gradual build-up toward the Jihad could not have been apparent. (Indeed, ComStar was still seen as a largely benevolent—if somewhat mystical—Order prior to Tukayyid, and many in its ranks considered service with the organization akin to a higher calling.) Thus, any Compulsions of hatred or paranoia toward the Word of Blake cannot exist in this period.
- The St. Ives Compact, though technically Capellan, was in a state of cold war with its motherland, while simultaneously relying on the Federated Suns for protection. Thus, St. Ives characters should have more FedCom-friendly Traits and Skills than Capellan-friendly. (Examples include any hate- or fear-based Compulsions, as well as Language, Protocol, and Streetwise Skills.)
- The Inner Sphere did not develop battle armor and proper training programs for its use until after 3052. Before then, battle armor troopers tended to be standard infantry or special forces with additional battle armor piloting and gunnery Skills added separately. Thus, Inner Sphere-trained battle armor troops in this period cannot receive any rebate points for taking any Battle Armor Pilot fields.

ECONOMIC ADJUSTMENTS FOR THE CLAN INVASION ERA

The buying power of the C-bill has been remarkably resilient over the centuries, but even so, the time of the early Clan Invasion was one of great flux. When purchasing equipment for a new character or later on in a campaign, it is important to modify the price and availability accordingly. It is likewise important to note how the era affects salaries and pricing relative to the standards of the core rulebooks. The tables provided here translate this into an easily understood format.

Salary Adjustments

In the early Clan invasion, salaries for most professions were lower than they are in the post-Clan period. To reflect this, the Salary Multipliers Table provides a multiplier value to Inner Sphere (and Periphery) salaries, which applies to the base salaries outlined in *A Time of War*, as well as any other money-raising endeavors the player's character has in place (including the proceeds from the character's Wealth and Extra Income Traits).

The Salary Multipliers Table is broken down by general professional classes and is designed for compatibility with both the Salary and Price Tables that have been published in the Handbook series as well as the military salaries outlined in *A Time of War* (see p. 335, *AToW*). If questions arise regarding where a character's profession falls among these general classes, the gamemaster must decide what is best for the era.

Purchasing Equipment in the Early Clan Invasion Era

When purchasing equipment in the early Clan Invasion period, the first thing to verify is that the item exists in the era. This can be accomplished by consulting the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or by finding the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*). An item with an extinction date before 3048 or an introduction date after 3052 (identified for many items in *TechManual*) or which have an availability code of X for the Clan Invasion era (the third letter in the standard Equipment Availability ratings) indicates an item that cannot be found in the early Clan Invasion era.

Once availability is known, the player must then find the item's price and apply the appropriate price multiplier as shown on the Salary and Price Multipliers Table (Early Clan Invasion). This establishes the basic availability and cost of the item. Situational conditions may still affect this base price, but these can be resolved by the gamemaster as he sees fit.

Currency Conversion: Players who are using alternative currencies in this period (other than the common C-bill) may find their exchange rates in the Currency Conversion Table (3040-3055). Simply multiply the amount of the foreign currency by the value under the Equivalent C-bill column to find the C-bill value of the player's currency.

CURRENCY CONVERSION TABLE (3040-3055)

AFFILIATION	CURRENCY	C-BILL
Major Powers		
Capellan Confederation	yuan	0.40
Draconis Combine	ryu	0.80
Federated Commonwealth	kroner	1.00
Free Worlds League	eagle	0.63
Minor Powers		
Free Rasalhague Republic	krona	0.75
St. Ives Compact	yuan	0.45
Major Periphery States		
Circinus Federation	skull	0.01
Elysian Fields	None	N/A
Greater Valkyrate	None	N/A
Magistracy of Canopus	dollar	0.08
Marian Hegemony	talent	0.06
Oberon Confederation	mark	0.03
Outworlds Alliance	escudo	0.05
Taurian Concordat	bull	0.15
Minor and Deep Periphery Powers	Varied	Varied*
The Clans	kerensky	6.50**

* For gameplay purposes, Minor Periphery and Deep Periphery power currency notes exchange at 1D6x0.01 C-bills.

** For comparison only; in the early Clan Invasion era, there was no proper exchange between the Clans and the Inner Sphere.

SALARY AND PRICE TABLE (EARLY CLAN INVASION ERA)

SALARY MULTIPLIERS (3040-3055)	
Employment Type	*Salary Multiplier*
Civilian, Slave/Servant	0.70
Civilian, Minimum Wage	0.85
Civilian, Blue Collar	0.85
Civilian, White Collar	0.90
Civilian, Medical/Technical	+0.05*
Paramilitary, Police/Security	0.90
Paramilitary, Militia	0.90
Military, Enlisted	0.90
Military, Officer	0.95
Military, Medical/Technical	+0.05*
Battle Armor Infantry	+0.25
PRICE MULTIPLIERS (3040-3055)	
Item Classification	*Price Multiplier*
Melee and Archaic Weapons	1.00
Small Arms and Support Weapons	1.05
Heavy (Vehicular) Weapons	1.10**
Explosives	1.00
Personal Armor	1.05
Electronics	1.05
Power Packs and Rechargers	1.10
Miscellaneous Gear	1.00
Health Care	0.95
Prosthetics	1.15
Drugs and Poisons	1.05
Personal vehicle, Civilian	1.05
Personal Vehicle, Paramilitary/Police	1.10
Personal Vehicle, Military	1.10

* For bleeding edge technology (such as battle armor design and maintenance), apply an additional +0.15 to the Salary Multipliers.

** For bleeding edge technology (such as battle armor weapons), apply an additional +0.15 to the Price Multiplier.

MAJOR PERSONALITIES OF THE EARLY CLAN INVASION

The following special rules cover the use of the many major personalities featured in this book, the leaders and warriors who helped shape the times. As it is beyond the scope of this sourcebook to fully detail these characters' statistics for use in *A Time of War* games; should the need arise, gamemasters are encouraged to provide any relevant game stats to complement these special rules and abilities described below.

Modifiers and Skill Levels: When *A Time of War* modifiers are described in these personalities rules, the modifiers provided presume an average of 6 for any relevant Attributes, or as an effective combination of Skill level and Linked Attribute modifiers for any relevant Skills. Furthermore, when a general Skill level (Green, Regular, Veteran, or Elite) is used to describe a character's capabilities in a given field (MechWarrior, Infantry, and so forth), a rating of Green means an average Skill level of 0 to 1 for the relevant Skills, while a rating of Regular indicates Skill levels of 2 to 4; 5 to 6 is the Skill level for Veterans, and 7+ describes an Elite level of Skill. Remember that these are *average* Skill level values that apply across the entire relevant Skill field; for variety, the gamemaster may opt to raise one of the Skills at the expense of another in the same field.

Hanse Davion: Hanse Davion epitomizes the "luck of the Fox" and inspires his troops. When present in a combat situation, Hanse is considered an elite MechWarrior whose presence negates any Initiative Roll bonus, Force the Initiative or Overrun Combat special abilities the opposing force may have. In addition, Hanse Davion and his command lance are immune to all Morale checks (and are considered to have an effective WIL score of 9 in *A Time of War* gameplay), and Hanse himself receives the Demoralizer and Combat Intuition Special Pilot Abilities (see p. 225, *AToW*).

Off the battlefield, Hanse Davion receives a +8 Skill roll modifier for Leadership, Negotiation, Protocol, Strategy, and Tactics. (Reduce this modifier by 3 points if dealing with Lyran-born forces or mercenaries, and by 5 if dealing with non-FedSuns and non-mercenary characters.)

Melissa Steiner-Davion: Well-loved and charming, Melissa Steiner-Davion receives a +9 Skill roll modifier for Acting, Leadership, Negotiation, and Protocol Skill checks when not in combat. (In combat, these Skills are reduced by 3 points, and by another 2 if dealing with non-FedCom characters and mercenaries not in her realm's employ.) Although she hides it well behind an iron will and her training as a warrior (Regular-rated MechWarrior and Infantry in 3052), Melissa suffers from the Combat Paralysis Trait (see p. 110, *AToW*) and thus prefers to find non-military solutions to all problems.

Morgan Hasek-Davion: Morgan Hasek-Davion is a solid leader and fiercely loyal to the Federated Commonwealth. He possesses a +7 Skill roll modifier for Leadership, Protocol, Strategy, and Tactics, but loses 3 points when commanding Lyran-born forces and mercenaries unless Victor Steiner-Davion is also present. If Morgan (a Veteran-level MechWarrior) is present in a combat situation, he possesses the Tactical Genius Special Pilot Ability (see p. 225, *AToW*).

Victor Steiner-Davion: The heir-designate of the Federated Commonwealth, Victor is seen more like his father than his mother. When present in a combat situation, Victor is considered a Veteran-level MechWarrior and receives the Combat Intuition Special Ability (see p. 225, *AToW*). He also receives a +4 modifier on all Morale Checks, and a +5 Skill roll modifier for Leadership, Protocol, and Tactics (reduced by 1 point if dealing with Lyran-born forces, and by 4 if dealing with characters from hostile realms).

Despite his political failings, Victor nevertheless commands the absolute loyalty of anyone he personally befriends (including Galen Cox, Kai Allard-Liao, Omi Kurita, and Hohiro Kurita). If Victor and any of his friends are together (in battle or socially), they all receive a +2 roll modifier on all WIL-related Action Checks.

Kai Allard-Liao: A legendary MechWarrior, Kai was considered Veteran-level during the early Clan invasion, and reached Elite by the time of the Tukayyid Truce in 3052. He receives the Marksman, Maneuvering Ace, and Demoralizer Special Pilot Abilities (see pp. 220, 223, and 225, *AToW*) when in combat.

Outside of combat, Kai is decidedly awkward, and suffers from the Introvert Trait (see p. 121, *AToW*).

Takashi Kurita: A harsh and old-style leader, steeped in the tradition of the samurai, Takashi is nonetheless a capable warrior both in the cockpit and out. On the battlefield, he is a Veteran-level MechWarrior with the Melee Master, Melee Specialist, and Demoralizer Special Pilot Abilities (see pp. 223-225, *AToW*), and his presence negates any Initiative bonus or Force the Initiative ability the opposing force may have. He also receives a +8 Skill roll modifier in Leadership and Protocol. In personal combat, he receives a +6 modifier in Martial Arts and Melee Weapons, as well as the Combat Sense Trait (see p. 110, *AToW*). Unfortunately, Takashi's obsessions with the samurai code, his ancient feuds against House Davion and Wolf's Dragoons, and his paranoid belief that Theodore plans to depose him, all translate to –2 TP Compulsion Traits (see pp. 110-111, *AToW*), and he will obsess over these matters when not preoccupied with other affairs of state.

Shin Yodama: The loyal bodyguard and friend of Hohiro Kurita, Shin Yodama is a consummate warrior (Veteran-level during the early Clan invasion). He possesses the Speed Demon and Natural Grace Special Pilot Abilities (see pp. 224, *AToW*) while piloting any BattleMech weighing 55 tons or less. He is also well-connected within the yakuza, and thus possesses a 3-TP Connections Trait (see pp. 111-112, *AToW*) as well as In For Life (see p. 120, *AToW*). Off the battlefield, Shin remains a potent combatant, with a +5 Skill roll modifier in Martial Arts, Melee Weapons, and Small Arms. He also possesses a +4 Skill roll modifier in Streetwise/Draconis Combine.

Subhash Indrahar: The head of the ISF, Subhash Indrahar possesses a keen intellect despite his crippled and frail form. He has an effective Attribute score of 9 in WIL and INT, and is immune to Morale checks of any kind. He commands the absolute loyalty of the Sons of the Dragon and the ISF, and effectively operates as a 9-TP Connection (see pp. 111-112, *AToW*). If any character he turns his mind to has an Alternate Identity, Bloodmark, Dark Secret, or

In For Life Trait he is not divulging (see pp. 108, 109, 112, and 120, *AToW*), Subhash can discover it on a successful Investigation Skill Action Check (for which he has a +9 Skill roll modifier). This check receives a –3 modifier only if the subject is not a resident or citizen of the Draconis Combine.

Myndo Waterly: Ambitious and ruthless, Myndo Waterly has the collective technological and intellectual might of ComStar at her beck and call, effectively granting her the influence of a 10-TP Connection (see pp. 111-112, *AToW*). She also possesses a +7 Skill roll modifier to Acting, Leadership, Protocol, and Negotiation Skill Checks. Unfortunately, she also possesses a –3 TP Compulsion Trait (see pp. 110-111, *AToW*) that reflects her lust for power that, if agitated enough, can result in Hysteria. (Prior to the arrival of the Clans, Myndo was able to keep this in check, and could simply retreat from public view when an "episode" was imminent, but during the Clan invasion this behavior was aggravated by paranoia and her unseen connections to the Five Worlds cabal and their hidden Master.)

Anastasius Focht: Once an ambitious scion of the Steiner family, now living under an assumed identity and a new life within ComStar, Anastasius Focht commands the most powerful military force since the Star League and, like Myndo Waterly, has the resources of ComStar's vast communications, intelligence and military command network at his disposal, effectively operating as a 9-TP Connections Trait (see pp. 111-112, *AToW*). Focht's military expertise translates to a +9 Skill roll modifier in Strategy and Tactics, but his political acumen is less refined, granting only a +6 to Negotiation and Protocol Skills. A trained MechWarrior who has kept himself honed for battle, Focht is of Veteran-Skill in combat, and also possesses the Combat Intuition and Tactical Genius Special Pilot Abilities (see p. 225, *AToW*).

Sharilar Mori: A secret mole for the Order of the Five Pillars within ComStar, Sharilar effectively has access to two 8-TP Connections Traits (see pp. 111-112, *AToW*) to reflect her dual resource bases prior to the Battle of Tukayyid. Trained as a spy, she is effectively of Veteran Skill level in the Scout and Special Forces Skill Fields, but her real strength comes in the Acting, Negotiation, Protocol, and Streetwise Skills that she has an effective +8 Skill roll modifier in.

Charles Seneca: As head of ComStar ROM, Charles is an effective 10-TP Connection (see pp. 111-112, *AToW*). He is a bit reclusive, however, translating to an Introvert Trait (see p. 121, *AToW*), and is rarely seen (at least in public) very far from Primus Waterly.

Haakon Magnusson: For all of his time spent in service with Tyr and the SPA, Haakon Magnusson is considered to have Veteran-level experience in Infantry and Scout Skill Fields, as well as Regular-level experience in Special Forces and MechWarrior Fields. He possesses a +7 Skill roll modifier in Leadership and Protocol, and a +6 in Negotiation and Streetwise.

Tor Miraborg: During the time of the Clan Invasion, the "Iron Jarl" is crippled, unable to move without motive support (a wheelchair), which essentially negates his Veteran-level experience in the MechWarrior and Infantry Fields. Although the loss of his daughter Tyra against the Clans will break his will in 3050, prior to that event, Miraborg is a symbol of strength for the Rasalhagian people, and he commands with a +8 Skill roll modifier in Leadership, Protocol, and Negotiation. Forces under his command receive a +2 modifier on all Morale Checks, but will suffer a +3 Initiative roll modifier if forced to work with mercenaries of any kind. Miraborg himself has the Compulsion/Hates Mercenaries Trait at a –3 TP level.

Christian Månsdottir: Månsdottir's power is mainly political, as he can call on Connections within the Rasalhague Republic and the Lyran half of the Federated Commonwealth (each such Connection counts as a 6 TP-level Trait). He speaks fluent German as a result of his time in the Lyran Commonwealth, and also possesses a +6 Skill roll modifier in Administration, Leadership, Negotiation, and Protocol/Rasalhague (in addition to a +5 Skill roll modifier in Protocol/Lyran). His combat training grants him Veteran-level experience as a MechWarrior.

Thomas Marik: Thomas Marik has an uncanny knack for politics in the Free Worlds League. He has a +7 Skill roll modifier in Leadership and Negotiation, the latter of which qualifies as a Natural Aptitude. In the early Clan Invasion, he is a Regular-rated MechWarrior, but shows a disdain for actually engaging in 'Mech combat more than absolutely necessary. Marik also has deep contacts in ComStar, which provide him with the equivalent of a 10-TP Connections Trait.

Cassandra Blake: The head of aerospace operations for the FWLM, Cassandra Blake is also a Veteran-level aerospace pilot in the early Clan Invasion period. She has a +7 Skill roll modifier in Strategy, Tactics/Space, and Tactics/Air, but rarely takes to the skies herself without at least a full squadron at her command..

Li Weaver: Li Weaver's political clout effectively makes him the equivalent of an 8-TP Connections Trait. He has the Natural Aptitude/Negotiation Trait, and a +8 Skill roll modifier in that Skill. However, he lacks any combat Skills, preferring the role of a statesman to that of a warrior.

Romano Liao: Unquestionably cruel, and driven to protect her battered realm from all threats, Romano Liao effectively suffers from Compulsion/Fanatical to State (at –4 TP), and Compulsion/Paranoia (at –5 TP). If convinced that a character she is dealing with may be lying or seeking to undermine her, Romano will not hesitate to have the individual taken into custody and tortured (to death, if necessary), to learn the nature of the threat.

Yet however bloody and repressive it is, Romano's devotion to the Confederation has fueled a reciprocal feeling among her people. If she is in direct command of a Capellan force (usually through a fortified command center, such as a nearby DropShip), the forces under Romano's direct command will receive the Force the Initiative and Overrun Combat command abilities.

Tsen Shang: The director of the Maskirovka, Shang effectively gains a 9-TP Connections Trait (dropping to 4-TP value if called upon for assistance by individuals beyond Capellan borders). However, working for Shang carries with it an automatic In For Life Trait as Shang does not afford "casual contacts". Calculating and highly

intelligent, Shang possesses a +8 Skill roll modifier in Interrogation, Investigation, Leadership, Perception, and Cryptography. He is also considered to hold Elite-level training in the Special Forces and Infantry Fields, though he rarely engages in direct combat.

Tormano Liao: Leader of the dissident Free Capella movement, Tormano Liao counts as a 6-TP Connections Trait to his allies (but draws his own resources from the Federated Commonwealth, an open secret in many political circles). Still, he is an inspirational leader, with a +7 Skill roll modifier in Leadership, Negotiation, and Protocol (both in the Confederation and the St. Ives Compact). If Tormano is on-planet, all Free Capella forces that are also present will receive a +2 Initiative roll modifier in combat.

Jaime Wolf: The infamous commander of Wolf's Dragoons, Jaime Wolf is a legend in his own time, and is classified as an Elite-level MechWarrior and Officer. He possesses a Natural Aptitude in the Pilot/'Mech Skill, and a +10 Skill roll modifier in Administration, Leadership, and Strategy. As a contact, Wolf represents a 10-TP Connections Trait, and his presence in the battlefield against any Inner Sphere force will automatically negate any special command abilities the opposing force has.

However, from the Clans' perspective, Wolf and his Dragoons are traitors and pariahs. If Jaime Wolf is present in the field in a battle against Clan forces, the Clan opponents will receive a +2 Initiative roll modifier, in addition to any special command abilities they already possess.

Morgan Kell: In many ways as legendary as Jaime Wolf, Morgan Kell is also an Elite-level MechWarrior and Officer, with a Natural Aptitude in Administration, and access to a 9-TP Connections Trait (reflecting his familial connections). Deep down, Kell is a Lyran loyalist, however, and thus has the Compulsion/Loyal to House Steiner Trait at a –2 TP level. Morgan Kell has a +9 Skill roll modifier in Administration, Leadership, Protocol, and Strategy.

In combat, Kell's inspiration negates any opposing force's special Initiative roll modifiers, as well as the Overrun Combat special command ability. Kell himself also receives the Dodge, Maneuvering Ace, and Combat Intuition Special Pilot Abilities (see pp. 222, 223, and 225, *AToW*).

Grayson Death Carlyle: Commander of the Gray Death Legion, Grayson Carlyle is an Elite-level MechWarrior and Officer, with a Natural Aptitude in Tactics/Land. He possesses a +7 Skill roll modifier in Leadership and Tactics, as well as an effective EDG Attribute score of 8. A commander who prefers to lead from the front, Carlyle's presence grants his Legion forces the Overrun Combat special ability. Carlyle himself possesses the Tactical Genius Special Pilot Ability (see p. 225, *AToW*).

Ulric Kerensky: Ulric Kerensky is an Elite-level Clan MechWarrior who also boasts an Elite level of experience as an Officer (even though Clan training does not generally produce the Officer Field). He is also an expert at "reading people", and thus has a +9 Skill roll modifier in Leadership and Negotiation, as well as a +7 in Acting and Interrogation. When in combat, Ulric's presence allows his command Star to automatically succeed at any Morale Check, and provides the Wolf Clan force with a +2 Initiative roll modifier. Ulric himself also possesses the Demoralizer and Tactical Genius Special Pilot Abilities (see p. 225, *AToW*).

Natasha Kerensky: Possibly the most infamous MechWarrior in history, Natasha Kerensky has Elite-level experience in the Clan MechWarrior, Infantry, and Officer Fields (even though Clan training does not generally produce the Officer Field). She also has a +8 Skill roll modifier in Acting, Leadership, and Tactics, as well as a +6 in Negotiation. When in combat, her command Star (or lance) is immune to Morale Checks and she negates all special command abilities possessed by the opposing force's commander. In addition, Natasha Kerensky possesses the Blood Stalker, Multi-Tasker, Sniper, and Demoralizer Special Piloting Abilities (see pp. 219-221, and 225, *AToW*).

Elias Crichell: Elias Crichell is a Veteran-level Clan MechWarrior, but it is his political ambitions that truly define him and he has a strong sense of self-preservation, which enables him to make a "Tactical Retreat" from battle, even under the highest Honor Levels. (Crichell can therefore retreat, even if scenario rules would otherwise forbid such actions, if more than half of the Jade Falcon force—rounding up—is destroyed or disabled in battle.) Crichell receives a +8 Skill roll modifier in Negotiation and a +7 in Acting, and can be regarded as a 5-TP level Connections Trait to any Jade Falcon character who works for him.

Vandervahn Chistu: Ambitious and devious, Vandervahn Chistu is a Clan MechWarrior of Elite-level experience with a +7 Skill roll modifier in Acting, Administration, Leadership, Negotiation, and Protocol. He is not above using and discarding underlings to achieve his goal, but provides such underlings with the resources equal to a 5-TP Connections Trait. In combat, Chistu possesses the Speed Demon Special Pilot Ability (see p. 224, *AToW*), and can make use of Off-Map Movement.

Aidan Pryde: An unconventional *ristar*, at once lauded as a hero and a villain of the Jade Falcon Clan, Aidan Pryde is an Elite-level MechWarrior and a closet intellectual. He possesses the Fast Learner Trait, and a Natural Aptitude in Tactics/Ground. But his controversial past can be a boon or a bust to his command. To reflect this, prior to any scenario where Aidan Pryde takes the field, the Jade Falcon player must roll 1D6. On a result of 3 or 4, no effect occurs. On a result of 1 or 2, the Falcon force suffers a –2 Initiative roll modifier as long as Aidan's unit is active. On a 5 or 6, the Falcon force gains a +1 roll modifier on all Initiative and Morale Checks. Aidan himself possesses the Jumping Jack, Speed Demon, and Demoralizer Special Pilot Abilities (see pp. 223-225, *AToW*).

Kael Pershaw: Intelligent but rigid, Kael Pershaw is a Veteran-level MechWarrior, with a +6 Skill roll modifier in Tactics and Strategy, but he suffers from a –2 TP Compulsion/Stubborn Trait that renders any effort to debate or negotiate with him a frustrating exercise (translating to a –2 Skill roll modifier to characters attempting to reason with him). In combat, Pershaw fights by strict Clan rules of engagement and Level 1 *zellbrigen*, and he will not retreat unless ordered to do so by a superior officer. His extensive

prosthetics (covering both legs, one arm, and half of his skull—all Clan-made Type IV) have rendered him largely immune to pain, but otherwise do not impair him physically. (However, fellow Clansmen are often unnerved by these extensive repairs, and so he often encounters the effects of a –2 TP Reputation Trait when dealing with such individuals.)

Karl Bourjon: Karl Bourjon was a MechWarrior of Elite-level experience at the time of the early Clan Invasion, but the lack of strategic planning and repeated difficulties experienced by the Ghost Bears during Revival quickly demonstrated that he was ill-suited for the Khanship. In any scenario where Bourjon is present and the Ghost Bears are fielding more than a 15 units (of any type), the Ghost Bears will suffer a –2 Initiative modifier and their opponents will receive the Overrun Combat special command ability (if they do not already have it). In addition, as long as the Bears have 15 units or more in the field, Bourjon's Gunnery and Piloting Skill rolls will suffer a –1 modifier each, reflecting his distraction at commanding a battle and running a large force.

Bourjon himself will always fight using Level 1 *zellbrigen*.

Bjorn Jorgensson: Despite having the physique of a small Elemental (BOD and STR Attribute scores of 7, at least), Bjorn Jorgensson is an aerospace fighter pilot with a Veteran-level experience rating. He also possesses an excellent (but cautious) sense of strategy (Strategy Skill roll modifier of +7), which allows any Bears force he commands to choose its starting side first in any engagement (even if scenario rules declare otherwise), but applies a –1 Initiative roll modifier to the entire force for the duration of the battle.

Aletha Kabrinski: Although she hails from a predominantly Elemental bloodline (and has the BOD and STR Attribute scores of 9 to prove it), Aletha Kabrinski is a MechWarrior of Veteran-level experience. She prefers light BattleMechs, and receives a +1 roll modifier to Piloting Skill when operating any 'Mech under 40 tons. In addition, she receives the Hot Dog, Maneuvering Ace, and Speed Demon Special Pilot Abilities. Her aggression, still untamed during the early years of the Clan Invasion, translates to an Impatient Trait, and also imposes a –2 Initiative roll modifier in any combat scenario she commands where the mission is defensive in nature.

Lincoln Osis: Lincoln Osis is large even for an Elemental (translating to a BOD Attribute score of 10, and a STR score of 9). He is an Elemental and Officer of Elite-level experience (despite the fact that Clan training protocols do not normally offer an Officer Field), and has the Natural Aptitude/Leadership Trait. However, he is also impatient and prone to rages, and thus not only possesses the Impatient Trait, but also a –4 TP Compulsion/Berserker Trait that may trigger any time he finds himself in a losing situation (such as when suffering 50 percent losses in a combat scenario, or when insulted during a tense debate). When raging in combat, Osis receives a +1 Skill roll modifier to all relevant attack Skills. Outside of combat, Osis' range applies a –2 roll modifier to all Skill checks involving INT or CHA.

Brandon Howell: A MechWarrior of Veteran-level experience, with a +7 Skill roll modifier in Tactics/Land and Strategy, Brandon Howell places the needs of the Clan above all personal honor and will therefore fight in accordance with Level 3 *zellbrigen*, particularly when facing non-Clan opponents. In addition, when commanding any Smoke Jaguar force in combat, Howell's tactical flexibility grants that force the ability to use any one of the following special command abilities for the entire scenario: Banking Initiative, Off-Map Movement, Overrun Combat.

Natalie Breen: Natalie Breen is a MechWarrior of Veteran-level experience, with a +6 Skill roll modifier in Leadership and Strategy, but she suffers from a poor grasp of tactics (+4 Skill roll modifier at best), and a deep-rooted lack of confidence and resolve that will ultimately cost her the Khanship. To reflect this inner turmoil, Breen's character is treated as if she has the Combat Paralysis Trait, and any force she commands suffers a –1 roll modifier when making Morale Checks.

Perigard Zalman: A more conservative and confident leader than Breen, Perigard Zalman is also a MechWarrior of Veteran-level experience, but he suffers from the Impatient Trait and poor strategic planning (receiving a +4 Skill roll modifier in Strategy at best). He possesses a +6 Skill roll modifier in Leadership, and provides a +1 Initiative roll modifier to any Steel Viper force he commands in combat.

Severen Leroux: A charismatic Clan leader, Leroux is an Elite-level Clan aerospace pilot fighter with the Natural Aptitude/Tactics Trait (and a Skill roll modifier of +8 in both Tactics/Ground and Tactics/Air). He also possesses the Tactical Genius Special Pilot Ability (see p. 225, *AToW*).

Lucian Carns: A flexible commander, Lucian Carns adapts to whatever tactics his opponent uses. When commanding Nova Cats in battle, Carns' forces will still use Clan bidding rules, but once the battle is joined they will adapt the same level of *zellbrigen* their opponents use. (If facing Inner Sphere opponents, Lucian Carns' forces need not use *zellbrigen* at all.) Carns is a MechWarrior of Elite-level experience, with +7 Skill modifiers in Leadership and Tactics/Ground. In addition, he also possesses the Combat Intuition Special Pilot Ability (see p. 225, *AToW*), and as long as he is active, his command Star may use the Off-Map Movement special command ability.

Ian Hawker: An uncharacteristic Diamond Shark, Ian Hawker is obsessed with military gain and the dominance of the warrior caste. As a result, he does not enjoy the full support of his troops. To reflect this, roll 1D6 prior to any combat scenario where Ian Hawker is part of the Diamond Shark force. On a result of 1 or 2, the Diamond Shark forces enter battle with half their ammunition loads (rounded down). On a result of 3, the opposing force gains the Off-Map Movement special command ability. On 4, the opposing force gains the Overrun Combat special command ability. On 5-6, the Diamond Shark force will receive a –2 roll modifier on all Morale Checks. Hawker himself is a Veteran-level Clan MechWarrior.

Barbara Sennet: Barbara Sennet is a MechWarrior of Veteran-level experience, with a +7 Skill roll modifier in Administration, Negotiation, and Strategy. Much more supportive of the lower castes (particularly the merchants), Barbara effectively maintains a +6 TP Connections Trait.

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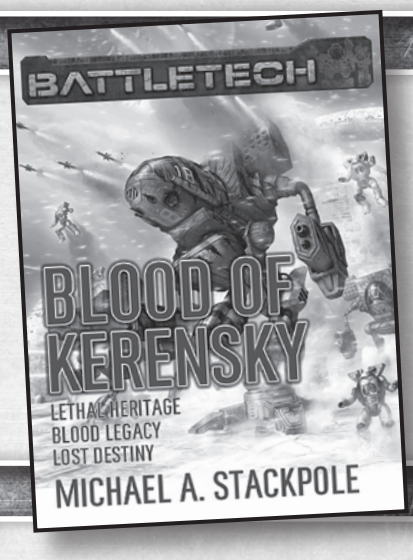
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