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BATTLETECH ADVENTURES

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35HLW14

The Shot Heard Across the Sphere

"You still don't think this is the right course."

It was not a question.

Aaron DeChavilier allowed himself a frown. This was an old discussion; one that had long since run its course. He looked up from the touch pads strewn across the desk before him, and met the eyes of the man he'd served faithfully for nearly half a century. Together, they had shaped and led the greatest army ever forged. Together, they had turned back the tide of the greatest evil mankind ever faced.

And what thanks were they given for that? An impossible choice between two unthinkable options.

Aleksandr Kerensky knew his answer, of course. His weary eyes betrayed his concern, and his own frown deepened. There was little time left for another "sales pitch" (as he called them), but Aaron knew one wasn't coming this time anyway.

Alek understood.

"You could stay," he offered. "Blake could certainly use a man like you."

Aaron snorted, and fought back a smirk. "You know I won't do that," he said.

"You don't owe me any more favors, Aaron," Alek said. "I won't lie and say I wouldn't need you just as badly out there—"

"This is a hell of a time to suggest that, Alex! You and I both know I'm not going to abandon you now."

Alek's lips curled ever so slightly upward, and his eyebrows rose a bit. He nodded sagely.

"Maybe, old friend," he said. "But the option is there, nonetheless."

"We leave it all together, or we stand here and fight together," Aaron told him. And he meant every word.

They were in a humble office of sheet metal walls, with a plain ferrocrete floor and a cellulose-tile ceiling. Lit by fluorescent rods, and furnished with a simple metal and faux-wood desk, a few well-worn folding chairs, and battered metal file cabinets, it reminded Aaron of Quonset shelters he'd camped in on more worlds than he cared to recall. A single, dingy window, partially obscured by bent, half-drawn blinds, looked out at a row of warehouses built similar to this one, all crowded together in a non-descript industrial park far from anywhere strategically interesting.

The perfect place to discuss a decision so great—so unprecedented—that it even boggled Aaron's mind.

In the massive, cleared out bay beyond the office door, he knew that dozens—hundreds—of officers were gathering for a meeting with their commander.

Correction, Aaron reminded himself, as he took note of the missing insignia on his friend's plain, olive fatigues: *their* former *commander*.

Alek had been betrayed, defrocked by petty House Lords who gave more weight to their greed and insecurities than the good of the League they so coveted. Aaron felt the bile rising in his stomach as he thought about the whole, cowardly, ungrateful lot of them. That, and the knowledge that Alek's decision would effectively leave those worms free to dine on the Star League's remains, still incensed him.

But the war against the Usurper had taken the fight out of Alek. After all that bloodshed, he could not bring himself to force those fools to heel, to punish the Houses that stood by while Amaris and his depraved legions raped the cradle of humanity.

On the surface of it all, Aaron understood this.

He even sympathized with the old man.

But he could not forgive the House Lords.

His eyes fell on the noteputers resting upon the desk, at the numbers that tallied ships, regiments, generals, and admirals—whole armies, ranked by strength and loyalty.

Were it up to me, Aaron thought to himself for the thousandth time today (at least), *we would take these forces, and we would—*

"Well then, my friend," Alek suddenly said, breaking through those darkening thoughts, "perhaps we should go and meet the men?"

Aaron blinked, looking up once more. Closing his eyes for a moment, he let out a heavy sigh, trying to expel the glimpse of rage that nearly consumed him. He nodded.

Aleksandr Kerensky gave him a warm, almost fatherly smile in return, and it was as if that alone made everything okay. He began to move around the desk. Though tired in spirit, his manner and movements retained the strength and confidence that still inspired Aaron even today.

Aaron was half-turned to lead the way when he heard the sound of shattering glass, and felt the warm splash against his back, some of which sailed over his shoulder to spatter crimson across the door frame.

The unmistakable report of a high-powered rifle followed not half an instant later.

Spinning around, Aaron barely managed to reach out in time to catch the falling body of a man who had been his friend, comrade, hero and mentor for fifty years—before the sniper's second gunshot blasted through the back of his skull.

BATTLETECH ADVENTURES
EMPIRES AFLAME ™

BattleTech Adventures: Empires Aflame is a special game aid for use with *A Time of War: The BattleTech Role-Playing Game*, the *A Time of War Companion*. Designed for experienced players familiar with the setting, the rules and descriptions in this book presume the players are familiar with the terms and core role-playing systems presented in *A Time of War*, as well as the war game rules found in *Total Warfare*, *Tactical Operations*, and *Strategic Operations*. This adventure may run several sessions, based on the players' available time and resources.

Game masters should note that only some of the information in this book should be made available to the players, while the rest is designed for the game master to reveal to the players only as they discover it. Due to the nature of this adventure, however, the players may need to do more digging than usual, since the premise of the story will throw them into a setting completely unknown to them. Information that will be readily available to the players will be clearly identified, but should be made available only as the players' characters actively pursue it. For example, all of the material covered in the *World Guide* section will be open to the player characters with little to no research effort. But after the events of the First Track, virtually nothing within that section will have any further bearing on the adventure at hand.

The general information contained here provides the tools needed for an adventure group to play out any number of sessions set in the Empires Aflame setting—an Inner Sphere radically different, yet familiar in many other ways, to the one covered by *BattleTech*'s thirty-year publishing history. But as this particular adventure is a special, Halloween holiday-themed edition, it ventures well outside the ordinary, and so should game masters should feel free to "weird it up" as they go along.

The **World Guide** section presents a global view about the setting and the players' mission at the start of the adventure. Included in this section is a general description of the Inner Sphere in 3090, and key elements of the post-Jihad Inner Sphere—specifically the Republic of the Sphere, for whom the players' group will be working. Additional news and documents pertaining to events current with the initial Track of the adventure also appear in this chapter. After the first Track, gamemasters will find all further information in the Gamemaster's Sourcebook.

The **Persons of Interest** section gives details on some of the key NPCs the players will (or may) interact with during this adventure, and can be used by GMs who do not wish to create their own NPCs from scratch. This section also includes information on how to work the players' group into this adventure. To minimize the chance for spoilers, characters the players may encounter or learn about after the first Track will appear in the GM's Sourcebook section, but players should still not read this section.

The **Tracks** section presents a means to interact with several pivotal events that occur in this adventure, though they are not the only ones. Please do not allow the players to read the GM ONLY section, cover it with a sheet of paper while the players read their mission brief section.

The **Gamemaster's Sourcebook** contains official character sheets for key personalities from the *Persons of Interest* section, as well as record sheets and rules useful for running the more unique aspects of this adventure. Remember that it is not the function of this product to micromanage your adventure, however: If a situation arises where the rules are in question, it's up to the gamemaster and players to work out a resolution suitable for their game table. The goal is to have fun, so don't let the rules bog you down.

STAR LEAGUE ERA   **CLAN INVASION ERA**   **JIHAD ERA**

SUCCESSION WARS ERA   **CIVIL WAR ERA**   **DARK AGE ERA**

A Matter of State Security

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    6 February 3095

    Respected Warriors,

    We trust that this missive finds you well. Your recent services to the Republic of the Sphere have been a credit to not only
the professionalism of your command, but a great help to realizing our dream of a bright future for all mankind.
    In recognition of your skills and the benefits of our past working relationships, we would like to extend an offer to you and
yours to aid our realm in the collection of additional materiel of a sensitive nature.
    While minimal combat is anticipated, your unit's collective skill set, and professional discretion, will be of significant help
in this operation. In light of our past working relationship, and the preference for said discretion, I have been authorized to
extend an offer to your command for twice the standard operational fees for a mission of this nature, along with a partial advance
payment, and the remainder upon successful resolution.
    For this operation, you will be provided with necessary interstellar transportation, and all relevant support required for same.
All combat- and security-related command decisions for this mission will be left entirely to your discretion.
    As usual, state security concerns prevent me from disclosing any further operational details in this solicitation. If you are
interested—as we hope that you are—please respond via the Department of Requisition and Replacement (Private Assets Division),
with the job code RS-3095/0206/PA32.50P. Our liaison will arrange a meeting to discuss further terms at the earliest opportunity.

    Kind Regards,

    --Angela Martinez, Captain
        RAF Material Oversight Division
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A New Order

The Inner Sphere: Thousands of worlds, colonized by mankind. Once, we were united under the Star League, but when that dream died under the boot-heels of Amaris the Usurper, it gave way to generations of relentless war. The return of General Kerensky's self-exiled SLDF, in the form of the Clans, briefly gave the Inner Sphere a common enemy to unite against, and even brought back the banner of the long lost Star League.

But—as with all alliances of convenience—the strain of suppressing centuries of distrust and the House Lords' greed became too much to bear. Old enmities as distrust rose anew, and in the fires of war, the Second Star League faltered. Its demise sparked the bloodiest years since the early Succession Wars: the Word of Blake Jihad.

From the ashes of that terrible conflict, a new realm rose, with a new way of thinking. This realm was dedicated to peace without the threat of force, to unity through diversity and acceptance, and to security against the petty whims of entrenched nobility.

The Republic of the Sphere!

United in Peace

The worlds of the Republic include those that suffered the worst of the Amaris Crisis, the fall of the Star League, and the Succession Wars that followed. They were the front lines in the Jihad, conquered and cast off by the five Great Houses time and again, abandoned to the waves of fanatical zealots who reigned over them through humanity's darkest hours.

The Republic did not conquer these worlds for power; it adopted them for mutual safety. Not only was the Word of Blake expelled from these tortured lands, but the politics and the policies that made their peoples suffer beneath the thundering trod of BattleMechs. Gone were the feudal policies of those who sought to make or profit from war at the people's expense. The endless prattle of border-zone agitators and military leaders, who saw force as the only way to answer the slightest offense, finally fell silent.

No longer were those who lived less than a JumpShip's leap away considered "the enemy".

The critics proclaimed the Republic a power grab, an effort to rebuild the Terran Hegemony; just one more Great House to wage war against its neighbors. But we who lived through the Jihad, and who saw the changes wrought in its wake, would know better. Instead of a titular House Lord, Devlin Stone rules as Exarch, a position that—by law—will come open to vote when he steps down or retires, rather than passing by default to an heir. Aiding in this administration stands a senate that represents our worlds, with an official chosen by vote. While some might note that even these senators bear titles of nobility, the feudal structure of the Republic—unlike those of the other Houses—derives more from the strength of citizenship, which requires dedicated service to the realm and its people.

To lead in this Republic, one must be a citizen. To be a citizen, one must serve the state in a meaningful way. Birth alone will not grant this to anyone here, nor will favored preference be given to those who were raised under foreign flags. The hatreds of old are no longer welcome here, and we are all countrymen in equal standing.

As we stand together, committed to peace and prosperity after the horrors of war, we take nothing for granted. We know that the scars of so much war will take many generations to heal, but we believe that only now have we found the right path.

The End of the 'Mech?

Probably the most telling sign of the fundamental change in today's Inner Sphere is found in the Republic of the Sphere's Military Material Redemption Program. Attacked by critics as a naïve concept at best, and a blatant power-grab by a newborn empire desperate to maintain its power at worst, the MMRP (and the similar programs initiated by the Republic's neighbors) has worked in a time where common wisdom might suggest otherwise. Given the option to trade in heirloom BattleMechs, vehicles, and fighters for instant landholds, wealth, and titles, many private owners—from shell-shocked mercenary veterans of the Jihad, to scrapyard collectors—have turned their multi-million C-bill war machines over to governments promising their destruction.

In addition to this, many military industries have been encouraged by tax incentives, preferential contracts, and other means, to "broaden their portfolios" beyond the production of heavy weapons, and battlefield platforms that carry them. Once again defying centuries of tradition, many factories snapped up these opportunities, and BattleMech manufacturing—once expanding at an almost exponential rate—suddenly plunged to levels not seen since the days before the Clans showed up.

The optimists—those who dare to dream that we have truly found an age of peace—call this "the end of the BattleMech", but could they actually be right?

Sorry, peace-lovers, but not even close!

The decline of private 'Mech ownership in the Inner Sphere might hit the mercenary trade the worst, followed by the various "security firms" who operate in the gray area between lucre warriors and some conglomerate's rental cops. It gives scrap collectors a bigger payday than ever before, and even encourages the common Joe to report any "unlawful 'Mechs" he sees in his vicinity. But at the end of the day, the Republic is still buying 'Mechs for itself, and so are the battered armies of its neighbors.

The 'Mech is not going away, but after the horrors of the Jihad, where thousands of mercenary warriors served on all sides, beefing up state military forces as much as they were collecting profits—by means both legal and not, such "wildcards" are being gradually removed from play. Mercenaries may remain forever, and so will the BattleMech…

…But, thanks to the MMRP and programs like it, it is hoped that their use will be handled by those who know what they're fighting for beyond a mere payday.

—Excerpt from *The New Outlook*, by Raul Xiao Long, Freedom of Skye Publishing, 3094

WRIT OF EXEMPTION: THE REPUBLIC'S "MERCENARY REPO MEN"

(15 March 3095)

Galatea [MERCNET] – I think it's safe to say that it's been a weird decade and a half for the mercenary trade.

Since the end of the Jihad, and the birth of the Republic of the Sphere, the business of soldiering for hire has become less active and perhaps a bit less lucrative than it has been in over a century. Even here, at the last legitimate hub of mercenary commerce—where the offices of the MRBC still stand, despite rumors to the contrary—the numbers of large mercenary groups has dwindled to a mere handful, and even the smaller outfits have begun to grow scarce. More telling, the numbers show a continuing decline in the number of new merc groups formed per year, with 3094 showing only a mere 166 new mercenary forces registered under MRBC auspices (and most of those were platoon-sized infantry outfits!)

I can hear you now: "Well, geez, Mr. Bingham! Way to paint the bleakest picture possible for us working warriors!"

But, hey, what can I tell you guys? The straight dope is this: There have been fewer big dust-ups since the fall of the Word, and what's been happening out there is well in the range of abilities for the beaten-up old Houses to handle. What's more, this big old battleground now called the Republic of the Sphere—a place coveted and fought over since the dawn of space travel—has become the galaxy's biggest demilitarized zone. Who can afford to fight for money in a place where it's more lucrative to trade in your great-great-grandmother's broken old *Griffin* for a seaside mansion?

But for those of you old salts too set in your ways and determined to fight your way across the Sphere, there is some good gigs, even in the Republic, if you know where to look:

It's called the RAF Material Oversight Division.

Oh, I know what you're thinking now: "Waaaait a minute, Bingham! Aren't those the guys who come to take our guns?"

Right you are, my friend, but not exactly in the way you might think: You see, while the Republic's Military Material Redemption Program might be all about taking the big weapons away from the non-state soldiers here, the last few years has seen more and more cases where it's not about seizing weapons at gunpoint, but merely collecting a machine whose owners want to trade in for a spot of land.

These ex-mercs and other "private security" types are still trying to buy into republic citizenship, you see, but the Republic's a little short-staffed on manpower they can trust to escort the material where it needs to go. Add to that the fact that millions of C-bills in valuable hardware can't just sit on someone's front lawn with a "For Sale" sign on it without some malcontent trying to make a grab, and you see that the Republic's collectors will need to come armed, just in case.

And the real kicker? You don't even need your own rides to do the job!

That's right, my friends, even a merc outfit that's already cashed in its 'Mechs can pick up some work back in the cockpit again by picking up a writ of exemption from the RAF's Department of Replacement and Requisitions, and getting a job as the Republic's own, certified military "repo men".

The pay's good. The hours are flexible. And the risk is low. So, why not give them a call?

And tell them Sean Bingham sent you!

--Deputy Sub-director Pavlo Gollanski
    Mercenary Procurement

BAD JUMPS AND MISJUMPS

What is a misjump, and what makes it worse than a bad jump?

The good news, dear reader, is that a misjump is far, far less likely than a "bad jump". In fact, according to a recent study, the chances of a misjump while travelling on any JumpShip built since the time of the Clan Invasion at just a hair over five times *less* likely than being struck by lightning on Terra!

Misjumps can occur for a variety of reasons, and no one can ever predict when or what may cause one. Fortunately, the most likely causes—a flawed jump drive or poor jump calculations—have been countered by the most basic software and hardware safety systems integrated into every K-F drive since before the time of the first Star League.

While it is true that misjumps can be catastrophic, most recorded misjumps have actually been little more than "bad jumps". A bad jump occurs when safety protocols find no reason to abort a vessel's hyperspace jump, but the travelers on board experience a "bumpy ride", and the vessel becomes stressed during the leap. Most "bad jumps" end with the JumpShip slightly damaged and off-course—perhaps by as much as a full AU from the target point—and the crew shaken or disoriented. A number of minor injuries may also occur at this time, most caused by abrupt shifting in the vessel or power surges that blow out nearby electronics. Though older-vintage ships may find their drive cores completely destroyed by such effects, the important thing is that a "bad jump" is almost never fatal to the crew and passengers aboard the JumpShip and her attached DropShips.

True misjumps, unfortunately, are another matter entirely. The cause of such events are as mysterious as their outcomes. Some have been recorded as a bizarre form of "stasis", in which a jumping vessel somehow manages to become "stuck" in hyperspace far longer than normal, emerging hours, days, perhaps even years after they started their jump, while others have dropped ships off in deep space, light-years away from their destinations, and too far from any stars to effectively recharge their drive cores. These types of misjumps often include the same disruptive effects as a bad jump, with crews and passengers often surprised to find out how long (or far) they have been carried off course and time.

Others, more tragically, have been recorded as truly catastrophic events, in which the vessel emerges from hyperspace distorted beyond recognition—warped on an almost molecular level by forces that science still cannot fully explain. In the extraordinarily rare moments where such a misjump has occurred and been documented, these effects have extended to the crew as well as the ship itself.

Still other misjumps remain a complete mystery, as such vessels have simply vanished entirely from the universe, for all intents and purposes. Where these vessels have gone, and what becomes of their crew cannot be answered.

—Excerpt from *Hyperspace for Dummies (3090 Edition)*, Charybdis Publishing, Irian, 3090
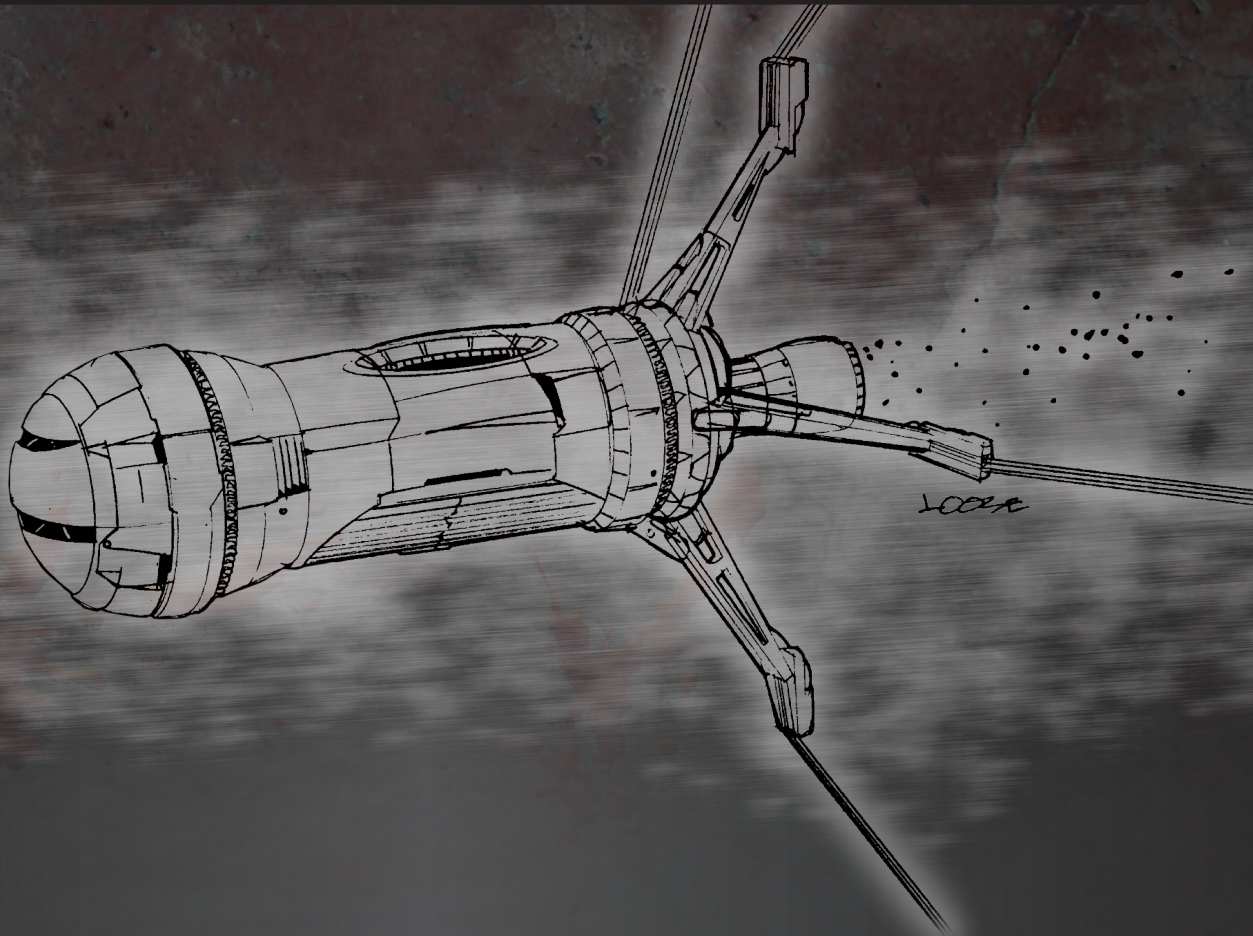
PERSONS OF INTEREST

This section is primarily for gamemasters. Its function is to provide key details on the expected capabilities of the players' group as well as the descriptions and nature of the key non-player characters (NPCs) who they may interact with in the course of this adventure. Players might, with adequate research or other in-game efforts, learn facts about these key NPCs if they are resourceful enough to do so. Otherwise, all of the information in this section should be considered gamemaster-only data.

THE PLAYERS' GROUP

The players for this adventure should be a Republic of the Sphere force, or a mercenary outfit that has earned a reputation for handling defensive or raiding missions for the Republic of the Sphere. Ideally, none of these warriors should possess his own vehicle, as the Republic of this period still discourages private ownership of all heavy weapons (especially 'Mechs, combat vehicles, and aerospace fighters). The player group should be of company size or smaller, and the majority should be MechWarriors, fighter pilots, or vehicle commanders. At least two characters should also possess Technician Skills of some kind.

Players who do own their vehicle and try to enter into the Republic's employ will be offered to exchange their vehicle for Republic citizenship (Citizen Trait), and one of the following: a lump sum equal to 1 million C-bills per Vehicle Trait level, a landhold that translates to a Property Trait equal to half the vehicle's Trait level (rounded up to the nearest TP), or a patent of nobility that likewise translates to a Title Trait equal to half the vehicle's Trait level (rounded up to the nearest TP). Alternatively, if the player group is to be a Republic "house force", characters who own their vehicles can trade their vehicle ownership for citizenship alone, and a rank in the Republic Armed Forces. This will reduce their Vehicle Trait level by 2 points (the TP amount representing their ownership), and add the Citizenship Trait, while the GM can work out their rank in the RAF, based on the formation they are serving with.

It is highly recommended that, prior to running this adventure, the player-characters perform several missions for the Republic that are commensurate with their skills. Because they should not be working for the Republic as vehicle owners, any appropriate vehicles and Drop-Ship transportation must be assigned to them, to enable their use of said skills in the event combat occurs. Most of these missions will be simple "collection runs"—escorting a cargo vessel to a world where surrendered arms have been gathered for disposal. Occasional combat missions will typically include dealing with vehicle-armed bandits and other criminals, or forcing "rogue owners" to surrender their machines in accordance with the MMRP. If a vehicle owner refuses to surrender his vehicle, they will be offered an "expedited relocation" (a fancy term that means "exile"). A rogue owner who accepts the latter will either be taken to Galatea with his machine and compelled to "exile himself" into mercenary service, or will be taken out of the Republic entirely, to the neighboring realm nearest his homeworld.

After a few such missions, the team begins this adventure with the offer of another routine assignment. No liaison will be assigned to the players, but a *Merchant*-class JumpShip and a *Mule*-class DropShip operating under Republic aegis will be assigned along with them.

There are usually several ways to resolve a Track, so a wide variety of existing player groups may be suitable for this campaign.

If creating a new group for this adventure, the following guidelines are helpful:

- This campaign should feature at least one lance of BattleMechs or vehicles if the GM so desires, but no larger than a company in total size should be used. An all-'Mech force would prove either useless or needlessly overpowering for the first Track, but they may become necessary by the last. Personal combat skills and technical knowledge will be quite useful during this adventure, so player characters who over-specialize themselves as MechWarriors and such may find it difficult to contribute in all Tracks unless they have sufficient "backup" Skills.
- Try to focus on a wide range of skills, using the Skill Fields as a guideline of how best to cover multiple aspects. The more versatile the group, the more likely it is to find alternative solutions to a problem. The Republic has an image of peaceful intent to maintain, however, so it is a good idea for one or more of the characters to possess Negotiation or Acting Skills.
- Try to ensure none of the player characters are significantly lower or higher in the amount of XP that was used to create their fellow PCs. They should be peers, even if they each have their own specialties. An exception may be made for a party leader if any is established beforehand.

Adjusting NPC Experience

The non-player characters (NPCs) created for this adventure have been given capabilities optimized to challenge even a veteran-level team of characters on otherwise equal footing. If making new player-characters for this adventure, a starting XP allotment of 8,000 XP is best recommended to attain the same relative challenge level. If the player-characters have a higher or lower average amount of XP among them, add or subtract this difference between the players' XPs to NPCs to adjust their Skills, Traits and Attributes accordingly, using a 6:3:1 ratio.

For example, if the players' characters average 9,000 XP each, their extra 1,000 XP difference would add 600 XPs to the NPCs' Skills, 300 XPs to the NPCs' Traits, and 100 XPs to the NPCs' Attributes. The GM can elect to divert the XPs allotted for Traits to Attributes if no suitable Traits seem available.

Assigning Units to the Players

When assigning combat vehicles (including 'Mechs, fighters, or battle armor) to the player-characters, use the Republic of the Sphere Random Assignment Tables (RATs) found in *Field Manual 3085* (see pp. 195-223, *FM3085*), or the Republic RATs for the Capellan Crusades from *Historical: Wars of the Republic Era* (see p. 102, *H:WotRE*). If using the *Field Manual* Tables, treat the players' force as if it is part of the Hastati Sentinels.

Furthermore, at least one third of the units in the players' total force should incorporate Clan technology; if this is not obtained via random rolls, the GM may substitute as many units as necessary with a Clan-made unit of equal weight class that appears on the referenced tables.

Getting Them Involved

If the players are part the RAF's command structure, getting them involved in the mission is as simple as having them volunteer or simply sending down orders to them from High Command. If they are part of a mercenary force, the offered mission will be billed as a routine escort mission, paying the normal pay rate, with independent command rights, equipment support, and transportation to and from the objective site provided by the state. In lieu of salvage rights, the players' mercenary command will receive an additional bonus of 1,000 C-bills per ton of heavy weapons and military equipment they deliver to the Republic's clearing house on Rigil Kentarus. (These items have actually been inventoried and weighed prior to the players' arrival to pick them up, as part of a standard procedure the Republic's Material Oversight Division uses to determine how much the "donors" are to be compensated.)

Mercenary players may negotiate the payment up as high as 50 percent over the normal payment rate, but the Republic will not budge on the transport and support options. All payment will be provided upon completion of the assignment.

The mission is considered entirely routine, with no anticipated resistance expected at the site, but the players will still be sent in their normal DropShip, with all of their assigned combat vehicles stowed on board. This is considered a security precaution only, and the players' group will be urged not to use their best judgment on when military force is warranted, bearing in mind that it should not be necessary to march BattleMechs into any populated areas in the absence of a credible threat.

Once the players' group accepts the assignment, they will be scheduled for departure from their current base world within the week, during which time their vessel and equipment will be prepared.

Note: For rules on mercenary operations, including the negotiation of mission contracts, see pp. 217-229, *A Time of War Companion*.

CAPTAIN LEONARDO JACKSON
(JumpShip *Celeste*)

Rank/Title: Commander, Merchant-class JumpShip *Celeste*
Born: 3047 (48 in 3095)

Captain Jackson is a veteran spacer who served House Steiner during the Jihad as a courier and supply freight runner. Despite his experience and connections, however, Jackson has a firebrand attitude and a propensity for some of the most colorful language outside of Canopian pornography. Many of his crew take this in stride, even when their most embarrassing slip-ups prompt him to explode in a tirade of curses in all three of the languages he knows (German, Gaelic, and English). In fact, his crewmates often claim that the phrase "swearing like a sailor" was coined for men like him.

Despite his fierce tongue, Jackson is unquestionably dedicated to his ship and its crew, which he regards as family. So rarely does he leave their presence that his dark complexion has taken on something of a grayish pallor, several of his teeth have gone missing, and his frame is so emaciated-looking that it can be difficult imagining him moving under any amount of gravity. Moreover, he tends to regard his JumpShip as a fortress of solitude, and is often reluctant to permit passengers or crewmen from other vessels on board. Even when he allows such access, he considers the crew and officer cabins off-limits to any outsiders, and only the command officers of any military forces he might transport are permitted on his ship's bridge deck.

CAPTAIN JOHN BEAN
(DropShip *E.F. Marie*)

Rank/Title: Commander, Mule-class DropShip *E.F. Marie*
Born: 3066 (29 in 3095)

Captain Bean was born on Hamilton, in the Free Worlds League, a year before the Jihad erupted, and lived many of his formative years under the dual rule of the Free Worlds and the Word of Blake. Though he witnessed many horrors over the holos, however, and was exposed to more propaganda than most others, he managed to come through the war with few lasting psychological scars.

Bean was only twelve years old when the Republic of the Sphere was born, and he became a resident of the newborn realm by default. He thus came of age in a time of great change and relative peace. Though he did not aspire to be a soldier, he did develop an interest in spaceflight, and learned the basics of aerospace and shuttle flight operations from a civilian training program by the time he was twenty. From there, he landed a job as part of the freighter crew on the *E.F. Marie*, and rose through the ship's ranks ever since, becoming captain when his predecessor retired in 3093. At the time of this adventure, he has set his sights on earning republic citizenship through government contract services such as the one the players are a part of.

ADVENTURE TRACKS

CRITICAL FAILURE!

Mission Briefing

While you are no spacer, you've been through a lot more jumps in your adult life than many others around the Sphere. You are pretty familiar with the pulse-pounding, gut-wrenching, soul-shattering effects of a hyperspace jump, and you're always grateful that it only ever seems to last a few seconds before you come back to your senses and can get on with your life…

This is how you know that something just went horrifically wrong this time.

This time, the disorienting and nauseating sensations of the jump seem to stretch on forever. You feel yourself reduced to a pinprick of existence, then exploded—and it seems to go on for an eternity. You would scream if you had a voice in this quasi-space, and it takes you a moment or twenty to realize that the universe is screaming *for* you. You feel as if you just crossed over into some form of hell; all you know is that your formless body is being assailed by horrors you could never name if you lived to be a thousand.

Just as you feel your very existence slipping away, you become aware of the cold, darkness, and noise all around you. You feel your heart pounding against your rib cage, and the pull of your harness restraints as your limbs thrash by reflex alone. The blackness is replaced by electric flickers of red and amber—coloring your cabin and giving the world a dim, surreal substance.

But you still hear a persistent hiss, and blaring klaxons that rip through your eardrums.

A voice—distorted at first, but which your hazy mind gradually comes to recognize as that of the *Celeste*'s communications chief—is shouting above it all, barking orders through the inter-ship comms for all to hear. You're too busy forcing yourself not to hack up meals from a week ago to understand it all, so it takes your brain a minute or two more to grasp the words:

"—I repeat: Misjump! Misjump! Misjump! Emergency Action Stations! All hands report status to JumpShip command!"

Assets

Everything that's available to the players' force is available to them here, stowed safely on board their DropShip.

The JumpShip *Celeste*, assigned to ferry the players to their next duty station, is a common *Merchant*-class, provided by the Republic of the Sphere government to shuttle the players' DropShip and its assigned cargo support—an aging *Mule*-class DropShip named *E.F. Marie*.

At this time, the *E.F. Marie* is hauling roughly 2,000 tons of weapons and parts for combat vehicles, 'Mechs, and fighters—most in fair condition—plus another 500 tons of heavy weapon munitions, support weapons, and small arms. All of this is bound for a Republic bone yard on Rigil Kentarus. The *Marie* also carries a pair of *Powerman* SC XV HaulerMechs and four HeavyHauler unsealed exoskeletons (see *Technical Readout: Vehicle Annex Revised*, pp. 218-219, and 190-191 respectively). These industrial units are stored in custom-built bays that serve the maintenance functions of 2 'Mech bays and a battle armor squad bay—but which are incapable of deploying these units while in flight.

All equipment in the player characters' personal inventories that can be conveniently carried on their DropShip are available to them, plus the normal complement of equipment and personnel available to their DropShip's crew. This includes emergency provisions, such as field kits, medical kits, a well-stocked sickbay, and food stores suitable to sustain the crew and passengers for up to three months of space travel.

While the *Celeste* and the players' DropShip are fully crewed at this time, the *E.F. Marie* is operating without gunnery personnel. If space combat take place involving this vessel, the *Marie* will function as if its crew has a Gunnery Skill TN of 7.

Opposition

You aren't even certain yet *where* you are, let alone whether or not you have any opposition to worry about right now.

Tactical Analysis

That last jump was more than just a little bumpier than usual. While all of the player characters have survived easily enough, once they are able to call the *Celeste*'s bridge to report their status, they will discover from the ship's comm officer quickly enough that they have just endured one of the worst-case scenarios in interstellar travel: a misjump.

A misjump, for all intents and purposes, is an act of a spiteful god. In the history of interstellar travel, hundreds of JumpShips—new, old, primitive, and advanced—have been ripped off course by a tragic drive core or computer failure. Most are never heard from again, presumed destroyed in hyperspace itself, or sent into deep space so many light-years off course that their distress calls will take years to reach a friendly port (if ever).

More immediately, according to the *Celeste*'s comm officer, damage reports are coming in from various sections of all three vessels: Pressure leaks, electrical malfunctions, and the like will need to be patched to make sure they don't worsen. Several compartments have been sealed off by automatic safety systems, and all ships have switched to emergency power status, to minimize the chances of further power surges.

Any player characters with technical, mechanical, and medical skills will be asked to aid the crew and passengers for all vessels in damage control and medical aid as needed. This will also require working under zero-G conditions, with only the ships' dim emergency lighting and personal communicators as your guide. Emergency vac-suits, stored in each cabin's lockers, can—and should—be utilized by anyone who opts to leave their cabins. Anyone who doesn't is to stay put until power is restored and the DropShip captain gives an all-clear.

Objectives

1. Survive the Encounter. The ship has just had a rough ride, and pandemonium reigns. At the very least, help the crews secure anything that's gone awry and hope we don't have a hull breach.

2. Get Your Bearings. Okay, we misjumped. Got that. But where the hell are we?

Mission Success Conditions

Get through this alive, and you're golden!

<<<GM ONLY>>>

Enemies

The good news is that misjump has not completely crippled the *Celeste*, or the DropShips docked with her, but the extent and severity of the damage these vessels have sustained is ultimately up to the GM. The players' aid should be enlisted in a number of minor repairs or medical support actions as needed to add a sense of real danger to this event, but none of them should be in immediate danger of facing a hull breach. Several of the crew on the *Celeste* and her DropShips may be wounded, but there should be no casualties among the player-characters.

Of course, none of this matters until after the players are able to report in after the jump. Characters with the TDS Trait (see p. 127, *AToW*) will suffer the normal effects of their disability at this time. All characters that do *not* possess the TDS Trait must make a BOD Attribute Check as soon as the jump is completed. If successful, the character may act normally immediately after the jump; otherwise, they suffer the same effects of nausea as a character with TDS. The GM should keep track of which characters check in, which do not, and when they do so, as characters who do not report to the *Celeste*'s bridge within 10 minutes will be flagged as a possible casualty, in need of medical aid.

The gamemaster should determine in advance how many of the NPCs attached to all three vessels have been injured by the misjump's effects, and how severe their injuries are. The *Merchant*-class *Celeste* is presently operating with a crew of 21, eschewing bay personnel in favor of regular crew performing double-duty as needed. The *Mule*-class *E.F. Marie* has a present crew of 17. A typical company-transport DropShip like a *Union* will have a crew of about 15, plus up to 28 "bay personnel" that reflects its typical passengers who use the vehicles in its transport bays (including the player characters). The gamemaster may use any random method for determining the casualties, with injuries ranging from minor cuts and bruises caused by shorted panels and conduit ruptures, to almost physics-defying wounds like bone disintegration and limb vitrification.

Until the main power comes back on—which should be a minimum of thirty minutes after the misjump—all player actions will suffer a –1 roll modifier for Poor Conditions due to the limited lighting. The low gravity rules found on pp. 237-238 of *A Time of War* should also be used, as all vessels are basically adrift during this time.

After main power is restored, the players may start to breathe a sigh of relief when, suddenly, all ships will declare General Quarters (red alert). If anyone checks with any of the vessel captains, they will learn that their sensors have detected an unidentified WarShip in close proximity—and that it has already launched fighters on an intercept course!

Local Conditions

As incredible as it stands, the *Celeste* has actually arrived successfully at the zenith jump point over Rigil Kentarus after all—but something is very *off* about it.

The WarShip is only the first clue; it appears to be a Star League-style *Black Lion*-class battlecruiser, bearing colors and an IFF code that match no vessel in the *Celeste*'s database. The fighters scrambled to intercept the *Celeste*—12 in all—appear to be a mix of *Ironsides* and *Lucifers* that are likewise bearing unfamiliar colors and codes.

Moments later, a broad-channel hail will emanate from the leading pair of fighters. This hail will be heard only by anyone on the bridges of the *Celeste* and her attached DropShips:

"Attention, unidentified vessels: you have entered the territorial space of the Terran Supremacy without prior authorization. State your identification and business in this system, or you will be recognized as hostile and fired upon."

In the course of any negotiations that follow—handled by the *Celeste*'s captain if not by any of the players—the crew (and any players who ask them) will learn that Rigil Kentarus is under the protection of something called the "Terran Supremacy", and that the incoming fighters and their WarShip crew do not recognize any such entity as the Republic of the Sphere. Identified as interlopers, the *Celeste* and her DropShips will be ordered to stand down all weapons, remain in position, and prepare for boarding by six incoming shuttles (two per vessel) that the sensors tag as NL-42 "battle taxis".

Each incoming taxi carries one 28-man platoon of Terran Supremacy marines, who will use the Soldier NPC template (see p. 338, *AToW*). Each wears a marine combat suit (see p. 295, *AToW*), and is equipped with a vibrodagger, a Buccaneer gel gun, and 6 mini-grenades—2 anti-personnel, 2 flash, and 2 stun (see pp. 264, 269, and 282-284, *AToW*, respectively). One out of every two of these marines will also carry either a pair of C8 blasting blocks for breaching bulkheads, or a light recoilless rifle.

If the players and crews come quietly, these troops won't attack.

Any resistance, however, will be met with deadly force. The marines do not want to cause undue damage to the ships, but they will also not tolerate any interference. They will prioritize capture of any officers they recognize as such, as well as the command and engineering sections of all three ships.

Objectives

The players' survival hinges on not only making sure their ships don't explode or decompress while they try to fix them, but also accepting that they cannot fight off these "Terran Supremacy" thugs. Negotiations will not work to their advantage, and even a miraculous success against the marines will only delay the inevitable, as there remains a WarShip well within firing range out there. The best course is surrender.

Difficulty

This track should be easy, if the players are smart. If not, things will get bloody very quickly. But the Supremacy marines are ordered to capture, not destroy; even after blood is spilled, they will still accept an offer of surrender. To forestall any disasters, the marines will board each vessel via its own small craft bays—cutting through the doors if they are not opened first. The marines will then move to secure the JumpShip's bridge and engineering sections first, while the teams dispatched to the DropShips will attempt to seize those same parts of those vessels.

If either DropShip attempts to unlatch itself from the *Celeste*, the fighters, which are floating nearby, will be the first to engage with "warning shots". If the DropShip fails to surrender immediately, the fighters will then attack directly.

If any attack strikes the WarShip or a DropShip attempts to burn toward the planet, the marines will be recalled from the offending vessel, and the fighters will engage in full force. The WarShip will only open fire on a DropShip that attempts to flee toward the planet (or directly toward the WarShip itself) at full thrust.

Aftermath

Nothing the players (or the NPCs who accompany them) can say will convince their captors that this is "just a misunderstanding". Quite the contrary, actually. The Terran Supremacy is presently at war, and their vessel is an unidentified, unregistered, and completely unfamiliar craft that suddenly showed up a few light-years from their capital itself.

All of the surviving player characters and their NPC allies will rounded up and taken to the WarShip, which bears the name TSS *Michael Norman*, where the uninjured among them will be escorted into a set of brigs deep within the vessel, while the wounded will be taken to the infirmary for medical treatment before joining them. The lower-ranked Terran marines assigned to guard the party will not speak to any of them, and will use force to keep them in line if they cause any struggle (or irritation).

Eventually, an officer from among the WarShip's crew will arrive, with several marines in tow, and ask to see the senior-most officers among the various vessel crews and the players' group. Any who identify themselves of holding a rank higher than lieutenant will be taken for "interviews" conducted by this officer, who identifies himself as Major Gregory Cobb, of the Eleventh TSDF Marine Corps Detachment.

Cobb will try to make sense of the characters' stories, though he will seem very doubtful of their veracity. The players may, however, manage to learn more about the setting by questioning the major on current and recent affairs, but Cobb is no historian, and is not inclined to regale potential spies with stories of this universe. Instead, he will do most of the question-asking, trying to poke holes in their narrative or find any contradictions between the various subjects' stories.

After the interviews, Cobb will send the characters back to their cells and inform them that their vessels are being "impounded" by the Supremacy. After letting them stew for a while, during which time the characters may compare notes, he will return to the brigs to inform the party that they are all to be transferred planet-side "for further processing".

WELCOME TO THE TERRAN SUPREMACY...

Mission Briefing

You are not sure if you convinced anyone that you're telling the truth, and it's entirely possible that these "Terran Supremacy" guys don't even care about your story. But at least they've let you live for now. After another round of searches, each of you has been issued drab coveralls; your other personal effects have been confiscated. A few hours later, all of your wounded comrades have been reunited with you, similarly attired, at a DropShip docking bay.

Under armed guard, you are escorted into what looks like a modified infantry bay on a troop ship, and ordered to remain there and cause no trouble for the six-day journey planet-side. Your guards are professional enough—for marines who consider you a potential enemy—but refuse to speak with you any more than absolutely necessary, such as when delivering rations to you, verifying your presence, and, periodically, keeping your more troublesome colleagues in line.

When you finally arrive on Riken Minor, the inhabited moon that orbits Rigil Kentarus, you find that you have landed at the tarmac of a sprawling military complex of impressive construction. It occurs to you that this might be a fully operational Castle Brian complex, straight out of Star League history. 'Mechs and troops patrol the grounds, and military staff from technicians to junior officers seem to stare in wonder as you are escorted away from your transport, to a waiting group of APCs.

Your last sight of the outdoors is your own DropShips, decelerating from above, as they, too, arrive at the base "for further processing".

Assets

The party—and all of the NPCs associated with them—have been arrested by the Terran Supremacy. The TSDF marines, having searched them and confiscated any weapons prior to their capture, have not been inclined to allow them any personal effects that can be used as weapons, body armor, or communications device. In fact, after being issued what appears to be standard, unisex prison garb, all the party has on hand will be the drab clothes on their backs—and bandages, if they were among the wounded.

Opposition

From the WarShip to the surface and into the base, you are outnumbered and outgunned. These marines take you to another set of cells that you guess to be several levels below the surface facilities, and leave you there for a time. Lacking any means of measuring time beyond the apparent shift changes of your silent guards, you figure that you are kept there for the better part of a day before someone finally arrives—a middle-aged officer, with a few troopers in tow that you guess to be TSDF standard infantry.

"Welcome to the Terran Supremacy," he says with only a trace of irony and a thin smile, his eyes intense even as his gaze sweeps across you all. "I am Lieutenant Colonel Benjamin Emory, and I would speak with your ranking officers. One at a time. So, who's first?"

Tactical Analysis

You are outnumbered and outgunned every step of the way here, so fighting is right out.

Your only real hope here is to convince these Terrans that your group is innocent—or, at the very least, not spies. Then, maybe, you can get a handle on just how out of place you are, here. You know of no circumstances in which you have heard of a misjump in which the crew returned to its own time, but then again, jumping into another universe entirely seems so far-fetched that you'd have doubted anyone who claimed as much anyway.

You could be stuck here a long time!

Objectives

1. Truth is Stranger than Fiction. Convince your captors that you are not spies from an enemy realm…somehow.

2. Strategic Assessment. It's clear we're "not in Kansas anymore", and getting home—if possible—is not likely to happen any time soon. Maybe we should find out just how different this place is from home.

Mission Success Conditions

It should be apparent that failure to convince the Supremacy interrogators that the players' characters are not spies will lead to endless torture and further interrogation (followed by death). Avoiding that alone counts as mission success, but it may not buy the characters any freedom, since they are still outsiders who appeared in the middle of the realm on board vessels laden with military tech.

<<<GM ONLY>>>
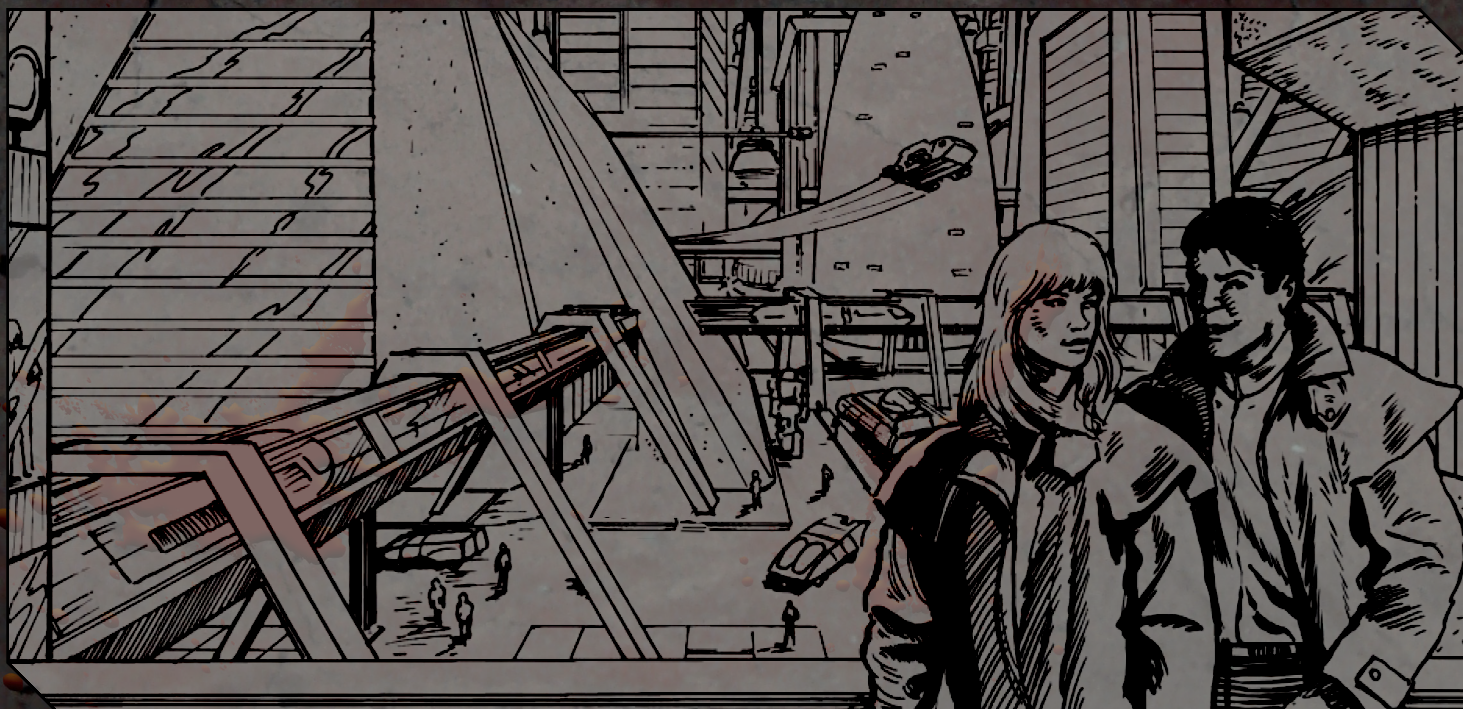
Enemies

During the six-day transit to the surface of Rigil Kentarus, the party and its NPC associates will be under the guard of at least one full platoon of armed TSDF marines, plus the crew of the *Fury*-class DropShip designated *ST-497*. In this time, they will be kept in restraints that hobble their mobility, imposing a –3 roll modifier on all actions involving the Dexterity or Reflexes Attributes.

And if they have a mind to try anything rash, that's when they'd have the best chance to do so, for once the party is on the surface, they will find themselves within a sprawling military complex crawling with Terran Supremacy personnel, including over two regiments' worth of TSDF garrison troops (including a full 'Mech battalion). Most of these troops will be Soldier-grade NPCs, but some may be Thug-grade NPCs (representing support personnel or specialists not trained for combat).

Local Conditions

The trip planet-side will take place aboard a *Fury*-class troop transport, in which the players and the NPCs are kept in an infantry platoon bay under guard by TSDF marines. If the players are observant enough, they may spot their own DropShips flying nearby (having been likewise commandeered by TDSF crews).

Once on Rigil Kentarus, the players and their allied NPCs will be taken to a detention center within what seems to be a massive, underground complex—a fully functional Castle Brian, to be exact. Well stocked and manned by TSDF troops, there will be few chances for them to make a break for it, and any attempt to do so will be answered with violence, though the Terrans will favor capture to killing.

The Supremacy base houses at least a full battalion of Terran Supremacy BattleMechs, a regiment each of combat vehicles and infantry (a quarter of which are battle armored troops), and two squadrons of aerospace fighters. When the player-characters arrive at the base, they will see not only their own DropShip, the *E.F. Marie*, and the *Fury* that delivered them, but they will also see three more *Fortress*-class DropShips parked on the tarmac. The Terran ships will all be in excellent condition, showing few signs of battle scarring or patchwork repairs (remarkable, since the *Fortress*-class went virtually extinct during the Succession Wars as the player-characters know it).

Once guided into the labyrinthine depths of the TSDF base, the players will find their world reduced to detention cells and interrogation chambers.

The cells are tolerable enough, looking mostly like drab communal living quarters similar to a barracks for infantry platoons, with ten bunk beds, two wall-mounted sinks (with no mirrors) and two communal toilets per cell. Only one wall of each cell is lined with bars so that guards may look in; the rest are solid ferrocrete. The players' team will be separated from the vessel crews at this time, with the JumpShip and DropShip crews taken elsewhere.

The interrogation rooms look typical enough: No windows save for a mirrored bay window—presumably one-way, allowing possible observers to keep an eye on things—on the same wall where the egress door is located. The walls appear to feature a light "padding" of soundproofing material, and harsh halogen lighting all but blinds anyone who tries to look up at the ceiling. Holo-camera recorders are hidden in the upper corners of the room, imperceptible unless someone looks hard enough (requiring a Perception roll modifier of –5). A single metal table is bolted to the floor in the center of the interrogation room, and four metal folding chairs are available for the interrogator and up to three other occupants.
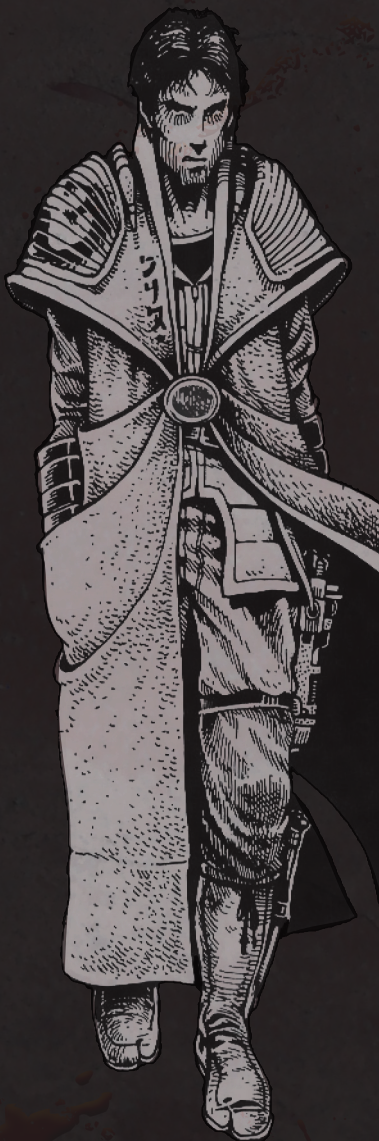
Objectives

The players will need to successfully convince the interrogators that they are not spies or raiders in the employ of an enemy House. While the truth—that they're not even from this reality—might seem the most obvious way, it is also the least likely to be believed.

Luckily, some hard evidence will be available, though not actually in the player-characters' possession, in the form of an analysis of the *Celeste*'s condition, black box data taken from the computers of the DropShips, and—of course—the nature of the cargo their ships contained. Careful analysis of this evidence will eventually convince the Terrans that the players are indeed "not from around here", though it will then leave them in a state where they may keep the players detained anyway.

Difficulty

The GM can employ any number of mind games here to keep the players guessing, but convincing the Terrans that they are not their enemies will only be part of the problem. Trying to explain to the interrogators that they somehow misjumped from a universe similar to theirs but changed by one historical event is one thing, but they also showed up with a host of machines and technologies that simply do not exist in this setting, including Clan-made weaponry. These weird items might help convince their captors that they're not "local", but it will also lead them to realize that they are still a potential threat. (And, no, they won't let the players demonstrate any of it; these aren't comic-vid villains here!)

The players may even have to work out on their own where the timelines diverged to get a grip on understanding how things became so different; this can best be done by engaging their captors in history Q&As, prompting Interest/History Skill checks to see if their character's take on history is accurate enough to gauge how "off" the alternate is at any given point. (For example, a character who never bothered to study his history of the Star League would only know the basics about it: It fell a few hundred years ago, because some Amaris guy killed off the Camerons, and then Kerensky ran away to make the Clans. But one who has a few Skill levels in that period could actually explain the hows and whys better. Likewise, a TSDF guard who lapsed on his own history lessons might not even know that Kerensky planned an exodus, and thinks that DeChavilier took the reins after everything went to hell.)

If the players are really stymied, the GM can have the Terrans convinced of their innocence via a heavy interrogation of one of their associated NPCs. Nastier GMs could even have frustrated interrogators resorting to harsher measures such as torture, or the use of special devices like a polygraph or neural interrogation computer (see p. 308, *AToW*).

As a special complication, the GM can even select one or two of the player characters and say that TSDF has "files on them", indicating that they have alternate-universe doppelgangers alive and well in this setting. The existence of such duplicates is fertile ground for all kinds of extra drama—not the least of which being that the interrogators will only become that much harder to convince.

Aftermath

Once the Terrans finally accept that the heroes are "on the level" with their story of trans-dimensional jumping, they will decide to keep them under "protective custody" pending a decision from Terra. As the wheels of bureaucracy turn back at the Supremacy's capital, the players' equipment will be confiscated "until further notice".

This custody will drag on for weeks, during which time the party will be moved to what appears to be some kind of reserve quarters on the base grounds, but they will be kept under guard and told they are forbidden to leave, essentially relegating them to house arrest. Their visitors during this time will include Lt. Colonel Emory and some of his troops, occasionally accompanied by a technician or other undefined agents (e.g. medical personnel, psychiatrists, and intel operatives), who will find the players "curious", and will also try to glean what odd tidbits they can on the technologies the players have encountered back home, how they were made, what kind of munitions they use, what historical events of note, and so forth. These inquiries will drop off after a while, as the players' novelty wears off.

Guards will be posted, but the party will be granted access to approved communications devices (on-base calls only), computers (mostly low-end systems, unable to do more than surf local message boards, play some simple games, take notes, and access the base library—nothing that requires a security clearance), entertainment (holovids that seem outdated by at least five years), and passable provisions for clothing, food, and hygiene. Periodic allowances of outdoor mobility can be arranged for exercise purposes, with the players permitted the use of a small exercise yard that includes a multi-purpose blacktop ringed by a short running track, a single basketball hoop, and some benches.

True luxuries won't be provided, nor will weapons and armor of any kind. Even the dinnerware provided with their meals will be comprised of soft plastics, while their furniture will be cheap, pre-fabricated stuff that won't make a handy weapon (or at least nothing that will hold up to continued use). The players should also be readily aware that they are under surveillance as long as they are in their apartments.

The gamemaster should also take this opportunity to confiscate the record sheets for all of the player-character's 'Mechs; as with their vessels and other personal belongings, all of these units will be impounded by the Terran authorities.

JAILBREAK!

Mission Briefing

You have been cooped up on base quarters, under "house arrest", for about three weeks now, and you're starting to get the impression that the Terran Supremacy has virtually forgotten about you. The bustle of activity at this base has surged and fallen amid reports of sporadic raiding at a number of front lines, and your guards have rotated a few times with little to no explanation. The last time any of you even had a conversation with Emory was a good three days ago, when he stopped by to check up on you and made an offhand remark that Terra will decide what to do with you "soon".

Thus, it comes as something of a surprise when you receive an unexpected visitor in the form of a fairly attractive, middle aged woman dressed in civilian business attire. Though flanked by four TSDF troopers who practically look like quadruplets, she wears a visitor's badge clipped over left breast pocket of her deep purple jacket…and what looks like a House Marik eagle insignia pinned to its right lapel.

She greets you warmly, almost as if she's already met you before, and says, "My name is Mary Durant. I am a special emissary for the Captain-General in Exile. We have heard such interesting stories about you through the grapevine, and I've been sent here to see if they're true. Would you all have time for a chat?"

After you agree, Durant recommends you all accompany her and her entourage outside to "stretch your legs", adding in a wink that suggests she's aware of the security cameras watching you. Once you are outside and beyond the earshot of the guards who have been protecting your humble home for the last three weeks, Durant's gaze turns sharply on you, and begins to speak in a low, intense voice:

"You are in great danger here, but we can help you. If you want to get out of here alive, you need to do exactly what I say."

Assets

Once more, all the party has at hand are the clothes on their back, and anything that they've managed to accumulate in their temporary quarters on the base. Unfortunately, this does not include any weapons capable of resisting the large and well-equipped army that garrisons these grounds.

Fortunately, as soon as the party is outside of their apartment (and, presumably, far enough from the prying eyes of the recording devices within) Durant assures you all—in rushed tones barely audible over the din of daily life on this compound—that she, her escorts, and "some friends", have taken care of that. Explaining quickly that they have established some "weak points" in the base's surveillance systems, she tells you that she will be leading you to one such blind spot they've arranged near the main gate. The "smoking guard" you'll find there will tell you what to do next.

Opposition

Once the base personnel realize that an escape is in progress, you can expect a force roughly the size of a whole Star League division is going to come at you. Durant claims she's got "most of that" under control, but that only means that she hasn't managed the danger completely. Hopefully, whatever she's missing is something you can manage.

Tactical Analysis

This base is crawling with guards, but neither Durant, nor the four-man entourage accompanying her, seem to be concerned too much about them. More interestingly, you swear that you caught signs of recognition passing between one of Durant's escorts and a technician near the gates.

More concerning, however, is the sight that catches your eye just beyond the grounds, on the spaceport's tarmac: at least four BattleMechs loom over a nearby hangar, beside a trio of what look like armored vans. If Durant plans to get you through the main gate, those 'Mechs will be a problem.

Objectives

1. Get Out Alive! However you pull this off—either by trusting your unexpected benefactor completely, or taking matters more into your own hands—your only chance for freedom is to get out of here.

Mission Success Conditions

Escaping the TSDF base is a great start, but what may be even better is to get off-world and out of the system. Durant has promised just such a thing—if you do as she says—but just because you don't hail from this universe doesn't mean you were born yesterday. There's no way to be sure what this lady's angle is, and there's a real chance that you may escape the Supremacy only to find yourself in someone else's cage.

<<<GM ONLY>>>

Enemies

While a significant troop presence remains at the TSDF base, and guards can be found—either patrolling the various fence lines separating base sectors, or guarding seemingly random structures—they are not on the same level of alert they were at when the party first came here. They also do not raise much concern over seeing the players' party out and about with Durant, either because they trust her entourage (since they are all wearing TSDF uniforms), or because they have been cautioned against interfering with this diplomatic guest.

As the players near the spaceport gates, the tension level is higher, however. The two guards at that gate are a little more alert, and will at least be checking ID. Durant and her associates will attempt to keep those guards distracted enough to allow the players through with a simple flash of their technicians' badges, but even so, the players will need to make either a successful Acting Skill roll or CHA Attribute Check to avoid arousing suspicion that would prompt a closer look. If even one of these rolls fails by a MoS of 2 or more, the guard doing the checking will become suspicious and tell the offending character to stop. Durant's entourage will leap into action against the guards, hoping to knock them out in an effort to get the players through the gate at that point, but if they cannot do so in one round, others will notice, and all hell will break loose.

Once inside the spaceport gates, the players have to get to Durant's shuttle without attracting attention to themselves or to Durant herself (since, as regular TSDF techs, they should have no reason to interact with her).

The three armored vans parked outside one of the nearest hangars are one possible means of casually driving across the base. There are a couple of jeeps by the gate guard shack as well, but any effort to use one of those will draw the guards' attention immediately (one of those is *theirs*, after all).

In addition to these options, should any of the players make Perception Skill checks while near the vans if they decide to look around. On a MoS of 2 or more, they will also notice that the four BattleMechs standing beside the same hangar (determine these from the Terran Supremacy tables in this book beforehand) are actually in "stand-by mode", parked with their chain ladders dangling from opened cockpits. If the MoS succeeds by 4 or more, the players will further notice that there are four warriors in what seem to be MechWarrior togs, conversing with a group of techs just inside the hangar bay—presumably the warriors who belong to these 'Mechs.

If they players are bold enough to take the parked 'Mechs, someone will notice immediately, and a general alarm will be sounded within moments. The GM may make random Perception checks for nearby TSDF soldiers or techs who notice a player climbing the 'Mech, or simply wait until the first 'Mech starts to move. As they move these 'Mechs across the tarmac, the Terrans will scramble another lance of 'Mechs to stop them— possibly even a lance of the players' own machines, now under the control of TSDF MechWarriors. Moreover, once the players reach the DropShuttle, they will need to ditch their rides somehow, and try to sneak into the craft in the chaos, or they'll just be arrested once inside.

Note that if combat erupts for any reason, Durant will not take any part of it here; she's "just an innocent bystander", after all. She will profess no knowledge of their escape plans or her role in them if they are captured.

Local Conditions

The TSDF's planet-side base seems to be on low-alert now. Although the players remain under house arrest, they are no longer seen as an imminent threat. Even Emory's visits have dropped off, his last being accompanied by the promise that the Supremacy's bureaucracy will decide what to do with them "soon".

Regular force deployments and patrols at the time of the visit will be at low ebb. Only a couple of 'Mech companies and a battalion each of tanks and conventional infantry seem to be guarding the base proper, with a squadron of aerospace fighters in their hangars. Half of these units are undergoing routine maintenance cycles to boot. In the space above, the WarShip is orbiting main planet, while a few DropShips picket the jump points—both with two squadrons of fighter support.

Durant's vessel is a K-1 DropShuttle, a 200-ton small craft that is only lightly armed, but it has enough cargo room to carry all of the player-characters (if not necessarily in comfort). It has been modified with special "smuggler compartments" as well, which are intended to allow boarders to search the vessel while concealing contraband—
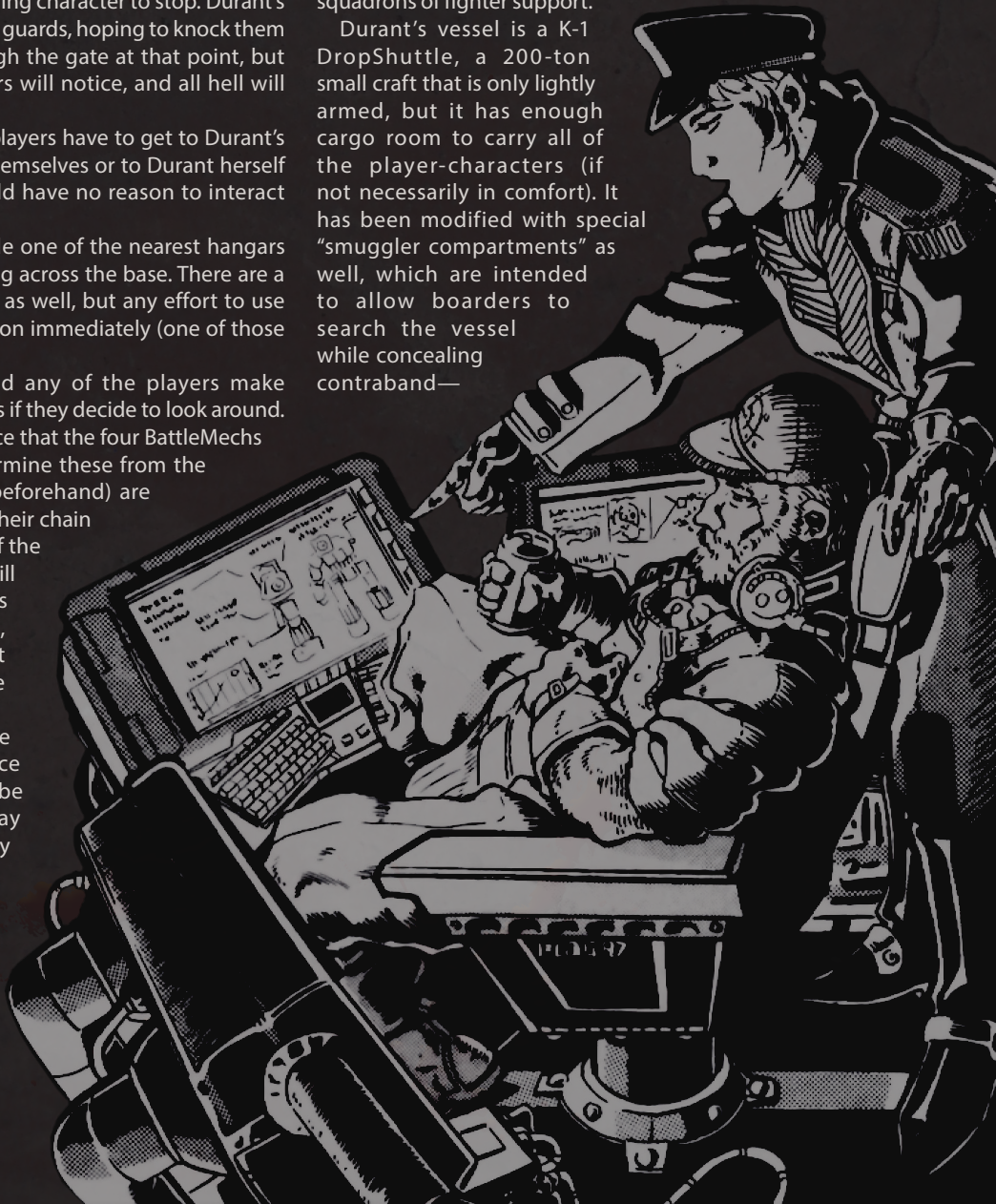
including personnel who shouldn't be there. If the players and Durant manage to make it to the shuttle, Durant will hide them inside and welcome TSDF search parties, claiming to have "not seen them" since before the ruckus at the gates. She'll even wait for Terran clearance to take off, relying on her diplomatic status to enable her to casually fly to her waiting JumpShip.

Unfortunately, the shuttle is halfway across a tarmac that runs nearly a full kilometer across on all sides, is surrounded by well-patrolled fences and gates, bordered by hangars within which are any number of TSDF soldiers, techs, and warriors. And since Durant's plan basically amounts to "get by the gate guards and try to discreetly get to my shuttle without me", there are a vast number of opportunities for the situation to devolve into a firefight.

Objectives

Even without knowing Durant's purpose, the players will likely find her aid is the best hope they have of getting out of the Supremacy's clutches right now. Her main plan is to talk with the player-characters a bit about their unusual origins, while taking them for a leisurely stroll around the base, beyond the prying eyes of the cameras and microphones in their quarters. She claims that there are at least four TSDF guards—other than her own personal detail, which shadows them constantly—who have helped her prepare this escape. The "smoking guard" is but one of them.

The "smoking guard", who will only call himself "Jones" if asked, has a duffel sitting on the ground behind him, and will direct the players to it with as few words as possible. Inside are the technician coveralls, brimmed hats, dark or reflective glasses, and badges. As they dress in what amounts to a small alley between shack-sized structures, the "smoking guard" will keep watch, then gesture them to follow a different path to the gate, where Durant will "conveniently" be passing through at the time.

From there, getting to the shuttle becomes top priority, preferably without drawing attention to themselves or Durant. If things go sour at any point, Durant will disavow all knowledge of the party. She will do nothing on the spaceport side of the gate to even acknowledge the players in their disguises.

Once the players get in the shuttle, they'll find Durant waiting to conceal them inside, her entourage from before now replaced by a trio of crewmen dressed in civilian flight suits. Once the players are "stowed" and after she submits to a TSDF search, the craft will lift off for its leisurely flight to a waiting JumpShip that will take them out-system.

Difficulty

Throughout this Track, there are many places where things can go wrong, and the GM should make sure to ratchet up the tension. Durant will try to make herself sound like the players' friend, promising to get them out of there, and swearing that they're in imminent danger, but she won't ever truly discuss *why* she's helping them. She'll imply that the Captain-General in Exile really would like to meet them, however.

Every encounter with base personnel should be accompanied by a roll, be it for the guard's Perception Skill or for Acting if the players opt to speak to any base personnel. Stealth Skill checks will be needed at the critical moment where they sneak off near the spaceport guard post to get their technicians' attire. If confronted at the gate while in tech disguise, they may need Acting, Disguise, or Stealth to slip by without arousing suspicion as well.

The GM can, of course, ratchet up the difficulty further by throwing some inquisitive officers into this mix, or making one or two of the guards slightly more curious than expected. But try not to be too harsh; if the players blow it too badly here, the Terrans won't hesitate to shoot them down.

Aftermath

Assuming all goes to plan, the party will escape from Rigil Kentarus alive, but basically has forfeit any hope of getting their DropShips back, or any of the crews and cargo attached to them. Worse, they will know that they are now fugitives from TSDF captivity, and still deep within Terran space. And they have no idea how far they can trust Durant—if at all.

If they question her during the flight out, Durant will be evasive; she will refuse to turn back, and will remind the players that they just escaped from one of the Supremacy's most fortified worlds; meanwhile, she has a JumpShip waiting for her to dock with it, and the vessel will only take her in if she gives the all-clear. If they want out alive now, it's in their best interests to cooperate with her during this flight.

If they go along with Durant, the party will find their DropShuttle meeting up with a *Scout*-class JumpShip after six days in transit. One K-F jump later (without incident!), and they will find that they have leaped to Graham IV.

YOU CAN'T GO HOME AGAIN...

Mission Briefing

You have returned to normal space. As the universe takes shape around you, you hear the ship-wide intercoms emit a chime, followed by an announcement from the JumpShip's comms officer, announcing that you have reached Graham IV. Given the lack of excess trauma you had to endure in that jump, you figure that you're still in this altered version of reality.

Soon afterward, Durant comes to you, without her usual entourage.

"We're safe—for the moment, anyway," she declares. "But how safe you remain depends on how well you can cooperate with me to kill a monster."

"To be blunt," she continues. "The Captain-General in Exile *does* want to meet you; she's all kinds of fascinated by tales of the fantastic: alien visitors, spiritual beings, hyperspace monsters—and what-could-have-been histories, such as yours. But while I'm sure that's all fascinating to academics, scholars, and fiction writers, all that means to me is that you people are my ticket to a personal audience with her, to carry out my mission.

"All you have to do, is carry in the weapons—and pull the triggers for me, if you'd be so kind."

Before you answer her, she holds up a cautioning hand: "Oh, and before you say or do anything silly here, I should ask you this: in *your* universe, did you also have a thing like Loki?"

Assets

At this point, all your party has are the clothes on their backs, and whatever items they managed to escape from the TSDF base with. However, if you agree to help Durant in her mission to assassinate the Captain-General in Exile, she can provide your team with weapons and the means to slip them by the Captain-General's personal staff.

Furthermore, she promises some rewards "commensurate with your skill-sets" if you continue to work with her in good faith.

But if you refuse…well, you can part ways here, but Durant can't really guarantee your survival, long-term.

Opposition

Depending on the players' response, the opposition will either come from Durant and her confederates—which could be everyone on the shuttle *and* the JumpShip you're sitting on, for all you know—or whatever security surrounds the Captain-General in Exile.

Durant explains that the "CGX" has a private estate in a pleasant, lightly populated countryside on Castor. As a guest of the Supremacy—one whose caught the eye of the recently widowed First Lord—she has been granted not only asylum, but her own pick of security details. As a result, TSDF presence in the vicinity of the target is light (but not non-existent; after all, the "Terries" want to keep tabs on their "precious pet Marik"), but an ample retinue of personal bodyguards and servants remain in place.

Because the party is wanted by this point, and this meeting with her is to be kept on the down-low, Durant assures the players that the CGX will likely have only minimal bodyguards around at the time of their visit. There will be weapon scans and pat-downs, but she claims to have devices that will enable these guards to search the players and come up empty. Because she herself is a "known quantity", Durant says she will be "virtually unarmed".

The CGX's office, where she holds her meetings with visitors, has an emergency exit that leads through a tunnel to a car park, where they should be able to make their escape. This passage will be monitored and guarded, but if the hit is done swiftly enough, the guards may not react in time to stop the party from getting away. They will then be able to slip away by melting into the populations of any of the nearby towns.

Simple!

Tactical Analysis

This is kind of an insane scenario. You are presented with a few options here, and all of them fairly dangerous. Trying to refuse Durant here could get you killed in the vacuum of space by her and her associates; even if you can get away by commandeering her shuttle yourself or trying to talk your way out of the job, your escape options at that point are an eight-day journey to a Terran planet below, or trying to book passage with another JumpShip while having no money or assets you can pay with.

Worse, you will be hunted by the Terrans and Lyrans alike.

Then there's the assassination plot. Durant makes it clear that you won't be armed until you're committed to the job and dirtside. Getting caught with weapons while inside a diplomatic compound won't likely go down well for anyone, and there's just no telling what Durant or the Captain-General's guards might do if you pull any stunts at that point.

But can you really kill a House Lord in cold blood?

Objectives

1. Don't Get Caught. As fugitives from military custody, who also know a thing or two about the technology and weaponry you inadvertently handed to the Terran Supremacy, it would be bad—*very* bad—if Terran authorities caught you now. Worse, if you turn down Durant's offer and turn on her in any way, you might have Loki on your tail as well.

2. Meet the Exile. A House Lord, even one who is disgraced and hiding from a coup at home, and possibly planning to marry the First Lord of the Terran Supremacy, can be an incredibly powerful ally. Of course, that would mean exposing Durant at a very critical moment that could just as easily get you all killed.

3. Get Back in Business? You may not be able to go home again, but maybe you can learn to like this new universe and earn a decent living while you're at it. However this all ends, you'll need a way to make ends meet in your new home universe.

4. What About the Others? Durant sprang only your party, not the crews of the JumpShip and DropShips that came here with you. Those men and women remain in Terran custody. Can your conscience really allow that?

Mission Success Conditions

Any outcome in which the party manages to escape from Durant and the Terrans is probably the best: At the end of this Track, after all, you are trapped—possibly forever—in a new universe, and will need to find out how to survive in it on your own. But whatever intrigues and adventures await after this all hinge on coming through this alive.

<<<GM ONLY>>>

Enemies

Mary Durant—AKA Agent Avitue to her Loki colleagues—is an elite black ops agent and trained assassin. Until she is ready for the mission (and possibly even during it), she will be armed, and doesn't trust any of the players much farther than she can throw them. Attacking her prior to the mission should be a hard fight, and if done wrong, she can expect help from any of the shuttle crew, the JumpShip crew, or the guards in and around the Captain-General's Castor compound.

At the compound, players may encounter TSDF soldiers manning guard posts on the outer perimeter of what amounts to a mansion estate made with reinforced ferrocrete and bulletproof glass. The well-manicured lawns, hedges, and statues that decorate the grounds around this complex conceal a number of security cameras, and a wall of stone and iron—meant to look fashionable—also includes motion sensors, hidden microphones, and electrified razor wire intended to discourage fence-jumping.

Patrolling regularly throughout the compound—often in pairs—are the Captain-General's personal guards who wear concealed ab/flak vests beneath their tailored dark suits. They also wear polarized glasses (AV 5 vs. Flash weapons), and military-grade microcommunicators with earpiece receivers (for that classic "Secret Service" look). Their side arms include Hawk Eagle auto-pistols or Martial Eagle machine pistols (see p. 265, *AToW*), and a Stunstick (see p. 264, *AToW*). Stats for these guards appear in the GM's section of this book.

Captain-General Alys Marik herself is unarmed and not wearing any apparent armor at the time of the players' visit. At the GM's discretion, however, she may have a myomer armor vest on beneath her conservative, military-cut jacket (see p. 289, *AToW*). Alys Marik has a BOD score of 5, and a WIL score of 6 if attacked. She can also use weapons with a Small Arms Skill modifier of +4.

Local Conditions

Let's face it: Durant—known to her superiors in Loki as Agent Avitue—is using the players. She has spent decades as a deep cover agent, assuming the identity of a pro-Marik correspondent-turned-emissary. The recent death of the First Lord's wife, coupled with the presence of the exiled Captain-General Marik as a potential replacement, suddenly turned what was simply a job keeping tabs on the fractured Free Worlds leadership into a game-changing opportunity that could reshape the balance of power in this universe. The fact that the current Lyran Archon—Katherine Steiner II—planned to woo the First Lord for herself, suddenly turned Avitue's mission from one of observation to assassination.

But until the players showed up via misjump, Avitue had no pretext to get close enough to the CGX to carry out the mission. Worse for her, Loki didn't provide a lot of assets she could work with, and she's had to improvise her plan on the fly using the CGX's own agents. This includes all of her associates from the base breakout to the shuttle and JumpShip crews—but she's not going to reveal that she's effectively alone to the players!

Avitue has access to special suits that can conceal sound-suppressed handguns on four of the players (see the M-11J "Cloaking Device", p. 286, *AToW*). This should be enough to overcome the two bodyguards the CGX will have in her office at the time of the assassination, and take her out as well. Because the device effectively wraps around the players like a suit and constricts tight enough for a weapon to feel like a bit of the wearer's own body fat or muscle mass, drawing a weapon concealed by an M-11J "cloaking device" is considered a Complex Action and will add a –4 Prestidigitation Skill roll modifier to conceal if the character tries to do so without arousing suspicion.

If the players go along with the operation and use the hidden passage in Marik's office to escape, the tunnel runs underground for about 150 meters, coming up in a garage that houses two Avanti Luxury Sedans, two Jeeps, and three armored minivans (see p. 325, *AToW*). For the minivans, use the stats for the A-M Fiver Traveler Minivan, but reduce its cargo capacity to 58 kilograms and increase its BAR value from 4 to 7. A few guards or even TSDF soldiers may appear at this point, unless the players can pull off the assassination and escape quickly enough.

Objectives

A lot depends on how the players react to the situation once they are out of the Rigil Kentarus system and thus relatively safe from immediate Terran capture. A number of possibilities present themselves in this Track, opening the door for further adventures:

- **Make a Break for It!** They could just overpower Durant here, try to sell her off to the Terrans or the pro-Marik JumpShip crew as an enemy agent in their midst, in hopes of buying their own freedom. But they'll only have her word against theirs, and they won't be anywhere more convincing if they kill her, either.
- **Stop the Assassin!** If they save the CGX at the very point of the assassination, they gain a very powerful friend, albeit one intent on propping himself as a puppet for the Terran Supremacy.
- **Aid the Assassin!** Straightforward enough; just do as Avitue says and murder a House Lord! They will win the friendship of the Lyrans, and Avitue may even see fit to send some untraceable Terran dollars their way so they can go on their own. Of course, if the Terrans or the Outer League Alliance learns of this, or the players are stupid enough to brag about working with Loki…life gets ugly.
- **Surrender Themselves to the Terrans.** After all that's happened, maybe the "Terries" aren't so bad after all.

Difficulty

The GM can make this Track as difficult or easy as he likes. If the players opt to take on "Durant" aboard her own ships, the crew could be unable to act before they do anything, or could be extra alert to their betrayal, and armed to go. If the mission on the ground is looking too easy, the Captain-General's guards may be doubled, and the Terrans nearby could react more swiftly. If the players turn on Avitue herself, she could reveal a weapon they never expected she had ("where were you hiding *that*?"), and concealed armor that softens the blows.

And if the chase takes them off-grounds, the local garrison could kick into any level of alert, scrambling anything from local police cruisers and VTOLs to BattleMech forces and TSDF troopers who lock down the spaceports as a huge manhunt kicks in.

Aftermath

However this Track ends, if the players survive, they have been introduced to a brave new universe! If they don't survive? Well, it was fun while it lasted…

DEBRIEFING

There has never been a reported case, in the history of the *BattleTech* universe, that someone has actually misjumped to an alternate universe and returned. There may have been some who claimed as much, but those tales have invariably proven to be delusions or fanciful creations, lacking any sort of verification whatsoever. As such, while the players can hope for that one-in-ten-trillion chance that they may, someday, return to the universe of their origins, their energies will be better spent trying to make their own way in this new one.

This adventure, of course, serves mainly as a means of introducing players to an altered form of the *BattleTech* universe—a "what if?" setting where one divergence in history has changed the map and created a new spin on old factions and forces. Hypothetically, this is by no means the only way history might have unfolded, but this story offers one alternative scenario for gamemasters willing to explore such things.

This particular adventure offers players a number of ways to integrate themselves into the Empires Aflame setting, including surrendering themselves to the Terrans (by turning down Durant's help), living on the lam (escaping from all captors), helping Loki (by killing Alys Marik), or defeating Loki (by exposing Durant and saving Alys Marik).

Possible aftermaths of all these outcomes are sketched out below.

In Terra We Trust

If the group turned down Durant's offer for assistance, and thus never go through the third and fourth Tracks of this adventure, the Terran government will reward this stunning act of cooperation with a grant of citizenship and an offer of a place in their society. Based on whether or not they also managed to expose one or more of the foreign operatives working against Terran interests, this reward can be expanded to include property and perhaps even a military rank in the TSDF command structure.

Alternatively, the Terran government may consider the players a mere curiosity, a group of misjumped refugees who offer nothing of pertinent value to the Supremacy beyond the equipment that was already confiscated. The Terrans could then set them up in some kind of halfway house on Terra itself, where they will be monitored—albeit casually—for the rest of their days (or until the TSDF has managed to reverse engineer that sweet tech they brought and they can't spoil the surprise any more).

The darkest possibility, of course, is that the Terrans consider the party an ongoing threat to their security, a wildcard that simply isn't worth keeping in the deck. In this case, the players may be targeted for discreet assassination at almost any time.

Refugees from Another Dimension!

If the group manages to escape from all of their would-be captors, they will be targeted by any number of agencies based on how far along the adventure tracks they came before doing so. Escaping somehow in the first or second Tracks—before Durant even comes along—will mark them as fugitives from Terran custody only. Police and other government agents will forever be looking for them, though how hard they'll be looking is up to the GM.

If the group escapes from Durant after their jailbreak, but before playing any role in the assassination attempt on Alys Marik, they may be hunted not only by the Terrans, but also by Loki (whose plans they have ruined) and other agents of the Lyran Commonwealth. If Durant is able, she may even manage to turn the Captain-General in Exile against them, thus bringing to bear SAFE agents and other black ops hunters from the pro-Marik factions of the Free Worlds League.

All of the above may also occur if the players manage to escape capture after Alys Marik's assassination, of course—with the notable exception that Loki could allow them to run and even help them do so, as a means of keeping the players' pursuers focused on them and not on discovering Loki's involvement.

While living on the lam in any of these cases, the players will have to create new identities for themselves if they seek work in any realm where they are wanted. They could go mercenary, or fall in with crime syndicates—whatever it takes to avoid capture and survive.

The Queen is Dead! Long Live the Queen!

The successful assassination of Alys Marik opens the door for Archon Katherine Steiner II to sweep in, console the First Lord, and attempt to fill the shoes of his late wife and her would-be replacement. As this universe's spiritual counterpart to Katherine Steiner-Davion, the goal of this union would, of course, be to create a new power bloc in which a House DeChavilier-Steiner can claim the economic, industrial, and technological might of the Terran Supremacy and Lyran Commonwealth combined. The first targets of this union would then be the disorganized Free Worlds League, which would ultimately net them half of the Inner Sphere.

The players' role in this assassination—and the subsequent creation of a new multi-realm alliance—would not be forgotten, but how the Lyrans repay them for this aid will naturally be up in the air. Knowing that Katherine effectively authorized the murder of Alys to take her place would undoubtedly enrage the DeChaviliers. The players could use that as leverage to blackmail the Lyrans, but that can only backfire against a realm that has already resorted to regicide. The players could alternately throw their lot in with House Steiner and pledge their loyalty to them for all of their days, hoping to earn a cushy place "on the winning team", but the success of that gambit could well hinge on how good the players are at fast-talking.

Ultimately, the player group that successfully assassinates Alys Marik will find itself with lots of enemies; it's up to the GM if this includes House Steiner or not.

You Saved My Life! I'm Forever in your Debt

If the players thwart Durant's assassination attempt instead, the exiled Captain-General will be understandably thrilled. It will also be an act of war that leads to serious reprisals on the Steiner-Marik front. Alys Marik will offer the players a place in her order, which will reunite the Free Worlds League as soon as she finally manages to wed First Lord DeChavilier and reclaim her throne from the Halas upstarts.

That, of course, could take a while.

Alys Marik will most likely stand by this pledge, to boot, doing her best to protect the players from Terran reprisals by leveraging her status as a diplomatic guest of the Supremacy. Since the players would have actually performed a service for Terra in the process of saving Marik, it is even possible the Supremacy government will back her up, too.

Of all the possible outcomes of this adventure, this may present the players with the best leg up on living in this new universe, but it's still a path fraught with peril. They will have gained the enmity of Loki, one of the most effective and ruthless intelligence agencies in the Inner Sphere. Likewise their knowledge of the weapon systems the Terran Supremacy secured when they arrived will make them a liability as long as it takes for the Supremacy to replicate and mass produce it (and maybe longer).

There is also the fact that the Lyrans aren't the only ones who lose out if Alys weds DeChavilier; her political enemies in house Halas and their allies will thus see the players' interference as an act against their "legitimate" reign over the Free Worlds. A number of other elements throughout both the pro-Halas and pro-Marik camps will likewise fear the possible loss of League autonomy that may come with a Marik-DeChavilier union.

And then, of course, there are the League's other enemies: House Davion-Liao's Confederated Suns. They, too, stand to lose as a result of the players' actions.

Suffice to say, they should watch their back.

Who Cares?

A final possibility is that the players' actions—for good or for ill—become lost in the chaos of the Byzantine politics that has become a daily fact of life in the *BattleTech* universe. With no major, world-shattering intelligence of their own to offer, and presenting no serious threat to any major government (beyond the fluke of being Loki's patsy), the players could simply "fall through the cracks", and find themselves out in the universe, all but forgotten.

Considered oddballs by everyone they encounter, their tales of coming from a different timeline, where Kerensky ran away and made a bunch of super-soldier Clans will sound like science fiction. They can trade their skills for payment, perhaps, but the general population may not even bother getting to know them. They melt into the crowd, their adventure a footnote in some Terran file, lost to the ages as the galaxy keeps on spinning.

GAMEMASTER'S SOURCEBOOK

The following pages are for the gamemaster's use only, and contain all vital background information on the Empires Aflame setting, its pivotal leaders, and NPCs who make a significant contribution to this adventure. It also includes a rough timeline on how the Empires Aflame setting evolved to its current state (in 3095) from the point where it diverged away from the mainstream setting.

In addition to providing descriptions and details the players will need to discover on their own, rules will be presented here to help gamemaster's adapt these changes to their own *A Time of War* campaigns.

About the Setting...

For all its differences from the standard *BattleTech* setting, most of the fundamental aspects of the Empires Aflame setting are largely unchanged. Virtually every world that exists on the maps of the Inner Sphere and Periphery in the pre-Jihad, for instance, is still in place. Worlds that were lost during the Jihad, such as Alarion and Necromo, in fact, are still alive and well in the 3095 of the Empires Aflame universe. Likewise,

much of the technology, and most of the peoples the characters may encounter will be familiar, if slightly off.

A truly comprehensive look at this alternate setting is beyond the scope of a product such as this, so gamemasters may have fun making things up as they go, but the salient details that are established for this setting are described below.

Where Timelines Diverge

The key point of divergence is, of course, the assassination of General Aleksandr Kerensky on the eve of unveiling his plans for the SLDF Exodus to his assembled loyalists. Stricken by grief at this act, Kerensky's right-hand man and closest friend, Aaron DeChavilier, reversed the Exodus decision and instead proceeded with his own plan for the SLDF: the restoration of the Terran Hegemony by force.

But where DeChavilier might have hoped this would force the House Lords to bow and return to the Star League, the Great Houses instead proclaimed him a traitor and fought against him instead. The superior

EMPIRES AFLAME TIMELINE

2750 – First Lord Simon Cameron begins tour of Star League

2751 – Simon Cameron dies touring a mine on New Silesia; Richard Cameron named First Lord; Aleksandr Kerensky named Regent

2752 – Amendment to Council Edict of 2650 illegally passed; laws imposing heavy taxes on Periphery passed

2753 – Stefan Amaris meets Richard Cameron

2755 – Birthday Proclamations passed; Jerome Blake graduates from University of Lambrecht

2760 – Border War begins; Vanura Centrella dies; Janina Centrella named Magestrix of Canopus; Michael Steiner II dies; Robert Steiner II named Archon of Lyran Commonwealth

2762 – Border War ends; Richard Cameron comes of age; Aleksandr Kerensky no longer Regent; Executive Order 156 issued and withdrawn

2763 – Kenyon Marik named Captain-General of Free Worlds League; Taxation Edict of 2763 passed

2764 – Richard Cameron signs secret treaty with Rim Worlds Republic

2765 – Beatrice Avellar dies; Allyce Avellar named Parliamentary President of Outworlds Alliance; New Vandenburg Crisis begins as eighteen Taurian worlds secede from Star League; SLDF deployed to deal with Crisis; RWR forces deployed in Terran Hegemony; (Dec) Stefan Amaris launches coup, kills Richard Cameron, and all known Camerons

2766 – Stefan Amaris proclaims himself First Lord; Amaris Civil War begins; Takiro Kurita dies; Minoru Kurita named Coordinator of Draconis Combine

2767 – Rim Worlds Republic invaded by SLDF

2769 – SLDF defeats Rim Worlds Republic

2772 – Allyce Avellar removed; David Avellar named Parliamentary President of Outworlds Alliance; Aleksandr Kerensky leads SLDF march to Terra; Terran Hegemony Campaign begins

2777 – SLDF launches Operation Liberation against Terra

2779 – Terra liberated by SLDF; Stefan Amaris captured and executed; Jerome Blake returns to Terra

2780 – Aleksandr Kerensky stripped of title of Protector of the Star League; Jerome Blake appointed Minister of Communications

2781 – Robert Steiner dies; Jennifer Steiner named Archon of Lyran Commonwealth; Lords of the High Council adjourn for the last time; Star League disbanded on 12 August

2782 – Each Lord of the High Council individually gives Jerome Blake responsibility for the reconstruction of Terra

2783 – Court of the Star League sealed

2784 – Aleksandr Kerensky assassinated; Aaron DeChavilier assumes command of SLDF loyalists; Operation Homecoming takes place as SLDF forces seize Terra; Free Worlds League passes Resolution 288 and repeals Rule of 75. Blake recognizes DeChavilier as Protector of the Terran Hegemony; First TerraCom HPG Circuit established.

2786 – DeChavilier's SLDF seizes all systems within sixty light-years of Terra, and issues ultimatum to House Lords: recognize Hegemony sovereignty, pull all forces out of Hegemony borders, and reconvene Star League or face war; House Lords unanimously refuse; Minoru Kurita declares himself First Lord of the Star League; First Succession War begins

2787 – Kenyon Marik declares himself First Lord of the Star League; DeChavilier's SLDF invades both

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technology and experience of the SLDF forces nevertheless made it possible and enabled DeChavilier to secure the Hegemony for himself, but the centuries of Succession Wars became inevitable. Over the hundreds of years that followed, the six Great Houses (now substituting DeChavilier for Cameron) would wage endless wars, the balance of power rarely shifting to anyone's favor for long.

The Most Significant Consequences

Because no Exodus ever occurs in this setting, and the SLDF seizes Terra and its surrounding systems quickly, the Clans are never formed in this timeline, nor did ComStar. This also means that the C-bill never emerged as a universal currency, nor did ComStar's Mercenary Review Board, or the ComStar-sponsored operations aimed at perpetuating wars and declining technology.

Strangely, many of the people involved in those pivotal moments still managed to emerge through the years, but their effects were different. Nicholas Kerensky became one of the Terran Supremacy's first commanding generals; Jerome Blake ran the Supremacy's department of communications, a post that ultimately merged with an Intelligence Agency run by Conrad Toyama.

Even key players who would not emerge for centuries to come still appeared on the universe's stage to leave their mark: Devlin Stone is the TSDF commanding general in 3095; David Lear rules a united Capellan Confederation and Federated Suns; Katherine Steiner still plots from the throne of Lyran Commonwealth. The existence of several of these characters (especially those of Steiner-Davion descent) might defy logic to characters hailing from the "mainstream" universe, but they exist regardless, as if the timeline is determined to right itself even generations later.

Still other effects never emerged, or happened so differently as to make their "mainstream" events impossible: With the Houses left to their own devices in rebuilding their own communications networks, Blake had no means of actually imposing HPG interdictions (though they could foul up HPGs in the early Succession Wars, the Houses quickly learned how to keep their networks intact against such treachery). Likewise, the lack of ComStar's ROM and its Holy Shroud operations, advanced Star League tech remained in play far longer than before; fewer factories were destroyed, and even the Hidden Worlds that became Word of Blake safe havens in "our" universe were never established. Even WarShip fleets—

albeit small ones—remained viable for centuries, as their production centers were either duplicated, moved inward, or maintained better. JumpShips and HPGs never became sacrosanct, but thankfully, weapons of mass destruction still declined in usage by the time of the Third War.

Unexpected Side-Effects

In addition to these obvious changes were some that seemed more like they appeared out of the blue. The Terran Supremacy under DeChavilier forced the Lyrans to relinquish half of the Rim Worlds Republic, allowing that state to reform as the Rim Federation. The Taurian Concordat and Magistracy of Canopus fought more than they did in the "mainstream" setting, only to settle their differences and unite as a power state. The Outworlds Alliance became more centralized and militant, retaining more of its integrity and economic power in the post-Star league period.

With no impetus to search for mystery groups like the Clans and the Minnesota Tribe, the Deep Periphery is completely unknown to the denizens of the Empires Aflame setting; if there exist any ruins beyond the Periphery's borders, or groups like the Hanseatic League, Nueva Castile, and others, nobody in the Inner Sphere is aware of them. Likewise, the stronger presence of Periphery states has kept the minor Periphery states from evolving; the Circinus Federation never appeared, and the proto-states that became the Marian Hegemony were long since subsumed into a Free Worlds League pressed on several fronts.

With larger armies in play, the Houses have seen little need for mercenaries; such forces do still exist, but because their demand is smaller, the mercenary groups themselves are smaller, with almost none reaching regimental levels. This means that brigade-scale mercenary forces like the Northwind Highlanders, Kell Hounds and Illician Lancers do not exist here—except as parts of their favored state's House troops (the Kell Hounds of this setting, in fact, serve as part of the LCAF, while the Northwind Highlanders are a brigade of the TSDF). Naturally, Clan-based groups like the Wolf's Dragoons never appeared at all here, nor did ComStar-based groups like the Broadsword Legion.

While the Clans never developed in this setting—and, with them, their unique technology base—and ComStar never appeared on the scene either, a number of post-Star league Inner Sphere technologies still came to fruition. As with the mainstream setting, these new technologies surfaced during a surge of innovation that began around the 3050s. Because of this, a number of new 'Mechs, vehicles, and fighters that

Draconis Combine and Free Worlds League; Jerome Blake recalls all technical support operating outside Terran Hegemony boundaries

2788 – Operation Black Shield initiated: Hegemony HPG network broadcasts disrupting signals to all HPG hubs outside of Terran-controlled space; over 70 percent of Inner Sphere HPGs outside of Hegemony control go off-line; DeChavilier's SLDF forces invade all neighboring Houses

2789 – Kenyon Marik killed in battle by SLDF general Nicholas Kerensky (son of the late Aleksandr Kerensky); Thaddeus Marik becomes Captain-General of Free Worlds League

2790 – Operation Black Shield concludes; DeChavilier declares creation of Terran Supremacy, installs himself as First Lord of the Supremacy, and vows war on any House that attempts to invade its territories (which now cover roughly the same historical boundaries as the pre-Amaris Hegemony); Great Houses reclaim control over local HPG networks, but cannot communicate to or through Supremacy-claimed networks without permissions; SLDF loyalist military forces reorganized as Terran Supremacy

Defense Force (TSDF), under the command of Protector-General Nicholas Kerensky

2791 – Jennifer Steiner killed; Richard Steiner named Archon of Lyran Commonwealth; Lyran Commonwealth becomes first to recognize Supremacy sovereignty, followed closely by Federated Suns

2792 – Lyran Commonwealth acknowledges sovereignty of Rim Federation, a remnant portion of the former Rim Worlds Republic, after lengthy negotiations brokered by Terran Supremacy. Aisling Connor is installed as the Federation's Terran representative in the Federation Regency Council. Gerhard Sheridan is installed as its Lyran representative.

2795 – Barbara Liao dies; Sandol Quinn named Chancellor of Capellan Confederation

2796 – Minoru Kurita assassinated; Jinjiro Kurita named Coordinator of the Draconis Combine; Kentares IV Massacre takes place

2797 – John Davion assassinated; Paul Davion named Prince of Federated Suns

2801 – Aaron DeChavilier dies; Jennifer DeChavilier, Aaron's adopted daughter, becomes

First Lord of the Terran Supremacy; Ilsa Liao named Chancellor of the Capellan Confederation after resignation of Sandol Quinn

2805 – Gerhard Sheridan becomes First Regent of the Rim Federation

2808 – Ilsa Liao renounces claim to First Lordship, becoming the third Great House lord to recognize Terran Supremacy

2809 – Jennifer DeChavalier weds Andery Kerensky (younger brother of TSDF Protector-General Nicholas Kerensky); Daniel DeChavilier(-Kerensky) born

2811 – Jerome Blake becomes Secretary of Intelligence for the Terran Supremacy; Conrad Toyama becomes Secretary of Communications

2813 – Taurian-Canopian War begins

2814 – Taurian-Canopian War ends

2819 – Jerome Blake dies; Conrad Toyama becomes Terran Supremacy Secretary of Intelligence; First Lord Jennifer DeChavilier combines the Supremacy Intelligence and Communications departments

2820 – Terran Supremacy establishes embassies in all four Periphery states; secret Supremacy outreach programs offer technological, economic, and strategic

post-date the mainstream universe's Clan Invasion era also appeared. But while the resulting machines and weapons are bizarrely identical to their originals in performance, weapon loadout, and visual design, many will bear designations entirely different from their "mainstream" counterparts.

For example, the TYM-1A *Toyama* BattleMech exists in the Empires Aflame setting, but because the pseudo-mystical Word of Blake and its Toyama sect never existed, the 'Mech goes by a different name (in this case, the ODS-1A *Odysseus*). On the flip-side, other designs that were developed or inspired by such non-existent groups still managed to appear with the same names—such as the Celestial OmniMech series, which the Terran Supremacy rolled out in the 3070s.

The Factions (in Brief)

So, where do the factions stand as of 3095 in the Empires Aflame setting? The following is the ultra-brief summation of the overall status of the nine major factions in play, and how they came to be that way.

Terran Supremacy (House DeChavilier)

After an unknown assassin killed General Aleksandr Kerensky minutes before he was to unveil his plan for the SLDF Exodus, a grief-stricken Aaron DeChavilier rallied the assembled generals and, driven by rage at what he saw as betrayal by a defunct Star League Council, instead turned the SLDF against the Great Houses themselves, determined to secure the Terran Hegemony and make them all pay.

Rebranding the Terran Hegemony under the name of the Terran Supremacy, House DeChavilier claims the title of First Lord as this realm's hereditary leadership, with military affairs handled by a Protector-General appointed by the First Lord, and a Secretary of Communications

and Intelligence overseeing both the realm's HPG network and its intelligence assets. While the Supremacy maintains the largest and best equipped military of all the Great Houses, as well as a slight technological edge that comes from holding the lion's share of the original Star League's most populous and industrialized worlds, its reach to date has barely extended farther into its neighboring states than the borders of its mainstream analog, the Republic of the Sphere.

The Terrans maintain a well-balanced society, encouraging diversity and personal industry, with government stepping in only to ensure the rights of its citizens, and the security of the realm, are not compromised. A planetary senate exists, where the various worlds of the Supremacy can have their voices heard, with all members elected to ten-year terms by the homeworlds they represent (two-term limits were imposed to avoid establishing hereditary senators some time during the 2800s). This body may enact laws approved by the First Lord, but the power of each senator's vote is weighed against his world's population and "seniority". Because of this, less populated worlds or those only recently enfolded into the state, may find their votes weakened by the power of the more established and densely populated core worlds.

In 3095, the ruler of the Supremacy is First Lord Ezekiel DeChavilier, whose wife, Lady Moelene Jaffries of Northwind, recently passed away before the couple could bear any offspring. This has left the future of the line in doubt, with Captain-General Alys Marik, living in the Supremacy during her exile from the Free Worlds League, as the most likely contender for DeChavilier's affections. Meanwhile, Protector-General Devlin Stone has been managing the Terran Supremacy Defense Force (TSDF), successfully holding back several attacks from the neighboring Confederated Suns and the Draconis Combine.

Confederated Suns (House Davion-Liao)

The Confederated Suns was born of a peace initiative made between House Liao's Capellan Confederation and House Davion's Federated Suns. The alliance, brokered in 3025 with aid by then-Capellan March Lord Michael Hasek-Davion, stunned many, as few foresaw Hanse Davion's sudden turn to diplomacy toward the Confederation after decades of animosity. The resulting alliance was sealed by the marriage of Hanse Davion to Candace Liao, the heiress-apparent to Chancellor Maximilian Liao—and the war against the Free Worlds League that erupted that very day.

By the late 3030s, the alliance between Houses Davion and Liao culminated in the dual-pronged assault that seized the key regional capitals of Andurien and Oriente from the Free Worlds League. But this crowning achievement of the war against House Marik was tempered by the relentless surge of House Kurita on the Combine flank. Indeed, the Combine front suffered so badly that the Combine was only a few jumps from the Davion capital of New Avalon by the end of the Fourth Succession War. When the Fifth War erupted, Kurita forces finally managed to seize the homeworld of the Davion throne, but by then, the bulk of the realm's leadership—including much of the ruling family—had already relocated to Sian.

The unity government of the Confederated Suns is a bizarre mix of the two pre-alliance realms. The caste-based structure of the Confederation has been replaced by a more egalitarian society that allows for better upward mobility, but citizenship still must be earned through service to the state. Meanwhile, the Davion half of the Suns has seen an upswing in police authority, with policy officers a common sight in all military formations from company size and up. Adopting the Warrior House system from the Capellans, military power throughout the Confederated Suns is now organized in a two-tiered structure, in which many of the more powerful Citizen-Families (established and trusted noble families) have been permitted to raise their own Warrior Houses. These forces serve as a second line of defense to the dedicated and well-coordinated military might of the Armed Forces of the Confederated Suns (AFCS).

The present ruler of the Confederated Suns is Chancellor-Prince David Davion-Liao, son of Kai Davion-Liao and a common-born Citizen named Deidre Lear. The current commander of the AFCS is Grand Marshal Angela Hasek, with Grand Master Ling Wa acting as her counterpart for the Warrior House Orders. The Confederated Unity Office—the urbane face of the combined branches of the older Maskirovka and MIIO internal security divisions—is run by Nancy Bao Lee.

Draconis Combine (House Kurita)

Of all the factions in the Empires Aflame setting, House Kurita's Draconis Combine is the one least altered by the changes to the timeline, but that is not to say it is not different in other telling ways. The lack of the Clans—and, in particular, the Wolf's Dragoons mercenary command—made the transition of power from Takashi Kurita to Theodore easier, as the personal feud between Takashi Kurita and Jaime Wolf never materialized.

Likewise, while conservatives in Combine society chafed a bit under the early reforms of Theodore Kurita, these reforms did not include the creation of the Rasalhague Republic, as there was no Federated Commonwealth alliance he needed to create a buffer zone against (and no ComStar to broker it). With this, several key supporters of what would become the Black Dragon Society never took up that cause, and thus the Coordinator suffered fewer obstacles to his military reforms, which only made the DCMS stronger than ever.

The lack of the Clan threat also meant that House Kurita and its neighbors never had cause to work alongside each other, and—perhaps most importantly—nor did any opportunity ever present itself for Victor Steiner-Davion to forge his pivotal friendships with the Kurita scions Omi and Hohiro. Because of all these changes, the Dragon managed to surge against the Davion border during the Fourth War—so much, in fact, that within the opening years of the Fifth War, House Kurita's banner flew over New Avalon itself.

Yet for all of the Combine's strengths, it remains far from all-powerful. House Steiner's border defenses and greater economic strength has kept their shared border fairly static, while the presence of the Terran Supremacy has long-denied the Combine access to the industrial strength of key worlds like Dieron, Robinson, and Errai, as well as the martial abilities of the Arkab peoples, who now live under Terran rule. The much stronger Outworlds Pact has also squeezed the Combine's Periphery border for centuries, forcing the Dragon to concern itself as much with its Periphery integrity as every other Great House.

Nevertheless, the cultural and political state of the Draconis Combine remains much the same as it does in the mainstream setting. The Kurita family rules with absolute power, while regional defense is handled by district warlords. The ISF—run in this setting by Director Shakir Jerrar—maintains the police and intelligence functions of the state, in cooperation with Abbess Omi Kurita's Order of the Five Pillars. The Coordinator of the Combine (and head of the DCMS) is Hohiro Kurita.

aid to these realms in exchange for limited, mutual, military aid in the event of a conflict with a nearby Great House state

2821 – Thaddeus Marik dies; Jeannette Marik becomes Captain-General of Free Worlds League

2822 – First Succession War ends

2823 – Richard Steiner dies; Marcus Steiner becomes Archon of Lyran Commonwealth; LCAF border patrol seizes Terran merchant ships destined for Rim Federation, exposing covert Supremacy-Periphery collusion; Supremacy initiates Interdiction Protocol, crashing HPG communications to and from Tharkad

2824 – Terran Supremacy ends HPG Interdiction against Tharkad after receiving diplomatic concessions from Lyran Commonwealth; Supremacy supplies surplus WarShips to Periphery realms

2828 – Ilsa Liao killed; Laurelli Liao named Chancellor of Capellan Confederation; Lyran Commonwealth declares war on Draconis Combine

2830 – Second Succession War begins

2834 – Protector-General Nicholas Kerensky killed in battle; Jerome Winson named Protector-General of the Terran Supremacy

2836 – Jeannette Marik orders invasion into Terran Supremacy; Supremacy initiates Interdiction Protocol against Atreus

2837 – Marik assassins kill Secretary Toyama; Raymond Karpov named Secretary of Communications and Intelligence for the Terran Supremacy; Jinjiro Kurita retires; Zabu Kurita named Coordinator of Draconis Combine

2838 – Terran assassins kill Jeanette Marik; Charles Marik II becomes Captain-General of Free Worlds League; Free Worlds League sues for peace with Terran Supremacy; Interdiction of Atreus lifted; Zabu Kurita commits seppuku; Yoguchi Kurita becomes Coordinator of the Draconis Combine

2841 – Jinjiro Kurita dies

2842 – Paul Davion dies; Michael Davion becomes Prince of Federated Suns

2844 – Marcus Steiner falls into coma; Melissa Nin-Steiner named Archon of Lyran Commonwealth

2845 – Claudius Steiner launches coup on Tharkad; Melissa Nin-Steiner executed; Claudius Steiner named Archon of Lyran Commonwealth; Commonwealth Estates-General disbanded

2847 – Jennifer DeChavilier dies; Daniel DeChavilier named First Lord of Terran Supremacy

2849 – Claudius Steiner dies; Elizabeth Steiner named Archon-Designate; Commonwealth Estates-General reconvened

2850 – Yoguchi Kurita assassinated by Steiner agent; Miyogi Kurita becomes Coordinator of Draconis Combine

2851 – Jerome Winson dies; Zenos Danforth named Protector-General of Terran Supremacy

2854 – Charles Marik II dies; Gerald Marik II becomes Captain-General of Free Worlds League

2859 – Elizabeth Steiner becomes Archon of Lyran Commonwealth

2860 – Taurian Concordat suffers some of the worst riots since Reunification War; Laurelli Liao dies; Dainmar Liao becomes Chancellor of Capellan Confederation

2861 – Gerald Marik II dies; Philippa Marik named Captain-General of Free Worlds League

2863 – Daniel DeChavilier dies; Ewan DeChavilier becomes First Lord of Terran Supremacy

2864 – Second Succession War ends

F W L

Free Worlds League (House Marik / House Halas)

It seems that even this alternate timeline was unkind to the Free Worlds League. While it remained an economic and industrial rival to House Steiner's Lyran Commonwealth, the League never benefitted from an alliance with ComStar or the Word of Blake. Without such ties, the assassination attempt on the Marik family in 3035 succeeded in killing Thomas Marik along with Janos and Duggan Marik, leaving Duncan Marik next in line of succession. Soon afterward, the forces of the Confederated Suns conquered the regional capitals of Oriente and Andurien—a defeat the League would reel from for decades to come, matched only by the fall of Irian to the Terran Supremacy in 3052, after which the League sued for peace.

The political strain of trying to hold a League together with half of its most powerful member states now conquered or partially conquered by Houses DeChavilier and Davion-Liao ultimately became too much for the Mariks. Unable to win back their lost worlds from the Confederated Suns or the Terran Hegemony, the added political crisis created by the union of the Magistracy of Canopus and Taurian Concordat left the realm surrounded by powerful enemies that the Captain-Generals seemed unable to hold off. Thus, in 3069, just one year after the start of the Fifth War, the Parliamentary leaders representing Andurien and Oriente (in exile) led a vote of No Confidence in the Marik family, removing Duchess Alys Marik from power, and installing Sherryl Halas as Interim Captain-General of the Free Worlds League.

When the Halas proved equally incapable of ousting the invaders from House Davion-Liao, a rebellion against them swiftly grew in the outer regions of the realm, notably in the Illyrian Palatinate, the Hegemony of Alphard, the Rim Collection, and the Southwestern Confederacy—the latter-most of which was becoming increasingly threatened by Lyran advances into the region. By 3071, these regions declared themselves loyal to the Marik family, and branded themselves the Outer League Alliance. Stopping just short of seceding from the Free Worlds, these regions nevertheless have effectively split the League into two political camps, even though both remain equally committed to mutual military defense.

Core League Worlds (pro-Halas): The so-called Core League Worlds represent the most industrial and commercial heart of the Free Worlds League. Ruled by House Halas—albeit under protest—this half of the League includes the Marik Commonwealth, the Duchy of Andurien, and the Principality of Regulus (or at least, what remains of those states in the aftermath of the Fourth War and the starting years of the Fifth).

Their credibility damaged by suffering the same failures as the Mariks they deposed, the Halas rulers nevertheless claim the legal right to rule, and remain committed to defending the realm against the Terrans, Lyrans, Suns, and the Magistracy of Taurus. While no state of war formally exists between them and the pro-Marik Outer League Alliance, the core worlds did recently expel several MPs of OLA-affiliated worlds from Parliament, and threaten to expel more as the realm's political integrity worsens.

The current Captain-General of this realm is Thomas Halas, though rumor has it that Titus Cameron-Jones of Regulus may soon take a page from Thomas' mother, Sherryl, and claim the title for himself through another No-Confidence vote.

Outer League Alliance (pro-Marik): The Outer League Alliance is not a truly separate realm, but has threatened secession over the recent expulsion of several of its worlds' MPs from the parliament on Atreus. Concerned more with the Peripheral regions of the League, including the threat of the Lyrans along the Rim Federation border, the Rim Federation itself, and the Magistracy of Taurus, these worlds champion the historic tradition that only Marik leadership can really preserve the Free Worlds League's security.

The chief spokesperson for the Outer League Alliance is Viscountess Tiffany Barfield of Tematagi, who was among those expelled from Parliament after boldly calling Captain-General Halas a "traitor and enemy" to the League. Though a known firebrand, Barfield's loyalty to the Marik family is seemingly more powerful than her hatred toward the Halas regime; it is said that Alys Marik herself, and the promise of her return to the throne, that prevents Barfield from calling for a formal secession.

2865 – Second Taurian-Canopian War begins

2866 – Dainmar Liao resigns; Otto Liao named Chancellor of Capellan Confederation; Third Succession War begins

2867 – Dainmar Liao commits suicide

2870 – Outworlds Alliance experiences massive economic collapse; Zenos Danforth dies; Victoria Ward named Protector-General of TSDF

2871 – Second Taurian-Canopian War ends

2873 – Michael Davion dies; Carl Davion becomes Prince of Federated Suns; Philippa Marik dies; Marie Marik becomes Captain-General of Free Worlds League

2875 – Raymond Karpov resigns; Andrea Marteen named Secretary of Communications and Intelligence for Terran Supremacy

2876 – Carl Davion dies; Melissa Davion becomes Princess of Federated Suns

2880 – Marie Marik dies; James Marik named Captain-General of Free Worlds League

2882 – James Marik dies; Lloyd Marik-Stanley becomes Captain-General of Free Worlds League

2884 – Lloyd Marik-Stanley dies; Elisabeth Marik becomes Captain-General of Free Worlds League

2887 – Taurian Concordat invades Federated Suns, driving toward Pleiades Cluster

2889 – Ewan DeChavilier retires; Nora DeChavilier becomes First Lord of Terran Supremacy

2891 – Victoria Ward resigns; Lei Ren Mattlov becomes Protector-General of TSDF

2892 – Jon Kurita killed; Miyogi Kurita assassinated; Taragi Kurita named Coordinator of Draconis Combine; Melissa Davion dies; Joseph Davion II becomes Prince of Federated Suns

2895 – Elizabeth Steiner dies; Eric Steiner named Archon of Lyran Commonwealth

2901 – Andrea Marteen dies; Dwight Kurstin named Secretary of Communications and Intelligence for Terran Supremacy

2902 – Dwight Kurstin executed after attempted coup on Terra; Gregori Hartford named Acting Secretary of Communications and Intelligence for Terran Supremacy

2905 – Lei Ren Mattlov retires; Cardin Cage named Protector-General of the TSDF

2907 – Taragi Kurita dies; Shinjiro Kurita becomes Coordinator of Draconis Combine

2910 – Gregori Hartford dies; Kari Marshall becomes Secretary of Communications and Intelligence

2911 – Victoria Ward retires; Corian Tchernovkov named Protector-General of the Terran Supremacy; Taurian Concordat conquers Pleiades Cluster

2913 – Eric Steiner killed; Tatyana Steiner named Archon of Lyran Commonwealth

2915 – Taurian Concordat conquers New Syrtis; Nora DeChavilier dies; Jaunne DeChavilier becomes First Lord of Terran Supremacy

2917 – Otto Liao resigns; Merlin Liao becomes Chancellor of Capellan Confederation; Elisabeth Marik dies; Samuel Marik becomes Captain-General of Free Worlds League

2920 – Hegemony of Alphard formed; Cardin Cage killed in battle; Corian Tchernovkov named Protector-General of TSDF

2921 – Hegemony of Alphard admitted into Free Worlds League

2925 – Shinjiro Kurita dies; Hugai Kurita named Coordinator

2926 – Jaunne DeChavilier dies; Pyralis DeChavilier becomes First Lord of Terran Supremacy

2930 – Kari Marshall dies; Hollings York becomes Secretary of C&I for Terran Supremacy

2931 – Joseph Davion II abdicates; Peter Davion named Prince of Federated Suns

2934 – Corian Tchernovkov murdered; Tobias Katib named Protector-General of TSDF

2937 – Tatyana Steiner abdicates; Marco Steiner named Archon of Lyran Commonwealth

2942 – Merlin Liao dies; Tarlak Liao becomes Chancellor

2944 – Samuel Marik dies; Paul Marik named Captain-General

2945 – Pyralis DeChavilier dies; Blake DeChavilier becomes First Lord of Terran Supremacy

2946 – Federated Suns retakes New Syrtis from Taurian Concordat

2947 – Hollings York assassinated; Adrienne Sims named Secretary of C&I; Paul Marik dies; Brock Marik named Captain-General; Tobias Katib exposed as traitor and executed; Roman Schmitt named Protector-General of TSDF

2948 – Brock Marik dies; Thaddeus Marik named Captain-General

2950 – Tarlak Liao assassinated; Ingrid Liao named Chancellor of Capellan Confederation

2952 – Marco Steiner retires; Giovanni Steiner named Archon of Lyran Commonwealth

2959 – Adrienne Sims relieved of her post amid rumors of dementia; Logan Amirault named Acting Secretary of C&I for Terran Supremacy

2961 – Peter Davion assassinated; Andrew Davion named Prince of Federated Suns

Continued

Lyran Commonwealth (House Steiner)

Interestingly enough, the Lyran Commonwealth of this altered timeline is a demonstration of the old adage that "the more things change, the more they remain the same". With no easy conduit between them (due to the Terran Supremacy's presence), the Commonwealth and the Federated Suns found no opportunity to establish the alliance that transformed the Inner Sphere before the Clan Invasion of the mainstream setting.

With no FedCom alliance, the Lyrans maintained an uneasy status quo against its enemies, along with an often-tenuous grasp on its place as the economic powerhouse of the Inner Sphere. This factor is further complicated by the presence of the Supremacy, which has managed to seize effectively the entire Federation of Skye throughout the Succession Wars—including Hesperus II. The Lyrans' historically inadequate military has, in fact, steadily lost ground on nearly every front, with even the Rim Federation managing to claim territory at House Steiner's expense. To compensate, the Commonwealth's major defense industries have focused more on the coreward sectors, worlds that once served as the center of power and industry to the Rim Worlds Republic.

Ironically, the Commonwealth's run of bad luck largely ended in the 3020s, when Houses Liao and Davion united to create the Confederated Suns. As the Davion-Liao alliance tore into the Free Worlds League, the resulting political destabilization made it possible for the Lyrans to reclaim some of its lost territory and even—more recently—to plunge forward against the pro-Marik realms on the League's Periphery border. The Suns' focus on the League also opened the door for invasion by House Kurita, an act that left the Combine less time and troops to continue its gradual conquest of the Tamar Pact worlds. Lyran intelligence has used this opportunity to increase aid to Rasalhague rebels, in the hopes of fomenting a rebellion against House Kurita, as a means of stalling the Dragon, should it turn its sights again on Tamar.

All told, the Lyran Commonwealth retains its tradition of valuing wealth, profit, and social status, but the reforms of Katrina Steiner on the LCAF managed to stick throughout the reign of her daughter, Melissa, and her son, Richard Whitman-Steiner. Richard's untimely death in battle during the 3062 defense of Tamar forced his younger sister, Katherine Steiner II, to ascend to the Archonship. A self-professed peacemaker, Katherine has relied more on the talents of the LIC and Loki to see to the Commonwealth's defense, keeping offensive military operations to a minimal. In the meantime, she has reportedly made diplomatic overtures to both the Terran Supremacy and the Rim Collection, aimed at forging "more normalized relations" with these neighboring powers.

Magistracy of Taurus (Periphery)

The history of the Magistracy of Canopus and the Taurian Concordat in this timeline grows progressively different over the centuries after DeChavilier's creation of the Terran Supremacy. As it did with the other Periphery realms, DeChavilier's Supremacy provided additional military aid in the form of surplus weapons, equipment, and technical support—all aimed at ensuring that his Great House neighbors would have an additional front to worry about in any war against Terra. In the case of the Magistracy and the Concordat, however, an unexpected side effect was the creation of a more aggressive Concordat, and a more capable Magistracy…and centuries of simmering tensions between the two.

As a result, the Concordat and the Magistracy have engaged in two wars against one another over the colonial regions between them, while also pushing into the borders of the nearest Successor States. By the 3030s, after the realms had established the Colonial Neutral Zone between them (where the two pledged nominal support and non-interference for new settlements in that region), relations had begun to stabilize to the point where the rulers of both states considered the possibility of alliance. In 3058, this culminated in the formal union of the Magistracy and the Concordat into a shared-power realm called the Magistracy of Taurus.

Ruled by the Calderon and Centrella families equally, the Magistracy of Taurus runs from the capital worlds of Canopus and Taurus. The titles of Protector and Magestrix have been replaced by the title of Adjudicator, emphasizing that the primary role of the realm-wide ruler has more of a judiciary role than a military or legislative one, resolving disputes when the various councils become deadlocked, and committing military forces only as authorized by all ruling councils.

The councils below the Adjudicator include the Houses of Nobles (one each for the Canopian, Fronc, and Taurian regions), which originally evolved from the Magistracy's Crimson Council and the Concordat's Privy Council—all of whom serve as the legislative branches of their respective regions, while a host of ministries serve as administrative departments, including the Ministry of Trade, the Ministry of Education, the Ministry of Health, the Ministry of Defense, and the Ebon Ministry (formally, the Ministry of Intelligence and Security). Finally, Citizen Councils—elected bodies established for each district—serve as the "voice of the common folk". Citizenship throughout the Magistracy is only earned through service to the realm, be it in the form of civil or military contributions, and even the noble class must earn it before they can sit on any of the state's councils or hold officer-grade ranks in the military.

While in practice, the Magistracy's government has its flaws—including a confusing morass of laws that vary on regional, even planetary, levels—it has actually managed to improve the overall educational, industrial, and economic strength of the combined realms. (Of course, whose realm benefited most at the expense of the other tends to be hotly debated in the founding states, while the people living in the Fronc District worlds tend to feel like they were annexed.) Meanwhile, the military might of the Concordat and Magistracy forces, collectively known as the Armed Forces of the Taurian Magistracy (AFTM), has proven effective in securing the realm's borders against House and bandit invaders alike.

The Magistracy's current Adjudicator is Erik Calderon-Centrella. The current commander of the AFTM is Minister-General Dirk McEvans.
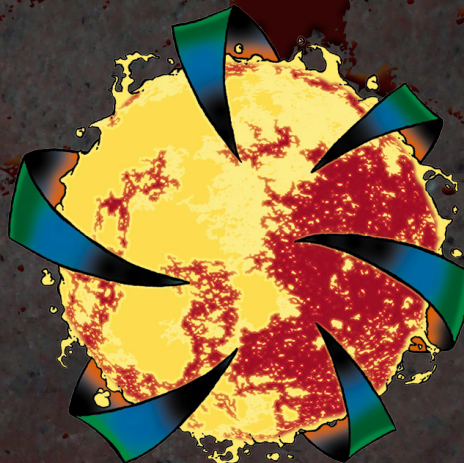
Outworlds Pact (Periphery)

Buoyed by the same economic and military support DeChavilier offered all Periphery realms after the birth of his Supremacy, the Outworlds Alliance never experienced the decline in technology that caused its colonial worlds to wither away during the Succession Wars that followed. In fact, as war engulfed the Inner Sphere, the Alliance—freed from crippling trade restrictions that hobbled its financial and industrial stability—began to rebound as a safe haven for those fleeing from the fighting between Houses Kurita and Davion.

What did not improve swiftly enough, however, was the relatively weak nature of the Outworlds' central government. Though well respected, the Avellar family's efforts to centralize ruling authority and raise an effective standing army chafed many of the regional and planetary leaders who saw such efforts as a turn toward dictatorship. To avoid dangerous rifts in their realm that could expose them to their aggressive invaders, the Avellars often retreated from these endeavors, or reached compromises that hamstrung their ability to pursue more than the most basic development of the Alliance's infrastructure and defense.

To their credit, the Avellar family largely managed to maintain its hold over the Alliance presidency for the majority of the Succession Wars, but by the 3020s, the title had become almost ceremonial. The Executive Parliament—dominated now by lawmakers from the Alliance's far more powerful and populous worlds—maintained the realm's day-to-day operations, and used their wealth and power to make their seats virtually hereditary. Efforts to reform and re-balance the Alliance's government, usually led by House Avellar's Centrist Party, were thwarted more often than not, as the parliamentary oligarchs often united to defend their mutual influence over realm-wide politics.

Matters reached a head in the late 3070s, when the government deadlocked on the decision to increase military power after the start of the Fifth Succession War. Citing the Draconis Combine's ever-lengthening control over the Alliance's anti-spinward border, and its recent success in conquering New Avalon, President Maya Avellar refused to authorize a proposal to launch a military campaign to annex the Free Traders Domain (a minor Periphery power that broke off from the Alliance over a century before). Even with the majority of the Alliance's population against their imperial ambitions, the Executive Parliament refused to budge, and even ordered a halt to spending on several of the social

2963 – Hugai Kurita dies; Hohiro Kurita named Coordinator; Thaddeus Marik dies; Stephan Marik named Captain-General

2966 – Roman Schmitt retires; Mercury Kufahl named Protector-General of TSDF

2979 – Yin Takami named Secretary of C&I for Terran Supremacy; Blake DeChavilier dies; James DeChavilier becomes First Lord of Terran Supremacy

2980 – Giovanni Steiner dies; Alessandro Steiner named Archon of Lyran Commonwealth; Ingrid Liao dies; Tormax Liao becomes Chancellor of Capellan Confederation

2981 – Mercury Kufahl resigns; Skye Kabrinski named Acting Protector-General of the TSDF

2983 – Skye Kabrinski relieved of command; Russell Tseng named Protector-General of the TSDF

2990 – Tormax Liao deposed; Maximilian Liao becomes Chancellor of Capellan Confederation

2991 – Stephan Marik dies; Janos Marik becomes Captain-General; Blake DeChavilier dies; Rose DeChavilier becomes First Lord of Terran Supremacy

2994 – Yin Takami dies; Allen Rusenstein named Secretary of C&I of Terran Supremacy

2999 – Andrew Davion dies; Ian Davion named Prince of Federated Suns

3000 – Russell Tseng retires; Elam Weiss named Protector-General of the TSDF

3004 – Hohiro Kurita assassinated; Takashi Kurita becomes Coordinator

3006 – Allen Rusenstein retires; Julian Tiepolo becomes Secretary of C&I

3007 – Alessandro Steiner retires; Katrina Steiner becomes Archon

3012 – Tamara Centrella dies; Kyalla Centrella becomes Magestrix of Canopus

3013 – Ian Davion killed; Hanse Davion named Prince of Federated Suns

3014 – Anton's Revolt (Marik Civil War) begins; Elam Weiss resigns; Yang Hazen named Protector-General of the TSDF

3015 – Neil Avellar II named President of Outworlds Alliance

3017 – Thomas Calderon becomes Protector of Taurian Concordat

3023 – Taurian Concordat and Magistracy of Canopus establish Colonial Neutral Zone between them

3025 – Third Succession War ends; Hanse Davion opens dialog with Maximilian Liao

3028 – Hanse Davion and Candace Liao wed, consummating the formation of the Confederated Suns. Fourth Succession War begins

3029 – Kai Davion-Liao born; Julian Tiepolo dies; Myndo Waterly named Secretary of C&I

3030 – Rose DeChavilier dies; Adam DeChavilier becomes First Lord of Terran Supremacy

3031 – Magistracy of Canopus invades Free Worlds League, targeting Duchy of Andurien

3034 – Skye Secessionist Crisis erupts in Terran Supremacy

3035 – A terrorist bomb kills Janos, Duggan, and Thomas Marik; Duncan Marik becomes Captain-General of the Free Worlds League

3036 – Duncan Marik abdicates; Kristen Marik becomes Captain-General of Free Worlds League; Canopian forces invade Colonial Neutral Zone

3037 – Confederated Suns launches Operation TAIJITU against Free Worlds League

3039 – TAIJITU concludes; Confederated Suns captures both Andurien and Oriente from Free Worlds League; Kyalla Centrella abdicates; Emma Centrella becomes Magestrix of the Magistracy of Canopus; Canopian forces withdraw from Colonial Neutral Zone

3040 – Katrina Steiner dies; Melissa Steiner becomes Archon of Lyran Commonwealth

3041 – Emma Centrella proposes Rimward Periphery mutual-defense pact with Taurian Concordat and Colonial Neutral Zone

3048 – Yang Hazen killed; Leo Showers becomes Protector-General of TSDF

3050 – Kai Davion-Liao marries a commoner named Deidre Lear; David Davion-Liao born

3051 – Taurian Concordat and Magistracy of Canopus begin alliance talks; Leo Showers dies; Ulric Kerensky named Protector-General of TSDF

3052 – Hanse Davion dies; Candace Liao becomes Chancellor-Princess of Confederated Suns; Terran

Continued

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programs the president supported, in an effort to bring her to heel. Instead, Maya Avellar attempted to dissolve the parliament, calling a national referendum to elect new representatives.

An eight-year civil war followed, during which time, many of the entrenched parliamentary families were either defeated by populist forces, or overthrown by their own constituents. Yet the perception that the president "forced" this war on the people tarnished the Avellar name in the eyes of many. After her populist forces prevailed, Maya worked with leaders from all sides to establish a new, more egalitarian government, and relinquished her title.

Rechristened the Outworlds Pact, the new government retains the heraldry of its pre-civil war standards, but has replaced its corrupted government with a new parliament whose representatives are forbidden from serving for more than ten years. The post of Alliance President has been replaced by a Prime Minister, who receives the executive power to veto parliament, and who acts as commander in chief of the Peoples' Defense Force for a single fifteen-year term of office. The most dramatic change, however, is the creation of the Supreme Court. This body acts as the final arbiter for all legal and political deadlocks that affect the realm on the national level. In essence, this court—based on Alpheratz—serves as a permanent, federal-level version of the Courts of Appeal, which had been limited to planetary-level since the 3030s.

It remains to be seen how sturdy this political arrangement will be in the long-term. The Outworlds was fortunately ignored during its civil war, as House Kurita was too busy fighting the Confederated Suns. Furthermore, even though there has already been one round of parliamentary elections, the first prime minister of the Pact, Barnabas Huard, has not yet completed his only term in office.

Rim Federation (Periphery)

The Rim Federation owes its very existence to De Chavilier's intervention (even though many of the realm's scholars claim they would have survived anyway). During the war against Amaris the Usurper, the SLDF all but shattered the Rim Worlds Republic utterly, paving the way for an opportunistic invasion by the Lyran Commonwealth under the pretext of "aiding the cause". Though mired in his war to liberate Terra by then, Aleksandr Kerensky took note of this action, saw it for what it was, and cautioned the Lyran leadership against it, claiming the Republic as a Star League protectorate.

While the threat did much to end House Steiner's naked aggression, the Lyrans failed to withdraw from the worlds they had already seized, leaving the vast Republic teetering on the brink of collapse as many of its larger administrative, commercial, and industrial centers were left in conquered territory. As the Star league collapsed, the inevitable fall of the Republic's remnant seemed assured until DeChavilier turned the SLDF against the Houses. Foreseeing the value in creating other states to keep his enemies off balance, and remembering Kerensky's vow to

Supremacy captures Irian from Free Worlds League; Myndo Waterly assassinated; Demona Aziz named Secretary of C&I; Fourth Succession War ends

3053 – Demona Aziz assassinates Adam DeChavilier, but escapes capture by fleeing to the Periphery; Thomas F. DeChavilier becomes First Lord of Terran Supremacy; Sharilar Mori named Secretary of C&I

3054 – Protector Jeffrey Calderon weds Naomi Centrella of Canopus

3055 – Erik Calderon-Centrella born; Melissa Steiner assassinated; Richard "Sugar Baby" Whitman-Steiner becomes Archon of Lyran Commonwealth

3056 – Coordinated TSDF and C&I operation shatters Skye Secessionist Movement in Terran Supremacy

3057 – Ulric Kerensky assassinated; Elias Crichell named TSDF Protector-General; Crichell executed as traitor; Lincoln Osis named TSDF Protector-General

3058 – Taurian Concordat and Magistracy of Canopus formally unite, creating Magistracy of Taurus; Jeffrey Calderon and Emma Centrella share title of Adjudicator for united realms; Fugitive Demona Aziz captured and executed in Confederated Suns by TSDF commandos

3060 – Emma Centrella retires; Naomi Centrella-Calderon becomes Co-Adjudicator of Magistracy of Taurus; Lincoln Osis relieved of command; Victor Focht named Protector-General of TSDF; Free St. Ives Movement rebels against Confederated Suns; AFCS and Maskirovka forces are dispatched to put down the insurgency

3061 – Jeffrey Calderon killed in terrorist attack; Naomi Centrella becomes Adjudicator of the Magistracy of Taurus

3062 – Free St. Ives Movement shattered; Candace Liao abdicates; Kai Davion-Liao becomes Chancellor-Prince of Confederated Suns; Richard Whitman-Steiner killed; Katherine Steiner II becomes Archon of Lyran Commonwealth

3063 – Kristen Marik dies; Alys Marik becomes Captain-General of the Free Worlds League

3068 – Fifth Succession War begins; Sharilar Mori assassinated; Gavin Dow becomes Secretary of Communications and Intelligence for the Terran Supremacy

3069 – Following a declaration of No Confidence in the Captain-General, a palace coup sends Alys Marik into exile; Sherryl Halas declared Interim Captain-General of the Free Worlds League ; LCAF forces under Archer Christifori launch Operation AUDACITY against Free Worlds League

3070 – Theodore Kurita dies; Hohiro Kurita II becomes Coordinator of the Draconis Combine; unexpected arrival of pro-Halas reinforcements on Silver repels Christifori's advance, ending AUDACITY

3071 – Outer League Rebellion against the Halas regime begins

3073 – Draconis Combine captures New Avalon

3074 – Magistracy of Taurus captures New Syrtis

3075 – Outworlds Alliance Civil War begins when President Maya Avellar attempts to dissolve parliament

3077 – Naomi Centrella-Calderon retires; Erik Calderon-Centrella becomes Adjudicator of Magistracy of Taurus

3078 – Thomas F. DeChavilier retires; Ezekiel DeChavilier becomes First Lord of Terran Supremacy

3081 – Victor Focht retires; Devlin Stone becomes Protector-general of TSDF

3083 – Outworlds Alliance Civil War ends; Outworlds Alliance reorganizes as Outworlds Pact; Barnabas Huard named first Prime Minister of Outworlds Pact; Maya Avellar retires

3091 – Kai Davion-Liao killed; David Davion-Liao becomes Chancellor-Prince of the Confederated Suns

3092 – Lady Moelene Jaffries of Northwind, wife of First Lord Ezekiel DeChavilier, dies; in the Free Worlds League, several MPs hailing from Outer League Alliance worlds are expelled from Parliament

3095 – Present Day

address House Steiner's audacity in the Amaris Civil War, DeChavilier pressured House Steiner to recognize the sovereignty of the remaining Republic worlds and aid Supremacy efforts to help the Republic restore order across its realm.

An interim council, dubbed the Federation Regency Council, was created to see to the former Republic's government needs, with permanent posts mandated for Lyran and Terran representatives. The intention of these was to enable the Supremacy and the Commonwealth an equal share in shaping the future state, though much of the defense assets provided to the newly christened Rim Federation came from TSDF surplus at the time. As fate would have it, the Terran and Lyran representatives became romantically involved as the realm gradually matured. Furthermore, the Council eventually named the Lyran representative, Gerhard Sheridan, as its First Regent, establishing him as the head of the ruling body.

In the centuries since, the Rim Federation has grown into its own, but never achieved the power and resources it once held under the reign of the Amaris family. A large number of Lyran worlds on the Periphery border have been annexed by the realm during the Succession Wars, including the Sheridan family's ancestral homeworld of Kaumberg.

The Federation's governing structure is a strange amalgamation of Terran and Lyran, with the hereditary leadership—the Regency—held by a member of the Sheridan family. The Regency Council, meanwhile, evolved into a "senate of nobles", who aid the Regent in passing legislation, while a secondary senate of elected planetary representatives exists to give voice to the common-folk. Although the Regent is technically also the commander of the Federation's military, the day-to-day operations, including defense planning and campaign management, of the Federation Armed Forces (FAF) falls to its Obermarshal of the Armies.

The present leader of the Federation is Regent Rhyne Sheridan. The Obermarshal of the FAF is Bruno LeSat.
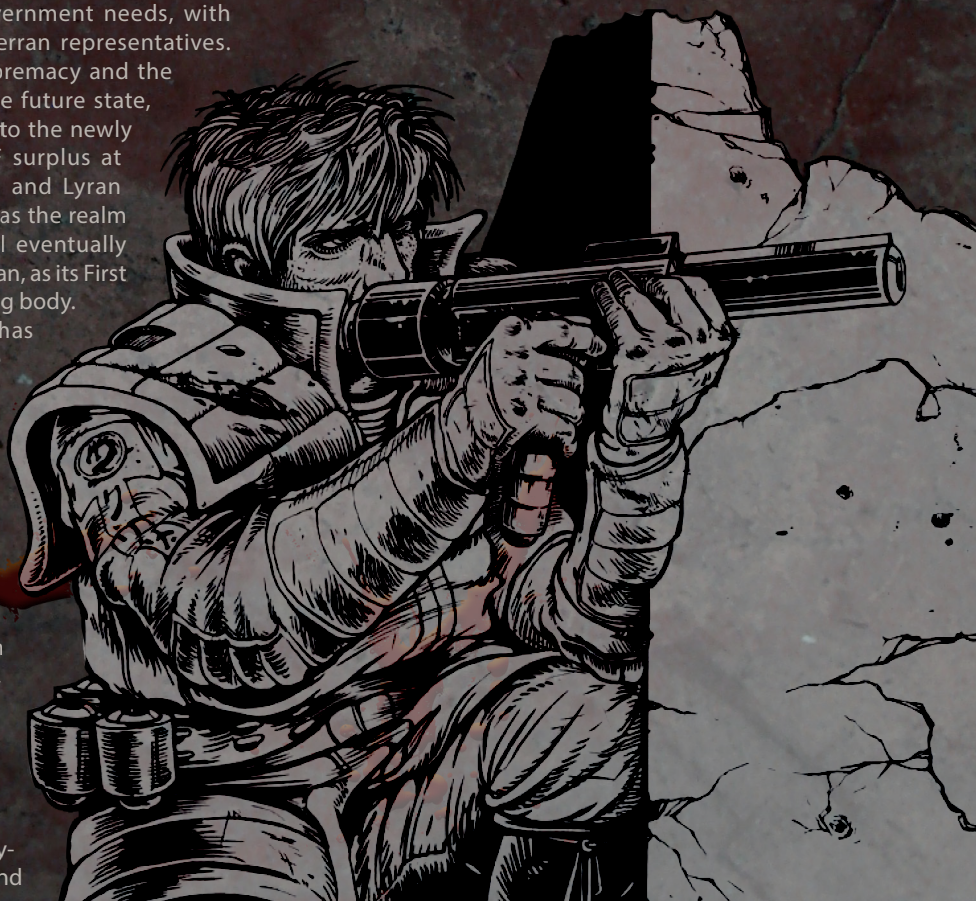
PERSONS OF INTEREST
EMPIRES AFLAME

The following are the key faction leaders of the Empires Aflame setting in 3095, as well as the key NPCs the players will encounter during this adventure.

FIRST LORD EZEKIEL DECHAVILIER
Rank/Title: First Lord of the Terran Supremacy
Born: 3052 (43 in 3095)

Ezekiel DeChavilier was twenty-six years old when he became the First Lord of the Terran Supremacy. His father, Thomas F. DeChavilier, abdicated the throne in Ezekiel's favor after suffering a debilitating stroke that left half of his body paralyzed. But while he considered himself unfit to rule physically, the elder DeChavilier nevertheless reigned through his son, acting as his chief confidant and advisor in the hopes that doing so would offset Ezekiel's political inexperience.

For his part, Ezekiel was midway through his third tour of duty when he suddenly found himself called home to rule the most powerful of the Great House states. More critically, he was still a confirmed bachelor, a fact that promised to complicate the line of succession. Feeling overwhelmed by the mantle of leadership, Ezekiel dove into the job to the exclusion of all other concerns, fearing that any other distraction could only lead to disaster. He thus took to heart nearly every lesson in statecraft he could, but waved off nearly every suggestion that he also look toward securing the family line.

When Thomas finally passed away in 3085, Ezekiel had become a classic workaholic, a man consumed by the duties of directing a realm surrounded by enemies on all sides. His waking hours were filled with endless conferences and council discussions, reviewing strategic reports and attending every security briefing personally for fear of missing a critical detail. It was not until 3090—and then only after much cajoling from his cousins and even a few advisors—that he finally wed Lady Moelene Jaffries of Northwind (whom he had first met nearly eight years prior).

Unfortunately for House DeChavilier, Lady Jaffries was killed in a DropShip accident on Liao just two years later, before the couple could conceive a child. Stricken with grief, the First Lord began to withdraw into his work again, but persistent rumors have begun to circulate about frequent visits and communications between the widower and Alys Marik, the exiled Captain-General who has been a "special guest" of the Terran Supremacy since she fled there in 3069.

PROTECTOR-GENERAL DEVLIN STONE
Rank/Title: Protector-General of the Terran Supremacy Defense Force
Born: 3043 (52 in 3095)

Devlin Stone assumed the role of Protector-General of the SLDF after his predecessor, Victor Focht, stepped down. Though much about his personal life has been classified for "matters of state security", it is known that he is a native of the Supremacy's Tikonov District, who rose up through the ranks as a charismatic leader with a hands-on, no-nonsense approach to warfare. His notable campaigns on the front include the 3089-3091 offensive that seized Robinson and Markeson from the Confederated Suns, and the subsequent 3092 defense of Liao that heralded the current cease-fire on the Suns' border.

While an inspiration to his subordinates, and an accomplished strategist in his own right, Stone appears to favor working with a large staff of tacticians and resource management officers. This habit enables him to make use of other military experts, but also tends to make the Supremacy's response times and campaign preparations notably slower than demonstrated under previous Protector-Generals, as he prefers to wait for at least majority approval from his military "committees" before committing to massive operations.

Over the past few years, Stone has become an advocate for shifting the Terran forces toward a more defensive stance than it had during his Robinson campaign. Though he remains confident in the Supremacy's technological and numerical superiority to any single neighboring state, he is pragmatic enough to know that expanding further only widens the borders those troops will need to cover. For this reason, he is one of those rare TSDF commanders who actually welcomes diplomatic overtures, even when his forces hold the advantage.
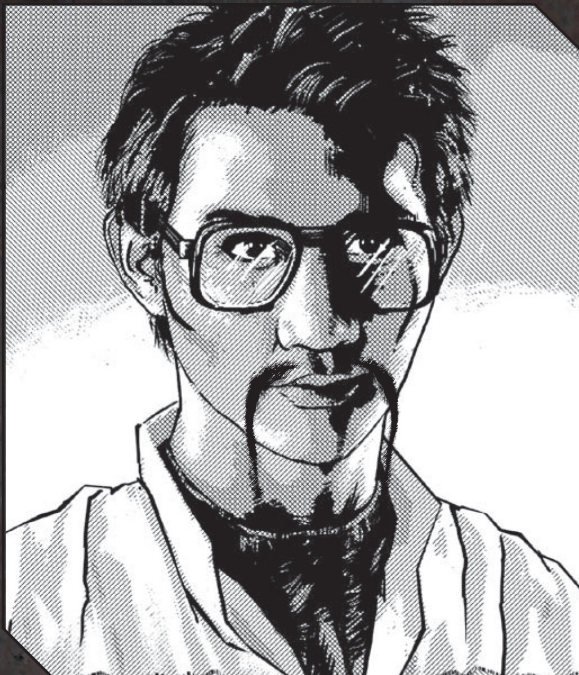
CHANCELLOR-PRINCE DAVID DAVION-LIAO

Rank/Title: Chancellor-Prince of Confederated Suns
Born: 3050 (45 in 3095)

Born to Kai Davion-Liao (son of Candace Liao and Hanse Davion) and his wife, a common-born doctor named Deidre Lear, David Davion-Liao was raised to a life of luxury, tempered by an appreciation for the toils of the lower castes. He ascended to the throne with the death of his father in battle against the Terran Supremacy, but managed to avoid a protracted war with House DeChavilier by offering a cease-fire in 3092.

A self-described intellectual, Chancellor-Prince David only received a minimal amount of military training and experience prior to his ascent to the throne. This fact, combined with his recent conciliatory attitude toward the Supremacy, has many of his own generals grumbling that he is too soft for the position. His preference for diplomacy immediately after the Suns' failure to capture Liao and Zion from the Supremacy, and the fact that Combine troops still hold New Avalon—one of the realm's founding capitals—has done much to encourage this belief.

This is not to say that he does not have supporters. Foremost among these are his sister, Melissa Davion-Liao, who has become one of the Suns' leading diplomats, and Jacob Bannson-Liao, the Duke of Highspire, and founder of Bannson Universal Industries. Both of these influential members of the Chancellor-Prince's extended family emphasize that overtures of peace can benefit the state, as they underscore its commitment to saving lives and expanding its economic strength abroad.

A final challenge to David's reign may also hail from his family, however. His lack of heirs, despite a fifteen-year marriage to Lady Veronica VanLees of Kathil, leaves the line of succession a bit dubious. While David's sister does technically qualify for the post, she herself remains unwed, and is seen as even "softer" than her brother when it comes to foreign affairs. As a result, there are many in the AFCS who are rumored to favor supporting his cousin, Daoshen Liao, for the throne—should anything unfortunate befall their present ruler.

ARCHON KATHERINE STEINER II

Rank/Title: Archon of the Lyran Commonwealth
Born: 3030 (65 in 3095)

The second child born to Melissa Steiner and her husband, Richard "Big Daddy" Whitman (commander of the now-defunct Richard's Panzer Brigade), Katherine II was not initially groomed for the throne or for battle. Unfortunately, despite some of the best tutelage in both venues of leadership, her brother Richard "Sugar Baby" Whitman-Steiner's political acumen remained much weaker than his ability to direct House Steiner's military forces. It was because of this that Richard often led from the front—a habit that got him killed when House Kurita attacked Tamar in 3062.

Styling herself a peacemaker first and foremost, Katherine has made diplomatic overtures to both the Terran Supremacy and the Rim Federation, even though her realm remains at war with both the Free Worlds League and the Draconis Combine. Indeed, it was Katherine's ultimate decision to proceed with the campaign against the League aimed at driving through the Outer League Alliance while fomenting further unrest between the realm's political factions. On the Combine front, meanwhile, she seems more content with leaving the defense to her more experienced generals, including Duke Mathias Kelswa of Tamar and Duke Phelan Kell of Arc-Royal (the latter of whom serves as the Margrave of the Tamar Defense Cordon).

Much has been made of Katherine's beauty and her charm, and she has had no shortage of suitors. Yet while she was engaged once before—to a common-born LCAF Kommandant, of all people—that relationship ended with the young man's death on the League front in 3058, and she has not taken any lovers since. Some have suggested that the death of Kommandant Cox explains both why she has taken on a personal interest in the war against the Free Worlds League, and why she remains unwed to this date. Others, who claim insider sources and cite an increasing reliance on covert operations, say that this has less to do with revenge and grief, and more on a determined focus on increasing Lyran influence over a weakened opponent, by any means necessary.

COORDINATOR HOHIRO KURITA II

Rank/Title: Coordinator of the Draconis Combine
Born: 3023 (72 in 3095)

Hohiro Kurita II became ruler of the Draconis Combine after his father, Theodore Kurita, suffered a fatal stroke in 3070. While he has inherited his father's intense hatred for House Davion, his style of command is more reminiscent of his grandfather Takashi, in its lack of subtlety. Thus, the Dragon's campaign against the Confederated Suns—directed personally by him, with aid from Warlord Kiyomori Minamoto of Galedon District—has been one of the most brutally fought in recent history.

The crowning achievement of this campaign—the conquest of New Avalon—has placated Hohiro for the time being, but there are signs that his war with the Davions is far from over. Tempered by Minamoto's insistence that the DCMS also focus some attention on keeping its other enemies at bay—including the Lyran Commonwealth, Terran Supremacy, and Outworlds Pact—Hohiro has temporarily permitted the reallocation of forces to an "aggressive defense" along those borders. Still, not a day goes by on Black Luthien that does not include some anti-Davion rhetoric from the Coordinator's lips.

Interestingly enough, Hohiro Kurita is one of the few House Lords today who has married, and is the only one who has already sired an heir. His son, Shinjiro Kurita, is now thirty-eight years old, and serves as the current commander of the Otomo on Luthien.

CAPTAIN-GENERAL (IN-EXILE) ALYS MARIK

Rank/Title: Captain-General of the Free Worlds League (currently in exile)
Born: 3041 (54 in 3095)

After the 3035 bombing that killed Janos, Duggin, and Thomas Marik, it was Kristen Marik who eventually avenged them and ended the brief reign of their usurper, Duncan Marik. Forced to claim the throne rather than continue on with her dream of running a mercenary command, Kristen assumed the Captain-Generalcy through a tumultuous period. Alys Marik, her daughter, assumed the throne in 3063.

Inheriting a "legacy of failure" from her mother—who was largely blamed for the loss of Andurien and Oriente to the Confederated Suns, as well as numerous failed attempts to reclaim them amid an otherwise-successful effort to centralize League authority under her rule—Alys proved to be far too young and inexperienced to rule. The enemies of House Marik, notably the disenfranchised Houses of Halas and Humphreys, backed by the Cameron-Joneses, seized on this as an opportunity to seize power with a No Confidence vote soon after the start of the Fifth Succession War.

Forced into exile by a palace coup soon afterward (prompted by her refusal to recognize Parliament's decision), Alys found her way into the Terran Supremacy. Though the Outer League Alliance formed soon after, in support of her as the "true" Captain-General, she has remained in Supremacy territory ever since, intent on forging a political alliance with the DeChavilier family that may include marriage to the First Lord. This decision has caused some consternation in the League—even among her own supporters—who wonder if the result would spark a full-blown civil war, instead of the semi-cold war that already plagues the League's government.

ADJUDICATOR ERIK CALDERON-CENTRELLA

Rank/Title: Adjudicator of the Magistracy of Taurus
Born: 3055 (40 in 3095)

Born to Jeffrey Calderon and Naomi Centrella, Erik is the first ruler of the Magistracy of Canopus who has been born into the title. Coming of age during the formative years of the alliance that created his realm, Erik spent equal time on Taurus and Canopus during his early years, despite his father's death in a terrorist attack when he was only six years old. He ascended to the throne himself in 3077, when his mother stepped down.

As Adjudicator of the Magistracy, Erik has demonstrated a commitment to further refining the laws and protocols of the realm, in an effort to "iron out the kinks" that remain from its union. He has also weighed in on military affairs, admonishing some of the recent excesses of the AFTM in its simmering war against the Confederated Suns. As a result, he often butts heads with Dirk Evans, the current Minister-General of the AFTM, but the two men remain committed to ensuring the realm's security and strength nevertheless.

Erik only recently married Lydia Roy, heiress to Kamala Roy, the CEO of Mindstar Industries. The couple has no children as yet, but Lydia's recent disappearance from the public eye has fueled speculation that one is on the way.

PRIME MINISTER BARNABAS HUARD

Rank/Title: Prime Minister of the Outworlds Pact
Born: 3014 (81 in 3095)

Barnabas Huard rose to prominence in Outworlds politics on a platform of reducing excesses in Outworlds governance, a reaction to the perceived slide toward "oligarchic totalitarianism" that Maya Avellar rallied against during the Outworlds civil war. Originally seen by his fellow members of the Executive Parliament as a harmless upstart at worst, he was later decried as a traitor when he sided with Avellar's populist faction in that conflict.

After Avellar's followers succeeded in defeating the bulk of the entrenched oligarchs, Huard was among those chosen to help draft the new laws and regulations that would "clean up the Outworlds government". Fully expecting Maya to resume the presidency, he was stunned when she insisted on retiring from politics, and retiring her title in the process. Proclaiming that "a new beginning deserves a new leader", Avellar herself nominated Huard to serve as the Outworlds Pact's first prime minister. Her endorsement was credited with making the resulting vote a virtual landslide.

As the first prime minister of the rechristened state, Huard's term of office has mostly been spent building coalitions, mending fences between political rivals, and reconstructing the realm's infrastructure. This has left very little time to consider military campaigns of any kind, save for those solely devoted to defense against the neighboring Draconis Combine and Confederated Suns. Fortunately, as those states remain focused entirely on one another, Huard has not faced the crisis of a full-blown war.

With the end of his single term of office approaching, many are speculating as to whether or not Huard's family will attempt to establish a new dynasty for the Outworlds, as the Avellars have before them. Lending strength to that concern is the fact that two of Huard's four children have won seats in the Alliance Parliament. Huard has steadfastly denied these rumors.

REGENT RHYNE SHERIDAN

Rank/Title: Regent of the Rim Federation
Born: 3053 (42 in 3095)

Rhyne Sheridan, the current regent of the Rim Federation, is a descendant of Aisling Connor, who served as Stefan Amaris' economic development advisor during the dark years of the Amaris Empire. Connor's association with Amaris earned her a decade of imprisonment on Mars and a shattered future, but she received a surprising new calling when Aaron DeChavilier tapped her to serve as the Terran Supremacy's representative on the newly formed Federation Regency Council—the governing body that was organized to rule the shattered remnants of the Rim Worlds Republic. In the years after assuming the post, Connor became romantically linked with her Lyran counterpart, Gerhard Sheridan, and the two wed shortly before he became the council's First Regent in 2805, with Connor dropping her "tainted" name in the bargain.

In keeping with Sheridan family tradition, Rhyne was raised on Kaumberg, a former Lyran world best known for lumber products, agriculture, and only minor industry. As a result, he is also well-steeped in the Germanic customs that Kaumberg shares with the neighboring Lyran Commonwealth. As an avid historian to boot, Sheridan has a deep appreciation for his homeworld's shared past with House Steiner, and this has made him amenable to many of the Commonwealth's diplomatic overtures. As a result, the Federation has not interfered with the LCAF campaign against the Free Worlds, even as Steiner troops have maneuvered along his realm border.

The passive approach to the Commonwealth's actions, however, has alarmed many within Sheridan's administration, particularly his Obermarshal of the Armies, Bruno LeSat. In an effort to placate these concerns, Sheridan has authorized an increase in FAF troops along the Lyran border, complete with regular patrols by the Federation's WarShips.

LT. COLONEL BENJAMIN EMORY

Rank/Title: Lt. Colonel, Terran Supremacy Defense Force

Born: 3030 (65 in 3095)

Major Emory is the classic career soldier and patriot. Born and raised on Terra, he joined the TSDF at the age of eighteen and trained as a MechWarrior. In 3052, his first combat action took place during the Supremacy's conquest of Irian, months before the end of the Fourth Succession War, where he scored four kills against the Free Worlds League's Steel Guard regiment. In the tense decade that followed, Emory rose to the rank of captain, and served as a company commander at several posts along the Free Worlds border. Due to the near-constant raids, criminal operations, and political agitation that plagued his garrisons—all linked to Free Worlds agencies—Emory developed a deep-seated distrust for the neighboring state that borders on blind hatred even today.

By the time the Fifth War kicked off, in 3068, Emory had risen to the rank of Major, and led a battalion in the defense of Stewart from another attack there. Wounded in action, he was redeployed to the Supremacy's interior, and settled in as an administrator there, eventually rising to the rank of Lt. Colonel in 3075. After spending another decade as a training camp commandant on Mars, Emory was reassigned to the Rigil Kentarus garrison in 3086, where he has been since.

Additional Game Notes: Though he has not seen real combat for over a decade by now, he still takes his BattleMech—an ODS-1A *Odysseus*—out for maneuvers and live-fire exercises, in the interests of maintaining his proficiency. In gameplay, the *Odysseus* has the same stats and appearance as a Word of Blake TYM-1A *Toyama* from the mainstream BattleTech setting.

MARY DURANT
(EMISSARY OF THE CAPTAIN-GENERAL)

Rank/Title: Special Emissary of the Captain-General in Exile

Born: 3049 (46 in 3095)

Mary Durant was born on Angel II, in the Free Worlds League, a realm teetering on the brink of chaos in the waning years of the Fourth Succession War. Although her family hoped she would settle down to a job in the Flinders Aquapurification Complex, on the eastern coast of the Michael continent, she demonstrated proficiencies in communications that led her to pursue a career in the local media industry instead.

When the Fifth War erupted, a sense of duty—and a personal desire to see worlds beyond Angel II—prompted Durant to enlist, and she joined the FWLM as a combat correspondent. In 3069, she was covering the rising rebellion against the Halas regime when she apparently found herself increasingly sympathetic to the so-called Outer League Alliance, especially after witnessing their defense of Silver against attacks by both pro-Halas forces and Lyran invaders in 3070.

Even though she threw in with the rebels, joining their military forces and continuing to cover the action as an "embedded correspondent", Durant also championed the sentiment shared by many in the OLA that the Free Worlds League, at its core, was still one realm—united against its mutual enemies. This attitude even carried to her battlefield presence, where she often subverted her journalistic impulses to aid wounded troops from either side of the League's political divide. When she exposed mistreatment of pro-Halas POWs at a Karachi-based internment camp, she even gained praise from League leaders on all sides.

This acclaim led to her assignment to several diplomatic overtures between the factions throughout the 3080s. The OLA's connections to the Captain-General in Exile finally earned her a chance to act as a special emissary to Alys Marik, a task made somewhat challenging by the wall of security that typically surrounds the exiled ruler.

Additional Game Notes: Of course, as the events of the final Track reveals, Durant is actually a deep cover agent of the Lyran Commonwealth's Loki terrorist group, known to her superiors by the codename "Avitue". The real Mary Durant was captured in 3069, interrogated, and eventually killed, with agent Avitue inserted in her place. The chaos of the League's ongoing political crisis made for a perfect medium to slip in several sleeper agents, and Avitue is primed to complete her most important mission to date when the players come along.

EMPIRES AFLAME RULES ADDENDUM

The Empires Aflame setting represented in this adventure is set in the mid-3130s, a time period known as the late Dark Age in the mainstream *BattleTech* universe. The denizens of this altered reality, however, know this as the Fifth Succession War period, the latest in a seemingly-endless series of wars precipitated by the collapse of the Star League.

This product offers some details on how this alternate universe evolved differently from the primary *BattleTech* setting (starting with the fateful assassination of Aleksandr Kerensky), but leaves the rest open to the players. A truly detailed timeline and background for all of the factions, characters, forces, and events that followed is simply beyond the scope of this PDF-exclusive material.

Still, players interested in setting adventures and creating characters in this setting may use the following rules to add the feeling of the Empires Aflame (Fifth Succession War) era to their *BattleTech* war games and role-playing campaigns. For obvious reasons, of these rules are considered Advanced and optional, so players and gamemasters should agree to their use before introducing them to their campaigns.

For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*BattleTech Rules*—covers rules most appropriate for the tabletop war game defined by *Total Warfare* (*TW*), and *Tactical Operations* (*TO*), 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*).

BattleTech Rules

The following rules for the Empires Aflame setting cover war game campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

Technologies

In the Inner Sphere of the Empires Aflame setting, technology evolved differently as a consequence of the altered timeline. With no Exodus to distant homeworlds, the Clans never formed and thus, neither did the entire Clan technology base. Meanwhile, the emergence of the Terran Supremacy and the absence of ComStar (at least as the mainstream Inner Sphere knew it), a different status quo emerged on the other aspects of battlefield technology.

WarShips

WarShip-capable shipyards remained a common target throughout the early Succession Wars. This has reduced the mighty fleets of the Star League era to a shadow of their former selves, but none of the factions involved has seen the complete annihilation of its combat fleet.

While some WarShips factories do still exist, their production rates have been sharply reduced by generations of attrition. By the dawn of the thirty-second century, naval output has fallen to the point of only maintaining current fleet sizes and readiness. A snapshot of this active fleet status—as of about 3100—appears on p. 35.

In addition to their active fleets, all of the Great House realms claim a

WARSHIP FLEETS OF THE EMPIRES AFLAME SETTING (CA. 3100)

The following is a list of the active WarShips available to the various major factions of the Empires Aflame alternate *BattleTech* setting. Note that virtually all factions tend to operate these vessels in flotillas no bigger than four WarShips strong, with ample DropShip and fighter escort, leaving the majority to guard major worlds and capitals. The Free Worlds League fleet is further divided up between the core League factions, and the outer League factions, which have broken from the core amid the current crisis.

Terran Supremacy (40)
Corvettes: Vincent Mk 39 (8)
Destroyers: Essex (2), Lola III (2)
Frigates: Congress (3), Dante (2)
Cruisers: Aegis (2), Black Lion (2), Cameron (2), Sovetskii Soyuz (2), Kimagure (2)
Battleships: Atreus (1), Texas (2), McKenna (2)
Support Ships: Thera (1), Potemkin (2), Volga (2), Newgrange (1), Faslane (2)

Confederated Suns (24)
Corvettes: Vigilant (1), Vincent Mk 39 (3)
Destroyers: Baron (2), Davion Block II (2)
Frigates: Riga (2), Congress (2)
Cruisers: Aegis (2), Feng Huang (2), Avalon (2)
Battleships: Texas (2)
Support Ships: Potemkin (2), Volga (2)

Free Worlds League (25)
Corvettes: Mako (2), Vigilant (2), Vincent Mk 39 (1), Zechetinu (2)
Destroyers: Baron (4), Lola III (1)
Frigates: Riga (2), Eagle (2)
Cruisers: Aegis (2), Black Lion (1)
Battleships: Atreus (2)
Support Ships: Thera (3), Potemkin (1)

Draconis Combine (20)
Corvettes: Vincent Mk 39 (2), Inazuma (2)
Destroyers: Baron (2), Tatsumaki (1)
Frigates: Riga (1), Carson (2), Kyushu (1)
Cruisers: Aegis (2), Kirishima (2)
Battleships: Monsoon (1)
Support Ships: Potemkin (2), Volga (2)

Lyran Commonwealth (22)
Corvettes: Vincent Mk 39 (2), Mako (3)
Destroyers: Baron (2), Essex (2)
Frigates: Congress (2), Eagle (1)
Cruisers: Aegis (1), Commonwealth (2), Mjolnir (1)
Battleships: Tharkad (2)
Support Ships: Volga (2), Sylvester (2)

Magistracy of Taurus (26)
Corvettes: Vincent Mk 39 (2), Pinto (5)
Destroyers: Baron (2), Carson (2), Essex (1), Naga (2), Lola II (2)
Frigates: Quixote (2), Riga (1)
Cruisers: Aegis (1), Avatar (1), Athena (2)
Battleships: None
Support Ships: Potemkin (2), Sylvester (1)

Outworlds Pact (15)
Corvettes: Vigilant (2), Vincent Mk 39 (3), Pinto (2)
Destroyers: Baron (2), Narukami Block II (1)
Frigates: Congress (1)
Cruisers: Aegis (1), Cruiser (1)
Battleships: None
Support Ships: Potemkin (2)

Rim Federation (15)
Corvettes: Pinto (4)
Destroyers: Essex (2)
Frigates: Riga (2), Quixote (2)
Cruisers: Aegis (2), Commonwealth (1)
Battleships: None
Support Ships: Sylvester (2)

handful or so of additional WarShips in mothballs. Theoretically, these vessels can be reactivated in less than a year's time, but between the expense involved in such reactivations and the potential arms race that would erupt when done has all but ensured that such mothballed ships are activated only as needed to replace losses—or in the more dire of emergencies.

Extinct Technologies

Of the Star League-era technologies that have been referenced throughout *BattleTech* lore, only bimodal LAMs, the Centurion weapon system, and all robotic control systems (but *not* remote-controlled drone systems) and their like have fallen into complete disuse.

Weapons of mass destruction—including nuclear, chemical, and biological weapons—have likewise receded into complete disuse by the thirty-second century of the Empires Aflame setting. The horrors of the early Succession Wars, combined with the brokerage of a revised version of the Ares Conventions by House DeChavilier after a Third War "incident", had reaffirmed this Inner Sphere's fear of mutually-assured destruction.

Tech that Never Was

The entire Clan technology base never appeared in the Empires Aflame setting. This also includes all unit types unique to the Clans as of 3150, such as ProtoMechs and QuadVees of all types. Clan-specific weapons that have no Inner Sphere analog—including ATMs, Streak LRMs, Heavy Lasers, Chemical Lasers, and the Nova or Watchdog Composite EW systems—do not exist in this setting.

Battle armor, which evolved from power armor under development near the waning days of the Star League, did eventually emerge by the 3050s using an Inner Sphere technology base. Without the discovery and refinement of HarJel technology by the Clans, Clan-spec armor technology remains impossible to this universe.

Likewise due to the absence of the Clans, the cloning of replacement body parts for medical treatment remains largely impossible (or at least economically inviable for all but the highest-ranked members of Inner Sphere society). Rumors persist, however, that the Terran Supremacy and other Great House powers are still actively tinkering with the human genome for military advantage.

Tech that Appeared Anyway

Clan technology that does have an Inner Sphere analog emerged in the late 3000s amid a surge of innovation that followed this universe's Fourth Succession War. This includes Targeting Computers, LB-X and Ultra autocannons at all size classes, ER lasers in all size classes, battle armor, and Omni-modular technology. For the most part, these items appeared at the same approximate time as they did in the "main" *BattleTech* setting.

The C3 network also appeared in this time as a result of Draconis Combine experiments, with the Terran Supremacy soon introducing its own answer with Improved C3 tech. Despite the absence of the Clans (and, more importantly, Wolf's Dragoons), the Lyrans developed light fusion engines in the late 3060s, while the Confederated Suns developed both triple-strength myomer and plasma rifle technologies at roughly equivalent times as their counterparts in the mainstream setting.

Centuries after being abandoned in the wake of the Amaris crisis, superheavy 'Mechs appeared in the TSAF arsenal during the late 3080s, with the tripod "Colossals" beginning development as early as the late 3130s.

Cybernetics, still considered a fringe tech to this setting, never reached the level of massed use seen among the Word of Blake Manei Domini or the Thuggee Phansigars of the mainstream setting's Jihad era. Nevertheless, the technology to accomplish these troop augmentations does exist as of the 3100s.

RetroTech Fever

Even though the Succession Wars never reached the same level of devastation as they managed in the mainstream *BattleTech* universe, and no Jihad ever erupted to shatter industry on a wide scale, the reintroduction of "primitive" combat technology—known as RetroTech—did take root in the Empires Aflame setting. But in this case, the phenomenon emerged first in the Periphery realms during the mid-to-late 3000s. It was only in the wake of the Fourth War aftermath, and the military and political surges of the late 3000s that this "RetroTech fever" eventually spread into the outer edges of the Inner Sphere House realms in the opening decades of the 3100s, as backwater worlds sought new ways to supplement defenses stripped by their parent states.

As of 3135, only the Terran Supremacy has yet to indulge in the "nostalgia" of RetroTech engineering.
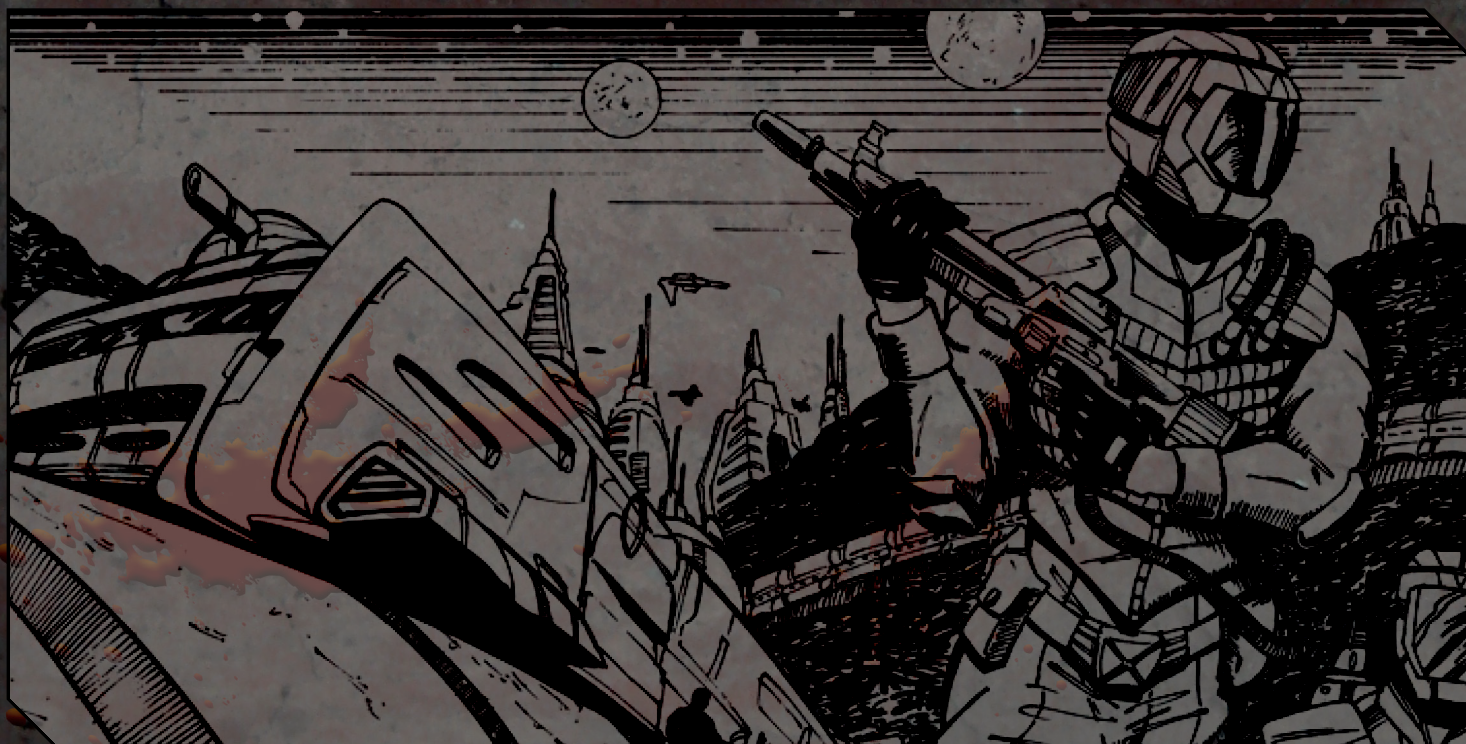
RANDOM UNIT ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by a given faction during a campaign set in the Empires Aflame setting from about 3085 to 3100. Players are not required to use these tables, but they can be immensely helpful in a pinch. When randomly determining the unit assignment for combat forces in this universe and era, the Random Assignment Tables presented here replace those found in *TW* and *AToW*.

Factions Not Featured

While a host of minor nations, pirates, and rebel groups can be added at the players' whims, the nine factions presented here reflect the only major powers active in the Empires Aflame setting. If not added by the campaign's game master, factions not featured in these tables may be considered non-existent.

Mercenaries

Mercenaries remain a viable option in this setting, but are somewhat rarer due to the complete lack of international standards to support their operations. In the Empires Aflame universe, no such entities as the Mercenaries Guild, the ComStar Mercenary Review Board, or the Mercenary Review and Bonding Commission ever developed. As a result, most soldiers-for-hire found themselves at their employers' mercy far more often than not on every contract taken, and it became common for merc outfits to be exploited, expended, or company-stored into oblivion.

By the time of the Fifth War, most of the merc groups retained by the various states have become so indebted to their employers that they often do not own their own military equipment and instead must fight using the employers' cast-off equipment. To reflect this, when generating a mercenary force, use the RAT for the faction employing the mercenary command, and apply a –1 modifier to the roll results. Modified results of 2 or less must be treated as a 2.

Free Worlds League

To differentiate between Core League Worlds and Outer League Alliance, players may opt to roll once per lance of four units using an alternative RAT as indicated below.

For Core League World forces, players may roll once per lance on the Confederated Suns or Lyran Commonwealth RATs. The alternate table chosen for this roll is up to the force's controlling player.

For Outer League Alliance forces, players may roll once per lance on the Magistracy of Taurus or Rim Federation RATs. The alternate table chosen for this roll is up to the force's controlling player.

Omni Units

Whenever a RAT result indicates an Omni Unit (including battle armor equipped with modular weapons), the controlling player can select any desired configuration available to the post-Jihad era. Omni units are marked on the RATs with an asterisk (*).

Omni units may only choose Inner Sphere configurations. Mixed configurations do not exist in this setting.

Battle Armor

For battle armor with varied size formation record sheets, always assume 4-man squads.

Record Sheets

Record Sheets for these units may be found in their respective Record Sheet books (be they in PDF-exclusive format or print). A list of these sources (as abbreviated in each Random Assignment Table presented here) is given in the Record Sheet Source Table. To randomly assign pilot quality, the appropriate tables in Total Warfare (see p. 273, TW) still apply.

RECORD SHEET SOURCE TABLE		
Abbr.	**Source**	
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan & Star League
3050U-I	BC204	Record Sheets: 3050 Upgrade, Inner Sphere
3055U	BC209	Record Sheets: 3055 Upgrade Unabridged
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3060	BC-211p	Record Sheets: 3060 Upgrade Unabridged
3067	CAT35RS216	Record Sheets: 3067 Upgrade Unabridged
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-ONN	BC-215p	Record Sheets 3085: Old is the New New
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
3145	CAT35133	Record Sheets 3145
JC	CAT35303	Jihad Conspiracies
JS	CAT35303Xp	Jihad Secrets: The Blake Documents
Klondike	CAT35230ap	Record Sheets: Operation Klondike
LoT II	CAT35233	Historical: Liberation of Terra II
Proto	CAT35132	Technical Readout: Prototypes
Vehicle	CAT35002X	Technical Readout: Vehicle Annex

TERRAN SUPREMACY

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	JKR-9W Jackrabbit [25] (3075-AoW)	WVE-5Nb Wyvern [45] (3075-AoW)	WHM-7A Warhammer [70] (Klondike)	MSK-9H Mackie [100] (3075-AoW)
3	LCT-1Vb Locust [20] (Klondike)	INI-02 Initiate [40] (3060)	CHP-1Nb Champion [60] (Klondike)	MAL-XT Malice [100] (3145)
4	GBT-1G Gambit [25] (3145)	TRG-3M Targe [40] (3145-NTNU)	ARC-2Rb Archer [70] (Klondike)	VKG-2F Viking [90] (3060)
5	THE-Nb Thorn [20] (Klondike)	STN-3Lb Sentinel [40] (Klondike)	TDR-5Sb Thunderbolt [65] (Klondike)	THG-11Eb Thug [80] (3075-AoW)
6	HSR-200-Db Hussar [30] (3075-AoW)	NSR-K4 Night Stalker [45] (3145)	GLH-2D Galahad [60] (3075-AoW)	SQS-TH-001 Sasquatch [85] (3055U)
7	MON-66b Mongoose [25] (3075-AoW)	KTO-19b Kintaro [55] (3075-AoW)	OSR-2Cb Ostroc [60] (3075-AoW)	KGC-000b King Crab [100] (3075-AoW)
8	HER-1Sb Hermes [30] (Klondike)	SHD-2Hb Shadow Hawk [55] (Klondike)	WHM-6Rb Warhammer [70] (3075-AoW)	BLR-1Gb BattleMaster [85] (3075-AoW)
9	FLC-4Nb Falcon [30] (Klondike)	PXH-1c Phoenix Hawk [45] (3075-AoW)	EXC-B2b Excalibur [70] (3075-AoW)	HGN-732b Highlander [90] (3075-AoW)
10	BLD-XL Blade [35] (3085)	WVR-7H Wolverine II [55] (3075-AoW)	MAD-2R Marauder [75] (3075-AoW)	DVS-2 Devastator [100] (3058U-I)
11	NX-100 Nyx [30] (3145-NTNU)	OSP-15 Osprey [55] (3085)	ST-8A Shootist [70] (3058-SL)	AS7-D-H Atlas II [100] (3075-AoW)
12	FNHK-9K Falcon Hawk [35] (3058U-I)	SR-1 Strider* [40] (3058U-I)	PRF-1R Prefect [75] (3085)	ANH-1G Annihilator [100] (Klondike)
13	HVC-P6 Havoc [35] (3145)	KY2-D-03 Kyudo [45] (3075-AoW)	LMT-2R Lament [65] (3145)	RFL-3N-2 Rifleman II [80] (3075-AoW)
14	OW-1 Owens* [35] (3058U-I)	KW1-LH8 Linebreaker [55] (3058U-I)	P1 Perseus* [75] (3067)	FNR-5X Fafnir [100] (3085-ONN)
15	SPR-4F Spector [35] (3058-SL)	GDR-1C Gravedigger [50] (3145)	EXT-4Db Exterminator [65] (Klondike)	CRK-5003-1b Crockett [85] (Klondike)
16	C-MK-O Malak* [30] (3075)	C-PRT-O Preta* [45] (3075)	C-DVA-O Deva* [70] (3075)	C-ANG-O Archangel* [100] (3075)

Vehicles

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Shandra [25] (3145)	Giggins (Fire Support) [40] (3085)	Bulldog (Cell) [60] (3145-NTNU)	Fury (Royal) [80] (3075-AoW)
3	GAL-102 Galleon [30] (3058U-I)	Ranger VV1 (Interdictor) [45] (3145-NTNU)	MHI Defense AA [60] (3145)	Fortune [80] (3067)
4	Fox (Interdictor) [20] (3145-NTNU)	Zephyr [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Partisan Air Defense (XL) [3058U-I)
5	Nightshade (Royal) [25] (3075-AoW)	Demon (Armor) [45] (3145-NTNU)	Merkava Mk. IX [75] (3075-AoW)	Fortune (Thunderbolt) [80] (3067)
6	DI Multipurpose (Gunship) [25] (3145)	Vedette (RAC) [50] (3058U-I)	Winston [70] (3085)	Rhino (Royal) [80] (3075-AoW)
7	Lightning (Royal) [35] (3075-AoW)	Myrmidon [40] (3060)	Demon (Royal) [60] (3075-AoW)	DI Schmitt (Targeting Computer) [80] (3145)
8	Pinto [30] (3060)	Vedette (Cell) [50] (3085-ONN)	Winston (LAC) [70] (3085)	DI Morgan [100] (3075)
9	Chevalier (MML) [35] (3060)	Prowler (Support) [55] (3085)	VNL-K75N Von Luckner [75] (3058U-I)	Marksman M1A [95] (3085)
10	Main Gauche (XL) [30] (3067)	Regulator II [50] (3085)	Kinnol [70] (3085)	Alacorn Mk VI [95] (3058-SL)
11	Saracen Mk II [35] (3145)	Scapha* [40] (3145)	Bolla* [60] (3085)	Demolisher II (Thunderbolt) [100] (3060)
12	Saladin Mk II [35] (3145)	Glaive [45] (3067)	Burke (Royal) [75] (Klondike)	Gürteltier [100] (3085)
13	Cyrano (Royal) [30] (3075-AoW)	Regulator II (RAC) [50] (3085)	Kinnol (PPC) [70] (3085)	DI Morgan (LRM) [100] (3075)
14	Hawk Moth II [25] (3145)	Stygian [40] (3067)	Horned Demon [60] (3050U-C)	PAT-005b Puma [95] (3075-AoW)
15	Yellow Jacket [30] (3058U-I)	Vedette (Light Gauss) [50] (3058U-I)	Rommel Howitzer [65] (Proto)	Demolisher II (MML) [100] (3085-ONN)
16	Hawk Moth (Thunderbolt) [25] (3060)	Kanga [50] (3050U-C)	Manticore II [70] (3145)	PAT-008 Puma [95] (3050U-C)

Battle Armor / Fighters

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Nighthawk Mk. XXII (3075)	SWF-606 Swift [25] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)
3	Tornado G13* (3075)	TRN-3Tb Trident [20] (3075-AoW)	GTHA-500 Gotha [60] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)
4	Kobold* (3075)	SB-31D Sabre [25] (Proto)	HCT-213S Hellcat [60] (3075-AoW)	RPR-200 Rapier [85] (3050U-C)
5	Longinus* (3058U-C)	SB-27b Sabre [25] (Klondike)	IRN-SD1 Ironsides [65] (3050U-C)	STU-D6 Stuka [100] (3039)
6	Simian* (3145)	THK-63CS Tomahawk [45] (3050U-C)	LTN-G15b Lightning [50] (Klondike)	RPR-100b Rapier [85] (3075-AoW)
7	Purifier* (3058U-C)	ZRO-116b Zero [35] (Klondike)	CSR-V12b Corsair [50] (Klondike)	EGL-R6b Eagle [75] (Klondike)
8	Quirinus* (3145)	RGU-133Eb Rogue [40] (3075-AoW)	HCT-213C Hellcat II [50] (Klondike)	CHP-W5B Chippewa [90] (Klondike)
9	Angerona (3085)	THK-63b Tomahawk [45] (3075-AoW)	IRN-SD1b Ironsides [65] (3075-AoW)	HSCL-1-O Huscarl* [75] (3067)
10	Achileus* (3058U-C)	PGD-Y3 Poignard [35] (3085)	GTHA-500b Gotha [60] (3075-AoW)	STU-K5b Stuka [100] (Klondike)
11	Taranis (3145)	SGT-2R Sagittarii [45] (3085)	SCK-O Schrack* [60] (3145)	SMG-O Simurgh* [85] (3145)
12	Xiphos* (3145)	SPD-504 Spad [30] (3050U-C)	HCT-215 Hellcat II [50] (3050U-C)	TRB-D36b Thunderbird [100] (Klondike)
13	Phalanx-D (3075)	SGT-4R Sagittarii [45] (3145-NTNU)	IRN-SD3 Ironsides [65] (3050U-C)	HSCL-1-O Huscarl* [75] (3067)
14	Nephilim (Gauss) (3075)	RF-1 Umbra [30] (Proto)	HCT-214 Hellcat II [50] (3050U-C)	STU-D7 Stuka [100] (3039)
15	Phalanx-A (3075)	SGT-3R Sagittarii [45] (3085)	GTHA-600 Gotha [60] (3050U-C)	Ahab AHB-MD [90] (3050U-C)
16	Shedu (3075)	S-HA-O Shade* [35] (3075)	S-RSL-O Rusalka* [65] (3075)	S-STR-O Striga* [85] (3075)

CONFEDERATED SUNS

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	WSP-3L Wasp [20] (3085-PP)	WTC-4DM Watchman [40] (3055U)	HEL-3D Helios [60] (3060)	STC-2D Striker [80] (3058-SL)
3	HNT-161 Hornet [20] (3050U-I)	SNK-2B Snake [45] (3055U)	CTF-3D Cataphract [70] (3050U-I)	NSR-9FC Nightstar [95] (3058-SL)
4	C-SK1 Cossack [20] (3060)	STH-1D Stealth [45] (3055U)	CTS-6Y Cestus [65] (3058-SL)	LGB-7V Longbow [85] (3058U-I)
5	RVN-4L Raven [35] (3050U-I)	HSN-10G Hellspawn [45] (3067)	THR-2L Thunder [70] (3055U)	Y-H11G Yu Huang [90] (3060)
6	D9-G9 Duan Gung [25] (3060)	BJ-3 Blackjack [45] (3050U-I)	BKX-8D BattleAxe [70] (3075-AoW)	VTR-10L Victor [80] (3050U-I)
7	FRB-3E Firebee [35] (3075-AoW)	CN9-D5 Centurion [50] (3050U-I)	HMH-5D Hammerhands [75] (3075-AoW)	CP-11-B Cyclops [90] (3085-ONN)
8	GN-2O Gùn* [20] (3145)	ENF-6M Enforcer III [50] (3060)	KSC-4I Koschei [65] (3075-AoW)	BLR-2D Warlord [80] (3075)
9	JVN-11A Fire Javelin [30] (3050U-I)	HUR-WO-R4O Huron Warrior [50] (3055U)	LHU-3L Lao Hu [75] (3067)	Y-H9GB Yu Huang [90] (3060)
10	VLK-QD4 Valkyrie [30] (3085-PP)	VND-6L Vindicator [45] (3050U-I)	SHY-5B Shen Yi [65] (3145-NTNU)	TLR-10 Templar* [85] (3067)
11	CH11-NG Gunsmith [25] (3145)	MS1-O Men Shen* [55] (3060)	PTR-6T Penetrator [75] (3055U)	PLG-4Z Pillager [100] (3058-SL)
12	BZK-D1 Hollander III [3	FS9-O Firestarter* [45] (3058U-I)	TNZ-N3 Tian-zong [75] (3145)	XNT-60 Xanthos [100] (3145-NTNU)
13	D9-G10 Duan Gung [25] (3060)	BJ2-O Blackjack* [50] (3058U-I)	WHM-9D Warhammer [70] (3085-PP)	BLR-4L BattleMaster [85] (3085-PP)
14	DOL-1A1 Dola [30] (Proto)	SYU-6B Sha Yu [40] (3067)	JN-G6A Jinggau [65] (3060)	VTR-11D Victor [80] (3050U-I)
15	UM-70 UrbanMech [30] (3050U-I)	RVN-5X Raven II [40] (3145)	JM6-D4 JagerMech III [65] (3060)	LGB-14C Longbow [85] (3085-PP)
16	RVN-3M Raven [35] (3050U-I)	ASN-99 Assassin [40] (3050U-I)	KSC-5I Koschei [65] (3075-AoW)	XNT-40 Xanthos [100] (3075-AoW)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Skulker Mk. II [20] (Proto)	Vedette (Liao) [50] (3039)	Zhukov (Liao) [75] (3085-ONN)	Devastator [80] (3039)
3	Scorpion [25] (3039)	Hetzer [40] (3039)	Morningstar (Laser) [60] (3067)	Partisan Heavy [80] (3039)
4	Harasser [25] (3039)	Predator (Original) [45] (3145)	Po (LB-X) [60] (3058U-I)	Demolisher [80] (3039)
5	Pegasus (3058) [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	JES III [60] (3145)	Ontos [95] (3039)
6	Scorpion (LAC) [25] (3085-ONN)	Sheriff [50] (3145)	Moltke M1 [75] (3085)	JES II [95] (3085)
7	Kruger [10] (3145)	Vedette (LB-X) [50] (3058U-I)	Po II (Gauss) [60] (3085)	Challenger XV [90] (Proto)
8	Minion (Gauss) [20] (3067)	Condor (Laser) [50] (3058U-I)	Pilum [70] (3058U-I)	Behemoth II (Support) [100] (3145)
9	Aeron [25] (3085)	Predator [45] (3145)	Manticore (RAC) [60] (3058U-I)	Challenger X [90] (3058U-I)
10	Minion (Targeting Computer) [20] (3067)	Regulator [45] (3058U-I)	Pixiu [70] (3145)	Behemoth II [100] (3145)
11	Striker (Laser) [35] (3058U-I)	Zibler* [50] (3145)	Manteuffel* [70] (3067)	Challenger XII [90] (3058U-I)
12	Warrior S-9 [21] (Proto)	Regulator II [50] (3085)	Hanse [75] (3145)	Demolisher (Gauss) [80] (3058U-I)
13	Striker (LRM) [35] (3039)	Regulator (RAC) [45] (3058U-I)	Moltke M2 [75] (3085)	Ontos (Fusion) [95] (3039)
14	Harasser (LRM) [25] (3039)	Myrmidon (AI) [40] (Proto)	Typhoon (RAC) [70] (3058U-I)	Behemot [100] (3039)
15	Luduan [25] (3145)	Regulator II (Stealth) [50] (3085)	Moltke M3 [75] (3085)	Ontos (LRM) [95] (3039)
16	Scorpion (Laser) [25] (3039)	Myrmidon Type 2 [40] (3060)	VNL-K100 Von Luckner [75] (3039)	Partisan Air Defense (Quad RAC) [80] (3058U-I)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Tunnel Rat IV* (Vehicle)	SPR-6D Sparrowhawk [30] (3039)	TR-13G Transit [50] (Proto)	TR-13 Transgressor [75] (3039)
3	PAB-28 (3145)	RGU-133E Rogue [40] (3050U-C)	CSR-V14 Corsair [50] (3039)	STU-K10 Stuka [100] (3039)
4	Fa Shih* (3058U-C)	CNT-1D Centurion [30] (3075-AoW)	LTN-G15b Lightning [50] (Klondike)	CHP-W10 Chippewa [90] (3039)
5	Cavalier* (3058U-C)	RGU-133L Rogue [40] (3050U-C)	LTN-G16D Lightning [50] (3075-AoW)	TR-13A Transgressor [75] (3039)
6	Leonidas* (3145)	TR-8 Thrush [25] (3039)	LTN-G16L Lightning [50] (3075-AoW)	MNG-8L Mengqín [95] (3085)
7	Ying Long* (3075)	SPR-7D Sparrowhawk [30] (3039)	DFC-O Defiance* [55] (3067)	F-700 Riever [100] (3039)
8	Fusilier (3145)	RGU-133LP Rogue [40] (3050U-C)	CSR-V18 Corsair [50] (3039)	TR-16 Transgressor [75] (3039)
9	Hauberk II (3075)	DARO-1 Dagger* [45] (3067)	DFC-O Defiance* [55] (3067)	F-700a Riever [100] (3039)
10	Fa Shih (Support)* (3085-ONN)	SPR-7Dr Sparrowhawk [30] (3145-NTNU)	TR-12 Transit [50] (3039)	TR-15 Transgressor [75] (3039)
11	Grenadier* (3075)	DARO-1 Dagger* [45] (3067)	DFC-O Defiance* [55] (3067)	F-700b Riever [100] (3039)
12	Shen Long* (3145)	Y-2 Yùn [40] (3145)	CSR-12D Corsair [50] (Proto)	MNG-8L Mengqín [95] (3085)
13	Hauberk (3075)	DARO-1 Dagger* [45] (3067)	RDL-01C Rondel [55] (3145)	STU-D6 Stuka [100] (3039)
14	Grenadier (Hunter-Killer)* (3075)	RF-1 Umbra [30] (Proto)	CUT-1D Cutlass [70] (3145)	HSCL-1-O Huscarl* [75] (3067)
15	Hauberk Commando (Proto)	SB-27b Sabre [25] (Klondike)	RDL-01C Rondel [55] (3145)	AHB-MD Ahab [90] (3050U-C)
16	Fusilier (Upgrade) (3145)	F-13 Cheetah [25] (3039)	CUT-1E Cutlass [70] (3145)	STU-K5b Stuka [100] (Klondike)

DRACONIS COMBINE

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	UM-68 UrbanMech [30] (3050U-I)	GLD-4R Gladiator [55] (3075-AoW)	AGS-6F Argus [60] (3067)	HTM-27W Hatamoto-Ku [80] (3050U-I)
3	WSP-3K Wasp (3145-NTNU)	SNT-04 Sentry [40] (3060)	ON1-MC Orion [75] (3050U-I)	CGR-3K Charger [80] (3050U-I)
4	ALM-10D Fireball [20] (3055U)	BSN-3K Bishamon [45] (3060)	GHR-7K Grasshopper [70] (3050U-I)	MAL-1K Mauler [90] (3050U-I)
5	JR7-C2 Jenner [35] (3050U-I)	PXH-3K Phoenix Hawk [45] (3085-PP)	NDA-1K No-Dachi [70] (3067)	OBK-M11 O-Bakemono [80] (3058U-I)
6	OW-1 Owens* [35] (3058U-I)	GLD-5R Gladiator [55] (3075-AoW)	DAI-01 Daikyu [70] (3055U)	OR-2I Orochi [90] (3085)
7	SDR-9K Venom [35] (3055U)	WFT-2B Wolftrap [45] (Proto)	DRG-7N Dragon [60] (3050U-I)	MR-V2 Cerberus [95] (3055U)
8	OSR-3D Osiris [30] (3067)	KIM-2 Komodo [45] (3055U)	BHKU-O Black Hawk-Ku* [60] (3058U-I)	GUN-1ERD Gunslinger [85] (3055U)
9	CPR-HD-002 Copperhead [30] (3055U)	FS9-O Firestarter* [45] (3058U-I)	MTR-5K Maelstrom [75] (3058U-I)	AKU-2X Akuma [90] (3067)
10	RTX1-O Raptor* [25] (3058U-I)	EXR-2X Exhumer [55] (3145)	NDA-2KO No-Dachi [70] (3085)	PKP-1A Peacekeeper [95] (3085)
11	JR7-C3 Jenner [35] (3050U-I)	CN11-O Centurion* [50] (3145)	DGR-3F Dragon Fire [75] (3058U-I)	TN-10-O Tenshi* [95] (3145)
12	PNT-16K Panther [35] (3050U-I)	LGN-2K Legionnaire [50] (3145-NTNU)	DRG-10K Grand Dragon [60] (3145-NTNU)	AWS-10KM Awesome [80] (3050U-I)
13	WGT-1LAW/SC Wight [35] (3075)	WVR-8K Wolverine [55] (3085-PP)	AGS-4D Argus [60] (3067)	SGT-8R Sagittaire [95] (3067)
14	PXH-11K2 Phoenix Hawk L [35] (3145)	DMO-1K Daimyo [40] (3055U)	DRG-7K Grand Dragon [60] (3050U-I)	AKU-2XK Akuma [90] (3067)
15	VLK-QD8 Valkyrie [30] (3145-NTNU)	DV-9D Dervish [55] (3050U-I)	WHM-8K Warhammer [70] (3085-PP)	CGR-KMZ Charger [80] (3050U-I)
16	RK-4K Rokurokubi [35] (3145)	HKZ-1P Hitotsume Kozo [55] (3145)	MTR-6K Maelstrom [75] (3058U-I)	HTM-30S Hatamoto-Suna [80] (3145)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Skulker [20] (3039)	Giggins (Fire Support) [40] (3075)	Bulldog (AC/2) [60] (3039)	Partisan Heavy (AC2) [80] (3039)
3	Saladin [35] (3039)	Vedette (NETC) [50] (3058U-I)	TKG-150 Tokugawa [60] (3058U-I)	Behemoth [100] (3039)
4	Saracen [35] (3039)	Hetzer [40] (3039)	Axel Mk 2 [65] (3039)	Demolisher [80] (3039)
5	J. Edgar (Kurita) [25] (3058U-I)	Shillelagh (Original) [40] (3145)	VNL-K70 Von Luckner [75] (3039)	Devastator [80] (3039)
6	Scorpion (MRM) [25] (3058U-I)	Sortek [45] (3145)	Axel Mk 1 [65] (3039)	Demolisher (MRM) [80] (3058U-I)
7	Pegasus (MRM) [35] (3058U-I)	Musketeer [50] (3067)	Tokugawa (MRM) [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
8	Saladin (Ultra) [35] (3058U-I)	Maxim (Fire Support) [50] (3058U-I)	Bulldog [60] (3039)	Heavy NLRM Carrier [80] (Proto)
9	Yasha (Interdictor) [30] (3085)	Shillelagh [40] (3145)	Tokugawa [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
10	Pegasus (3058) [35] (3058U-I)	Sabaku Kaze [50] (3075-AoW)	Manticore (LB-X) [60] (3058U-I)	Schiltron* [80] (3060)
11	Yasha [30] (3085)	Shi Kamakiri [55] (3145)	Tokugawa (Streak) [60] (3058U-I)	NK-1C Narukami [90] (3145)
12	Peregrine (Kurita) [30] (3058U-I)	Maxim (BA Factory) [50] (3058U-I)	Bulldog (Cell) [60] (3145-NTNU)	Behemoth (Kurita) [100] (3058U-I)
13	Scimitar [35] (3039)	Kamakiri [55] (3145)	Tokugawa [60] (3058U-I)	Challenger X [90] (3058U-I)
14	Scorpion (SRM) [25] (3039)	Condor (Laser) [50] (3058U-I)	Manticore (HPPC) [60] (3085-ONN)	M1J Marksman [95] (3145)
15	Scorpion (LRM) [25] (3039)	Maxim (BA Factory) [50] (3058U-I)	Tokugawa (Streak) [60] (3058U-I)	NK-1C Narukami [90] (3145)
16	Scimitar Mk II [35] (3145)	Turhan [50] (3075-AoW)	Bulldog (LRM) [60] (3039)	Schiltron* [80] (3060)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Sloth (3058U-C)	F-11 Cheetah [25] (3039)	F-92 Stingray [65] (3039)	SL-15 Slayer [80] (3039)
3	Kage* (3058U-C)	SPR-H5K Sparrowhawk [30] (3039)	LCF-R16K Lucifer II [65] (3039)	SL-15A Slayer [80] (3039)
4	Kage (DEST) (3058U-C)	S-3 Sai [40] (3039)	SL-17 Shilone [65] (3039)	F-100b Riever [100] (3039)
5	Infiltrator Mk. II (3058U-C)	SL-21 Sholagar [35] (3039)	SL-25 Samurai [50] (3039)	SL-15R Slayer [80] (3039)
6	Raiden* (3058U-C)	S-7 Sai [40] (3039)	LCF-R16KR Lucifer II [65] (3039)	TRB-D36b Thunderbird [100] (Klondike)
7	Kishi (3145)	SL-21L Sholagar [35] (3039)	SL-17R Shilone [65] (3039)	SL-15K Slayer [80] (3039)
8	Kanazuchi (Upgrade)* (3058U-C)	SB-29 Sabre [25] (3075-AoW)	ON-1 Oni [55] (3067)	SU-14 Suzaku [75] (Proto)
9	Void (3075)	SL-22 Sholagar [35] (3039)	MIK-O Tatsu* [70] (3067)	SL-15K Slayer [80] (3039)
10	Kanazuchi* (3058U-C)	S-4X Sai [40] (3039)	SL-18 Shilone [65] (3039)	SU-14 Suzaku [75] (Proto)
11	Raiden II* (3145-NTNU)	S-8 Sai [40] (3039)	MIK-O Tatsu* [70] (3067)	KOS-1A Koroshiya [95] (3145)
12	Zou (3145)	S-4 Sai [40] (3039)	ON-2 Oni [55] (3067)	SU-14 Suzaku [75] (Proto)
13	Void (Minelayer) (Proto)	SB-31D Sabre [25] (Proto)	MIK-O Tatsu* [70] (3067)	KOS-1A Koroshiya [95] (3145)
14	Infiltrator Mk. II (Magnetic) (3085-ONN)	SL-22 Sholagar [35] (3039)	LCR-3 Lucifer III [65] (Proto)	HSCL-1-O Huscarl* [75] (3067)
15	Void (DCA) (3075)	S-4X Sai [40] (3039)	SL-18 Shilone [65] (3039)	EST-O Eisensturm* [95] (3067)
16	Zou (C3) (3145)	S-8 Sai [40] (3039)	ON-2 Oni [55] (3067)	STU-K10 Stuka [100] (3039)

FREE WORLDS LEAGUE

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	UM-69 UrbanMech [30] (3050U-I)	CNS-5M Cronus [55] (3067)	ANV-3M Anvil [60] (3055U)	BNC-3Mr Banshee [95] (3085-ONN)
3	WSP-3M Wasp [30] (3085-PP)	CDA-3MA Cicada [40] (3050U-I)	HRC-LS-9000 Hercules [70] (3055U)	LGB-7Q Longbow [85] (3058U-I)
4	SDR-7M Spider [30] (3050U-I)	B2-HND Bloodhound [45] (3067)	YMN-6Y Yeoman [60] (3060)	AWS-8M Awesome [80] (3050U-I)
5	LCT-6M Locust [20] (3085-PP)	SR-1 Strider* [40] (3058U-I)	OWR-3M Ostwar [65] (3085)	STK-5M Stalker [85] (3050U-I)
6	EGL-1M Eagle [25] (3060)	ICR-2S Icarus II [40] (3075-AoW)	ZU-G60 Anzu [60] (3145)	ALB-3U Albatross [95] (3055U)
7	LCT-5M3 Locust [20] (3145-NTNU)	VT-6M Vulcan [40] (3050U-I)	TMP-3M Tempest [65] (3055U)	T-IT-N10M Grand Titan [100] (3055U)
8	HMR-3M Hammer [30] (3055U)	SKW-6H Shockwave [50] (3145-NTNU)	PKM-2E Patriot [65] (3075)	NTL-AG Neanderthal [80] (3145)
9	SDR-8M Spider [30] (3050U-I)	TBT-8B Trebuchet [50] (3050U-I)	ON3-M Orion [75] (Proto)	STK-6M Stalker [85] (3050U-I)
10	HMR-3C Claw-Hammer [30] (3055U)	TR1 Wraith [55] (3055U)	CRN-7M Carronade [70] (3145)	ALB-3Ur Albatross [95] (3085-ONN)
11	JA-KL-55 Jackal [30] (3055U)	FS9-O Firestarter* [45] (3058U-I)	P1 Perseus* [75] (3067)	TR-XJ Trebaruna [95] (3085)
12	HMR-3P Pein-Hammer [30] (3055U)	VT-U3 Violator [45] (3145)	QKD-9M Quickdraw [60] (3145-NTNU)	BLR-5M BattleMaster [85] (3085-PP)
13	EGL-3M Eagle [25] (3060)	BCN-3R Buccaneer [55] (3060)	MAD-9M2 Marauder [75] (3085-PP)	T-IT-N13M Grand Titan [100] (3145-NTNU)
14	JA-KL-1532 Jackal [30] (3055U)	GST-50 Ghost [50] (3145-NTNU)	LFA-1A Pandarus [75] (Proto)	AWS-9Q Awesome [80] (3050U-I)
15	WLF-3M Wolfhound [35] (3085)	APL-4M Apollo [55] (Proto)	MA-1A Mortis [75] (3145)	LGB-13C Longbow [85] (3085-PP)
16	EGL-2M Eagle [25] (3060)	QSM-3D Quasimodo [55] (3145)	TYM-1A Toyama [75] (3060)	AWS-10KM Awesome [80] (3050U-I)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	J. Edgar (TAG) [25] (3058U-I)	Drillson [50] (3039)	Zhukov [75] (3058U-I)	Partisan Heavy (AC2) [80] (3039)
3	Harasser [25] (3039)	Partisan AA [50] (3145)	Manticore [60] (3039)	Ontos (LRM) [95] (3039)
4	GAL-102 Galleon [30] (3058U-I)	Hetzer [40] (3039)	SRM Carrier [60] (3039)	Heavy LRM Carrier [80] (3060)
5	Pegasus [35] (3039)	Vedette (Light Gauss) [50] (3058U-I)	Bulldog [60] (3039)	Ontos [95] (3039)
6	Cavalry [25] (3058U-I)	Hetzer (LB-X) [40] (3058U-I	Po (Light Gauss) [60] (3039)	Partisan Air Defense [80] (3058U-I)
7	Tufana [35] (3085)	Phalanx [40] (Proto)	Brutus (LRM) [75] (3058U-I)	Ontos (MML) [95] (3085-ONN)
8	Scimitar [35] (3039)	Partisan AA [50] (3145)	LRM Carrier (3055U) [60] (3058U-I)	Partisan Heavy (LRM) [80] (3039)
9	Packrat (ML) [20] (3039)	R10* [45] (3145)	Bardiche [70] (3145)	Ontos (3053) [95] (3058U-I)
10	Pegasus (3058) [35] (3058U-I)	Vedette (LB-X) [50] (3058U-I)	Merkava Mk. IX [75] (3075-AoW)	Bulwark (Original) [85] (3145)
11	Saracen [35] (3039)	R10* [45] (3145)	Bardiche [70] (3145)	Ontos (Light Gauss) [95] (3058U-I)
12	Saladin [35] (3039)	Condor (Upgrade Laser) [50] (3075)	Manticore (HPPC) [60] (3085-ONN)	Bulwark [85] (3145)
13	Cavalry (TAG) [25] (3058U-I)	R10* [45] (3145)	Bardiche [70] (3145)	Ontos (Fusion) [95] (3039)
14	Aeron [25] (3085)	JES I [50] (3075)	JES III [60] (3145)	JES II [95] (3085)
15	Tufana (iNarc) [35] (3085)	Partisan AA [50] (3145)	Bardiche [70] (3145)	Ontos (Light Gauss) [95] (3058U-I)
16	Mantis [15] (3060)	Phalanx [40] (Proto)	Brutus (PPC 2) [75] (3058U-I)	Ontos HEAT [95] (Proto)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Gladiator-S (Proto)	Cheetah F-10 [25] (3039)	F-90 Stingray [60] (3039)	EGL-R9 Eagle [75] (3075-AoW)
3	Gorilla Falcata (Vehicle)	Cheetah F-12S [25] (3039)	F-94 Stingray [60] (3039)	F-77 Deathstalker [80] (3075-AoW)
4	Achileus (WoB) (3058U-C)	Cheetah F-14S [25] (3039)	F-96R Stingray [60] (3145-NTNU)	EGL-R6 Eagle [75] (3075-AoW)
5	Kopis (AI) (3085)	Cheetah F-13 [25] (3039)	CSR-V12M Corsair [50] (3039)	EGL-R10 Eagle [75] (3075-AoW)
6	Longinus* (3058U-C)	PGD-R3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	EGL-R11 Eagle [75] (3075-AoW)
7	Longinus (Magnetic) (3085-ONN)	Cheetah F-11 [25] (3039)	LX-2 Lancer [50] (3067)	F-77a Deathstalker [80] (3075-AoW)
8	Achileus* (3058U-C)	Cheetah F-13 [25] (3039)	LX-3 Lancer [50] (3067)	EGL-R6b Eagle [75] (Klondike)
9	Ogre (3145)	PGD-Y3 Poignard [35] (3085)	AQA-1M Aquila [55] (3145)	SHV-O Shiva* [85] (3067)
10	Phalanx-A (3075)	Cheetah F-13 [25] (3039)	F-96R Stingray [60] (3145-NTNU)	F-77a Deathstalker [80] (3075-AoW)
11	Kopis (3085)	CSR-F100 Picaroon [35] (3145)	AQA-1M Aquila [55] (3145)	SHV-O Shiva* [85] (3067)
12	Ogre (Interdictor)	PGD-Y3 Poignard [35] (3085)	LX-3 Lancer [50] (3067)	F-700 Riever [100] (3039)
13	Kopis (AI Mk II) (3145-NTNU)	CSR-F100 Picaroon [35] (3145)	AQA-1M Aquila [55] (3145)	SHV-O Shiva* [85] (3067)
14	Kopis (Mortar) (3145-NTNU)	PGD-R3 Poignard [35] (3085)	LX-2 Lancer [50] (3067)	F-77a Deathstalker [80] (3075-AoW)
15	Phalanx-B (3075)	Cheetah F-11-RR [25] (3039)	F-95 Stingray [60] (3039)	HMR-HG Hammerhead [75] (3050U-C)
16	Tengu (ML) (3075)	S-HA-O Shade* [35] (3075)	S-RSL-O Rusalka* [65] (3075)	S-STR-O Striga* [85] (3075)

LYRAN COMMONWEALTH

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STM-R2 Storm Raider [35] (3145)	EFT-7X Eisenfaust [45] (3085)	CRS-9A Crossbow [60] (3075-AoW)	BWP-3A Ymir [90] (3075-AoW)
3	SL-1G Sling [25] (Klondike)	END-6Q Enfield [55] (3058U-I)	TDR-10S Thunderbolt [65] (3145-NTNU)	VTR-10S Victor [80] (3050U-I)
4	STO-4C Stiletto [35] (3067)	PXH-3S Phoenix Hawk [45] (3085-PP)	VR6-C Verfolger [65] (3067)	ZEU-9S2 Zeus [80] (3050U-I)
5	RZK-9S Razorback [30] (3067)	END-6S Enfield [55] (3058U-I)	TNS-6S Thanatos [75] (3067)	LGB-7V Longbow [85] (3058U-I)
6	DRT-6T Dart [25] (3085-ONN)	NGS-4S Nightsky [50] (3055U)	CRD-2R Crusader [65] (3075-AoW)	GUN-1ERD Gunslinger [85] (3055U)
7	STO-6S Stiletto [35] (Proto)	BZK-F5 Hollander II [45] (3055U)	BHKU-O Black Hawk-Ku* [60] (3058U-I)	ZEU-9T Zeus [80] (3050U-I)
8	BH-K306 Battle Hawk [30] (3055U)	LNX-9Q Lynx [55] (3058-SL)	DGR-3F Dragon Fire {75] (3058U-I)	PPR-5S Salamander [80] (3055U)
9	COM-7S Commando [25] (3050U-I)	STY-3C Starslayer [50] (3058-SL)	DFN-3C Defiance [75] (3075)	HA1-O Hauptmann* [95] (3060)
10	FS9-M4 Firestarter [35] (3145)	BZK-F7 Hollander II [45] (3055U)	SCG-WF1 Scourge [65] (3145)	BRZ-C3 Berserker [100] (3055U)
11	WLF-2H Wolfhound [35] (Proto)	GTL-1O Gauntlet* [55] (3145)	FLC-8R Falconer [75] (3055U)	TDK-7X Thunder Hawk [100] (3058-SL)
12	RZK-10T Razorback [30] (3067)	END-6Sr Enfield [55] (3085-ONN)	GTD-20S Götterdämmerung [75] (3145)	BLR-10S BattleMaster [85] (3085-PP)
13	SCB-9A Scarabus [30] (3055U)	PXH-7S Phoenix Hawk [45] (3085-PP)	VR6-T Verfolger [65] (3067)	HA1-O Hauptmann* [95] (3060)
14	WLF-4W Wolfhound [35] (3050U-I)	BTZ-3F Blitzkrieg [50] (3060)	BGS-3T Barghest [70] (3060)	NSR-9J Nightstar [95] (3058-SL)
15	MLR-BX Mjolnir [25] (3085)	NGS-6S Nightsky [50] (3055U)	URA-2A Ursa [65] (3145)	PPR-7T Salamander [80] (3145-NTNU)
16	SPR-ST Spector [35] (3058-SL)	HBK-6S Hunchback [50] (3050U-I)	NDA-3S No-Dachi [70] (3067)	ZEU-X4 Zeus X [80] (3145)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Scorpion [25] (3039)	Drillson (ERLL) [50] (3039)	Marsden II [60] (3075)	Fortune [80] (3067)
3	Hunter [35] (3039)	Condor (Upgrade) [50] (3075)	Patton [65] (3058U-I)	Demolisher [80] (3039)
4	Warrior H-9 [20] (3058U-I)	Vedette V7 [50] (Proto)	Marsden II-A [60] (3075)	Ontos [95] (3039)
5	Packrat [20] (3039)	Condor (Upgrade) (Laser) [50] (3075)	SRM Carrier (3054) [60] (3058U-I)	Sturmfeur (SRM) [85] (3039)
6	Savannah Master [5] (3039)	Condor (Laser Upgrade) [50] (3145-NTNU)	Marsden II-A (LB-X) [60] (3075)	Demolisher II [100] (3060)
7	Assault Hunter [35] (3058U-I)	Schildkröte [50] (3145)	Manticore (3055U) [60] (3058U-I)	Sturmfeur [85] (3039)
8	Saladin [35] (3039)	Vedette V9 (3145-NTNU)	Patton (Ultra) [65] (3058U-I)	DI Schmitt [80] (3145)
9	Hunter (3054) [35] (3058U-I)	Schildkröte [50] (3145)	Manteuffel* [70] (3067)	Sturmfeur (Heavy Gauss) [85] (3058U-I)
10	Warrior H-8 [20] (3058U-I)	Drillson (Streak) [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	DI Morgan [100] (3075)
11	Hunter (LRM10) [35] (3039)	Schildkröte (HPPC) [50] (3145)	Manteuffel* [70] (3067)	Sturmfeur (Heavy Gauss) [85] (3058U-I)
12	DI Multipurpose (Gunship) [25] (3145)	Fulcrum [50] (3058U-I)	Patton (Ultra) [65] (3058U-I)	DI Morgan (Gauss) [100] (3075)
13	Warrior H-9 [20] (3058U-I)	Zibler* [50] (3145)	Manteuffel* [70] (3067)	Sturmfeur (Heavy Gauss) [85] (3058U-I)
14	Savannah Master [5] (3039)	Condor (Laser) [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	Kelswa [95] (3145)
15	Assault Hunter [35] (3058U-I)	Condor (Upgrade) [50] (3075)	SRM Carrier (3054) [60] (3058U-I)	Sturmfeur [85] (3039)
16	Scorpion (LRM) [25] (3039)	Zibler* [50] (3145)	Rommel Howitzer [65] (Proto)	Gürteltier [100] (3085)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Smoothdavid III (Vehicle)	SYD-Z1 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	EGL-R11 Eagle [75] (3075-AoW)
3	GD Scout (3058U-C)	SYD-Z2 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	TRB-D50 Thunderbird [100] (3075-AoW)
4	Sloth (Interdictor) (3085-ONN)	CNT-3S Centurion [30] (3075-AoW)	F-94 Stingray [60] (3039)	EST-R3 Eisensturm [95] (3067)
5	GD Strike (Proto)	SYD-Z3A Seydlitz [20] (3039)	LCF-R16 Lucifer [65] (3039)	RPR-101 Rapier [85] (3050U-C)
6	Rottweiler (3075)	SYD-Z4 Seydlitz [20] (3039)	F-90S Stingray [60] (3039)	TFN-5H Typhoon [90] (3075-AoW)
7	Fenrir* (3058U-C)	SYD-Z2A Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075-AoW)	CHP-W7 Chippewa [90] (3039)
8	GD Standard* (3058U-C)	SYD-Z2B Seydlitz [20] (3039)	SL-27 Samurai [50] (3039)	TRB-D46 Thunderbird [100] (3075-AoW)
9	GD Infiltrator* (3145)	STM-O Sternensturm* [40] (3145)	MR-1S Morgenstern* [70] (3085)	EST-O Eisensturm* [95] (3067)
10	GD Heavy (3085-ONN)	WKT-1S Wildkatze [45] (Proto)	LCF-R20 Lucifer [65] (3039)	RPR-300 Rapier [85] (3050U-C)
11	Fenrir II* (3145)	STM-O Sternensturm* [40] (3145)	MR-1S Morgenstern* [70] (3085)	EST-O Eisensturm* [95] (3067)
12	Rottweiler (Upgrade) (3075)	WKT-1S Wildkatze [45] (Proto)	LCR-3 Lucifer III [65] (Proto)	TRB-D56 Thunderbird [100] (3075-AoW)
13	IS Standard (3058U-C)	STM-O Sternensturm* [40] (3145)	MR-1S Morgenstern* [70] (3085)	EST-O Eisensturm* [95] (3067)
14	Kopis (3085)	SYD-Z4 Seydlitz [20] (3039)	LCR-3 Lucifer III [65] (Proto)	CHP-W8 Chippewa [90] (3039)
15	Sloth Huntsman (3145-NTNU)	CNT-3S Centurion [30] (3075-AoW)	F-95 Stingray [60] (3039)	RPR-300S Rapier [85] (Proto)
16	Rottweiler (Firedrake) (3085-ONN)	SPR-6D Sparrowhawk [30] (3039)	LTN-G16S Lightning [50] (3075-AoW)	TRB-D36b Thunderbird [100] (Klondike)

MAGISTRACY OF TAURUS

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-1V Locust [20] (3039)	WHT-1 Whitworth [40] (3039)	BRM-5B Brahma [60] (3085)	LGB-0W Longbow [85] (3039)
3	WSP-8T Wasp [20] (3085-PP)	GRF-1N Griffin [55] (3039)	TDR-5S Thunderbolt [65] (3039)	STK-3F Stalker [85] (3039)
4	LCT-5V Locust [20] (3085-PP)	CLNT-3-3T Clint [40] (3050U-I)	ARC-6W Archer [70] (3085-PP)	VTR-9B Victor [80] (3039)
5	STG-6L Stinger [20] (3085-PP)	HCT-5D Hatchetman [45] (3050U-I)	OSR-4L Ostroc [60] (3085-PP)	LGB-7Q Longbow [85] (3058U-I)
6	TR-A-6 Toro [35] (3075-AoW)	MHL-X1 Marshal [55] (3060)	BRM-5A Brahma [60] (3085)	BNC-3MC Banshee [95] (3039)
7	ABS-4C Anubis [30] (3067)	PXH-4W Phoenix Hawk [45] (3085-PP)	RFL-9T Rifleman [60] (3085-PP)	STK-5M Stalker [85] (3050U-I)
8	WSP-7 MAF [20] (3085-PP)	GRF-4N Griffin [55] (3085-PP)	KSC-5MC Koschei [65] (3075-AoW)	VTR-9K Victor [80] (3039)
9	MEB-09 Ebony [25] (3085)	CAL-1MAF Calliope [40] (3145)	WHM-10T Warhammer [70] (3085-PP)	BLR-3M BattleMaster [85] (3085-PP)
10	CVR-A1 Cadaver [30] (3145)	MHL-6MC Marshal [55] (3060)	PEN-2H Penthesilea [75] (3085)	AS7-K2 Atlas [100] (3085)
11	ABS-5Y Anubis [30] (3145)	EYK-45A Eyleuka [55] (3075)	WHM-11T Warhammer [70] (3085-PP)	EMP-6A Emeror [90] (3058U-C)
12	CVR-T1 Cadaver [30] (3145)	AGT-1A Agrotera [50] (3145)	OSR-5C Ostroc [60] (3085-PP)	LGB-13C Longbow [85] (3085-PP)
13	ABS-5Z Anubis [30] (3145)	MHL-2L Marshal [55] (3060)	CES-3R Caesar [70] (3050U-I)	BLR-4L BattleMaster [85] (3085-PP)
14	GRM-01C Garm [35] (3060)	EYK-45B Eyleuka [55] (3075)	TDR-9T Thunderbolt [65] (3085-PP)	STK-9A Stalker II [85] (3145)
15	VLK-QT2 Valkyrie [30] (3085-PP)	MHL-3MC Marshal [55] (3145-NTNU)	PEN-2MAF Penthesilea [75] (3085)	PLG-5Z Pillager [100] (3058U-C)
16	GRM-01A2 Garm [35] (3060)	ASN-30 Assassin [40] (3050U-I)	PTR-4D Penetrator [75] (3055U)	HWK-4F Hawkwolf [80] (3145)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Gabriel (TDF) [5] (3050U-C)	Goblin (SRM) [45] (3039)	LRM Carrier (3055U) [60] (3058U-I)	SturmFeur [85] (3039)
3	Maultier (Fusion) [15] (3058U-C)	JES I [50] (3075)	AC/2 Carrier [60] (3039)	Schrek [80] (3039)
4	J. Edgar (Flamer) [25] (3039)	Goblin [45] (3039)	Po [60] (3058U-I)	Partisan Heavy (AC/2) [80] (3039)
5	Cyrano [30] (3050U-C)	Gladius [40] (3060)	Laser Carrier [60] (3039)	Demolisher (Defensive) [80] (3039)
6	Tamerlane [25] (3075)	Goblin II [45] (3058U-I)	Pike [60] (3039)	Partisan Heavy [80] (3039)
7	Plainsman [35] (3058U-I)	Vedette (Ultra) [50] (3058U-I)	Po (Light Gauss) [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
8	Lamprey [30] (3145)	Light SRM Carrier [40] (3060)	Pike (AC5) [60] (3039)	Ontos [95] (3039)
9	Heavy Hover APC (Scout Tank) [20] (3060)	Gladius II [40] (3060)	Manticore [60] (3039)	Glory [85] (3067)
10	Cyrano (ML) [30] (3050U-C)	Fulcrum III [50] (3085-ONN)	LRM Carrier [60] (3039)	Heavy MML Carrier [80] (3060)
11	J. Edgar [25] (3039)	Fulcrum II [50] (3058U-I)	Assault Pike [60] (3058U-I)	Glory (3090) [85] (3145-NTNU)
12	Cyrano (Plasma) [30] (3050U-C)	Fulcrum [50] (3058U-I)	Pike (Missile) [60] (3039)	Rhino (ML) [80] (3050U-I)
13	Plainsman (Scout) [35] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Bulldog [60] (3039)	JES II [95] (3085)
14	J. Edgar (MG) [25] (3039)	Predator (Original) [45] (3145)	SRM Carrier [60] (3039)	Schrek (Armor) [80] (3085-ONN)
15	Plainsman (Streak) [35] (3039)	Hasek [40] (3145)	Po II [60] (3085)	Heavy NLRM Carrier [80] (Proto)
16	Gabriel [5] (3050U-C)	Regulator II [50] (3085)	Zhukov [75] (3058U-I)	Behemoth II (Support) [100] (3145)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Theseus (RL)* (3075)	TR-7p Thrush [25] (3039)	HCT-213 Hellcat [60] (3075-AoW)	TBR-D36 Thunderbird [100] (3075-AoW)
3	Leonidas* (3145)	F-12-S Cheetah [25] (3039)	TR-10 Transit [50] (3039)	CHP-W5 Chippewa [90] (3039)
4	Theseus Killshot (3085-ONN)	CNT-2D Centurion [30] (3075-AoW)	LTN-G15 Lightning [50] (3075-AoW)	F-100a Riever [100] (3039)
5	Fa Shih* (3058U-C)	F-10 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	TR-13A Transgressor [75] (3039)
6	IS Standard* (3058U-C)	SB-27 Sabre [25] (3075-AoW)	LTN-G16T Lightning [50] (3075-AoW)	CHP-W5 Chippewa [90] (3039)
7	Theseus* (3075)	SYD-Z1 Seydlitz [20] (3039)	CMT-4U Troika [65] (3067)	CHP-W7 Chippewa [90] (3039)
8	Theseus (RL)* (3075)	TR-7 Thrush [25] (3039)	LTN-G16T Lightning [50] (3075-AoW)	CHP-W7T Chippewa [90] (3039)
9	Asterion* (3075)	TR-7p Thrush [25] (3039)	CMT-3T Troika [65] (3067)	MNG-8L Mengqín [95] (3085)
10	Asterion (Upgrade)* (3085-ONN)	SYD-Z1 Seydlitz [20] (3039)	CMT-4U Troika [65] (3067)	CHP-W7T Chippewa [90] (3039)
11	Amazon* (3145)	SYD-Z4 Seydlitz [20] (3039)	CMT-7T Troika [65] (3145-NTNU)	MNG-8L Mengqín [95] (3085)
12	IS Standard* (3058U-C)	DARO-1 Dagger* [45] (3067)	CMT-3T Troika [65] (3067)	CHP-W7 Chippewa [90] (3039)
13	Asterion (Upgrade)* (3085-ONN)	TR-8 Thrush [25] (3039)	LTN-G16T Lightning [50] (3075-AoW)	F-77a Deathstalker [80] (3075-AoW)
14	Theseus Killshot (3085-ONN)	DARO-1 Dagger* [45] (3067)	CMT-7T Troika [65] (3145-NTNU)	MNG-8L Mengqín [95] (3085)
15	Phalanx-A (3075)	SYD-Z4 Seydlitz [20] (3039)	CMT-6T Troika [65] (3067)	F-77a Deathstalker [80] (3075-AoW)
16	Ogre (3145)	SPR-6D Sparrowhawk [30] (3039)	DFC-O Defiance* [55] (3067)	STU-D6 Stuka [100] (3039)

OUTWORLDS PACT

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	LCT-1V Locust [20] (3039)	SHD-2D2 Shadow Hawk [55] (3085-PP)	MAD-3D Marauder [75] (3039)	VTR-9B Victor [80] (3039)
3	WSP-1K Wasp [20] (3039)	WVR-6D Wolverine [55] (3039)	ARC-6W Archer [70] (3085U-PP)	BNC-3E Banshee [95] (3039)
4	HER-1S Hermes [30] (3050U-C)	DV-6M Dervish [55] (3039)	HD-2F Hound [70] (3145)	STK-3F Stalker [85] (3039)
5	WSP-1D Wasp [20] (3039)	GRF-1N Griffin [55] (3039)	MLN-1B Merlin [60] (3058-I)	CGR-1A9 Charger [80] (3039)
6	JVN-11P Javelin [30] (3145-NTNU)	HBK-4G Hunchback [50] (3039)	CPLT-H2 Catapult [65] (3050U-I)	HWK-4F Hawkwolf [80] (3145)
7	WSP-3P Wasp [20] (3145-NTNU)	WTH-1H Whitworth [40] (3050U-I)	MLN-1A Merlin [60] (3058U-I)	CGR-2A2 Charger [80] (3050U-I)
8	JR7-K Jenner [35] (3050U-I)	CN9-D Centurion [50] (3050U-I)	JM6-DGr JagerMech [65] (3050U-I)	GOL-2H Goliath [80] (3085-PP)
9	WSP-3A Wasp [20] (3085-PP)	HBK-5H Hunchback [50] (3050U-I)	HRC-LS-9001 Hercules [70] (3055U)	MAL-2R Mauler [90] (3050U-I)
10	THE-N Thorn [20] (3050U-C)	PXH-3M Phoenix Hawk [45] (3085-PP)	BMB-12D Bombardier [65] (3050U-C)	AS7-K Atlas [100] (3050U-I)
11	NTK-2Q Night Hawk [35] (3058-SL)	CN10-B Centurion [55] (3050U-I)	MLN-1C Merlin [60] (3058U-I)	VTR-9K Victor [80] (3050U-I)
12	JVN-10N Javelin [30] (3039)	AVL-10 Avalanche* [50] (3145)	BL-12-KNT Black Knight [75] (3050U-C)	GOL-6H Goliath [80] (3085-PP)
13	MON-66 Mongoose [25] (3050U-C)	GRF-4N Griffin [55] (3085-PP)	JM6-H JagerMech [65] (3050U-I)	BLR-3M BattleMaster [85] (3085-PP)
14	JA-KL-1532 Jackal [30] (3055U)	STH-1D Stealth [45] (3055U)	ARC-4M Archer [70] (3085U-PP)	LGB-12C Longbow [85] (3085-PP)
15	RK-4T Rokurokubi [35] (3145)	WVR-7D Wolverine [55] (3085-PP)	CRD-4BR Crusader [65] (3085-PP)	AWS-8Q Awesome [80] (3039)
16	HVC-P6 Havoc [35] (3145)	SHD-3K Shadow Hawk [55] (3085-PP	BMB-05A Bombardier [65] (3050U-C)	BLR-K4 BattleMaster [85] (3085-PP)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Kruger (Original) [10] (3145)	Goblin [45] (3039)	AC/2 Carrier [60] (3039)	Partisan Heavy [80] (3039)
3	Centipede (SRM) [20] (3058U-I)	Gladius [40] (3060)	SRM Carrier [60] (3039)	Ontos [95] (3039)
4	Scorpion (SRM) [25] (3039)	Vedette (Liao) [50] (3039)	LRM Carrier [60] (3039)	SturmFeur [85] (3039)
5	GAL-100 Galleon [30] (3058U-I)	Condor (Davion) [50] (3039)	Laser Carrier [60] (3039)	Demolisher (MRM) [80] (3058U-I)
6	Scorpion [25] (3039)	Hetzer (AC/10) [40] (3039)	Bulldog [60] (3039)	Behemoth [100] (3039)
7	Saracen [35] (3039)	JES I [50] (3075)	LRM Carrier (3055U) [60] (3058U-I)	JES II (Support) [95] (3145-NTNU)
8	Scorpion (LRM) [25] (3039)	Light SRM Carrier [40] (3060)	SRM Carrier (3054) [60] (3058U-I)	Schrek AC [80] (3039)
9	Pegasus (3058) [35] (3058U-I)	Light Thunderbolt Carrier [40] (3060)	Po [60] (3058U-I)	Demolisher [80] (3039)
10	Saladin [35] (3039)	Hetzer [40] (3039)	Manticore [60] (3039)	Schrek [80] (3039)
11	Striker [35] (3039)	Vedette [50] (3039)	Zhukov [75] (3058U-I)	Heavy LRM Carrier [80] (3060)
12	Scimitar [35] (3039)	Prowler (Support) [55] (3085)	Brutus (HPPC) [75] (3085-ONN)	Partisan Air Defense [80] (3085-ONN)
13	Harasser [25] (3039)	Vedette (AC2) [50] (3039)	Tokugawa [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
14	Plainsman [35] (3058U-I)	Sabaku Kaze [50] (3075-AoW)	Po (LB-X) [60] (3058U-I)	Ontos (MML) [85] (3085-ONN)
15	Tamerlane [25] (3075)	Vedette (Cell) [50] (3085-ONN)	AC/2 Carrier (LB-X) [60] (3058U-I)	Heavy MML Carrier [80] (3060)
16	Kruger [10] (3145)	Hetzer (LB-X) [40] (3058U-I)	Pike [60] (3039)	Partisan Air Defense (LRM) [80] (3085-ONN)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Tunnel Rat IV* (Vehicle)	S-3 Sai [40] (3039)	SL-25 Samurai [50] (3039)	TBR-D46 Thunderbird [100] (3075-AoW)
3	Kage* (3058U-C)	SPR-8H Sparrowhawk [30] (3039)	SL-17 Shilone [65] (3039)	EGL-R6 Eagle [75] (3075-AoW)
4	Infiltrator Mk. I (3058U-C)	SB-27 Sabre [30] (3075-AoW)	SL-25 Samurai [50] (3039)	STU-K15 Stuka [100] (3039)
5	GD Scout (3058U-C)	CNT-1D Centurion [30] (3075-AoW)	HCT-213 Hellcat [60] (3075-AoW)	SL-15A Slayer [80] (3039)
6	Cavalier* (3058U-C)	TRN-3T Trident [20] (2050U-C)	LTN-G15 Lightning [50] (3075-AoW)	SL-15 Slayer [80] (3039)
7	IS Standard* (3058U-C)	SYD-Z4 Seydlitz [20] (3039)	SL-26 Samurai [50] (3039)	F-100a Riever [100] (3039)
8	Raiden* (3058U-C)	S-7 Sai [40] (3039)	HCT-313 Hellcat [60] (3075-AoW)	STU-K5 Stuka [100] (3039)
9	Spectre (3145)	CRX-O Corax* [30] (3067)	LTN-G160 Lightning [50] (3075-AoW)	F-100b Riever [100] (3039)
10	Raiden (AI) (3085)	SPR-H5 Sparrowhawk [30] (3039)	LCF-R16KR Lucifer II [65] (3039)	SL-15R Slayer [80] (3039)
11	Spectre (3145)	CRX-O Corax* [30] (3067)	SL-26 Samurai [50] (3039)	F-700 Riever [100] (3039)
12	Ravager (3085)	SL-21 Sholagar [35] (3039)	SL-17R Shilone [65] (3039)	STU-K10 Stuka [100] (3039)
13	GD Standard (3058U-C)	CRX-O Corax* [30] (3067)	SL-27 Samurai [50] (3039)	TR-13A Transgressor [75] (3039)
14	Spectre (3145)	RGU-133LP Rogue [40] (3050U-C)	ON-1 Oni [55] (3067)	CHP-W7 Chippewa [90] (3039)
15	Marauder (3145)	SPR-H5K Sparrowhawk [30] (3039)	CSR-V14 Corsair [50] (3039)	TR-16 Transgressor [75] (3039)
16	Kanazuchi* (3058U-C)	SL-21L Sholagar [35] (3039)	LTN-G160 Lightning [50] (3075-AoW)	STU-D7 Stuka [100] (3039)

RIM FEDERATION

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	FLE-19 Flea [20] (3050U-I)	CRB-27 Crab [50] (3075-AoW)	ARC-5S Archer [70] (3085-PP)	RMP-2G Rampage [85] (JC)
3	LCT-3S Locust [20] (3085-PP)	CBR-03 Cobra [45] (3060)	GLH-3D Galahad [60] (3075-AoW)	STK-5S Stalker [85] (3050U-I)
4	COM-2Dr Commando [25] (3085-ONN)	PX-4R Phoenix [45] (3075-AoW)	CRD-5S Crusader [65] (3085-PP)	BLR-3S BattleMaster [85] (3085-PP)
5	MLR-B2 Mjolnir [25] (3085)	CMA-1S Chimera [40] (3067)	GHR-5H Grasshopper [70] (3039)	ZEU-9S Zeus [80] (3050U-I)
6	JKR-9R Jackrabbit [25] (3075-AoW)	PX-3R Phoenix [45] (3075-AoW)	MAD-1R Marauder [75] (3075-AoW)	TI-1Ar Titan [100] (3145-NTNU)
7	LCT-1V2 Locust [20] (3085-PP)	ST-14G Stag [45] (JS)	TDR-9S Thunderbolt [65] (3085-PP)	RMP-5G Rampage [85] (JC)
8	COM-4H Commando [25] (3050U-I)	MCY-100 Mercury II [40] (JS)	EXC-C1 Excalibur [70] (3058-SL)	SPT-N2 Spartan [80] (3058-SL)
9	BZK-F3 Hollander [35] (3055U)	KY2-D-02 Kyudo [45] (3075-AoW)	AEM-01 Dragoon [70] (LoT II)	MSK-8B Mackie [100] (3075-AoW)
10	TLN-5W Talon [35] (3058-SL)	KW1-LH3 Lineholder [55] (3058U-I)	WR-DG-02FC War Dog [75] (3055U)	BNC-5S Banshee [95] (3050U-I)
11	TLN-6W Talon [35] (3085-ONN)	UZL-2S Uziel [50] (3067)	BHKU-O Black Hawk-Ku* [60] (3058U-I)	RMP-4G Rampage [85] (JC)
12	WGT-1LAW/SC Wight [35] (3075)	PXH-1b Phoenix Hawk [45] (3075-AoW)	BNDR-01A Bandersnatch [75] (3055U)	KGC-009 King Crab [100] (3145)
13	VLK-QS5 Valkyrie [35] (3085-PP)	GRM-R-PR29 Grim Reaper [55] (3055U)	OSR-4C Ostroc [60] (3085-PP)	TI-2P Titan II [100] (3075)
14	WSP-1S Wasp [20] (3085-PP)	MON-267 Mongoose II [40] (3075)	VR5-R Verfolger [65] (3067)	EMP-6S Emperor [90] (3058-SL)
15	UM-R63 UrbanMech [30] (3050U-I)	CLN-7W Chameleon [50] (3058U-I)	SCG-WD1 Scourge [65] (3145)	BRZ-A3 Berserker [100] (3055U)
16	STG-3Gb Stinger [20] (Klondike)	HOP-4Cb Hoplite [55] (Klondike)	CRD-8S Crusader [65] (3085-PP)	SGH-2H Shogun [85] (Klondike)

VEHICLES

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Rotunda [20] (3050U-C)	Partisan AA [50] (3145)	Magi [70] (3050U-C)	Sturmfeur [85] (3039)
3	Hunter [35] (3039)	Condor (Upgrade) [50] (3075)	Demon (PPC) [60] (3050U-C)	Alacorn Mk III [95] (3058U-I)
4	Centipede [20] (3058U-I)	Vedette (NETC) [50] (3058U-I)	Marsden II [60] (3075)	DI Schmitt [80] (3145)
5	Blizzard [25] (3058U-I)	Hetzer [40] (3039)	Rommel [65] (3039)	Fortune [80] (3067)
6	Karnov UR (Periphery) [30] (3058U-I)	Demon (Armor) [45] (3145-NTNU)	LB-X Carrier [60] (LoT II)	Alacorn Mk IV [95] (3058U-I)
7	Ignis (SRM) [30] (3075-AoW)	Stygian [40] (3067)	Marsden II-A (LB-X) [60] (3075)	Partisan [80] (3039)
8	Cavalry [25] (3058U-I)	Glaive [45] (3067)	Manticore [60] (3039)	Rhino [80] (3050U-C)
9	Hawk Moth [25] (3060)	Vedette [50] (3039)	Merkava Mk. VIII [75] (3075-AoW)	Demolisher [80] (3039)
10	Vector [22] (LoT II)	Condor [50] (3039)	VNL-K65N Von Luckner [75] (3039)	Schrek [80] (3039))
11	Chevalier [35] (3060)	Drillson [50] (3039)	Manteuffel* [70] (3067)	Kelswa [95] (3145)
12	Cavalry (BA) [25] (3058U-I)	Condor (Laser) [50] (3058U-I)	Patton [65] (3039)	Partisan (LRM) [80] (3039)
13	Scimitar Mk II [35] (3145)	Zephyr [40] (3050U-C)	Demon [60] (3050U-C)	Fury [80] (3050U-C)
14	Lightning (ERML) [35] (3050U-C)	Myrmidon [40] (3060)	Burke [75] (3050U-C)	Rhino (MG) [80] (3050U-C)
15	Hunter [35] (3039)	Drillson (Streak) [50] (3058U-I)	Merkava Mk. IX [75] (3075-AoW)	PAT-005 Puma [95] (3050U-C)
16	Ripper (ERML) [10] (3050U-C)	Vedette V7 [50] (Proto)	Testudo [75] (3145)	DI Morgan [100] (3075)

BATTLE ARMOR / FIGHTERS

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Tornado G12 (3075)	SYD-Z1 Seydlitz [20] (3039)	F-90 Stingray [60] (3039)	STU-K15 Stuka [100] (3039)
3	Nighthawk Mk. XXI (3075)	SYD-Z2 Seydlitz [20] (3039)	GTHA-100 Gotha [60] (3050U-C)	TFN-3A Typhoon [90] (3075-AoW)
4	Sloth (3058U-C)	TRN-3T Trident [20] (3050U-C)	LCF-R15 Lucifer [65] (3039)	HMR-HE Hammerhead [75] (3050U-C)
5	GD Scout (3058U-C)	SYD-Z2A Seydlitz [20] (3039)	LCF-R20 Lucifer [65] (3039)	F-100b Riever [100] (3039)
6	Longinus (Magnetic) (3085-ONN)	SYD-Z3A Seydlitz [20] (3039)	F-94 Stingray [60] (3039)	TRB-D36 Thunderbird [100] (3075-AoW)
7	GD Standard* (3058U-C)	SPR-H5 Sparrowhawk [30] (3039)	SL-25 Samurai [50] (3039)	VLC-5N Vulcan [80] (3075-AoW)
8	Marauder (3145)	THK-53 Tomahawk [45] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)
9	Achileus* (3058U-C)	SPD-502 Spad [30] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	TRB-D50 Thunderbird [100] (3075-AoW)
10	Fenrir* (3058U-C)	THK-63 Tomahawk [45] (3050U-C)	GTHA-300 Gotha [60] (3050U-C)	CHP-W7 Chippewa [90] (3039)
11	Ravager (3085)	SYD-Z3A Seydlitz [20] (3039)	IRN-SD1 Ironsides [65] (3050U-C)	VLC-6N Vulcan [80] (3075-AoW)
12	IS Standard* (3058U-C)	ZRO-114 Zero [35] (3050U-C)	LCF-R16 Lucifer [65] (3039)	RPR-100 Rapier [85] (3050U-C)
13	Kopis (AP) (3085)	SPD-503 Spad [30] (3050U-C)	LTN-G16S Lightning [50] (3075-AoW)	VLC-8N Vulcan [80] (3075-AoW)
14	Ravager (LRM) (3145-NTNU)	WKT-1S Wildkatze [45] (Proto)	IRN-SD2 Ironsides [65] (3050U-C)	HMR-HF Hammerhead [75] (3050U-C)
15	Kopis (3085)	STM-O Sternensturm* [40] (3145)	MR-1S Morgenstern* [70] (3085)	EST-O Eisensturm* [95] (3067)
16	Djinn (3075)	SB-28 Sabre [25] (3075-AoW)	F-95 Stingray [60] (3039)	TFN-5H Typhoon [90] (3075-AoW)

ROLE-PLAYING RULES

The following rules for the Dark Age era cover role-playing campaigns using (and sometimes modifying) the core rules primarily found in *A Time of War*.

[*Developer's Note: Given that this is an alternate setting thrown together for the sake of a single adventure, a more in-depth approach to character creation was simply not possible due to time constraints. The following is therefore a crude guide.*]

Creating Characters in the Empires Aflame Setting

When creating characters for the Empires Aflame setting, use the same rules outlined in *A Time of War*, but with the exceptions described below.

New Affiliation: Terran Supremacy (House DeChavilier)

Module Cost: 150 XP

Centered on the birthplace of humanity itself, the Terran Supremacy was the resurrection of House Cameron's Terran Hegemony from the ashes of the Star League's collapse. While many in the original Hegemony welcomed DeChavilier's forceful return to power in the wake of the Amaris Crisis, the vengeance-fueled campaign against the other Houses swiftly showed the rest of the Inner Sphere that Terra was an enemy to be feared and respected.

Led by the descendants of Aaron DeChavilier, the Supremacy has maintained enough of its technological and military edge over the other Houses to survive even protracted wars against enemies from both sides, and has even managed to conquer large swaths of each realm's territory in the bargain. To the Supremacy leadership, the border world regions—often rife with remnants of their original cultures and political systems, tend to be viewed as occupied territories or buffer zones, rather Though many on their abandoned worlds now live under the banners of the nearest conquering neighbor realms, there remains the hope that Devlin Stone's great experiment will soon return from its isolation to reclaim its former glory and restore the age of peace that followed the horrors of the Jihad.
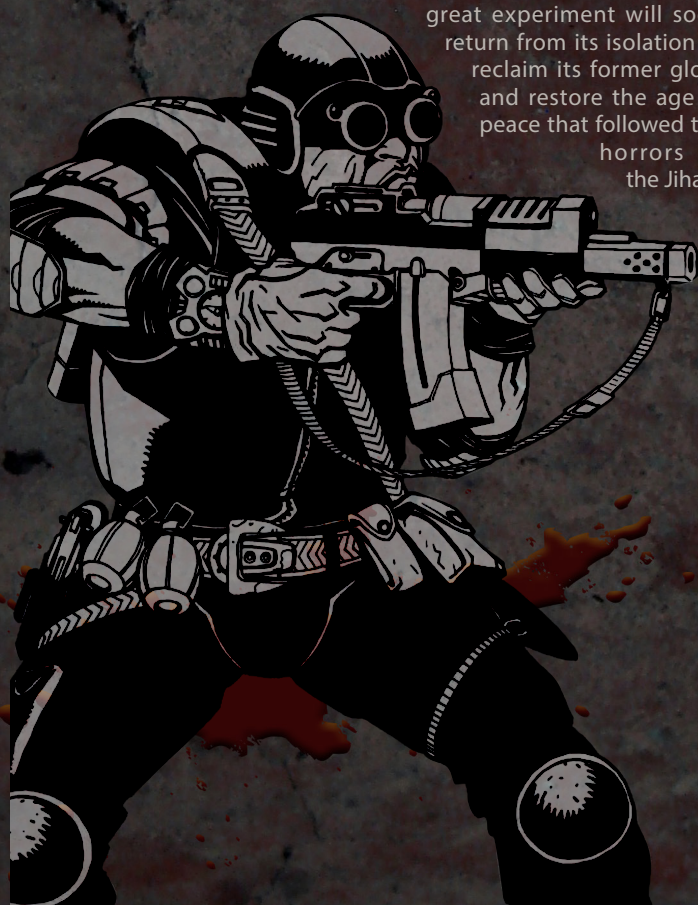
The following rules apply to any characters hailing from the Terran Supremacy affiliation. For creation purposes, a Terran Homeworlder is any Terran Supremacy character born on the worlds, moons, or asteroids in the Terran solar system. Border World Terrans are those who are born on any Supremacy world within 30 light-years of a neighboring realm. All other characters born within the Terran Supremacy who do not fall into the Homeworlder or Border World Terran category are considered to be Core World Terrans.

Primary Language: English
Secondary Languages: Any
Fixed XPs: [Attributes] INT (+50 XP), WIL (+50 XP); [Traits] Equipped (+100 XP), Reputation (+100 XP); [Skills] Language/Any (+10 XP), Interest/Any (+10 XP), Protocol/Terran (+15 XP)

Terran Supremacy Sub-Affiliations

Core World Terran: [Attributes] EDG (–75 XP); [Traits] Wealth (+45 XP); [Skills] Interest/Terran History (+25 XP), Negotiation (+10 XP); Protocol/Nearest Realm (+10 XP), +10 XP each to any two other Skills.

Border World Terran: [Attributes] EDG (–25 XP), +50 XP to any Attribute other than EDG; [Traits] Connections (+25 XP), Reputation (–100 XP), Wealth (+25 XP); [Skills] Interest/Terran History (+10 XP), Language/Primary Language of Nearest Realm (+15 XP), Negotiation (+10 XP); Protocol/Nearest Realm (+10 XP), +15 XP to any other Skill

Terran Homeworlder: [Attributes] INT (+50 XP), WIL (+50 XP), EDG (–145 XP); [Traits] Compulsion/Terran Arrogance (–100 XP); [Skills] Language/English (+15 XP), Language/Any (+15 XP), +10 to any 2 other Skills

Flexible XPs: None

Additional Terran Affiliation Notes: Characters that take Terran Supremacy/Terran Homeworlder must choose and apply the modifiers for one of the following Terran sub-affiliations as found on p. 62, *AToW*: Belter, Lunar Citizen, Martian Citizen, Outer System Citizen, Terran Citizen.

Confederated Suns

Confederated Suns characters may be created using the Capellan Confederation or Federated Suns affiliations, reflecting the half of the realm from which the character hails. Characters who choose to hail from the Capellan half of the realm may not choose the Liao Commonality, while characters hailing from the Federated Suns half may not choose the Draconis March.

The primary languages of the Confederated Suns are *both* English and Mandarin Chinese, so characters must at least divide their initial Language XPs between those two. Furthermore, replace any Compulsions that direct the character to hate the opposing core state (e.g. the Sian Commonality's Hatred of Federated Suns, or the Capellan March's Hatred of Capellan Confederation) with a similar Compulsion aimed at the nearest neighbor state to the character's birthplace.

Citizenship requirements now apply to all members of the Confederated Suns for characters who wish to take the Military School Stage 2 module, or *any* Stage 3 module, regardless of which half of the realm they hail from. Child labor was formally abolished in the Confederated Suns, so the child labor rule may not be used for Confederated Suns characters.

Module Restrictions: Regardless of which half of the realm they come from, Confederated Suns characters may use modules ordinarily restricted to either the Capellan Confederation or the Federated Suns, so long as all other conditions are met.

Draconis Combine

Draconis Combine characters may be created using the Draconis Combine affiliation only. This restriction applies even to characters who choose to hail from the Rasalhague part of the realm. Combine characters may not select the Azami or Dieron District sub-affiliations (as they are both part of the Terran Supremacy in this setting).

Characters who hail from the Rasalhague district must choose the Pesht District sub-affiliation, but may elect to treat their primary language—as Swedish as long as they end character creation with at least a Skill level of 1 in Language/Japanese as well.

Replace any Compulsions or Skills that reference the Clans (e.g. the Pesht District's Hatred of Clans) with a similar Compulsion or Trait that references the nearest neighbor state to the character's birthplace.

Free Worlds League

Free Worlds League characters may be created using the Free Worlds League, the Lyran Alliance/Bolan Province *or* the Major Periphery/Marian Hegemony affiliations, reflecting the part of the realm from which the character hails. Characters who use the main Free Worlds League affiliation may choose any of the standard sub-affiliations for that realm as specified in *AToW*.

Characters who choose to hail from the Marian Hegemony region, or the Lyran/Bolan region must substitute all Skill and Trait references to the Marian Hegemony or Lyran states (as appropriate) with an equivalent Skill or Trait referencing the Free Worlds instead. Any Hatred Compulsions directed against the Free Worlds by those sub-affiliations must be directed at the nearest neighboring non-Free Worlds realm instead.

Regardless of the region chosen, the primary language for all Free Worlds League characters is English. Furthermore, replace any Compulsions that identify the character as an "Atrean Opponent" should instead refer to the character as a "Marik Opponent".

Lyran Commonwealth

Lyran Commonwealth characters may be created using the Lyran Alliance affiliation only. Lyran characters may not choose to hail from the Bolan or Skye Provinces, as they have been seized by the Free Worlds League and Terran Supremacy, respectively.

Replace any Compulsions or Skills that reference the Clans (e.g. the Coventry Province's Hatred of Clans) with a similar Compulsion or Trait that references the Draconis Combine.

Magistracy of Taurus

Magistracy of Taurus characters may be created using the Magistracy of Canopus or Taurian Concordat sub-affiliations of the Major Periphery State affiliation, reflecting the half of the realm from which the character hails. Note that this also covers Fronc Reaches characters and Calderon Protectorate characters, as appropriate. The cost for this affiliation is increased by 50 XP.

Replace any Traits or Skills that refer to the Concordat to reference the Magistracy instead. Additionally, apply a total of +50 XP to any of the negative-value Traits the character receives as a consequence of his affiliation. (For example, a Canopian-born character may apply +25 XP to Illiterate—thus wiping out that Trait—and another +25 XP to his Reputation, changing its initial value from –125 XP to –100 XP; a Concordat-born character, alternatively, could apply those 50 XP to either of his –75-XP Compulsions Traits, or wipe out the standard –50 XP applied to the Equipped Trait for any Periphery character.)

Citizenship requirements now apply to all members of the Magistracy of Taurus for characters who wish to take the Military School Stage 2 module, or *any* Stage 3 module, regardless of which part of the realm they hail from.

Module Restrictions: Regardless of which half of the realm they come from, Magistracy of Taurus characters may use modules ordinarily restricted to either the Magistracy of Canopus or the Taurian Concordat, so long as all other conditions are met.

Outworlds Pact

Outworlds Pact characters may be created using the standard rules for the Major Periphery State/Outworlds Alliance affiliation. The cost for this affiliation is increased by 50 XP.

Apply a total of +50 XP to either/both of the negative-value Traits the character receives as a consequence of his affiliation (i.e., the character's Wealth or Equipped Traits).

Finally, if any Outworlds Pact character receives the Title Trait, he automatically receives –100 XP to his Reputation Trait as a result.

Rim Federation

Rim Federation characters may be created using the standard rules for the Lyran Alliance/Alarion Province affiliation, the Minor Periphery/Rim Collection, or the Major Periphery/Circinus Federation affiliations. If the character chooses the Rim Collection or Circinus Federation affiliations, increase the affiliation's cost by 50 XP

Rim Federation characters who use the Circinus Federation affiliation must ignore the INT, Reputation, and Toughness Traits applied by that affiliation (the XPs negate each other entirely in this case), and may apply another +50 XP to any remaining negative-value Traits received as a consequence of their sub-affiliation.

Rim Federation characters who use the Rim Collection affiliation must ignore the INT, Reputation, and Toughness Traits applied by that affiliation (the XPs negate each other entirely in this case), and may apply another +50 XP to any remaining negative-value Traits received as a consequence of their sub-affiliation.

All Traits or Skills that refer to their original parent states (e.g. Protocol or Streetwise) must refer instead to the Federation.

Independent Affiliations

Only the Generic, Mercenary, Pirate, and Spacer sub-affiliations are available to choose from when creating an Independent-affiliated character in the Empires Aflame setting.

Life Modules

No Character may take any Module related to the Clans, ComStar, or Word of Blake affiliations, as these factions never existed in the Empires Aflame setting. These include Cloister Training, Word of Blake Service, and Goliath Scorpion Seeker.

If any other selected module directs the character to take a Trait that references a non-existent faction, the character must substitute an appropriate alternative faction from the ones featured above.

Economic Adjustments for the Empires Aflame Setting

To reflect the economics of the Empires Aflame setting when purchasing equipment for a new character or later on in a campaign, it is important to modify the price and availability of said equipment accordingly. The following sketches out how to adjust the values for salaries, costs, and availability of all equipment presented in *A Time of War*.

Salary Adjustments

The Salary Multipliers Table provided here is broken down by general professional classes, and is designed for compatibility with both the Salary and Price Tables that have been published in the Handbook series, as well as the military salaries outlined in *A Time of War* (see p. 335, *AToW*). If questions regarding where a character's profession falls among these general classes, the gamemaster must decide what modifiers apply.

SALARY AND PRICE TABLE: EMPIRES AFLAME (CA. 3095)

Salary Multipliers	Multipliers	Price Multipliers Item Classification	Multipliers
Employment Type		**Item Type**	
Civilian, Slave/Servant	1.10	Melee and Archaic Weapons	0.98
Civilian, Minimum Wage	1.15	Small Arms and Support Weapons	1.75
Civilian, Blue Collar	1.20	Heavy (Vehicular) Weapons	3.45**
Civilian, White Collar	1.20	Explosives	3.05
Civilian, Medical/Technical	+0.10*	Personal Armor	1.20
Paramilitary, Police/Security	0.95	Electronics	2.00
Paramilitary, Militia	0.95	Power Packs and Rechargers	1.65
Military, Enlisted	0.90	Miscellaneous Gear	1.45
Military, Officer	0.90	Luxury Items (Entertainment and such)	2.10†
Military, Medical/Technical	+0.10*	Health Care	1.15
Battle Armor Infantry	+0.05	Prosthetics	3.85
		Drugs and Poisons	1.95
		Personal vehicle, Civilian	2.33
		Personal Vehicle, Paramilitary/Police	3.45
		Personal Vehicle, Military	4.25**

*For bleeding edge technology (such as experimental weapon design and maintenance), apply an additional +0.05 to the Salary Multiplier.

**For bleeding edge technology (such as experimental weapons), apply an additional +0.05 to the Price Multiplier; for Primitive technology (such as RetroTech units carrying no items with a Tech Rating of D or higher), apply a −0.20 to the Price Multiplier.

†Items identified as "Luxuries" are technically any not required for the character's survival or job duties. If in doubt, game-master determines what is classified as a luxury item.

Purchasing Equipment in the Empires Aflame setting

When purchasing equipment in the Empires Aflame setting, the first thing to verify is that the item exists to begin with. For starters, any item specifically identified as using the Clan technology base (regardless of its Tech Rating), or which has an Affiliation of "Clan" in its *AToW* equipment stats, is automatically unavailable in the Empires Aflame setting.

For all other items, consult the Costs and Availability section in *TechManual* (see pp. 274-301, *TM*) or find the item's Availability Codes in *A Time of War* (see pp. 254-324, *AToW*), but reduce the Availability ratings for all eras after the Star League by 1 level (to a minimum rating of A), unless the item has a Tech Rating of F. If the item lists an Extinction date before 3090, or possesses an Availability code of X for the Dark Age era (the last letter in the extended four-letter Equipment Availability ratings), it must be treated as if it has an Availability Code of F for this setting.

(For older items that do not have four-letter Availability ratings, a code of X in the last of the three-letter codes indicates that the item went extinct before 3095, unless the gamemaster decides otherwise.)

For items that are not of Clan manufacture, yet have a Tech Rating of F, only characters from the Terran Supremacy may obtain these items at their base Availability rating.

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. 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 C-bill) may find their exchange rates in the Currency Conversion Table. Simply multiply the amount of the foreign currency by the value under the Equivalent C-bill column to find the value of the player's currency.

CURRENCY CONVERSION TABLE: EMPIRES AFLAME

Affiliation	Currency	Equivalent C-bill*
Major Powers		
Confederated Suns	crown	0.85
Draconis Combine	*ryu*	0.75
Free Worlds League	eagle	0.90**
Lyran Commonwealth	*kroner*	0.95
Terran Supremacy	Terran dollar	1.00
Periphery Powers		
Magistracy of Taurus	bull	0.55
Outworlds Pact	*peso*	0.20
Rim Federation	*shekel*	0.47

*For reference only; there is no "C-bill" currency in the Empires Aflame setting
**Reduce exchange rate by 3D6x0.01 for purchases made in the Outer League Alliance regions

BATTLETECH
A TIME OF WAR

BENJAMIN EMORY

CATALYST game labs

PERSONAL DATA

Name: Lt. Colonel Benjamin Emory

Height: 1,850 cm **Weight:** 92 kg

Hair: Black **Eyes:** Gray

Player: NPC

Affiliation: Terran Supremacy

Extra: Pilots an ODS-1A *Odysseus* (uses same stats and appearance as a TYM-1A *Toyama*)

ATTRIBUTES

Attribute	Score	Link	XP
STR	6	0	
BOD	5	0	
RFL	6	0	
DEX	6	0	
INT	7	+1	
WIL	7	+1	
CHA	7	+1	
EDG	5	0	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Compulsion/Hates Marik	-1	p.110	
Connections	4	p.111	
Enemy	-2	p.113	
Patient	1	p.121	
Rank (O5)/Lt. Colonel	8	p.123	
Reputation	1	p.124	
Vehicle/Heavy 'Mech	6	p.128	

COMBAT DATA

Condition Monitor

Standard Damage: ○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○○○

Stun: ○   Unconscious: ○

Movement (Meters per Turn)

Walk: 11   Climb: 7

Run/Evade: 23   Crawl: 3

Sprint: 46   Swim: 11

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
Fatigues	(T/A/L):	TSDF Kit	(3/4/4/3)
Cooling Suit	(T/A/L):	MechWarrior	(2/2/1/1)
	( ):		(_/_/_/_)
	( ):		(_/_/_/_)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+4	OM/2D	(Melee)	N/A	
Dagger	+4	1M/1	(Melee)	N/A	
Laser Pistol	+5	4E/3	(15/35/80/225)	2 PPS	
		/_	(_/_/_/_)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Administration	4	INT+WIL	8 /SA	
Artillery	2	INT+WIL	8 /SA	
Career/Soldier	5	INT	7 /SB	
Comms/Conventional	2	INT	7 /SB	
Computers	2	INT	8 /CB	
Climbing	1	DEX	7 /SB	
Driving/Ground Vehicles	3	RFL+DEX	8 /SA	
Interest/History of IS	4	WIL+CHA	9 /CA	
Interest/Military History	5	WIL+CHA	9 /CA	
Interrogation	3	WIL+CHA	9 /CA	
Language/English	3	CHA	8 /SA	
Language/Navajo	3	CHA	8 /SA	
Leadership	5	WIL+CHA	8 /SA	
Martial Arts	4	RFL+DEX	8 /SA	
MedTech/General	3	INT	7 /SB	
Melee Weapons	4	RFL+DEX	8 /SA	
Navigation/Ground	3	INT	7 /SB	
Negotiation	4	CHA	8 /CB	
Perception	5	INT	7 /SB	
Protocol/Terran	5	WIL+CHA	9 /CA	
Running	2	RFL	7 /SB	
Small Arms	5	DEX	7 /SB	
Stealth	1	RFL+INT	8 /SA	
Support Weapons	2	DEX	7 /SB	
Swimming	0	STR	7 /SB	
Tactics/Ground	5	INT+WIL	9 /CA	
Technician/Electronic	2	INT+DEX	9 /CA	
Technician/Mechanical	2	INT+DEX	9 /CA	
Technician/Myomer	2	INT+DEX	9 /CA	
Training	5	INT+WIL	9 /CA	

BATTLETECH
A TIME OF WAR

MARY DURANT

CATALYST game labs

PERSONAL DATA

Name: Mary Durant
Height: 1,620 cm
Hair: Brown
Weight: 49 kg
Eyes: Blue
Player: NPC
Affiliation: Free Worlds League (Loyalist)
Extra: See bio in GM's Guide

ATTRIBUTES

Attribute	Score	Link	XP
STR	4	0	
BOD	5	0	
RFL	6	0	
DEX	7	+1	
INT	8	+1	
WIL	7	+1	
CHA	6	0	
EDG	4	0	

TRAITS (PERSONAL)

Trait	TP	Page Ref.	XP
Alternate Identity (Durant)	2	p.108	
Citizenship (Durant)	2	p.109	
Compulsion/Paranoia	-1	p.110	
Connections (Avitue)	7	p.111	
Connections (Durant)	8	p.111	
Enemy (Avitue)	-3	p.113	
Good Vision	1	p.118	
In For Life/Loki (Avitue)	-3	p.120	
Pain Resistance	3	p.121	
Reputation (Durant)	3	p.124	

COMBAT DATA

Condition Monitor
Standard Damage: ○○○○○○○○○○

Fatigue Damage: ○○○○○○○○○○○○○○

Stun: ○   Unconscious: ○

Movement (Meters per Turn)
Walk: 9   Climb: 9
Run/Evade: 23   Crawl: 3
Sprint: 46   Swim: 11

Personal Armor (Loc)		Armor Type	BAR (M/B/E/X)
None	(N/A):	Civilian	(0/0/0/0)
Concealed Ab/Flak	(Torso):	Alternate	(2/3/3/2)
	( ):		(_/_/_/_)
	( ):		(_/_/_/_)

Weapon	Skill	AP/BD	Range	Ammo	Notes
Martial Arts	+4	0M/1D	(Melee)	N/A	
Vibrodagger	+4	6M/2	(Melee)	1 PPS	
Nova Laser Pistol	+5	3B/3	(8/20/40/100)	10 PPS	
		/__	(_/_/_/_)		

SKILLS

Skill	Lvl	Links	TN/C	XP
Acting	6	CHA	8/CB	
Administration	3	INT+WIL	8/SA	
Career/Diplomat	3	INT	7/SB	
Career/Soldier	3	INT	7/SB	
Climbing	4	DEX	7/SB	
Communications	3	INT	7/SB	
Computers	5	DEX+INT	9/CA	
Cryptography	4	INT+WIL	9/CA	
Driving/Ground Vehicles	3	RFL+DEX	8/SA	
Escape Artist	4	STR+DEX	9/CA	
Interrogation	6	WIL+CHA	9/CA	
Investigation	4	INT+WIL	9/CA	
Language/English & German	4	CHA	8/SA	
Language/Japanese	2	CHA	8/SA	
Language/Romanian	3	CHA	8/SA	

Skill	Lvl	Links	TN/C	XP
Leadership	3	WIL+CHA	8/SA	
Martial Arts	4	RFL+DEX	8/SA	
MedTech/General	3	INT	7/SB	
Melee Weapons	4	RFL+DEX	8/SA	
Negotiation	5	CHA	8/CB	
Perception	5	INT	7/SB	
Prestidigitation	4	RFL+DEX	8/SA	
Protocol/Free Worlds	4	WIL+CHA	9/CA	
Protocol/Lyran & Terran	4	WIL+CHA	9/CA	
Running	2	RFL	7/SB	
Security Systems	4	DEX+INT	9/CA	
Small Arms	5	DEX	7/SB	
Stealth	4	RFL+INT	8/SA	
Swimming	2	STR	7/SB	
Tactics/Infantry	4	INT+WIL	9/CA	

BATTLETECH
A TIME OF WAR

TSDF MARINE SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

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TROOPER 2

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

---

TROOPER 3

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

---

TROOPER 4

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

---

TROOPER 5

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

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TROOPER 6

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

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TROOPER 7

Condition Monitor
Character Name: _____
Standard Damage: ○○○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○○○
Stun: ○   Unconscious: ○

Armor   Squad: _____
Armor Type: Marine Combat Suit (Full)   BAR (M/B/E/X): (4 / 5 / 5 / 2)
Notes: p. 295, AToW

Movement Data
Walk: 12 m   Run/Evade: 24 m   Sprint: 48 m
Climb: 6 m   Crawl: 3 m   Swim: 7 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Buccaneer Gel Gun	+4	2B / 4	(3 /10/18/25)	5 (x6)	See p. 269, AToW
Vibrodagger	+4	6M / 2	(Melee)	1PPS	—
Mini-Grenades	+3	(B) / ___	(6 /12/18/24)	1 (x6)	2x AP, 2x Stun, 2x Flash

BATTLETECH
A TIME OF WAR

TSDF BASE SOLDIER SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

TROOPER 2

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

TROOPER 3

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

TROOPER 4

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

TROOPER 5

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

TROOPER 6

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

TROOPER 7

Condition Monitor   Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○○○○
Stun: ○ Unconscious: ○

Armor   Squad: _____
Armor Type: Ab/Flak Vest (Torso) _____ BAR (M/B/E/X): (2 / 4 / 5 / 2)
Notes: _____

Movement Data
Walk: 10 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m   Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Automatic Rifle	+4	4B / 4B	(30/75/170/415)	30 (x4)	Burst 15; Recoil -1
Dagger	+3	1M / 1	(Melee)	N/A	—
		___/___	(_/_/_/_)		

BATTLETECH
A TIME OF WAR

CAPTAIN GENERAL'S PERSONAL GUARD SQUAD RECORD SHEET

CATALYST game labs

TROOPER 1

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR

TROOPER 2

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR

TROOPER 3

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR

TROOPER 4

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR

TROOPER 5

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR

TROOPER 6

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR

TROOPER 7

Condition Monitor Character Name: _____

Standard Damage: ○○○○○○○○○○
Fatigue Damage: ○○○○○○○

Stun: ○ Unconscious: ○

Armor Squad: _____
Armor Type: Ab/Flak Vest (Torso)   BAR (M/B/E/X): (2 / 3 / 3 / 2)
Notes: Concealed

Movement Data
Walk: 9 m Run/Evade: 20 m Sprint: 40 m
Climb: 5 m Crawl: 3 m Swim: 3 m

Weapon	Skill	AP/BD	Range	Ammo	Notes
Hawk Eagle	+3	4B / 3B	(5 /20/50/100)	15 (x4)	Burst 3; Recoil -1
Martial Eagle	+3	3B / 3B	(5 /20/50/100)	30 (x4)	Burst 10; Recoil -1
Stun Stick	+3	0E / 4D	(Melee)	1 PPS	Do not add STR