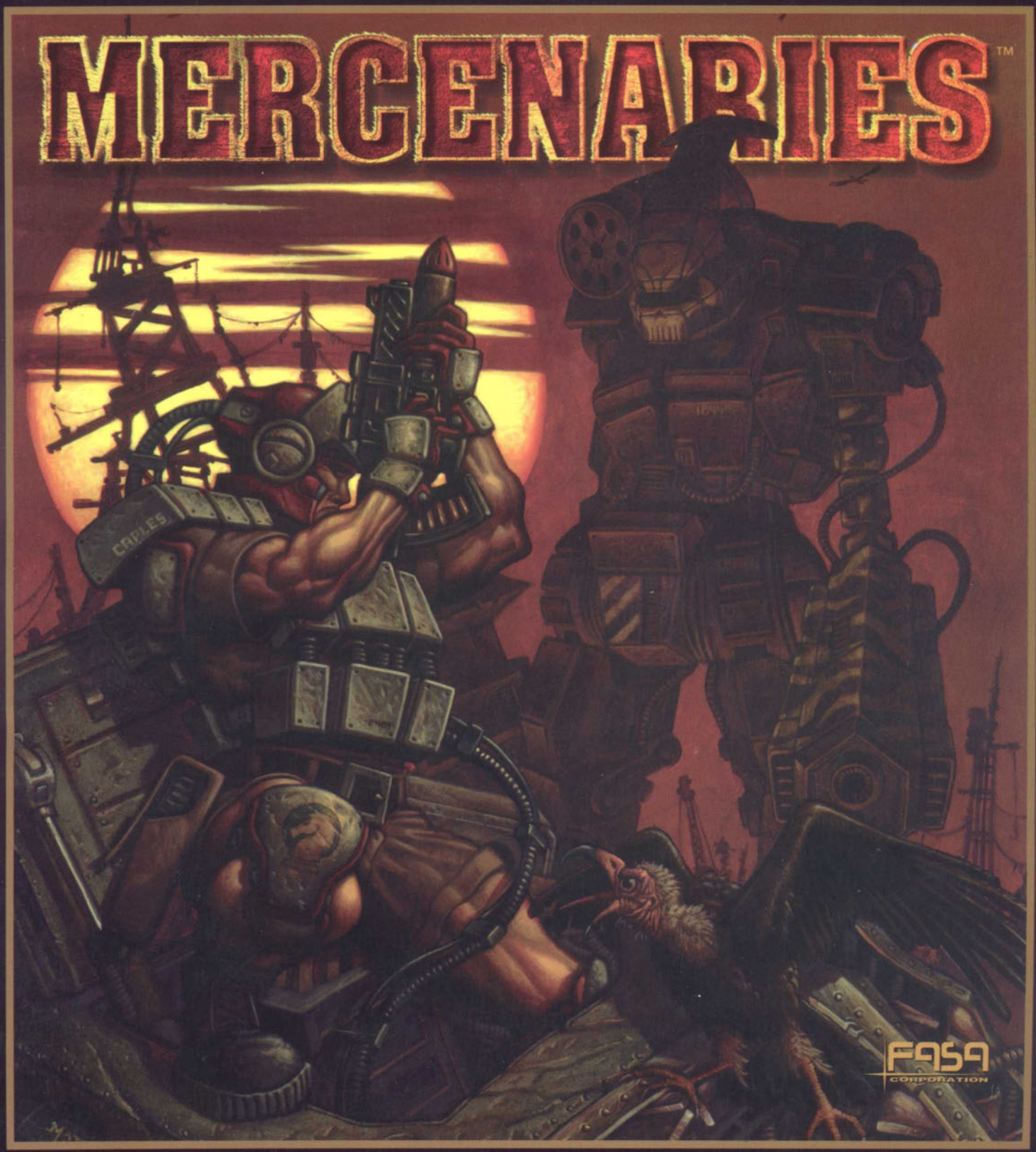
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FIELD MANUAL



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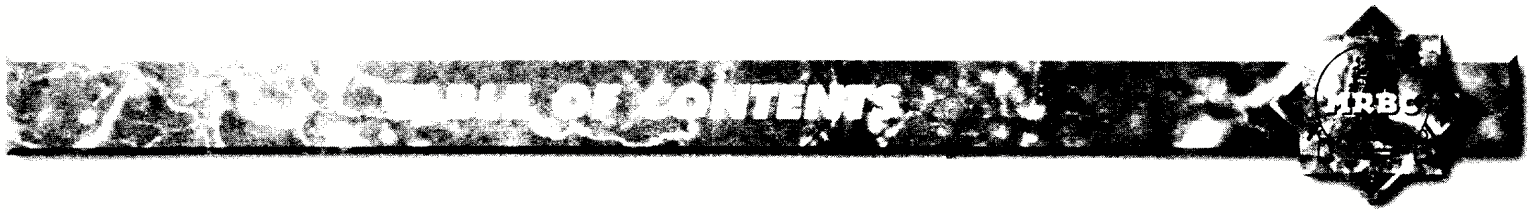
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A DAY IN A MERC'S LIFE

The *Victor*, bearing the light blue colors of the Denebola SMM, strode confidently into the midst of the mercenary scout lance. The faster mercenary BattleMechs peeled off and began to circle around the *Victor*, keeping a wary eye on the assault 'Mech's powerful Gauss rifle. A *Jenner* passed too closely to the *Victor* and took a sidearm blow that crushed what passed for its own right arm, robbing it of half its laser firepower. The *Victor* began to pivot rightward, raising its right-arm Gauss weapon toward the fleeing 'Mechs.

Four hundred meters down-range, Marcus GioAvanti tightened his grip on the controls of his CES-3R *Caesar* until he thought they might snap off in his hands. The *Caesar*'s targeting reticule showed the deep gold of a solid target lock on the enemy *Victor*, but the mercenary commander held his fire; the *Caesar*'s Gauss rifle would do little damage to the assault machine unless he managed to hit the *Victor*'s light rear armor. The *Victor* continued to turn under the *Caesar*'s sights, and GioAvanti breathed deeply as he waited for the 'Mech to expose its back.

A stray PPC blast from the far north side of the battlefield nearly cost GioAvanti his opportunity. The beam of energy cored into his *Caesar*'s left leg, sending rivulets of melted armor streaming toward the ground. Resisting his instinctive impulse to shift his 'Mech around and present fresh armor to the unseen enemy, he kept the *Caesar* facing the *Victor*. Finally, the enemy assault 'Mech completed its turn. GioAvanti stabbed down on the *Caesar*'s right thumb trigger, sending a 250-pound nickel-ferrous Gauss slug toward the *Victor*. The slug cracked open the assault machine's rear torso. The *Victor* shuddered violently and fell, its massive gyro damaged beyond repair.

Like wolves on a wounded bear, the smaller mercenary 'Mechs spun back and poured laser fire into the downed *Victor*, as GioAvanti moved in closer. The smaller 'Mechs were finishing up and moving off to the right when Ki-Lynn, the Angels' comm officer, cut in on her private channel to the merc commander.

"Cherub lance sends its appreciation, Angel-One," she said calmly. GioAvanti admired the way Ki kept such tight control over her voice—part of the Combine upbringing that made her such a successful communications officer. "Charlene reports that they are peeling away to the north to shore up our flank."

Standing over the fallen *Victor*, GioAvanti turned his 'Mech toward a Denebola *Crusader* six hundred meters away. He sent a blast of energy from the *Caesar*'s right-arm PPC lancing out toward the *Crusader* in an attempt to convince the enemy MechWarrior to keep his distance. A glance at the *Caesar*'s heads-up display showed Charlene's *Phoenix Hawk* leading the light 'Mechs north. "How bad is it?" he asked, already suspecting the worst. A green company of Gustafson's Grenadiers was manning the Angels' north flank, and an enemy 'Mech had gotten in close enough to tag him with a PPC. That did not bode well.

"Smashed," Ki replied. "Their communications are a mess—panicked reports bleeding over conflicting orders to fall back south or east."

The *Crusader* hadn't taken the hint. It was sprinting forward, angling toward a stand of light trees. Before it could gain that protection, GioAvanti hit it with a second PPC blast, which vaporized more than half the armor from the right side of its chest. A good shot considering the range and the *Crusader*'s speed, but the enemy 'Mech had gained an advantageous spot. Worse, the *Caesar*'s sensors detected an *Orion* and a second *Victor* moving up to support the *Crusader*. GioAvanti mentally sped through several possible strategies and their likely outcomes—none met his liking. Current damage to Avanti's Angels could be measured in lost armor, but trying to force their way through such heavy opposition with a questionable flank would cost them machines and MechWarriors—neither of which he was willing to sacrifice.

"Sound recall, Harp," he said over his channel to Ki-Lynn. "We've hurt them, maybe as bad as they've hurt Gustafson's company. We'll settle for that today. Standard salvage and flight procedures."

Even as Ki acknowledged his orders, Marcus bent his *Caesar* over the *Victor* and grabbed hold of its right arm with his BattleMech's left hand. Short blasts from the *Caesar*'s medium lasers stabbed into the assault machine's shoulder, weakening the supports. With a wrenching twist he pulled the entire arm and its attached Gauss rifle free. As he withdrew, Ki returned with more news.

"Duchess Gustafson acknowledges your decision to pull back. She is sending a reserve company over to support the northern flank and has ordered the survivors there to link up with the reserve group, despite Charlene's assessment that the enemy completely controls the area."

Marcus sensed what was coming. The duchess had given an order that would only cause more casualties. "And?" he prompted, because Ki expected it of him.

"Two of her warriors have already linked up with Charlene. They are requesting permission to remain with the Angels."

This wouldn't be the first time the Angels had drawn battlefield orphans away from their parent units, and it very likely wouldn't be the last. Marcus took a deep breath. Accept them or send them to a possible death following unsound orders—there was never any real choice. "Have Charlene incorporate them into her forces on our flank." He'd fix it with the duchess later. "Make sure they each pick up some salvage. This is going to be a long campaign."

INTRODUCTION

Following the publication of the **Field Manual: Draconis Combine,** General Maeve Wolf proposed that Wolf's Dragoons compile and publish a similar volume devoted to mercenary units of the Inner Sphere. Such a volume, General Wolf argued, would help acquaint potential employers with the mercenary industry and available units, and help foster competition among mercenary units—thus encouraging professional conduct and the adoption of professional standards among all mercenary commands. Commander Jaime Wolf, however, voiced his concern that such a publication might be interpreted by the Combine as a Dragoon attempt to belittle what was—in his words—*an aggressive and insightful move* on the part of Theodore Kurita. In the end, the Dragoon council tabled the general's proposal until Wolfnet operatives confirmed the existence of the **Field Manual: Free Worlds League.** Almost immediately, Jaime Wolf ordered Wolfnet to begin compiling **Field Manual: Mercenaries.**

As outlined by General Wolf, **Field Manual: Mercenaries** is intended to serve two main purposes. First, the manual will acquaint potential employers with the mercenary commands of the Inner Sphere and the mercenary industry in general. Second, the manual will promote uniform standards of professionalism among mercenary units. To achieve these objectives, the **Field Manual** is divided into the following sections: **Professional Soldiering, Outreach, Employment and Contracts, Assets and Organization** and **Mercenary Unit Briefs.**

Professional Soldiering offers a profile of the mercenary soldier throughout history and a discussion of the challenges facing a mercenary command in the thirty-first century. **Outreach** provides a detailed description of the world of Outreach, the mercenary center of the Inner Sphere. The section includes detailed entries on the Warrior's World, including the capital city of Harlech and the Hiring Hall. **Employment and Contracts** describes the various mission types and the workings of typical contracts, summarizes the current job market for mercs in the Inner Sphere and Periphery, and briefly describes the Mercenary Review and Bonding Commission. The next section, **Assets and Organization,** describes the organization and use of the various types of forces available to modern mercenary commands, such as BattleMechs, aerospace, armor, infantry and support. Typical mercenary rank structures and a few well-known decorations are described in this section as well.

Finally, the **Mercenary Unit Briefs** section is a sampling of the actual Unit Briefs Database maintained on Outreach. The database contains entries on more than forty different mercenary units. Every entry describes the unit's history, command structure, available forces and organization, common tactics, specializations, composition, quality and loyalty ratings.



While researching the histories and battlefield tactics of certain units for use in this manual, Wolfnet tasked its staff and resources to their limits. Only now, looking over the final form of what we have created, do we fully realize the potential benefit this manual offers all who approach it with wisdom and a receptive attitude.

We only hope it will be used in such a spirit.

—Major Michi Noketsuna, Wolfnet

1 October 3059



PROFESSIONAL SOLDIERING

Listen up, you 'Mech lice. My brother and I are hiring warriors, not chiseling vagrants who figure the Kell Hounds to be a paid vacation and a pit stop. You can join up and be part of something great, or you can sit here and tell others that you could have been a Kell Hound.

—Colonel Morgan Kell, Commander of the Kell Hounds, Galatea, 28 October 3010

Traditionally, holovids have portrayed the mercenary as either the best or worst soldier to be found. One stereotype paints mercenaries as greedy opportunists who sell their loyalties and ethics—what little they have of either—to the highest bidder. Typically, mercenaries of this type are portrayed as cowardly fighters who violate flags of truce and use other dishonorable tactics on the battlefield, and as troublemakers who carouse, break laws and show a general disregard for personal hygiene when off the battlefield.

The second stereotype depicts the mercenary as an idealized warrior who fights with honor and amazing skill. Mercenaries of this type always have the latest equipment and are blessed with infallible leaders. They regularly consort with the royalty of the Inner Sphere, win themselves noble titles and planetary fiefdoms, and somewhere along the way manage to save a Successor State or two.

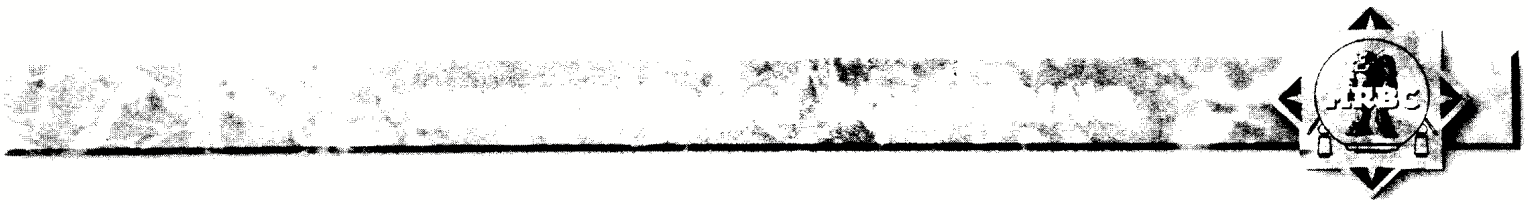
The life of a real mercenary, however, falls somewhere between these two extremes.

MERCENARIES THROUGHOUT HISTORY

Mercenaries have existed since organized warfare began. They have made significant contributions to the military arts and, by extension, to the advancement of human civilization in general. Mercenaries have been responsible for some of history's most astounding victories and humiliating defeats, which accounts for the widely varied and ever-changing reputation of the professional soldier over the millennia. A simple review of mercenary history demonstrates that the existence of mercenaries is inevitable and, at times, a necessity.

ANCIENT TIMES

The first recorded use of mercenary forces dates back to 1500 BC, when the Egyptians of ancient Terra formed armies by recruiting citizens and enlisting foreign troops. Pharaoh Ramses II, Egypt's strongest leader, commanded an army that numbered twenty thousand strong—more than half of which were mercenary soldiers. Most often, foreign mercenaries such as these were paid from the plunder of an enemy's realm and occasionally—in a tradition that has survived to the present day—in land grants. Ancient histories also record instances of mercenary settlements becoming so strong and willful that the pharaohs had difficulty controlling them—a problem that many modern-day rulers have experienced with their own mercenary troops.



But the decisive influence of mercenaries on the ancient world is perhaps best illustrated by the record of the Carthaginian mercenary armies during the Punic Wars (264 to 146 BC). Though Rome's army of loyal citizens ultimately prevailed over the forces of Carthage, Carthage's mercenaries proved themselves formidable opponents. During the First Punic War, the mercenary army managed to threaten Rome itself and hold its own against Roman legions for more than twenty years—a feat mirrored in modern times by the long stand of Wolf's Dragoons against the armies of the Draconis Combine during the Fourth Succession War. And like mercenaries throughout history, Carthage's troops also displayed a propensity for unconventional tactics, as evidenced by the extensive use of cavalry and elephants as suggested by the Greek mercenary captain Xanthippus.

MERCENARIES IN THE MIDDLE AGES

The rise of feudalism during the Middle Ages created a perpetual demand for trained soldiers, as feudal lords regularly hired mercenaries to supplement their armies and merchants hired mercenaries for general protection—in much the same manner as Great House leaders and modern traders use mercenaries today. The best of these hired soldiers were often called *knights-errant,* an appellation that reflected the warrior's devotion to chivalry and codes of battlefield honor as well as his lack of a formal master. Others were little better than brigands, hired for short periods and more often than not used as "throw-away" or "shock" troops.

Over time, mercenaries began grouping themselves into "free companies" and hiring themselves out as units. As with individual mercenaries, the professionalism of these units varied widely. And though elite mercenary units remained in high demand, the number of degenerate companies began to increase rapidly. These companies lacked loyalty and regularly abandoned their agreements or switched sides whenever it suited them. Such activities bred derision for all professional soldiers, contributing to the historically poor reputation of mercenaries in general. This reputation, combined with changes in political and economic systems, led to a gradual decline in the importance of mercenaries.

MERCENARIES IN MODERN TIMES

Mercenaries began to regain a prominent role in warfare during the latter half of the twenty-third century, as the resurgence of feudal political systems and interstellar exploration and colonization fueled new demand for trained soldiers. Renowned for their flexibility and willingness to endure great risks, mercenaries became highly prized by the emerging Inner Sphere states, which commonly employed them as advance troops in the hundreds of small wars fought over border planets.

Even during the relative peace that followed the so-called Reunification War, the member states of the Star League continued to fight "hidden wars" with one another—and mercenaries proved an ideal weapon for such conflicts. As independent units, mercenary groups represented deniable military assets to the Star League states and also saved the member states the costs of maintaining large standing armies. During this time, some employers began to lease BattleMechs to their mercenaries. A few savvy Houses also created mercenary commands out of their own House units. A few such units eventually broke all ties to their parent Houses and turned fully mercenary. In these ways, a few BattleMechs began to pass into mercenary service.

However, mercenary BattleMech commands remained a rarity among the thousands of inhabited systems. They might have remained so if not for two extraordinary and tragic events that would create a surplus of mercenary commands and engulf the Inner Sphere in an age of war—the Amaris Civil War and Kerensky's Exodus.

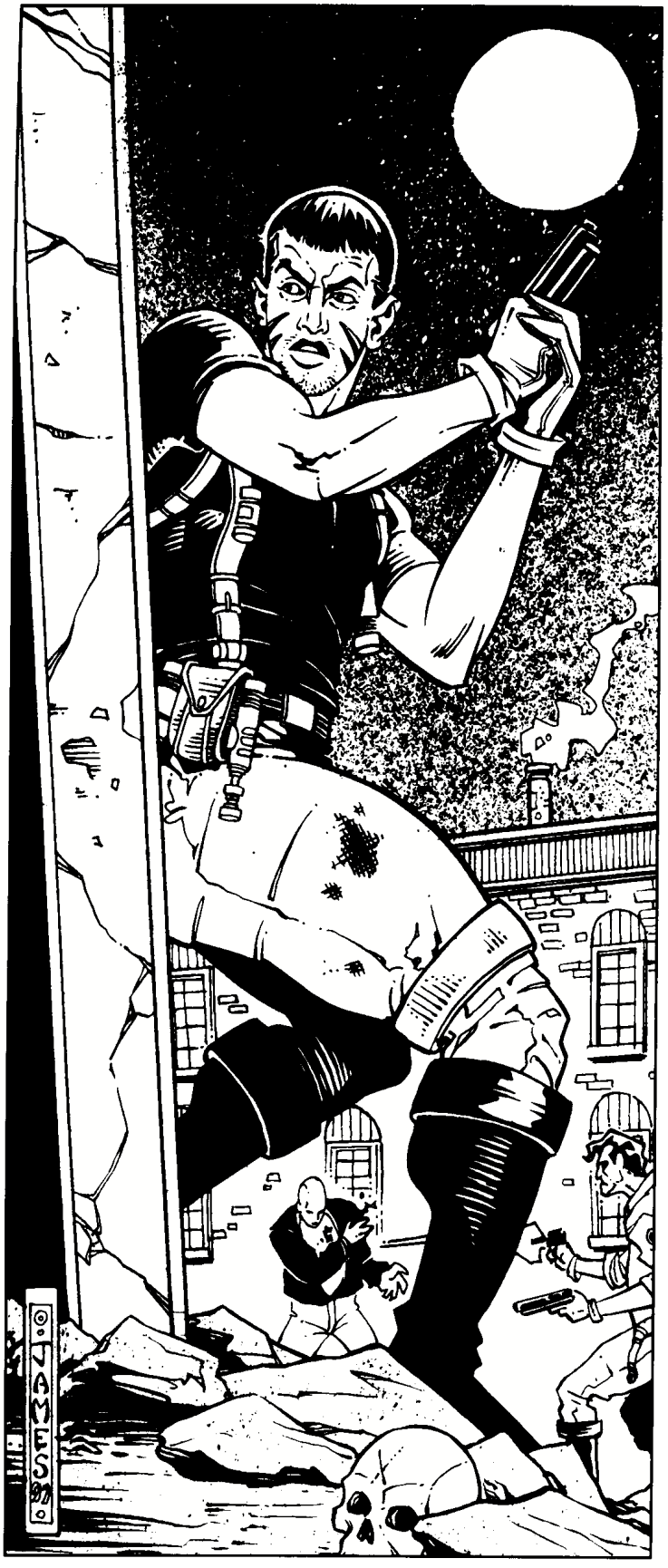
Civil War and Exodus

In 2766 Stefan Amaris of the Rim Worlds Republic murdered First Lord Richard Cameron, sounding the death knell of the Star League and triggering the Amaris Civil War. That war raged for twelve grueling years, during which the Star League Defense Force, under the leadership of General Aleksandr Kerensky, managed to smash Amaris's army. The remnants of Amaris's forces, scattered across the Inner Sphere and the Periphery, became the first mercenary formations to control significant BattleMech assets. With low morale and an even lower sense of ethics, however, these "Amaris units" engaged in brutal and unprofessional practices—such as attacking civilian populations—which further contributed to the historical anti-mercenary bias.

For the next several years, Kerensky struggled to hold the Star League together. But the leaders of the League member states, each eager to press his own claim to the Star League throne and expand the power of his own realm, demanded his resignation. Disillusioned with the political machinations and shortsightedness of the Great House lords, Kerensky led eighty percent of the SLDF on an exodus out of the Inner Sphere and into uncharted space in 2784.

The Exodus had two important repercussions. First, it left the SLDF units that remained in the Inner Sphere without a supreme leader or clear direction. As the remnants of Amaris's army had before them, these units turned mercenary and hired themselves out to the Inner Sphere's ruling Houses. These units had top-notch equipment, extensive experience, and histories of honorable service to the Inner Sphere. Some of them, such as the Eridani Light Horse, remain intact to this day.

But perhaps more important, the Exodus removed the last major obstacle between the House Lords and the coveted throne of the Star League. In 2786, Minoru Kurita of the Draconis Combine declared himself First Lord of the Star League, only to be challenged immediately by the other four House Lords. Within months war broke out between the former SLDF member states, providing all mercenary commands with work for some time to come.



The Succession Wars

During the First and Second Succession Wars (2787–2821, 2830–2864), the armies of the Inner Sphere states fell on each other like rabid wolves. In their drives for complete dominance over their neighbors, the Great House leaders virtually ignored the Ares Conventions of warfare, as well as common sense. Their titanic battles killed hundreds of millions of innocent civilians, destroyed entire industries and erased the technological gains of centuries.

Oddly enough, it was mercenary commands—like Hansen's Roughriders and the 21st Centauri Lancers—that worked hardest to keep honorable battlefield conduct alive. Realizing that their livelihood was at stake, mercenaries revived the ancient practice of allowing defeated opponents to surrender and withdraw after paying a "ransom," which prevented exhausting engagements that only ground down both sides. Mercenary commands also began to police themselves *and* their employers, using their contracts to reserve the right to refuse any mission that directly violated the Ares Conventions.

During the Third Succession War, the prominence and influence of mercenaries continued to grow. Tellingly, nearly all of the Great Houses and Periphery states adopted the *Honors of War*, a battlefield code of conduct based on the Ares Conventions and mercenary practices of the first two Succession Wars. And mercenary companies found themselves well-prepared to weather the scavenger economies created by the loss of technology and trade throughout the inhabited universe. Such conditions severely hampered the ability of organized militaries to wage war, and so the value of mercenary commands climbed.

Mercenaries continued to serve prominently during the Fourth Succession War (3028–3030). During the conflict, the borders of the Inner Sphere changed more drastically than they had in the three previous wars combined, providing ample work for mercenary units. On the Federated Suns' Capellan border, for example, Prince Hanse Davion's relied on mercenaries almost as much as on his own House troops. Mercenary units such as the Blue Star Irregulars and the Twelfth Vegan Rangers led the way, taking large bites out of the Liao realm for their Davion employers. Mercenaries were only slightly less busy on the Lyran-Kurita front, where they captured or assisted in the capture of eleven out of fifty-three worlds seized from the Draconis Combine. The elite Gray Death Legion, which had nearly been destroyed just before the war broke out, managed to provide House Davion's NAIS with an invaluable Star-League era memory core. And the Kell Hounds regiment, resurrected with the return of Morgan Kell, drove forward to victory over House Kurita's elite Genyosha troops.

But the day undoubtedly belonged to the renowned mercenary unit known as Wolf's Dragoons, whose commander tempted the ire of the Draconis Combine by posting his troops on the Davion-Kurita border. Bad blood already existed between Combine Coordinator Takashi Kurita and Dragoon commander Jaime Wolf—as evidenced by Wolf's insulting challenge to Takashi Kurita at the wedding of Lyran Archon-designate Melissa Steiner and Hanse Davion, and Takashi's subsequent "death to

mercenaries" edict. Consequently, Wolf's provocation drew the brunt of the Combine's hostility as the war commenced. Though the rest of the Davion front remained largely undefended, Takashi's obsession with destroying the Dragoons prevented him from taking full advantage of the situation. The savage Combine assaults nearly cost Jamie Wolf his entire command, but the Dragoons managed to hold their lines against the Kurita troops and thereby paved the way for House Davion's incredible gains against House Liao. In recognition of the Dragoons' sacrifice and skill, Davion ceded the planet Outreach to the unit at the war's end.

The Clan Invasion

Outpacing even the impressive service records of mercenary units during the Succession Wars, the importance of mercenary actions during the Clan invasion is unequaled in the history of mankind.

As we know all too well, mercenary and regular commands alike fell before the Clan juggernaut during the initial invasion, and the eventual subjugation of the entire Inner Sphere seemed a foregone conclusion. But then a mercenary command—Grayson Carlyle and his Gray Death Legion—demonstrated that the Clans were not invincible by bloodying the Jade Falcons on the world of Sudeten and soundly defeating them on Pandora. Then Wolf's Dragoons stepped forward and assembled the rulers of the Inner Sphere on Outreach. There, Jaime Wolf disclosed the Dragoons' origins as a Clan Wolf unit, pledged the Dragoons to the defense of the Inner Sphere and provided the Great House leaders with thorough training in Clan tactics—training that both Davion and Kurita leaders have acknowledged as instrumental in the halt of the invasion. Finally, the Dragoons and the Kell Hounds later stood alongside their former greatest enemies, the DCMS, to defend the Combine capital of Luthien against Clans Smoke Jaguar and Nova Cat.

CONCLUSION

Undoubtedly, mercenaries have had a considerable influence—negative and positive—on the course of warfare and history. And given the fact that the current combined strength of all known mercenary commands equals the strength of any Great House army, it seems more than likely that mercenaries will continue to play a prominent role in the future course of civilization. What challenges the next war brings, and what form the new contributions of mercenary commands will take, however, remains to be seen.

MODERN MERCENARY LIFE

Despite the long history of the mercenary trade, most individuals—including the mercenary's employers—remain woefully ignorant of the forces that motivate mercenary units, the daily business of operating a mercenary unit, the wide range of professionalism demonstrated by different units and the different attitudes held by employers and civilians toward mercenary units.

MERCENARY MOTIVATIONS

Contrary to popular belief, most soldiers do not turn mercenary for monetary reasons. The potential for financial gain exists, to be sure, as illustrated by the success of units such as the Kell Hounds and the Gray Death Legion. However, business ventures and numerous other endeavors are far more likely to yield profits than mercenary contracts, without subjecting an individual to the personal risk of battle. As with other businesses, the majority of new mercenary outfits will fail. Only the foolish or the desperate delude themselves into thinking that forming a mercenary command will enable them to easily amass great wealth.

So just what drives a warrior into the private sector? In most cases, the lure of freedom.

NUMBERS DO NOT LIE

For those individuals who still believe that a mercenary career provides an easy path to wealth, the New Avalon Business Advocate provides the following data:

- A new mercenary command forms every 1.65 Terran-standard days.
- More than 40 percent of all fledgling mercenary commands will be destroyed in battle or disbanded through bankruptcy within six months of their inception. More than 60 percent of new units will be destroyed or disbanded within one year of inception.
- The average income for a MechWarrior in a financially solvent mercenary command is 750 C-bills every two weeks—a figure within the median income range of the average Inner Sphere citizen.
- A mercenary warrior has an 87-percent chance of being killed in battle within ten years.

JOB NUMBER ONE: EARNING A PROFIT

Like every business, a mercenary command must earn enough to pay its personnel and debts. Though managing the money generally holds little appeal for the typical mercenary commander, it is probably his most important duty. A mercenary unit that fails to earn a profit cannot survive, no matter how skilled its MechWarriors or how illustrious its history.

Besides paying the salaries of warriors, a mercenary command must hire technicians and administrative personnel, purchase spare parts and supplies, and at times even hire its own transportation. Mercenary commanders lacking a shrewd business sense and an eye for the bottom line can find their commands stripped from them by creditors, price-gouging merchants and savvy House negotiators before their units ever see combat.

Given these facts, the apparent preoccupation with money displayed by most mercenaries is understandable. However, most people don't take the time to consider the facts—they simply assume that mercenaries are profit-worshippers whose ethics and honor are always for sale. Consider how the public reacts when a Great House stops paying regular troops and those troops rebel by raiding

their own government or making unauthorized raids against an enemy to secure funds. Such events have occurred within every Successor State more often than military authorities will admit, and most people call it justifiable rebellion. After all, the lives of these troops often depend on their unit's preparedness, and many of these soldiers are also trying to provide for families. But a mercenary unit that acts in the same manner is automatically branded treacherous and disloyal.

ARES CONVENTIONS: THE CIVILIZED CONDUCT OF WARFARE

In 2412, a commissioned study documented that a single unrestrained battle between the Free Worlds League and the Capellan Confederation resulted in 78 percent civilian casualties. This horrifying loss of civilian life prompted a historical initiative to limit the destructive power of warfare and its catastrophic effects on society in general: the Ares Conventions. More than 320 pages in length, the Ares Conventions defined what the leaders of the Inner Sphere considered the acceptable conduct of civilized warfare.

Articles I and VI prohibited the use of chemical, biological and radiological warfare, noting that such weapons killed indiscriminately. The one exception listed was the use of controlled nuclear attacks against military targets in space. Later, when the loss of all WarShips and the critical endangerment of JumpShips threatened to end interstellar travel altogether, this exception was nullified by the mutual consent of all parties.

Article II restricted orbital bombardments against planetary surfaces, allowing only tactical strikes against valid military targets far outside civilian population centers. Soon, however, the lack of WarShips in the Inner Sphere precluded even this restricted use.

Articles III and IV prescribed guidelines for surrender, treatment of prisoners and safe passage. A white flag adorned with a red "S" was officially adopted as the universal sign of surrender, and the conventions ruled that surrendering forces be granted treatment and—after suitable compensation to the victorious forces—repatriation. Additionally, the conventions restricted any party operating under the red "S" to non-hostile activities and prohibited them from providing any form of support to enemy forces save humanitarian aid. The

The Lure of Freedom

The lure of freedom—financial, social, political—has drawn soldiers to mercenary work throughout history. Some soldiers form mercenary commands in search of financial freedom and the chance to "be their own boss"— the same desires that prompt billions of people throughout the Inner Sphere to start their own small businesses every year, despite the odds against success.

Other individuals become weary of social constraints and conventions and seek freedom in mercenary work. Feelings of apathy toward life in general motivate some would-be mercenaries, while others seek to escape the crushing feelings of powerlessness and insignificance that membership in a vast regular military can produce. Still others shun traditional professions and the regular military because they wish to experience life in a fuller measure and "live large." Though often branded as thrill-seekers, these mercenaries frequently make the best warriors once the adventurism is crushed out of them. Others may simply desire more control over their lives. And some mercenaries are young scions of nobility who turn mercenary because they want an environment where their family connections count for nothing, and their own efforts alone earn them the respect of their fellow soldiers.

Still others join mercenary commands in search of political freedom. Typically, soldiers must accept a chain of command, a single commander-in-chief and the policies by which their government conducts itself. At times the soldier may disagree with his orders and leaders, but he accepts them as a part of his duty. But such uncompromising devotion can wear on the most hardened soldiers, and some decide that they want a greater say in what orders they will follow and which policies they will support. For individuals like these who wish to continue in a military career, the mercenary life is perhaps the only one left open to them. They know, before ever accepting a contract, what policies they will be supporting and the orders likely to arise from the mission.

PROFESSIONALISM AND CODES OF CONDUCT

Even though all mercenary commands share similar basic motivations and financial concerns, no two mercenaries or mercenary units are alike. Mercenaries are an extremely varied breed, ranging from cutthroat pirates to some of the most honorable and prestigious military units to be found in the Inner Sphere. At its most basic level, a mercenary command's professionalism is determined by how well it executes its contract and how its members conduct themselves both on and off the battlefield.

The most professional commands view a contract as a binding, near-sacred pact to be upheld no matter the cost. And those costs can run high, especially when they include the duplicity or outright treachery of an employer. Units that manage to fulfill their contracts despite such circumstances are remunerated with the acknowledgment—by others—of their service, and recognized as being among the most valuable of mercenary commands. Of course, such recognition can be gained by unworthy commanders who care more for their reputations than their troops, but such recognition is temporary. Other mercenaries and employers always see through such deception eventually.

The majority of mercenary commands, however, view a contract as a simple business arrangement. Terms are set and followed, and any violation by an employer, intentional or unintentional, subjects the contract to revision or nullification. (The Mercenary Review and Bonding Commission was formed precisely to adjudicate such situations; see p. 25.) Of course, unprofessional mercenary units may default on contracts as a result of cowardice in the face of the enemy, inept leadership, or a simple lack of good faith in accepting the contract. In such cases, the forfeiture of pay and the effect on the unit's future prospects for acquiring good contracts are often punishment enough.

A mercenary unit's tactics and conduct on the battlefield also reflect its professionalism. Does the unit honor flags of truce? Does its command offer lenient terms for surrender? Does it make an effort to avoid "collateral damage" to civilian populations?

Though extreme combat situations may prompt troops to disregard such notions as professionalism and honor, conscientious mercenary groups always observe an unwritten code of battlefield conduct.

This code consists of four basic parts. The first is respect for any flag of truce. While ambushes are considered a sound military tactic, only unscrupulous commanders use a flag of truce to lure an unsuspecting enemy into one. The second part is respect for civilian populations. Only unethical commanders attack or wantonly destroy civilians. Most mercenary leaders attempt to avoid causing damage to civilian areas and attempt to minimize such damage when the dictates of battle make it inevitable. The third part of the code is the prohibition against attacking *lostech* targets—targets that contain Star League-era technology, such as JumpShips.

The fourth part of the code prohibits units from using excessive and unnecessary force against an opponent. Traditionally, any force required to defeat an opponent or achieve one's tactical objectives is considered acceptable. Any force that grossly exceeds these parameters is considered "excessive and unnecessary," as is any force applied after an opponent has conceded defeat. For example, concentrating fire against a target simply to ensure the death of a MechWarrior for no tactical reason or continuing to fire at an obviously disabled enemy could be considered uses of excessive and unnecessary force.

Though no authority exists to formally monitor mercenary conduct and punish those units that violate accepted codes of conduct, respectable employers usually become reluctant to hire such units. Such groups are considered untrustworthy, and any egregious behavior on their part may well damage their employer's reputation.

In addition to the traditional codes of battlefield conduct, all mercenary units are expected to be familiar with the Ares Conventions. The best commands strive to uphold the letter of those conventions as well as their spirit.

The conduct of a mercenary company off the battlefield is also important because it reflects the company's overall discipline. All too frequently, individual mercenaries adopt belligerent, condescending and disrespectful attitudes toward civilian populations and local laws when off the battlefield. Such behavior serves to reinforce the poor image of mercenaries among the civilian population and can contribute to the breakdown of discipline among units.

More professional and conscientious units consciously try to adapt to the cultures in which they find themselves, and use their between-contract time to cultivate good relations with other mercenary units, potential future employers and civilians. By doing so, a mercenary unit enhances its own reputation and increases its chances for future employment.

conventions charged governments and military commanders with ensuring the safe passage of any person or vehicle bearing the symbol through hostile territory, provided the party broke no laws or took no hostile action.

Article V listed the restrictions on urban warfare, prescribing that such warfare be avoided whenever possible. When urban fighting is unavoidable, the conventions direct commanders to limit collateral damage as much as they can. Direct attacks against civilian targets are expressly forbidden, including attacks against any life-supporting equipment or installation regardless of location.

Though these conventions have been widely accepted and observed since their drafting, the Great House militaries have repeatedly suspended them to suit their own military needs. Oddly enough, the mercenary warrior is often the most ready to uphold the Ares Conventions. This fact contradicts the popular image of mercenaries as an unscrupulous lot of hired guns, but it stems from common sense as much as from innate honor. The mercenary earns his living by fighting and generally lacks the steady backing of a large military or government, which makes him more vulnerable to unethical battlefield practices.

BATTLEFIELD CONDUCT

The nature of mercenary units forces them to be more resourceful and creative on the battlefield than regular troops. But a tactic that one military scholar might call resourceful or creative may be described as "underhanded" or even "criminal" by another. Usually, such judgments are based on the expertise and reputation of the mercenary unit that employed the tactic, and the battlefield situation in which it was used.

Generally, as a mercenary unit's expertise and reputation grows, observers become less critical of the command's battlefield behavior. For example, few observers condemn Wolf's Dragoons' Zeta Battalion for its regular use of overwhelming concentrated fire. A lesser unit that employed such tactics would undoubtedly be denounced as cowardly or bloodthirsty, but the impeccable reputation of Wolf's Dragoons spares Zeta Battalion such criticism—Wolf's Dragoons would use such tactics only when necessary, or so the thinking goes. Indeed, the fact that Wolf's Dragoons are still considered one of the finest mercenary groups despite their Clan origins further illustrates the benefits of a good reputation.

Situational factors also affect the judgment of mercenary battlefield tactics. For example, most observers would not criticize a green battalion for using nearly any tactic at its disposal if it was fighting against an elite regiment. Indeed, most observers would consider anything short of using the white flag of surrender as a decoy a fair and acceptable tactic, considering the battalion's dire situation.

Finally, a unit that manages to succeed can expect to be forgiven nearly any questionable tactic. For example, a mercenary command that launches an unauthorized attack against an enemy position is likely to be disciplined for insubordination—unless it manages to destroy or capture the position, in which case it may very well decorated for bravery and ingenuity.



OUTREACH

In 3030 Prince Hanse Davion ceded the Outreach system to Wolf's Dragoons in recognition of the unit's valiant service during the Fourth Succession War. At the time, most observers believed that Outreach would become the final resting place for the mercenary command. But within a few short years the Dragoons had rebuilt their unit and established Outreach as the mercenary capital of the Inner Sphere. Home to the Hiring Hall and the Mercenary Review and Bonding Commission (MRBC), Outreach represents the culmination of the Dragoons' efforts to bring mercenaries together with potential employers and promote the adoption of the highest professional standards among mercenary companies.

THE MERCENARY SYSTEM

The system of Outreach lies slightly less than forty-five light years from Terra, along many major shipping routes and within two hyperdrive jumps from the borders of every major Inner Sphere realm. Furthermore, Outreach's location in the so-called Chaos March places it within convenient travel distance of some of today's hottest mercenary job markets.

Outreach boasts one of the best defenses of any system in the Inner Sphere. All interstellar traffic passing through the system's zenith jump point is monitored by the Bataar Station, a Cyclops I orbital station. Bataar Station boasts a full array of armaments, as well as a state-of-the-art JumpShip recharging system and full dry-dock facilities for DropShips and JumpShips. A second Cyclops I orbital station, Gobi Station, provides advance warning of ships jumping to the system's nadir jump point or various pirate points and also serves as a secondary customs depot. Initially designed as a combination defense-and-recharge station, Gobi Station replaced its recharge and JumpShip dry-dock facilities with lodgings, recreational facilities, conference rooms and entertainment chambers following its reassignment to customs duty. An Olympus recharge station that doubles as Outreach's primary customs depot orbits near the planet's nadir point. Various Dragoon WarShips also patrol the system, and stand ready to intercept unauthorized JumpShips or DropShips attempting to enter Outreach space.

For the protection of visitors, the Dragoons closely monitor all JumpShip and DropShip traffic in the system and severely restrict transit within the system. All incoming ships are subject to a customs inspection at the jump point stations, and all BattleMechs, vehicles, aerospace craft and battlefield equipment of company-size or larger infantry units must be transferred to Dragoon DropShips for safe conduct to the surface of Outreach. Though the use of pirate points is allowed, any DropShip detached at such a point must approach Outreach at a speed no greater than one half standard gravity, broadcasting an identification signal and a request for immediate customs inspection. Any ship not complying with these guidelines is considered hostile and subject to immediate destruction. Similarly, any unauthorized ship straying over the continent of Remus is considered hostile and subject to immediate destruction.

THE WARRIOR WORLD

The surface of Outreach is seventy-five percent water. Two continents comprise the remaining twenty-five percent. Romulus, the smaller continent, is home to almost all of Outreach's inhabitants. The second continent, Remus, is the private domain of the Dragoons, who commonly call it the "Outback" or "the other side of the mountain." Remus is home to the Dragoons' best training facilities and Blackwell Industries' newest and largest production center, which are considered the primary reasons for the tight restrictions on the airspace above the continent.

Before the Exodus, Outreach served as the site of many of the Star League Army's martial Olympiads. Every four years, troops traveled to the so-called Warrior World to compete in a variety of military exercises designed to test a soldier's ability. The variety of landscapes on the planet, and the fact that the world's population was concentrated around a few large cities on Romulus, made Outreach an ideal site for the Olympiad as well as for large-scale military exercises. Though the Olympiads are long over, the Dragoons make good use of Outreach's open areas for training purposes.

The Star League Defense Force and a few private corporations once maintained extensive repair and production facilities on Outreach. Though most manufacturing centers and storehouses were plundered and stripped for salvage in the first few decades following the fall of the Star League, the Dragoons managed to locate the few undisturbed underground storage and repair facilities, and have refurbished them for their own needs.

Harlech

Nearly half of Outreach's population lives in and around the planet's capital city of Harlech. The largest city on Outreach, Harlech is located near the northwest coast of Romulus, sandwiched between a large freshwater lake called Lake Kearny and a steep bluff face known as The Ridge. Harlech is home to Wolf Hall, the Dragoons' multi-acre headquarters complex; a Class A ComStar HPG station; the University of Outreach; and the Hiring Hall, which also houses the headquarters of the MRBC.

The Harlech Interplanetary DropPort is a massive, sprawling site. One of the largest DropPorts in the Inner Sphere, Harlech Interplanetary is the only field open for landing non-Dragoon DropShips and shuttles on Outreach. Adjacent to the spaceport are the 'Mech yards, where some of the best technicians in the Inner Sphere (and possibly all of known space) work. The yards alone guarantee a steady stream of mercenary units to Outreach, as do the open proving grounds located southeast of the city. Maintained and run by the Dragoons, the proving grounds are the best full-scale training fields available to mercenaries; they are said to rival the famed practice fields of the Nagelring and the New Avalon MechWarrior Academy.

The Dragoons maintain a complete open-door policy with regard to Harlech. Anyone is welcome, employer and mercenary alike, regardless of past histories. Unfortunately, this policy has given rise to a shantytown known as the Free Hire Quarter, or TempTown, along the southwest corner of Harlech. This area attracts the destitute and the desperate, as well as mercenaries so dishonorable that the Dragoons deny them access to the Hiring Hall and other Dragoon-sponsored facilities.

SLAMMING THE DOOR CLOSED

CO: Talk to me, communications officer—you pick up anything?

Comm: No, sir. No identification transponder, still no response to our hails. They're running dark, sir.

CO: Is there any chance they can't see us, Carl?

XO: Negative. Even running under full electronics blackout, passive sensors would have picked us up on that first pass.

CO: Any change in bearing?

Nav: No, sir. Still on intercept with Remus airspace. (Pause) Though it does look more like drift than an intentional intercept course.

CO: Forward battery, place a shot across their bow. No damage, but you can melt some paint.

XO: A warning shot?

CO: Nothing in our orders say we can't, Carl. Let's give them a chance.

Nav: Possible aspect change in target. Sir! Target has radically shifted bearing.

XO: Course?

Nav: Verifying. Sir, target has turned onto a direct intercept path with Remus.

CO: Damn. Wrong answer, folks. Forward battery, fire for effect. Fire at will.

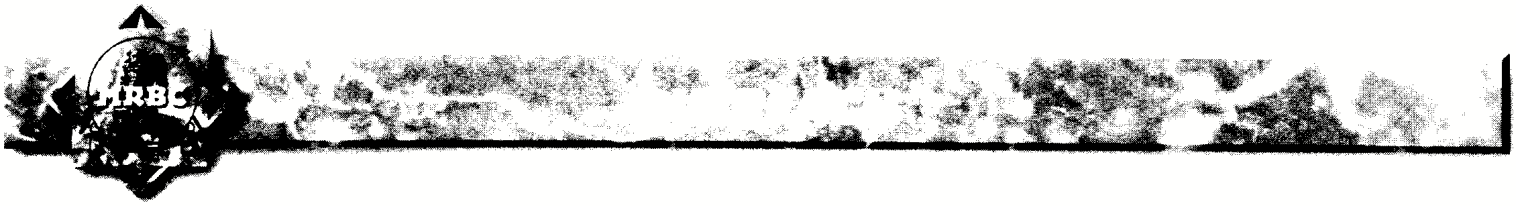
—Transcript from the bridge logs of the Dragoon WarShip *Beowulf*, supplied to the MRBC for review following the destruction of a DropShip belonging to Wannamaker's Widowmakers

The Hiring Hall

The six towers and domed central building of the Hiring Hall dominate Harlech's skyline. Each tower reaches twenty stories into the sky, more than three times the height of any other building in the city, save for the hall's ten-story central dome. The architecture is as impressive as it is simple, meant to please the eye while serving as a physical reminder that the primary business of Harlech is the hiring of mercenaries.

The Hiring Hall contains all the resources needed to locate, meet and test mercenaries, as well as facilities for contract negotiations. Offices are available in all towers and in the central building, for year-round lease or on a daily basis for those who require less permanent facilities. Most often these offices are leased by employers or the larger mercenary commands, though smaller mercenary units occasionally lease small offices when they expect to remain on Outreach for any significant period. High-tech conference rooms and executive-style offices are also available, but at a premium cost.

The central building houses permanent offices for administrators and service representatives for the spaceport, orbital stations, 'Mech yards and the Dragoon Technical Branch. Personnel are always standing by to assist visiting mercenary companies and employ-



ers with everything from landing to takeoff clearance, including the docking and service of JumpShip and DropShips, the storage or repair of BattleMechs, fighters, armor and even battlesuits. The offices of the MRBC occupy two floors of the building, as well as scattered office space in three of the towers (for more on the MRBC, see **Contracts,** p. 25).

The bottom three floors contain "the arena," where mercenaries register their units, scan job listings, post situation-wanted notices and generally wait, hoping to attract the attention of potential employers. The walls are lined with monitors that mercenaries and employers may rent and use to display anything from simple advertisements and unit briefs to professionally crafted spiels. The third floor of the main building also contains the Dragoon training offices. Here, mercenaries submit requests to rent time on any of the open proving grounds. They may also register and pay for Dragoon-taught classes on every subject from basic math and physics to advanced strategy and BattleMech construction. Classrooms are sprinkled throughout the Hiring Hall complex, but most are actually located in the University of Outreach along the lakeside. And of course, the Hiring Hall also contains some of the best simulators to be found in the Inner Sphere.

Though the Hiring Hall is primarily devoted to the business and training side of the mercenary trade, it also contains lodgings and restaurants. Luxurious rental suites are available at the top of each tower, but these are generally beyond the price range of most mercenaries. The upper-floor restaurants, bars and entertainment facilities are also quite expensive; more moderately priced restaurants and clubs are located in the lower levels of the central building.

MERCENARY DATABASE

The mercenary database contains files on hundreds of different mercenary commands. Information for these files is collected by Wolfnet and provided by employers and mercenary units. (The Dragoons go to great lengths to track down rumors and verify reports from outside sources.) Every unit file contains three separate parts: a Mercenary Unit Description, the Mercenary Unit Brief, and a Dragoons Rating.

A unit's Mercenary Unit Description (MUD) is a full accounting of a mercenary command's history. A MUD covers the hows, whens and whys of a unit's formation and includes every last byte of data compiled by Wolf's Dragoons concerning the origin of each founding member, each subsequent member, and each mission the command has undertaken since its inception. Records of training, including test scores and class standings, are listed where applicable and obtainable. Every MUD also includes a detailed list of the unit's equipment, compiled by Dragoon technicians when possible, as well as a Dragoon assessment of the mercenary command's ability to maintain that equipment.

Units are encouraged to submit to the Dragoons all non-classified information pertaining to their history and current employment. The Dragoons are famous for their ability to ferret out falsehoods; the penalty for submitting false information can range from a downgraded Dragoons Rating to banishment from the Hiring Hall.

Mercenary Unit Descriptions for normal operating units—single-regiment commands or smaller—cost 2,750 C-bills per unit. Multiple-regiment commands or commands that contain independently operating battalions or companies are described with multiple MUDs.

A Mercenary Unit Brief is a condensed version of a unit's MUD. The unit brief usually contains a summary of the unit's history, a basic assessment of its readiness, biographies of notable officers or troops and descriptions of distinguishing tactics or combat specializations. Additional material is appended as needed to commands with multiple independent units, units of extraordinary expertise and commands with noteworthy histories.

Individual unit briefs cost 500 C-bills. The full Unit Briefs Database, which includes a unit brief for every mercenary unit known to operate in the Inner Sphere or Periphery, costs 125,000 C-bills and is updated free of charge by the Hiring Hall for one full year. A sampling of unit briefs from the current database forms the bulk of this field manual.

DRAGOONS RATING

The Dragoons Rating is a simple letter rating—*A, B, C* or *D*—used to indicate a mercenary unit's general capabilities and professionalism. The Dragoons Rating is much more than an indicator of expertise—it also reflects the unit's available support and transportation capabilities, the general level of technology the unit possesses, and the command's mission history. (For specific guidelines on calculating a unit's Dragoons Rating, see **Running a Mercenary Unit,** p. 149.)

Each letter category is further divided into three sub-categories—plus, average and minus. The top 25 percent of mercenary units within a letter category receive the plus designation, while the bottom 25 percent receive the minus designation. Thus, the top 25 percent A-rated commands are designated as *A+* units, the next 50 percent are simply designated *A* units, and the bottom 25 percent are designated *A–* units. Finally, all units available for hire are also ranked numerically. The highest-rated unit available is designated with a *(1)* after its letter rating. The next highest-ranked available unit receives a *(2);* the third highest-ranked available unit receives a *(3),* and so on.

The Alpha-Star designation, *A*,* is reserved for the mercenary elite of the Inner Sphere, such as the Kell Hounds, the Northwind Highlanders, the Gray Death Legion and the Dragoons. These units are not ranked numerically.

Units in the Dragoons database that are not rated receive a designation of *NR.* Generally, the NR designation indicates that the Dragoons consider the unit unfit for service, and is traditionally reserved for the most dishonorable commands in the Inner Sphere and Periphery. Such units are denied access to Hiring Hall facilities and Dragoon training.

To receive a Dragoons Rating and be listed on the Hiring Hall roster, a mercenary command must pay a monthly fee of 90 C-bills. The roster is displayed on monitors placed throughout the Hiring Hall, and each roster entry includes the unit's name, size and Dragoons Rating.

TRAINING

For years, the state-sponsored military academies of the Inner Sphere and Periphery were the only places where a soldier could receive useful instruction in the military arts. Spaces at these academies are quite limited, however, and traditionally reserved for MechWarriors enlisted in one of the Great House or Periphery-state militaries. Consequently, mercenaries who had not served in a regular army or who wanted to continue their training have had little chance to do so—until the Dragoons began offering training courses through their Outreach Mercenary Training Command (OMTC).

The OMTC works with the University of Outreach to offer a full curriculum for aspiring MechWarriors as well as advanced courses for those individuals who wish to advance their education in the military arts. All BattleMech courses are taught by Dragoon instructors at simulators in the Hiring Hall and the Dragoon proving grounds outside Harlech. The main OMTC offices are located in the Hiring Hall as well.

OMTC CLASSES

The OMTC offers several package deals. Some classes have prerequisite courses, though the OMTC allows students the opportunity to waive prerequisites if they demonstrate the required skills through OMTC-offered tests. OMTC-registered students are given preference when filling up military-arts classes. Next in line are OMTC graduates looking for refreshers or advanced training. Non-OMTC mercenaries comprise the third tier of preference, followed by soldiers from regular Inner Sphere armies.

Program classrooms are scattered throughout the towers and main building of the Hiring Hall and on the University of Outreach campus, and a wide variety of classes are offered. A single class each of basic ("100-grade") math, verbal and writing skills, history, biology and physics are offered at all times. The program's "200-grade" offerings include standard Inner Sphere basic training courses such as Medtech, Small Arms Use, Survival Training, and Unarmed Combat. The "300-grade" courses are the equivalent of Inner Sphere academy AIT programs in which the student can pick from classes designed to support any Military Occupational Specialty.

The program's "400-grade" courses provide some of the most advanced military training available in the Inner Sphere. In fact, Jaime Wolf himself teaches Tactics & Grand Strategy 404. Students in this course receive extensive simulator time and work at the proving grounds, where they receive the opportunity to command military units ranging in size from a company to a full regiment. The prerequisites for the course are quite demanding, and students regularly include majors, colonels and generals from the Inner Sphere armies. So far, no mercenary with fewer than ten years in the field has been accepted into the class.

Basic course fees start at 500 C-bills per course level and increase drastically depending on any simulator time and live exercises required for the class. All students must pay in advance. Students are under no obligation to the Dragoons, but on infrequent occasions the Dragoons extend employment offers to particularly promising students.

DRAGOONS SIMULATOR SYSTEMS

Simulator facilities are located at the Hiring Hall, the University of Outreach and at a location near the proving grounds. All simulators feature the latest in full-range, active-interface simulator pods, which can be programmed to simulate a variety of missions. The Dragoons maintain an extensive file of simulator programs, including aerospace battles around WarShips, a simulation based on the defense of Luthien and a copy of the infamous La Mancha scenario used to test MechWarriors at the Nagelring and the New Avalon MechWarrior Academy.

Simulators can be linked in any configuration desired. In fact, multi-regimental battles may be simulated by tying together the major simulator centers at the Hiring Hall, the proving grounds, Wolf Hall and Blackwell Industries. However, the high cost of networking the centers has prohibited every unit except the Kell Hounds and the Dragoons themselves from attempting such exercises.

Simulator time costs 50 C-bills per 30-minute block. Individual simulators may be linked for a flat fee of 10 C-bills per machine. Simulating a 30-minute lance-against-lance engagement with all live pilots would cost 480 C-bills.

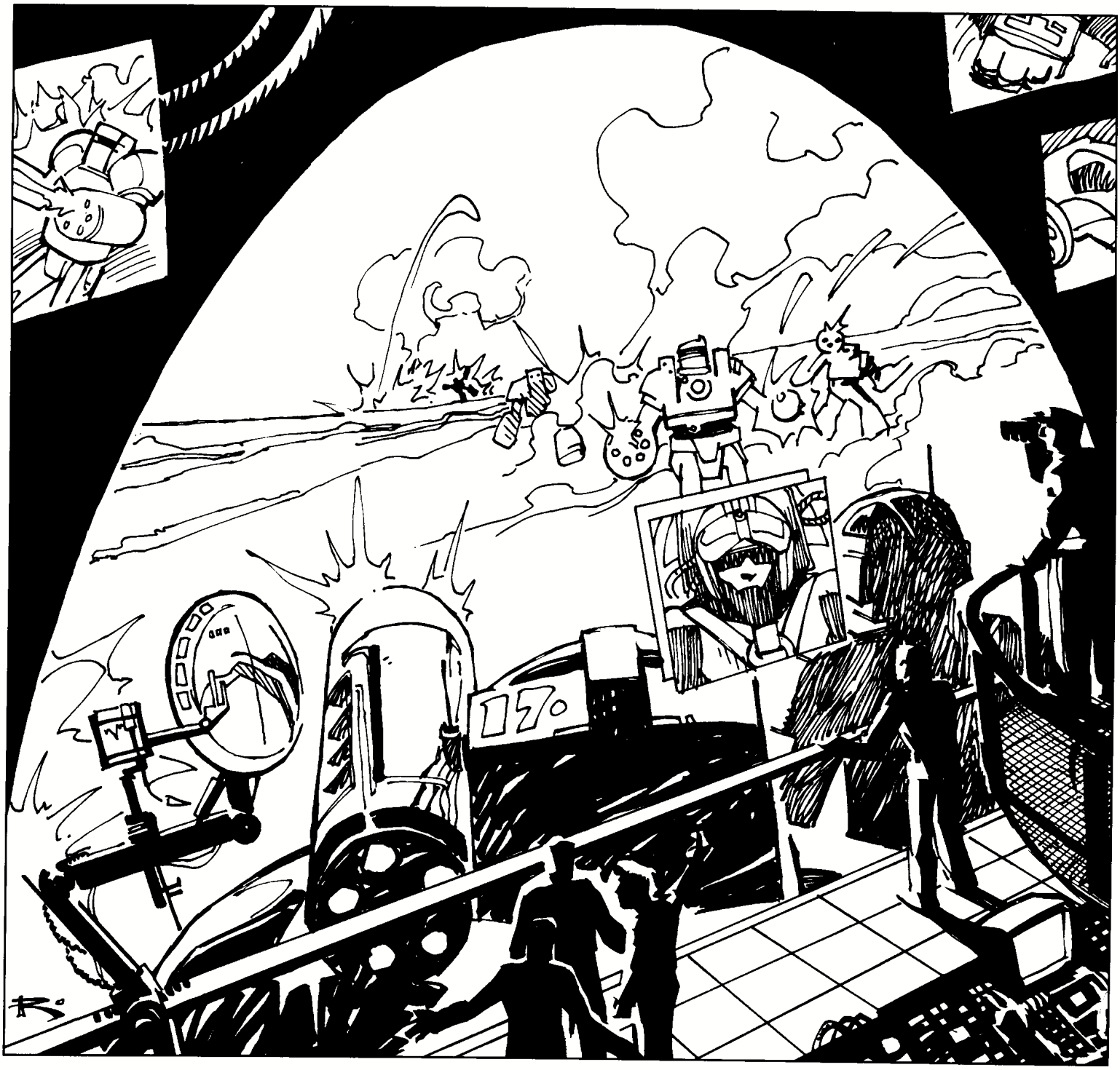
THE OPEN PROVING GROUNDS

The open proving grounds are located to the south and east of Harlech and include 40,000 square kilometers of various terrain, including entire mock cities.

During exercises on the grounds, the weapons of all participating units must be powered down to non-lethal levels or loaded with marker ammunition. Additionally, units may not make physical attacks.

To simulate damage, all units are fitted with battle harnesses, which are wired to the machine's diagnostic interface and connected to a Dragoon "Field Master" computer simulation system. The system allows for completely simulated but realistic damage. The computer simulation system enables the Dragoons to monitor up to two regiments of BattleMechs (with standard supporting forces) engaged in four separate and simultaneous battles.

User fees are based on unit size. Fitting a BattleMech with a battle harness requires two hours of work by 2 Dragoon technicians and costs 100 C-bills. Computer simulation fees vary by unit size as well. Simulation fees start at 200 C-bills per hour per lance of participating machines.



Though simulated exercises on the open proving grounds are less expensive than regular simulator time, demand for time on the proving grounds has created a perpetual waiting list.

TETSUHARA PROVING GROUNDS

Located on the continent of Remus, the Tetsuhara Proving Grounds are reserved for the Dragoons' private use. Access to Tetsuhara is highly restricted, but the Dragoons occasionally invite other select mercenary units to test themselves on the range. Portions of the Kell Hounds, Northwind Highlanders and Twelfth Vegan Rangers, as well as Snord's Irregulars (all A*-rated commands), have participated in exercises at Tetsuhara.

EMPLOYMENT AND CONTRACTS

The following information is provided to help aid mercenary commanders and potential employers when hiring and drawing up contracts. The **Employment** section describes current theaters of operation where mercenary troops are likely to serve. **Employers** provides information on the attitudes and hiring practices of major mercenary employers. The **Contracts** section describes standard mission types, contractual terms and obligations. Finally, the **Mercenary Review and Bonding Commission** section briefly describes the commission and the services it provides.

EMPLOYMENT

Every Great House maintains permanent offices at the Hiring Hall on Outreach, as do several Periphery states and even some of the larger multi-world corporations. All of these employers commonly list job opportunities for mercenary commands of various sizes on the *WARRIOR WANTED* screens throughout the hall.

JOB MARKETS

The following section describes the "hot spots" of the Inner Sphere as of 1 October 3059 and the types of action mercenary groups can expect in each area. These places have been selected by Wolf's Dragoons, which deemed them of particular interest to mercenary commands. Keep in mind that this list does not describe all current mercenary operational theaters.

Chaos March

The so-called Chaos March is a globular area, roughly sixty light years in diameter, located at the core of the Inner Sphere. During the Marik-Liao offensive of 3057, several worlds declared their independence from their former Inner Sphere masters, creating a hotbed of political and military unrest. Today, self-proclaimed warlords and ambitious young governments continue to rise and fall in the Chaos March, as the attention of the Successor States remains diverted toward the Clans.

The worlds of Outreach and Northwind are almost certain to remain independent. Of the Chaos March's minor alliances, only the Styk Commonality has been recognized by any Great House and stands a chance of retaining its sovereignty. Unless another government or leader manages to unite more worlds in a steadfast alliance, the Great Houses are expected to eventually reclaim most of the remaining planets in the March. Until that time, numerous groups and leaders are expected to continue hiring mercenary groups.

Mercenary commands currently serving in the Chaos March can be divided into two general types. The first type is composed of larger units—battalion strength and greater—employed directly by Great Houses or by proxy forces representing one of the Great Houses. These mercenary groups are receiving fair command and salvage rights and seeing quite a bit of action.

Smaller commands comprise the second type. These units are primarily employed by the budding independent governments of the March, which are desperate to hold on to their newfound freedom. Savvy mercenaries have been able to negotiate short-term contracts with these employers that give them above-average pay and salvage rights. However, most of these new governments cannot afford to provide their mercenary units with transportation or support. Additionally, most of the small units have surrendered command rights, apparently gambling on a lack of heavy action in the near future.

Disputed Territories

Rimward of the Chaos March, sandwiched between the Capellan Confederation and the Federated Commonwealth, lie two dozen formerly Davion-held worlds that are now contested between House Davion and House Liao. Both Great Houses lay claim to the planets, but neither has managed to exert control over any of them.

Though pro-Liao sentiments dominate the area, Chancellor Sun-Tzu Liao has not succeeded in using it to consolidate power in the region. Similarly, House Davion has been unable to bring in enough forces to pacify it. As a result, each of the disputed worlds is hiring mercenaries to defend itself while waiting for the two great powers to make their next move. This area is also home to the Sarna Supremacy, a small but stable alliance nestled between the disputed worlds and the Capellan Confederation.

The governments of the disputed planets are offering generous garrison contracts. No immediate action is foreseen, so these employers have been willing to negotiate salvage and support rights. Until late 3058, the Sarna Supremacy was hiring mercenaries for raids and assaults, preparing to expand its influence into the territories or possibly the Capellan Confederation. However, a pre-emptive strike by Capellan forces has since put Sarna on the defensive. Consequently, the Sarna Supremacy has begun hiring garrison forces as well.

Clan Occupation Zones

The Clan Occupation Zones, which cover an area as large as any single Successor State, stretch across the Draconis Combine and Lyran Alliance and encompass almost all of the Free Rasalhague Republic.

For the past seven years, various employers have hired mercenaries for raids into the zones and garrison duty along its borders. Additionally, the recent offensive against the Smoke Jaguars has prompted many local worlds to hire extra defensive forces to guard against Clan reprisals or sponsor their own mercenary raids into the zones. And as the Inner Sphere coalition force advanced through the Smoke Jaguar Occupation Zone, mercenary commands were hired to garrison newly liberated

worlds in the Combine. Oddly enough, they also were hired to bolster the coalition's strategic reserve, which included several elite regiments.

Most garrison contracts along the Clan Occupation Zones include compensation bonuses if the Clans attack, and pay up to twice normal rates for each month that the unit faces such attacks. Raids into the zones also pay double the normal rate, and most employers tend to be generous with command and transportation rights. However, most employers are unwilling to surrender salvage rights to Clan technology.

Before accepting an assignment in the Clan Occupation Zones, every soldier-for-hire should be aware that the Clans disdain mercenaries. In the rigid Clan caste system, mercenaries are ranked scarcely higher than bandits. In battle against the Clans, a mercenary unit should expect little to no quarter and no hope of repatriation upon surrender. So far, only Clan Wolf has shown any interest in making bondsmen out of mercenaries.

Arc-Royal Defense Cordon

The Arc-Royal Defense Cordon is a large portion of Lyran space bordering the Clan Occupation Zones. Officially, the Kell Hounds claimed control of the area to help ensure the security of the entire Inner Sphere, but many of the planets within the cordon have begun to look toward Morgan Kell first and Katrina Steiner-Davion second.

Though several mercenary and regular commands loyal to Victor Davion and the Federated Commonwealth have moved to the Defense Cordon, Kell Hound hiring agents continue to advertise in the Hiring Hall for smaller, less experienced commands to serve as rapid-response teams against Clan incursions as well as training personnel for future Kell Hounds. The Kell Hounds are offering standard garrison contracts with triple-rate bonuses for action against the Clans. Transportation and command rights are negotiable, and any salvaged Clantech must be split evenly with the Kell Hounds.

Periphery States

Over the past few decades, the larger Periphery realms have all increased the number of mercenaries in their employ. Recently, raiding by the Marian Hegemony has forced the Magistracy of Canopus to increase its mercenary assets, and the Hegemony and Taurian Concordat are currently hiring mercenaries as well.

Deep Periphery

Mercenaries interested in serving in the Deep Periphery may do so by signing on with ComStar's Explorer Corps, which is sponsoring a joint venture with House Kurita to explore the Deep Periphery. Both ComStar and the DCMS have come to rely heavily on mercenary commands to fulfill their obligations to the Corps, as the initial Clan threat and now efforts to push back the Smoke Jaguars have required increasing numbers of their own troops. Hired units are typically smaller, experienced commands of mixed forces, capable of handling a variety of missions.

EMPLOYERS

This section describes the hiring and negotiating practices of all major mercenary employers, as well as these employers' general attitudes toward mercenaries.

Federated Commonwealth

House Davion's Federated Commonwealth arose from an oligarchy and was originally ruled by wealthy and influential families. As one of the more militaristic Successor States, the realm has long relied on mercenaries to help repel aggressors such as the Draconis Combine and to aid in its own military pursuits. Consequently, the leaders and citizens of the Federated Commonwealth generally view mercenaries favorably.

House Davion has a history of dealing fairly and honestly with mercenaries , with the notable exception of Hanse Davion's attempts to forcibly incorporate certain mercenary groups, such as the Eridani Light Horse, into regular Commonwealth forces by extending generous credit to the companies and fostering their dependence on House Davion. However, Victor Davion has attempted to reverse such practices, as illustrated by his recent release of the Light Horse, so that it could serve as the core of the new Star League Army.

When negotiating contracts with mercenary units, the Federated Commonwealth commonly uses pairs of negotiators—a practice that dates back to the birth of the Davion-Steiner alliance, when each House sent a negotiator to ensure the other's good faith. Typically, both Commonwealth negotiators will drive hard bargains, forcing a mercenary command to work hard to find loopholes to exploit. Extreme care should be taken if one of the negotiators begins to argue on behalf of the mercenaries; this tactic is employed to effectively remove the mercenary negotiators from the discussion.

The Federated Commonwealth is generous with salvage rights except when Clantech is involved, and it prefers that mercenaries accept Commonwealth transportation—it rarely offers more than 20-percent reimbursement for private transportation. Support and command rights are negotiable according to the mission.

Lyran Alliance

Of all the Successor States, House Steiner's Lyran Alliance seems the most lenient toward mercenaries. The nation was created by the merger of three giant corporate-run governments and its strong economy has made it a stable power ever since. To the leaders and citizens of the Lyran Alliance, the mercenary profession is a business like any other. As a result, the Lyran Alliance is generally free of the distrust and suspicion of mercenaries so prevalent elsewhere.

However, under General Nondi Steiner the LAAF has taken over full command of mercenary relations, and Steiner does not like to rely on mercenaries. Consequently she is most likely to hire mercenaries for rear-line garrison duty, so that the more trustworthy LAAF units can serve on the forefront of any fighting.

All Lyran negotiators are LAAF officers. They tend to remain in their Hiring Hall offices, sending for the officers and negotiators of the mercenary command. Interviews often take on the air of a military tribunal, with several officers and their aides arrayed behind a large table while the mercenary negotiators are left standing or given seats out on the floor. As might be expected, the LAAF is quite stingy with command rights and rights to Clantech salvage. Additionally, the LAAF prefers that mercenary units provide their own DropShips. However, the Lyrans usually provide generous support compensation and slightly above-average pay.

Draconis Combine

An outside observer might expect the Draconis Combine to welcome mercenary forces, considering the Combine's historical preoccupation with expanding its borders through military means. However, the traditions of bushido that serve as the basis of Combine society precluded most of its citizens and military personnel from viewing mercenaries with anything but contempt for much of the Combine's history. Only recently, with Coordinator Theodore Kurita's reforms in full swing and the memory of recent mercenary assistance defending Luthien, has the Combine military and general population begun to display tolerance toward mercenary units.

Currently, the DCMS hires only the most reputable units for visible duty. However, for duty in military staging areas such as the planet Wolcott, the DCMS tolerates and sometimes prefers less reputable units.

It is said that the Draconis Combine always has surprises when it comes to hiring and negotiation. The Kurita offices in the Hiring Hall might send a single representative to greet a potential hire, then spring four talented negotiators on a unit for contract discussions. Or the office may send several scowling headhunters to greet a mercenary group, then send a lone negotiator to finalize a contract. Apparently, the Combine likes to use conflicting methods sometimes just to confuse mercenary units. House Kurita is also especially rigid about retaining command and salvage rights.

Free Worlds League

The Free Worlds League, a collection of autonomous districts often held together by only the most tenuous consensus, has seen more than its share of internal conflict. Too often, regular forces have been bought off with promises or pay, fostering suspicion and wariness of mercenaries among its leaders and population—suspicion and wariness further reinforced by Wolf's Dragoons initial support of Anton Marik's rebellion against his brother Janos, the League's rightful leader, in the early decades of the 31st century. Understandably, mercenaries can expect little in the way of extra support in the Free Worlds League.

Currently, House Marik is not hiring mercenaries at all. Captain-General Thomas Marik has allowed several mercenary contracts to lapse and sold several others to Sun-Tzu Liao after the 3057 offensive. When the realm does hire mercenaries, however, a single representative offers employment and then presents an effectively non-negotiable contract. The League offers good pay and fair rights and has given few units cause to complain in the past.

Capellan Confederation

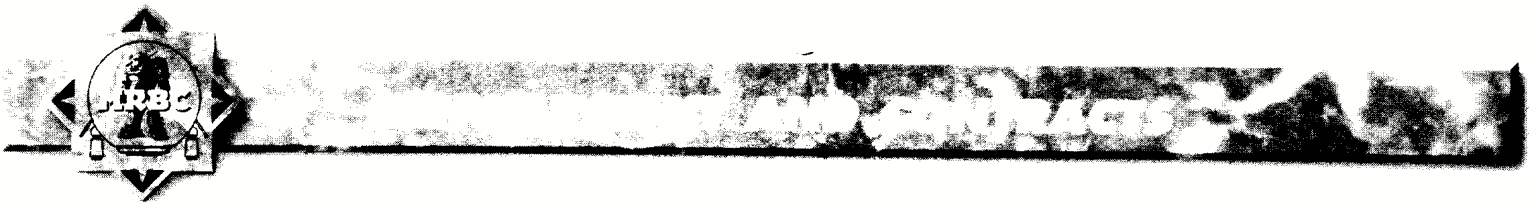
In the Capellan Confederation, House Liao exerts repressive power over its subjects, which has led Capellan leaders to view mercenaries—individualistic by nature—with suspicion. Consequently, mercenaries can expect a cool reception on Capellan worlds.

The Capellan Confederation has historically hired a large number of mercenary commands, but the Confederation's rigid caste structure can be both a blessing and curse to a mercenary unit. The average Combine citizen would not think to criticize his Chancellor's decisions, even indirectly, by protesting the arrival of a mercenary unit or suggesting that its services are not necessary. The upper castes, however, such as the military directorship and the regular Confederation MechWarriors, occupy higher social positions than mercenaries and do not hesitate to make hired soldiers aware of that fact. Chancellor Sun-tzu Liao has begun reforming the CAF upon his recent ascenion to the position of First Lord of the New Star League, but it remains to be seen how these developments will affect mercenary employment in the Confederation.

Capellan headhunters and negotiators always travel in threes, selected for their rivalries as much as for their skills—the idea being that rivals (or outright enemies) will be unable to conspire against the Chancellor. Any negotiator suggesting a conspiracy would receive prompt denunciations from his fellows. Command rights and support are both hard points to deal on—the former because of the CAF's rigid nature, the latter because of the lack of available support. Transportation and salvage rights are more negotiable. Pay is fair, having slipped in recent years because of the high number of mercenaries employed by the Confederation.

Free Rasalhague Republic

Considering the Free Rasalhague Republic's location along the Clan front and its near-conquest during the Clan invasion, one might think the Republic would welcome the aid of mercenaries. However, most Rasalhagians remember all too well the Ronin Wars of 3034, when numerous mercenaries refused to enter battle or simply abandoned them, citing loopholes in their contracts. Rasalhagian views of mercenaries were further soured when certain unscrupulous mercenary commands hired to deal with Periphery bandit attacks took advantage of the young nation by engaging in price-gouging practices. As a result, mercenaries must contend with attitudes ranging from suspicion to raw hatred in this region of space. In fact, any mercenary unit serving in the Republic must remain on a specially designated reservation separate from the general population.



Currently, the stationing of numerous Com Guard garrison units within the Republic's borders has enabled it to relax its mercenary hiring. When the Republic does hire mercenaries, it provides adequate pay but bargains hard for all rights—especially command rights.

Periphery Realms

Few Periphery states display anti-mercenary sentiments. Lacking the powerful militaries of the Inner Sphere states, the Periphery powers routinely hire mercenary commands to augment their military forces. Though the Periphery typically attracts hard-luck mercenary outfits that supplement their incomes by engaging in outright piracy, a few Periphery states do not judge all mercenaries by these undesirable groups. In the Magistracy of Canopus and the Taurian Concordat, for example, members of a mercenary command can expect fair consideration for their own records and achievements rather than misdirected blame for the unprofessional behavior of other units.

In addition to the Magistracy of Canopus and the Taurian Concordat, the Marian Hegemony is considered a fair employer, no less trustworthy than certain Great Houses. Other Periphery realms and independent worlds, however, remain suspicious of mercenaries, at least initially.

Because most mercenaries still do not travel into the Periphery voluntarily, these outer realms have developed a discerning eye toward mercenary commands. They often prefer green and under-equipped but reliable troops over veterans of questionable loyalty or ethics. Most Periphery states are fairly agreeable on command rights and salvage, except for the Marian Hegemony, which jealously guards command rights. These realms also offer transportation and will usually reimburse a mercenary group for up to sixty percent of its private transport costs. Support is also negotiable, but the low level of Periphery technology makes Periphery technicians of little use to most mercenaries.

Corporations

Corporations care about the bottom line, which has advantages and disadvantages for mercenaries. On the one hand, corporate executives recognize mercenaries as fellow independent businessmen and treat them with professional courtesy. On the other, they carefully weigh costs and benefits. Lacking the huge financial base of most interplanetary governments, corporations typically bargain hard for every C-bill. Most do not try to retain command rights, but are unwilling to pay private transport costs because they can usually offer a mercenary unit transport aboard their own JumpShips and DropShips. Salvage rights and technical support are negotiable depending on the employer. A 'Mech manufacturer, for example, will bargain hard for salvage rights but be generous with technical support. Non-military firms tend to do just the opposite.

Mercenary Units

Only the larger mercenary commands subcontract other mercenary units, and when they do it generally means action. Only the Kell Hounds, which control the Arc-Royal Defense Cordon, are currently hiring mercenaries for what amounts to garrison duty. Good treatment can generally be expected, along with fair pay and rights. Command rights can be a sticky issue, and normally remain with the hiring command. But subcontract units can expect good salvage rights and fair support in return.

CONTRACTS

A contract determines the responsibilities and rights of the mercenary unit and its employer. Therefore, both parties should ensure that all their concerns are discussed during negotiations and specifically addressed in the final contract.

MISSION TYPES

Wolf's Dragoons recognizes and brokers contracts for fourteen different assignments. These are considered "legal" missions, properly registered with the Mercenary Review and Bonding Commission and certified by the commission as in accordance with the Ares Conventions and the Outreach Accords of Mercenary Employment. Each mission type also serves as a guide for pay, negotiation of rights and the mercenary command's responsibilities.

Retainer (Defense)

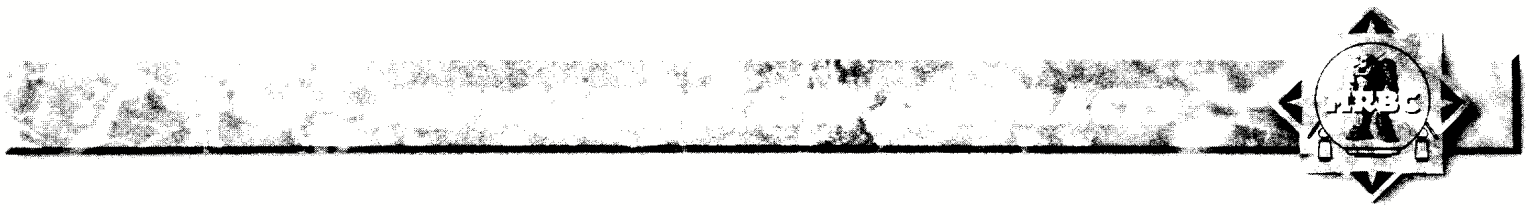
A mercenary command under retainer will spend a good deal of time on standard garrison duty, but can be sent on any defensive mission from relief to riot duty at the employer's whim. Employers traditionally pick up full transportation costs and reimbursement for out-of-pocket expenses, such as repair, incurred during retainer duty. Pay is average, with a 10–20 percent bonus for all combat duty. Contracts run a minimum of two years.

Garrison (Defense)

Running anywhere from one to five years, garrison duty is considered "gravy time" by most mercenary commands. A unit on garrison assignment may guard anything from a city to a planet, defending it against hostile raiding or even assault forces. Garrison duty on interior worlds frees up regular troops for hostile action. On border worlds where combat is a real threat, garrison units maintain a fairly strict order of readiness and receive combat bonuses in the event of military action.

Cadre (Defense)

Cadre, or training, duty is possibly the lightest duty of all. Generally, a unit on cadre assignment will train corporate security personnel or a local planetary militia in combat tactics. Cadre duty is commonly combined with a garrison contract when possible; larger mercenary units frequently detach and deploy a part of their forces (from a single lance to an entire company) on cadre duty while the rest of the unit is employed in another fashion. Normally, cadre contracts last from six to twelve months.



Security Duty (Defense)

Security duty, also called "bodyguard" or "watchdog" duty, is a specialized form of garrison duty that involves protecting a person, object or place from attack and/or capture. Corporations and planetary governments frequently employ mercenaries for security duty, but this type of mission does not pay well unless combined with cadre duty. Four months is considered the minimum standard length of a security-duty contract.

Relief Duty (Defense)

Relief duty entails reinforcing other military forces. Mercenary groups that sign on for such assignments know that they will be dropping into war zones to assist defenders in danger of being overwhelmed by enemy assaults. Most employers are fairly desperate when they hire relief forces, so mercenary units can usually bargain for excellent terms. However, command rights are a constant problem, as most employers prefer to attach the merc unit directly to on-site forces. Because the enemy likely controls most approach paths to the battlefield, the danger of this assignment is apparent from the very start. Two months is the minimum standard relief contract.

Defensive Campaign (Defense)

Mercenaries hired for defensive campaign assignments are expected to engage the enemy and fight delaying actions until the employer can move relief forces into the area. Typically, units are hired only after an attack has begun or when the employer believes one is imminent.

In the past, employers have tried to hire units on standard garrison contracts and then press them into defensive-campaign duty, but the Mercenary Review and Bonding Commission has strictly prohibited such practices and imposed hefty fines against employers who hire units under false pretenses. Consequently, few employers attempt such deceptions now.

Defensive campaign contracts typically run a minimum of three months.

Riot Duty (Defense)

The most unsavory of all defense missions, riot duty involves using heavy assets against civilian forces. Under the Ares Conventions, such action is only allowed if the civilian targets are engaged in activity that is demonstrably harmful to a legal, internationally recognized government or civil authority. Furthermore, the conventions prescribe that riot-control troops use the minimum force necessary at all times. For these reasons, many mercenary commands refuse riot duty unless they have trained infantry occupation forces. Riot duty does not pay well, and contracts run a minimum of three months.

Objective Raid (Raid)

Objective raids, also known as tactical raids, are the most common type of mission contracted through Outreach. Under an objective-raid contract, a mercenary command infiltrates enemy lines, destroys a specific target and then pulls out. The target may be an installation, specific equipment, military command personnel—anything that might be considered a viable military objective.

Because of the high risk and little chance of back-up should events turn against the mercenaries, employers usually offer generous pay and rights. Most objective-raid contracts run a minimum of two months.

Extraction (Raid)

Extraction raids, commonly known as "smash-and-grabs," are nearly identical to objective raids. In an extraction raid, however, the mercenary group must capture the target and return it to the employer. Understandably, extraction raids that target people may often become complicated if the target resists. In fact, if a mercenary unit extracts a hostile target who has no demonstrable military value, the unit, as well as the employer, may be charged with kidnapping and may be legally compelled to repatriate the target. Most employers are willing to accept such risks, however, because the extractions of key enemy military leaders can severely cripple an opposing force, especially if the extraction is timed to occur immediately prior to a major raid or assault by or against the enemy.

Extraction raids usually run a minimum of three months but may be considerably longer depending on the complexity and secrecy surrounding the mission. Similarly, pay may vary greatly, depending on the danger involved and the contract length.

Reconnaissance (Raid)

Reconnaissance duty involves infiltrating an enemy world and testing the enemy's preparations, willingness to engage and overall expertise. Typically, reconnaissance raids are staged before a planetary assault or major raid, but must not alert the enemy that an attack is imminent. Therefore, recon forces must be able to move quickly, avoid detection and operate in small detachments.

Most reconnaissance contracts run a minimum of one month. Often, the employer will sign the mercenary unit to a "follow-up" planetary assault or raid contract that begins as soon as the recon contract expires, so that the unit can aid in the action.

Pay and rights for reconnaissance contracts are above average.

Diversionary Raid (Raid)

In a diversionary raid, the mercenary unit attempts to draw as many enemy troops as possible from the primary assault objective. (Typically, diversionary raids are staged immediately prior to a major assault or raid.) This involves hitting hard and moving fast. Commands undertaking such assignments should realize that no support will be close at hand.

Because of the extreme danger of diversionary raids, employers offer incredible pay and negotiated benefits. Diversionary raid contracts rarely run longer than one month.

Planetary Assault (Assault)

Mercenaries are generally hired to act as support units to regular troops during planetary assaults. This duty involves heavy, protracted fighting. Employers usually offer generous pay as well as salvage and transportation rights, and are willing to negotiate support. However, employers never negotiate command rights in planetary assault contracts. Unless the mercenary force is an A* unit, it will always be placed under the direct command of the force leader.

Planetary-assault contracts commonly run four months or longer.

Pirate Hunting (Assault)

Pirate-hunting duty is considered an excellent combat assignment for a number of reasons. The pay is fair, salvage and command rights are rarely a problem, and most employers provide adequate transportation reimbursement. Few employers provide any support, but few mercenary units are likely to face opposing forces large enough to warrant reinforcements.

Pirate-hunting contracts last at least two months.

Guerrilla Warfare (Assault)

Guerrilla-warfare duty is one of the most challenging and dangerous missions a mercenary unit can accept. Guerrilla warfare incorporates elements of a planetary assault, cadre duty, reconnaissance and objective raids, and mercenary commands are expected to operate behind enemy lines without support for extended periods. While behind enemy lines, the unit harasses the enemy by identifying and destroying vital targets and also trains local allies (most often civilians) in the art of guerrilla warfare. Because of the obvious dangers, guerrilla-warfare contracts offer the highest pay and most generous rights of any type of mercenary contract.

Most guerrilla-warfare contracts run six months.

CONTRACTUAL TERMS AND OBLIGATIONS

Traditionally, all responsibilities and contract lengths follow the standards set for the different mission types described in the preceding section. However, pay and all other contractual terms—command rights, transportation, remuneration, salvage rights and support—are customarily negotiated by the employer and the mercenary command. The command's expertise and history, as well as the mission itself, are the main factors affecting these negotiations.

Mercenary commands are urged to obtain and study the details of proposed missions whenever possible before negotiating and signing contracts.

Command

Customarily, command rights fall into four categories: independent, liaison, House and integrated.

Independent command rights allow a mercenary command full autonomy. The unit operates without interference from the employer or his troops, but is required to explain any questionable actions to both the employer and the Mercenary Review and Bonding Commission after the contract expires. Quite often, employers grant independent command rights because doing so shields them from any legal responsibility for the mercenary command's actions under the contract. For this reason, employers commonly grant independent command rights on raid, riot-duty and guerrilla-warfare contracts.

Under liaison command, the mercenary group must accept a liaison who represents the employer. In exchange, the employer assumes limited legal responsibility for the actions of the mercenary unit during the length of the contract. The liaison (usually a regular-forces officer) monitors all mercenary command decisions and generally watches out for the employer's interests. Depending on the power of the employer and the strength of the contract, the liaison can sometimes bring incredible pressure to bear on the unit and can be a most damaging witness in any post-mission hearing. Liaison command is favored by corporations, most Periphery realms, and smaller states such as the St. Ives Compact and Free Rasalhague Republic. However, most Great Houses will use liaisons if pressed for it by a mercenary command.

Under the House command arrangement, the mercenaries are under the direct command of a regular military officer designated by the employer. The employer's designated commander may dictate tactics and strategies to the mercenary group, but the mercenaries otherwise retain command integrity. Under this arrangement, the employer assumes full legal responsibility for the mission and the mercenaries' conduct during the contract—unless the employer can demonstrate that the mercenaries willfully disobeyed the orders of the designated commander. The Successor States prefer House command arrangements, and the Lyran Alliance will usually agree to nothing less unless severe concessions are granted to them elsewhere in a contract. Furthermore, certain closely coordinated raids, garrison and assault duties virtually demand House command to ensure that all participating troops are properly deployed.

Under an integrated command, the employer assigns regular officers to most of the mercenary unit's command positions, effectively making the mercenary group part of his regular forces. The employer assumes full legal responsibility for the mission and the mercenaries' conduct during the contract, unless the employer can demonstrate that the mercenaries willfully disobeyed the orders of the designated commander. Generally, employers use this command arrangement when hiring mercenaries to bolster regular units for large assaults or raids. (Most Great Houses, however, will grant a mercenary group House command rights if pressed.) Understandably, mercenary leaders shun integrated command because it requires them to give up virtually all control over their troops.

Remuneration

Remuneration is the amount of money the employer provides to the mercenary command to cover out-of-pocket expenses incurred during the mission, such as food purchases, spaceport taxes and run-of-the-mill supplies. Typically, such costs are minor, so most employers offer generous remuneration terms. Mercenary commands should keep this in mind and never make concessions in other contract terms or payment in exchange for "generous" remuneration.

Transportation

As a rule, mercenaries can expect to be transported at the employer's expense aboard their employer's own DropShips and JumpShips. Many commands, however, do not care to rely on employer-supplied travel, especially in a hostile theater where rapid withdrawal may become necessary.

Usually, employers offer to reimburse mercenaries for 12–20 percent of the cost of private transportation. However, if the employer lacks his own vessels or his vessels are unavailable, he may suggest that the mercenaries use private transportation, and in such cases may offer 40–50 percent reimbursement.

Generally, employers prefer that privately owned vessels be large enough to transport at least one-third of the mercenary unit.

Salvage

Since the Clan invasion and the appearance of advanced Clan technology on the modern battlefield, salvage rights have become one of the most closely contested contract terms. Mercenaries have historically preferred to keep whatever they capture, and battlefield salvage can dramatically increase the profit a mercenary command realizes on a mission. Employers, on the other hand, see salvage rights as a way to gain back some of the money they are spending on the mercenary unit. The method of assigning salvage rights has varied over the centuries, but the Mercenary Review and Bonding Commission has established four different levels of salvage: full, exchange, shared and no salvage rights.

A mercenary unit with full salvage rights can keep whatever it acquires during a mission, barring any specifically designated objects or persons (such as the targets of an objective raid or extraction). Gaining full salvage rights generally takes some hard bargaining, however.

A command with exchange rights must turn over salvaged items to its employer at the end of the mission. In exchange, the employer pays the command the fair market value of the items. Payment may be in C-bills or material. In the case of salvaged Clantech, employers customarily provide an equivalent item of advanced Inner Sphere technology when possible. Most employers are willing to settle for exchange rights to salvage.

Shared rights is a compromise that has recently gained popularity. Under this arrangement, a mercenary command may keep up to half of all salvaged items (figured by tonnage), and the employer pays the fair market value for the remaining items.



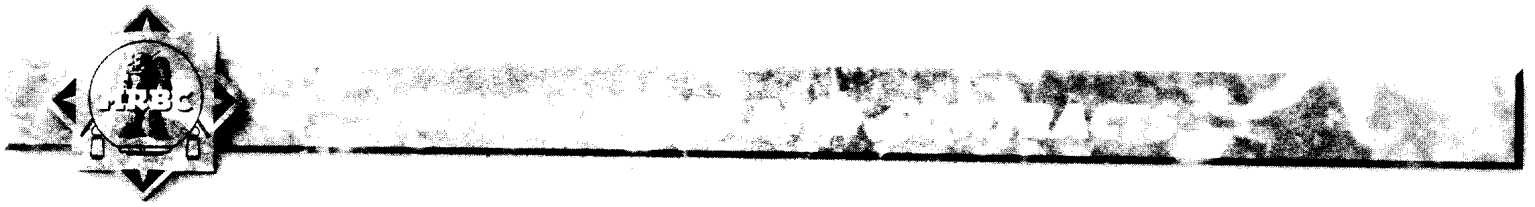
Because mercenaries select the items they keep, most employers prefer exchange rights.

No rights is just that—the employer owns everything the unit brings back. Generally, an employer will not insist on a no-rights arrangement unless the mercenaries have already agreed to a liaison command for the mission, because most mercenaries make little effort to collect salvage if they know they cannot keep any of it. For missions against the Clans, employers usually begin salvage-rights negotiations by insisting on no rights. In any case, employers must usually make a major concession in some other area of the contract to persuade a mercenary unit to forgo salvage rights.

Support

Support denotes how much of the mercenary unit's technical-support costs the employer will reimburse. Support costs include the cost of replacement parts and material as well as outside technical assistance. Customarily, employers offer either straight support or battle-loss compensation.

Under a straight support arrangement, the employer agrees to pay a percentage—anywhere from 50 to 100 percent—of the command's normal monthly technical expenses, including technician salaries and the costs of tools and material. When combat is expected, a straight support arrangement usually benefits the



employer, as the expenses of repairing battle damage can quickly exceed normal maintenance costs. On cadre missions and other light duty, such as garrison posts in "safe" zones, the arrangement usually benefits the mercenary unit.

Under a battle-loss compensation arrangement, the employer agrees to cover a percentage—rarely exceeding 50 percent—of the cost of repairing or replacing the command's battlefield losses and damage. Customarily, the employer is required to compensate the unit within six months of the date of the loss. Compensation is cumulative, so if a particular piece of equipment is destroyed and replaced four times over the course of several battles, the employer might owe the full cost of two replacements. Compensation can be paid in C-bills or a combination of C-bills and equipment, but a replacement item must exactly match the destroyed item. Withholding battle-loss compensation constitutes a breach of contract and exposes an employer to severe fines. Understandably, mercenaries expecting battle will push for battle-loss compensation, while their employers will prefer straight-support terms (an employer will gladly agree to pay all of a unit's regular maintenance expenses rather than be responsible for replacing a handful of 'Mechs, which may be worth millions of C-bills). In fact, most employers will make substantial concessions on other contract terms in exchange for straight-support terms.

EMERGENCY POWERS CLAUSE

An emergency-powers clause is routinely included in almost every contract negotiated on Outreach. The clause enables the employer to extend a contract and expand the mercenaries' duties as necessary in the event of a declared state of emergency. Contracts may be extended only one month at a time, up to a maximum of three months. However, the employer must also pay a bonus for each emergency extension; typically, the amount increases each time.

The mercenary command may later appeal the necessity of a state of emergency to the Mercenary Review and Bonding Commission. If the commission finds that the emergency was unjustified, it can force the employer to pay the mercenaries a fee up to three times the amount of the extension bonuses.

BREACH OF CONTRACT

The Mercenary Review and Bonding Commission handles all disputes over breaches of contract. A mercenary command or employer may breach a contract in several ways.

A mercenary command may breach a contract by:

- Taking improper action against non-military targets
- Failing to perform contracted duties to the best of its ability and in accordance with the Ares Conventions or Outreach Accords
- Displaying cowardice in the face of the enemy
- Willfully disobeying its legally sanctioned commander(s) or willfully disregarding contractual obligations
- Misrepresenting its qualifications or assets

An employer may breach a contract by:

- Misrepresenting the mission parameters in a contract
- Through omission of fact or misrepresentation, luring a mercenary command into situations where its survival forces it to commit acts that violate the Ares Conventions or Outreach Accords

If a mercenary command or employer accuses the other of breach of contract, or if the commission decides that circumstances warrant an investigation, the commission reviews the facts for a full week. If the commission then determines that charges are justified, it sets a hearing date and freezes all funds in trust related to the contract. If a mercenary command stands accused, it is summoned to Outreach and must pay for its own transport. An employer charged with breach of contract must appear before the commission or send a duly-appointed representative and must pay for any expense incurred in bringing the affected mercenary command to Outreach. Any party that refuses to appear receives a summary verdict of guilty; the commission reimburses any mercenary command or employer for its expenses if the party is found not guilty.

A panel of four commission members hears each case, renders final judgment and determines appropriate punishment. A ComStar representative serves as panel chairman, and two panel seats are reserved for the political members of the commission, excepting representatives from the employer state or the state against which the mercenaries were fighting. The fourth seat on the panel is reserved for an officer of an A-rated mercenary command. Any accused party may veto one panel member's presence and request a replacement. Three of four panelists must vote against the accused to bring in a guilty verdict.

For mercenary commands, penalties for breach of contract can be ruinous. The minimum penalty carries an automatic forfeiture of contract payment, a 20,000 C-bill fine, and a one-month hiring ban. The average penalty for breach of contract runs closer to a fine of 50-100,000 C-bills and a six-month hiring ban. While under a hiring ban, the unit as a whole may not take a contract *anywhere*, and any attempt to do so results in additional fines. Members of a unit under ban may hire out individually, however. In extreme cases, the commission may order a command to disband, seize all of its equipment, institute a five-year hiring ban on every individual command member, and order the imprisonment of command members on Outreach. (The commission has rendered such a verdict only once during its seven-year existence, against a ruthless command that considered burning an entire Rasalhagian city an appropriate distraction during an objective raid against Clan Wolf.)

The commission has much less power to punish employers that are found guilty. Typically, the commission levies a fine of up to ten times the full contract value against the employer, to be paid to the mercenary command.

Mercenary commands that fail to comply with the commission's rulings may be designated "rogue" units by the commission, which may then authorize other mercenaries to apprehend

or even destroy the offending command. Employers who fail to comply may find themselves under a commission-instituted hiring freeze. In this case, all mercenary commands currently working for the employer must cease operations and no other units may enter a contract with the employer (mercenaries that ignore the freeze are subject to fines and may be designated rogue units). Mercenaries under contract are still entitled to full contract pay.

MERCENARY REVIEW AND BONDING COMMISSION

In response to a loss of employer confidence following the ComStar schism and the abortive Operation Scorpion, the ComStar Mercenary Review Board was dissolved in 3052. In its place, the Dragoons organized the Mercenary Review and Bonding Commission, a body dedicated to promoting uniform standards of conduct among mercenary units and their employers. To this end, the commission oversees hiring practices on Outreach, adjudicates disputes between mercenaries and employees and serves as an escrow company for contract fees.

The commission is composed of representatives of the major political entities in the Inner Sphere and officers from several elite mercenary commands. ComStar also retains a permanent seat on the commission, and its representative serves as chairman for all commission meetings. Five seats are held by representatives of the Great Houses. The St. Ives Compact and Free Rasalhague Republic also hold seats on the commission, as do the Dragoons. The Eridani Light Horse and McCarron's Armored Cavalry both recently lost their mercenary status, and their commission seats have been offered to the well-respected Northwind Highlanders and the Blue Star Irregulars. The Highlanders have accepted; the Irregulars are reportedly still pondering the offer. Seats have also recently been offered to three Periphery states and the Word of Blake. The Magistracy of Canopus has already accepted; the Word of Blake has refused until the ComStar member is denied the right to serve as chairperson. No motion has yet been made in that regard.

Through ComStar-bonded accounts, the commission acts as an escrow company for contract payments. Employers deposit full contract payments in trust with the commission, which then authorizes the contracted mercenary command to draw against the balance. The remainder is usually held until completion of contract, at which time the commission deducts a five-percent handling fee on the full contract. This system ensures that employers are protected from default by mercenary commands and guarantees that mercenary commands receive their final payments.



ASSETS AND ORGANIZATION

This section describes the range of assets—BattleMechs, aerospace fighters, armor units, infantry and support—employed by mercenary companies, as well as common mercenary organizational schemes, ranking systems, uniforms, medals and decorations.

BATTLEMECH ASSETS

Most mercenary units rely heavily on BattleMechs. In fact, hundreds of smaller commands maintain no supporting aerospace, armor or infantry assets at all, largely because BattleMechs provide the most "bang for the buck." Without a doubt, 'Mechs are the most versatile and durable battlefield assets available today. They can fight successfully in nearly any environment; they can withstand more punishment and be restored to combat readiness more easily than aerospace fighters, armor units, infantry troops and virtually any other modern battlefield asset. And except in cases of the most serious damage, such as fusion-engine overloads or murderous concentrated fire, even BattleMechs rendered useless for battle can be salvaged for parts and materials worth several hundred thousand C-bills.

Mercenary commands rarely favor any single weight class of BattleMech over another. In an effort to spare themselves the added expense of ammunition, some smaller units lean toward BattleMechs that mount energy weapons, but savvy commanders have always realized that the added benefits of ballistic and projectile weapons far outstrip the cost of ammo. Similarly, many smaller units "overweight" themselves with heavy 'Mech designs, mistakenly believing that larger machines will land them larger contracts. However, the most successful unit commanders realize that a well-balanced mix of light, medium, heavy and assault machines is the best way to maximize the fighting and earning potential of their troops. A few successful units—most notably Wolf's Dragoons Zeta Battalion—seem to contradict this general rule, but such units contain highly experienced MechWarriors and usually operate in conjunction with lighter support units.

While most mercenary commands strive to maintain 'Mech designs of varied weight classes, most merc units rely on a few 'Mech designs that often reveal the region of space where the unit first formed. For example, a unit that employs a high number of *Panther*s and *Dragon*s most likely originated in the Draconis Combine or near the Kurita border, while a unit that heavily relies on *Valkyrie*s or *Enforcer*s probably originated in the old Federated Suns. Of course, such generalities are not always reliable, because working for different Houses, salvaging enemy 'Mechs and trading with other mercenaries can provide mercenary commands considerable access to a wide variety of BattleMech designs.

Because most merc commands lack enough money to purchase advanced tech, they tend to operate their BattleMechs at upgrade levels lower than those of regular Great House 'Mech units. Additionally, few mercenary commands can afford to maintain and train large tech-support staffs, so even those mercenary commands that manage to salvage Clantech usually cannot adapt it for use on their Inner Sphere 'Mechs. (For this reason, most commands usually trade salvaged Clantech for advanced Inner Sphere technology.)

But the most far-reaching factor affecting mercenary BattleMech assets was the Clan invasion, which exacted a heavy toll on mercenaries across the entire Inner Sphere and Periphery. Disdaining mercenaries as little better than bandits, the Clans simply destroyed numerous mercenary militias and corporate-employed commands. Of the 108 mercenary regiments that served in front-line combat against the Clans, more than thirty percent were destroyed.

A few disillusioned House regiments battered by the Clans turned mercenary, replenishing the mercenary population somewhat, but mercenary commands have rebuilt far more slowly than Successor State armies. Still, a few units have managed to recover. The Blue Star Irregulars, for example, managed to replace one of their decimated regiments by borrowing heavily to purchase new 'Mechs and taking on Dispossessed veteran MechWarriors. And the Dioscuri, reduced from two regiments to a single company during action against the Clans, have managed to raise two battalions by hiring survivors from other crippled units.

BATTLEMECH ORGANIZATION

For centuries, most mercenary groups organized their BattleMechs according to the standard Inner Sphere arrangement of four-'Mech lances grouped in three-lance companies, three-company battalions and three-battalion regiments. In recent years, however, mercenary units began to attach separate command lances to units of battalion size or larger, and the arrangement has now become standard among mercenary commands.

STANDARD MERCENARY BATTLEMECH ORGANIZATION

Unit	Component Units	Total Strength
Lance	—	4 BattleMechs
Company	3 lances	12 BattleMechs
Battalion	3 companies + 1 command lance	40 BattleMechs
Regiment	3 battalions + 1 command lance	124 BattleMechs
Reinforced Regiment	4 battalions + 1 command lance	164 BattleMechs

AEROSPACE ASSETS

Nearly every mercenary command seeks to own its own DropShips and JumpShips because doing so provides a command with unprecedented control over its own fortunes. Every

merc has heard horror stories of being left behind after a failed assault; owning a DropShip virtually ensures that a merc company can lift off from a battlefield at any time. Owning a JumpShip enables a merc command to exit a star system at any time, regardless of commercial shippers' schedules and space availability. And of course, owning such vessels can save a command millions in transportation costs.

JumpShips remain prohibitively expensive. A fair number of commands manage to purchase their own DropShips, but only the most successful mercenary units can afford to buy JumpShips. As for WarShips, Wolf's Dragoons and the Blue Star Irregulars, which recently captured a single Clan WarShip, are the only mercenary commands that possess such craft.

Mercenary units generally possess relatively few aerospace fighters, simply because most commands view aerospace fighters as a poor investment. For one thing, aerospace fighters are not nearly as resilient as BattleMechs. When operating in a planetary atmosphere, a damaged aerospace fighter is likely to plow into the ground at an unforgiving speed, destroying the machine and its pilot. By contrast, a BattleMech that falls to the ground usually survives the mishap with a scratch or two. In space, a damaged aerospace fighter is likely to collide with another vessel or simply vanish into the void, beyond effective detection range, in a matter of seconds.

For these reasons, most mercenary commands maintain few or no aerospace assets. Most commands that do have aerospace assets maintain one fighter for every twenty-four BattleMechs, only half the 1:12 ratio recommended under standard Inner Sphere tactical doctrine. Instead, most mercenaries rely on their employers to provide aerospace support when necessary. Those mercenary units that maintain sizable aerospace assets (usually prestigious units such as the Kell Hounds or the Gray Death Legion) customarily entrust their expensive and easily destroyed fighters to veteran and elite pilots.

AEROSPACE ORGANIZATION

Mercenary aerospace assets are usually arranged according to the old Star League lance-squadron-wing organization scheme, sometimes with a separate command lance. (Aerospace companies and regiments were actually developed between the first two Succession Wars for ease of record-keeping.) Some mercenary commands still use the company designation of twelve fighters, but most have long abandoned it.

STANDARD MERCENARY AEROSPACE ORGANIZATION

Unit Component	Units	Total Strength
Lance	—	2 aerospace fighters
Squadron	3 lances	6 aerospace fighters
Wing	3 squadrons + command lance	20 aerospace fighters
Reinforced Wing	4 squadrons + command lance	26 aerospace fighters

ARMOR ASSETS

Unlike most Great House armies, mercenary commands have always evidenced affection for armored vehicles. Inexpensive and easily repaired, armored vehicles usually match up surprisingly well against BattleMechs. With heavy armor or good maneuverability, an armored vehicle can usually avoid the full brunt of a BattleMech's weapons fire, and a coordinated attack by multiple armored vehicles can usually bring down an unwary MechWarrior's machine.

Currently, mercenary units seem to favor light hovercraft and well-armed tracked vehicles. Typically, the heavier units are used to breach an enemy 'Mech's armor. Then lighter units, such as the Savannah Master or Harasser Missile Platform, speed onto the battlefield and help deliver the *coup de grace*. Weapons fire from heavier units such as the Schrek PPC Carrier or Von Luckner Heavy Tank can penetrate a BattleMech's armor with a single salvo, a concern for any MechWarrior. These heavy units are used best when striking from ambush or deployed in the defense of static positions; when used in considerable numbers, they can hold their own against an enemy force or provide excellent fire support for a BattleMech unit.

Some units use their lighter vehicles to spearhead assaults with lightning-fast sweeps across the enemy line, doing respectable damage before the heavier units appear. Savannah Master companies have been known to drop medium or even heavy BattleMechs on a single pass, losing only one or two vehicles on the average.

Armor is typically deployed in battalion strength when attached to a BattleMech regiment and in company strength when attached to a BattleMech battalion. Except for fast scout designs, armor vehicles are rarely deployed in platoon-size detachments because such detachments are virtually defenseless against any force larger than another armor platoon. Finally, several mercenary armor regiments operate in the Inner Sphere; most of these regiments specialize in garrison duty.

ARMOR ORGANIZATION

Mercenary groups commonly organize their armor in four-vehicle lances, three-lance companies, three-company battalions and three-battalion regiments. If the unit is operating independently, it usually contains a command lance as well, attached at the battalion level. An independent regiment is usually led by a command company.

When armor provides support for BattleMechs, the BattleMech commander also directs the armor units.

STANDARD MERCENARY ARMOR ORGANIZATION

Unit Component	Units	Total Strength
Lance	—	4 vehicles
Company	3 lances	12 vehicles
Battalion	3 companies +1 command lance	40 vehicles
Regiment	3 battalions + 1 command company	132 vehicles

INFANTRY ASSETS

Mercenary commands typically use infantry troops for security/garrison duties or specialist roles because most commands are usually unwilling to accept and unable to afford the heavy casualties that normally result when infantry troops are used in front-line combat.

Security/garrison duties such as quelling civil unrest—for which BattleMechs are particularly ill-suited—is one of the missions that infantry normally performs. Infantry are also commonly used to secure territory that has been claimed by a unit's 'Mech forces. Specialist infantry detachments, such as Long Tom artillery crews and anti-aircraft weapon crews, have frequently proved quite effective on the battlefield, as have dedicated anti-'Mech squads. Specialist infantry squads can also infiltrate enemy positions and operate behind enemy lines much more easily than other battlefield units, capabilities that make these squads an ideal choice for demolition, sabotage and intelligence-gathering missions.

Currently, Wolf's Dragoons is the only mercenary outfit with the facilities and knowledge required to produce battle armor. (The Dragoons produce the classic Clan Elemental design, as well as a lighter stealth-suit design.) Other large mercenary commands, such as the Gray Death Legion and Eridani Light Horse, possess Federated Commonwealth battlesuits. While not as strong as the Dragoon Elemental design, these suits are generally more versatile. For example, the Gray Death Legion has modified several of its suits for scout and stealth functions. And the Kell Hounds' ties to Phelan Kell's renegade Wolf Clan have enabled them to begin fielding stripped-down versions of Clan Elemental suits. Furthermore, the Kell Hounds are reportedly perfecting their own battlesuit design, to be produced at their facilities on Arc-Royal.

Most mercenary commands organize their conventional infantry assets into seven-troop squads, four-squad platoons, three-platoon companies, three-company battalions and three-battalion regiments. (Infantry companies, battalions and regiments customarily include extra command squads as well.)

Mercenary battle armor is organized in four-man squads and three-squad platoons. Because they are rare among merc units, battlesuited troops are usually deployed in three-squad platoons rather than the five-squad regular-infantry platoons favored by some House militaries. In an exception to the four-man squad rule, Wolf's Dragoons organizes battle armor troops into five-man Points that reflect the unit's Clan origins.

STANDARD MERCENARY INFANTRY ORGANIZATION

Unit Component	Units	Total Strength
Squad	—	7 troops
Platoon	4 squads	28 troops
Company	3 platoons + command squad	91 troops
Battalion	3 companies + command squad	278 troops
Regiment	3 battalions + command squad	834 troops
Battlesuit squad	—	4 troops
Battlesuit platoon	3 battlesuit squads	12 troops

TECHNICAL SUPPORT

Technical support assets are one of a mercenary unit's greatest concerns because mercenaries do not have the vast support resources available to regular army troops. Mercenaries do employ outside technicians at times, but outside techs can be quite expensive. Also, they do not accompany units into combat zones—where technicians can literally save a military campaign by keeping a unit's machines operating.

For these reasons, any mercenary command that hopes for long-term success must recruit field-support personnel as vigorously as it recruits MechWarriors. Indeed, the expertise of most mercenary support staffs averages out at veteran quality, rather than the regular expertise found in House army support branches. Technicians with expertise in Inner Sphere advanced technology or Clan tech are especially sought after.

Unfortunately, few mercenary commands can afford enough technicians to provide 100 percent of their support needs. Paying a large support staff can quickly bankrupt a merc unit unless the unit is constantly in combat, which no unit ever is. Therefore, most merc units maintain enough support staff to provide 60 percent of their needs, a level that ensures the unit's ability to always field a good portion of its machines without causing the unit undue financial strain.

RANK STRUCTURES AND INSIGNIA

Most mercenary commands use a simplified version of the standard Star League rank structure, as shown in the following rank structure table. Most units have also developed their own unique insignias that loosely reflect the rank structure. Several, though not all, mercenaries shun insignia as symbols of the unproductive bureaucracy and elitism that plague so many regular military units. Some who do wear insignia show their disdain for such things by wearing them as cufflinks, on their hats or on their chests in defiance of standard military practices.

TYPICAL RANK STRUCTURE

BattleMech, Aerospace and Armor Units	DropShip and JumpShip Crews	Support Staff
Brigadier General		
Colonel	Captain	
Lieutenant Colonel	Commander	
Major	Lieutenant Commander	
Captain	Lieutenant	
Lieutenant	Lieutenant J.G.	Lieutenant
	Ensign	Master Technician/Engineer
Enlisted Personnel		
Sergeant	Chief Petty Officer	Senior Technician/Engineer
Corporal	Petty Officer	Technician/Enginee
[Profession Title]	Spaceman	Astech

Brigadier General

In the Successor State armies, a brigadier general is an aide to a general. However, multi-regimental mercenary commands in the employ of a Great House use this rank to identify the senior regimental commander.

Colonel/Captain (Admiralty)

Mercenary colonels typically command regiments, though many battalion commanders style themselves colonels as well. In multi-regimental mercenary forces, the senior colonel is commonly considered first among equals. Customarily, Successor State militaries require that the senior colonel of a mercenary group assume the rank of brigadier general to facilitate a smooth chain of command during operations.

The admiralty rank of captain denotes the commanding officer of a mercenary DropShip or JumpShip. Historical tradition prohibits the presence of more than one captain aboard ship, so any other captain aboard a DropShip assumes the courtesy title of *commodore* while onboard (the courtesy title confers no additional authority). For the same reason, any BattleMech, aerospace or armor captain assumes the courtesy title of *major* while onboard.

Lieutenant Colonel/Commander (Admiralty)

The rank of lieutenant colonel is generally reserved for senior battalion (wing) leaders or the executive officer of regiments. Admiralty commanders serve as executive officers or senior department heads.

Major/Lieutenant Commander (Admiralty)

Majors command full battalions of BattleMechs, infantry or armor. Aerospace majors command abridged or full aerospace wings. Occasionally, majors serve as direct aides for colonels and other higher-ranking officers. Admiralty lieutenant commanders oversee large departments on DropShips and JumpShips.

Captain/Lieutenant (Admiralty, Support)

Captains command BattleMech, infantry or armor companies, or aerospace squadrons. Captains may also serve as aides to colonels and higher-ranking officers. Officers of the equivalent admiralty rank, lieutenant, command large work centers or small departments, or serve as aides to captains and commanders.

In technical support forces, the rank of lieutenant is generally awarded to master technicians responsible for overseeing the maintenance of regiments or several independent battalions. This rank is an honorary position and confers no inherent authority or privileges.

Lieutenant/Ensign (Admiralty)/Master Technician (Support)

In mercenary forces, lieutenants lead lances, elements or platoons. Generally, sergeants are promoted to the rank after learning command skills.

The admiralty rank of ensign is a probationary title for junior officers. After one year, all ensigns are automatically promoted to lieutenant junior grade, provided that the ensign has committed no offense that required disciplinary action. Typically, ensigns command smaller work centers.

Master technicians are responsible for the care of vehicle battalions or aerospace wings. Aboard DropShips and JumpShips, master engineers are responsible for all maintenance requirements and command the ship's technicians.

Sergeant/Chief Petty Officer (Admiralty)

Sergeant is considered the senior enlisted post in a vehicle platoon, BattleMech lance or aerospace squadron. In infantry forces, sergeants command squads. In mercenary units, sergeants are often considered officers-in-training, as they are routinely promoted to lieutenant. Mercenary sergeants also commonly serve in the place of lieutenants but keep their enlisted ranks.

Chief petty officers are the senior enlisted supervisors of enlisted personnel on a DropShip or JumpShip. Depending on the size of a ship and its crew, it may contain chief petty officers of three different grades: chief, senior chief, and master chief.

Senior technicians oversee the maintenance of aerospace squadrons or BattleMech and vehicle companies. Aboard a DropShip or JumpShip, a senior technician may oversee the ship's weapons or engines.

Corporal/Petty Officer (Admiralty)

The rank of corporal is a type of "middle management" position rarely used outside infantry forces. A corporal's job is often defined as taking a commanding officers' order, listening to how the sergeant wants it done, then figuring out how it *has* to be



done and explaining that to the lower ranks. Admiralty petty officers perform much the same job—but they want it all done before lunch so everyone can get off work early.

Profession Title/Spaceman/Technician

In mercenary forces, MechWarriors, armor crews, infantrymen and pilots are simply referred to by their job titles and rarely wear any rank insignia. Aboard spacefaring ships, the generic shipboard personnel who make up the bulk of the labor force hold the rank of spaceman.

Ideally, a technician and his crew of astechs (assistant technicians) are responsible for maintaining a single BattleMech or aerospace fighter. However, mercenary forces rarely maintain large support staffs, so a single technician may be responsible for an entire element, lance or platoon, and will usually lack enough astechs. Engineers are the general technicians on DropShips and JumpShips; they perform all maintenance and run engine-room control panels.

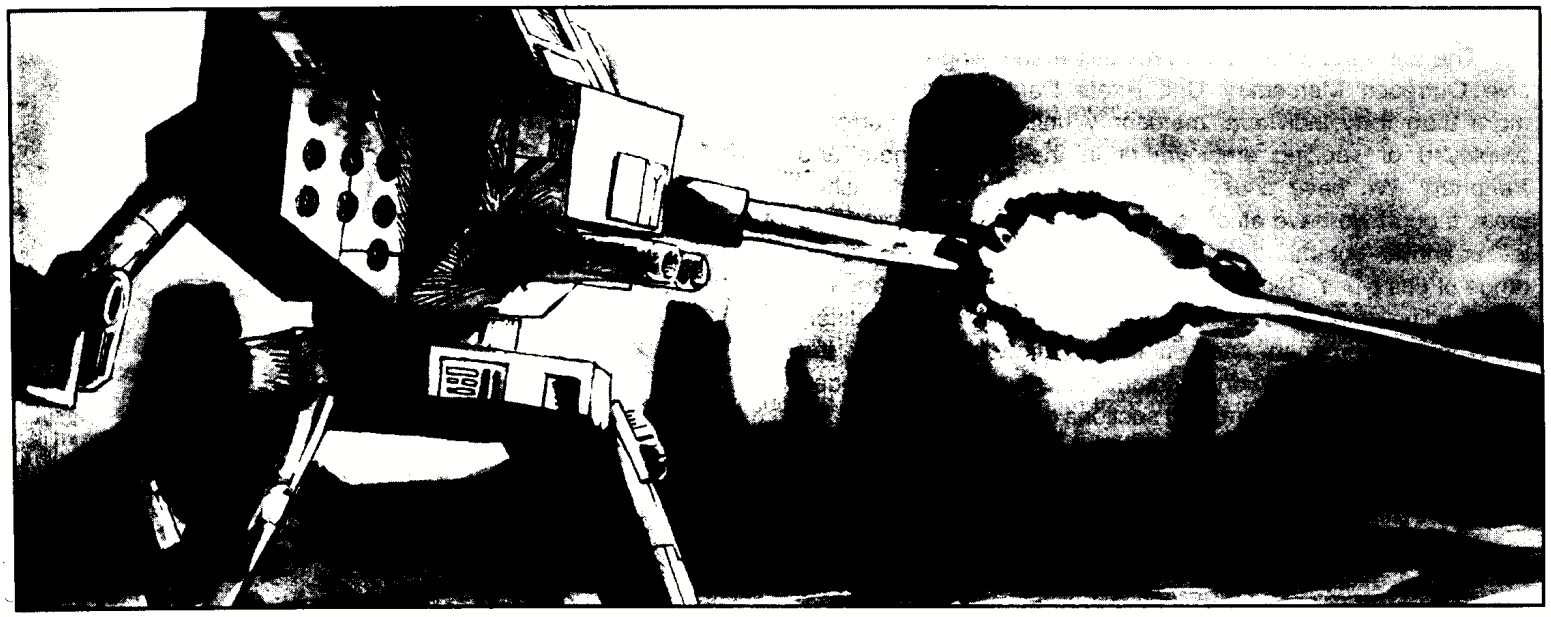
UNIFORMS

Few mercenary commands care to enforce strict uniform dress codes; the attention paid to such inessential regulations are one of the main reasons that drive many regular soldiers to become mercenaries. Most mercenary commands allow their warriors to dress as they want, as long as an individual's clothing does not hinder his or her performance of duties. For example, a mercenary MechWarrior commander may allow her troops to wear garish colors; however, no infantry commander would let his troops wear "hunter orange" in the field because such clothing would endanger their lives and jeopardize their mission. Likewise, smart mercenary commanders will restrict their troops' clothing choices in deference to local sensibilities. For example, most commanders prohibit their troops from wearing extremely revealing or provocative clothes while serving in a conservative-minded realm, such as the Draconis Combine.

DRESS UNIFORMS

Only very successful mercenary commands can afford such luxuries as dress uniforms. Consequently, most mercenaries in formal settings wear dress uniforms saved from former duty in regular armies.

Some mercenary commands have dress uniforms connected to the command's history. For example, the Northwind Highlanders' tartan kilts, formal shirts and war sashes date back to the unit's origins on ancient Terra. Other commands employ striking uniforms in which members cannot help but take pride. The dazzling dress uniform of the Kell Hounds, for example, features a double-breasted jacket cut to resemble a large hound's head, with ears at the shoulders and a muzzle fastening down near the belt.



MEDALS AND DECORATIONS

The notion of mercenaries awarding medals and decorations may seem incongruous, considering how assiduously most mercenary commands avoid rank insignia, titles, uniforms and other trappings of regular military service. Mercenaries recognize most of these medals and decorations as the cheap flattery that they are, but certain awards have managed to gain at least some level of currency among mercenaries and regular army units alike.

THE HOUND'S TOOTH

The Hounds' Tooth is a white enamel pin in the shape of a large canine tooth. The Kell Hounds award the Tooth only to warriors outside of the mercenary command who have fought alongside the Kell Hounds and earned the unit's respect through a demonstration of skill, courage and honor—three qualities strongly reflected in the unit's founding members, Morgan and Patrick Kell.

THE BLUE STAR

Also called the Blue Star of Kerensky, this Star League medal was originally created to recognize the "unswerving loyalty in the face of great hardship" displayed by veterans of the Amaris Civil War. Exactly thirty-seven of the medals were awarded after that campaign. When Kerensky called for the Exodus, every Blue Star recipient stayed behind, unwilling to break their pledge to act as defenders of the Inner Sphere. Thirty-two of those medal recipients formed the core of the Blue Star Irregular mercenary regiments. (Three had retired and have since passed away, and two of the original recipients dropped from sight a year after the Exodus.)

Traditionally, whenever a medal holder passes on or retires from active duty, his Blue Star medal passes to an active member of the mercenary unit. The new medal recipient is selected by a vote of the entire multi-regimental force for his or her loyalty to the Irregulars and commitment to the honorable conduct of war. Previous medal bearers are allowed to nominate their successors, and their nominations count for fifty votes. To date, no nomination has ever been overturned by popular vote.

Twice, a Blue Star holder has left the Irregulars to serve with another mercenary unit, but each time the medal was returned after the individual's death in combat. Only one medal has ever been lost to battle damage, but a new one was crafted from the metal of that warrior's Rommel-class tank.

The Blue Star is a piece of blue steel, edged in red enamel and with a gold-etched shield in its middle.

LEGION OF KARSSKHOV

The Legion of Karsskhov is awarded by Avanti's Angels in recognition of a sacrifice beyond the call of duty made to protect a member of the Angels or the Angels as a whole. Only three warriors have been inducted into the Legion of Karsskhov since its inception in August of 3058; two of these individuals received the medal posthumously, including founding member Brent Karsskhov, who gave his life to protect the Angels' executive officer.

Any individual awarded the Legion of Karsskhov may display the Legion emblem, the black silhouette of a *Phoenix Hawk* flanked by two golden angel wings, on his or her BattleMech. The decoration confers a pledge from the Angels to extend whatever aid they can to the recipient whenever he or she requests it.

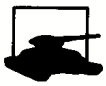
MERCENARY UNIT BRIEFS

The following information provides a sampling of the massive Outreach Mercenary Unit Briefs Database, highlighting more than forty individual mercenary units that are currently employed or seeking employment in the Inner Sphere and Periphery. We have chosen to present primarily established units, though we have also included a few recently formed and lesser-known commands in the interest of providing a useful range of unit types. Because the emphasis of this field manual is on providing employers with a better understanding of the different types of mercenary units upon which they already rely, the profiles of several noteworthy commands have been expanded to include particularly interesting sections of their Mercenary Unit Descriptions (MUD). The following briefs include the Dragoons Rating and a condensed history of each mercenary command, describe available forces and composition, and highlight exceptional officers, tactics and strategies. The **Outreach** section, p. 14, offers a detailed explanation of Dragoons Ratings and the Dragoons Tracking System.

Each type of unit within a command is identified by one of the following unique symbols.


'MECH


AEROSPACE


ARMOR


SPECIAL


INFANTRY

The unit descriptions include the unit's size, standard quality rating and general loyalty/reliability ratings. Unit size can range from a single lance to an expanded regiment. Most of these units follow standard Inner Sphere organization (see **Assets and Organization,** p. 26), except where noted in the individual brief.

The standard quality rating represents an estimation of a unit's overall skill and combat experience, averaged out over the course of several employers or over several years with a single employer. In general, units with a higher quality rating will consistently perform at a higher standard than those units with lower ratings, regardless of other factors. The standard ratings, used throughout the Inner Sphere and Periphery, are Green, Regular, Veteran and Elite. A Green rating typically identifies a unit full of unblooded or inexperienced troops, but might also be applied to more seasoned soldiers if the mercenary command is untried in battle. Regular units are comprised of troops of average ability—soldiers with at least some proven combat experience who have worked together for some time. Veteran units have several years of active combat experience, and usually are tapped for the more vital (and dangerous) missions. As a rule, regular House warriors rarely show mercenary units any professional courtesy until they reach Veteran status. Elite units are rare, comprised of some of the Inner Sphere's most experienced and highly sought-after mercenaries. Elite mercenary commands—the type of units holoadventures are made of—are famous for their exploits and usually treated with the respect they deserve.



The Mercenary Review and Bonding Commission assigns each command's Loyalty rating, using the grades of Questionable, Reliable or Fanatical. Though loyalty is part of the Dragoons Rating, the separate rating awarded by the MRBC provides employers with a quick guide to unit reliability. Questionable units have a reputation for breaking their contracts or skirting the legal edge of contract violation, though newly formed units without any track record also receive the Questionable tag. Most employers recognize this distinction and will give a new unit the benefit of the doubt. Employing any other type of Questionable unit is a gamble. Reliable units are those commands that continue to uphold their contracts in the face of adversity, such as pay in arrears or unfair treatment, or have remained loyal to a particular employer over many years. A Fanatical rating for a mercenary command does not mean blind loyalty to an employer in the sense of a House unit willing to rush to its death in service to its government. A Fanatical mercenary command simply strives to uphold its end of a contract regardless of unfair terms, lack of support or even in the face of treachery. It generally takes a cataclysmic event, such as outright betrayal, to force such a unit to break a contract.

ACCESS UNIT BRIEFS DATABASE
LOCATE ISMERCFM FILES
WOLF'S DRAGOONS PRIVACY PROTOCOL LEVEL-2 OVERRIDE
ATTACH FILES/UPLOAD COMSTAR ACCT# WN-7
AUTHORIZATION: NOKETSUNA\MFM\WOLFNET



ACE DARWIN'S WHIPITS: NATURAL SELECTION

The WhipIts resemble a club or fraternity more than a true mercenary command. This unit's leader, Ace Darwin, only taps his available friends for a job once he manages to secure a contract. The smallest unit he has ever put together amounted to a reinforced lance of six BattleMechs—the largest, two companies supported by minimal armor and aerospace assets. As a result of this haphazard organization, the range of talent, skills and experience the WhipIts offer fluctuates from mission to mission, creating what some refer to as a "grab-bag" unit—an employer never knows what he is going to get.

Somehow, this casual method of generating what amounts to a new mercenary command for every mission has paid off for Darwin's WhipIts. Of its fifteen contracts to date, the command has completed the bulk of its missions to the satisfaction of its employer, and has defaulted only once. The unit's low Dragoons Rating is mostly due to its lack of technical support and transportation. In their most recent contract, the WhipIts were hired to supplement forces on the Sarna Supremacy world of Kaifeng. Records show that the unit was hired for an offensive campaign, but a preemptive strike by the Capellan Confederation's House Hiritsu forced the WhipIts to help defend the world instead. The Capellans took Kaifeng, but the WhipIts gave a better accounting of themselves than did the Kaifeng SMM.

When Darwin signs a contract, he initially gathers together his friends on Outreach, then picks up other members for his unit between Outreach and the unit's destination. Because they are always thrown together at the last moment, the WhipIts use no set paint scheme, though they do use a common insignia; a large pink cat's paw painted on the left heel of their BattleMechs. By putting the WhipIts insignia in such an inconspicuous location, Darwin's friends can keep the insignia on their machines even when they are working as part of another mercenary command. The paw insignia refers to Darwin's BattleMech, a captured Kurita *Panther* painted a light pink and dubbed the Pink Panther.

Dragoons Rating: D+

OFFICERS

How Darwin managed to gain admission to the prestigious Nagelring Academy is something of a mystery, but he completed nearly two years of training there. He was expelled in his second year for minor but oft-repeated violations of curfew, dress code, dormitory rules and the Nagelring code of conduct. Darwin is very charismatic, and his failure at the Nagelring has not diminished his circle of friends. In fact, the strength of his inexplicable attractiveness shows in the fact that, while Darwin appears to have no grasp of leadership and only a basic command of tactics, he can always find comrades willing to follow him into combat time after time. Off the battlefield, Ace Darwin often can be found applying a fresh coat of wax to his *Panther,* in which he takes great pride. Darwin scorns any military rank, preferring simply to be called "Ace."

TACTICS

Darwin's unorthodox command style has been known to surprise his opponents nearly as often as it surprises Darwin himself, but it is interesting to note that his *Panther*'s paint job rarely suffers so much as a scratch in combat. This phenomenon appears to be a combination of his piloting skill and the offbeat color of his *Panther*; most warriors apparently regard the pink battle machine as inconsequential, forgetting the damage that can be done by a PPC.

The WhipIts take only short-term contracts, six months at most. Though mainly serving security duty, the WhipIts see an above-average share of combat action. Darwin's detractors put this fighting record down to his knack for finding trouble.

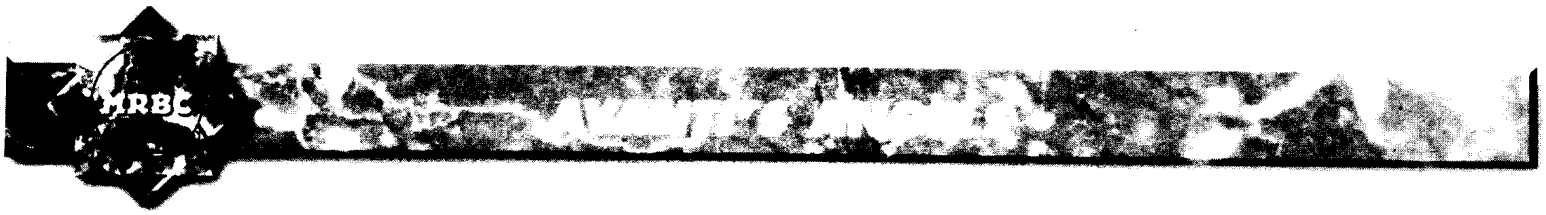
SUPPORT

Warriors are expected to maintain their own machines, though Darwin occasionally hires a few astechs on short-term arrangements. The WhipIts tend to rely on employer transportation or private carriers. Darwin has one friend who is an independent DropShip captain, but has hitched transport with him only once.



The WhipIts
Varied/Varied/Reliable
CO: Ace Darwin

On the average, the WhipIts rank as regular troops at the low end of reliable loyalty. Darwin himself is a veteran pilot, and at least one of his friends is considered elite. The unit members possess very little advanced technology; the *Pink Panther*'s double heat sinks and extended-range PPC comprise roughly half of it. As no member has yet faced the Clans and returned to tell the tale, the unit has had no opportunity to acquire any Clantech.



AVANTI'S ANGELS: IN THE PATH OF THE TORNADO

Hired along with another independent MechWarrior to protect the interests of a small corporation on the planet Garstedt, Marcus GioAvanti had heard only rumors concerning an invasion from the Periphery when Clan Smoke Jaguar hit Garstedt. GioAvanti was dragooned into a DCMS ad hoc demi-company comprising three other corporate troops and one Pesht Regulars retiree, commanded by a Sun Zhang cadet home on leave. The cadet found honorable death in a charge that almost destroyed the small command. Marcus managed to extract only himself, another corporate mercenary named Charlene Boske and the Pesht retiree, who died from his wounds soon afterward.

One month later on the world of Schulyer, events repeated themselves with eerie similarity. Still attached to the Third Alshain Regulars, Marcus and Charlene were ordered to form a second "auxiliary" unit from nine MechWarriors who similarly had been pressed into service. This command was assigned to rear-guard and diversionary duty with no support or possibility of reinforcement. Marcus, who now understood the Kurita definition of "auxiliary unit" to be "human sacrifice," used every trick and grabbed every battlefield advantage to keep his command alive. A battle-weary *Tai-i* GioAvanti led three surviving, exhausted warriors off Schulyer when the call for retreat finally came. They were detached from the Third Alshain to re-form a new auxiliary unit at Jeronimo and assist the Fifth Galedon Regulars in that planet's defense.

Jeronimo, Hyner, Juazeiro, Asgard, Kanowit—the Angels were shoved off every planet they helped defend regardless of the preparations they made in the planets' defense. Stragglers from other, shattered companies grafted themselves to the Angels, hoping to benefit from their knack for survival, but every battle claimed an equivalent price in equipment and lives.

COMMAND

Marcus GioAvanti leads the Angels, with Charlene Boske acting as his executive officer. Marcus comes from an influential merchant family in the Isle of Skye, and attended the New Avalon MechWarrior Academy for two years. After a falling-out with his family, he broke off all ties to the Skye GioAvantis and left the academy, landing on Outreach and working dead-end mercenary contracts such as the Garstedt corporate garrison post. Marcus is officially listed as commander of the Angels, but avoids wearing an official uniform or rank.

The Angels refuse to sign away their tactical command rights, determined to never again serve as a sacrificial unit. They invariably win this contract point based on their excellent reputation.

AVAILABLE FORCES AND ORGANIZATION

The Angels learned to be very flexible during those first hellish years of the Clan invasion. They now train in tactical doctrine from single combat to six-'Mech lances, and can reorganize to any configuration in mid-combat. The mercenary command boasts limited support, including a few armored vehicles, some aerospace and infantry. Half their BattleMechs are tried-and-true designs, but they did manage to salvage some Clantech weapons during battles they fought in early 3052, which they later adapted to their Inner Sphere machines. Between recently salvaged advanced technology and the functioning Clantech, they are considered 55 percent upgraded.

TECHNICAL AND TRANSPORTATION SUPPORT

As early as 3052, the Angels were building a decent technical support team. Marcus poached several veteran techs and one prominent R&D specialist from certain DCMS units that showed little respect for their technician staff. The Angels' high percentage of extended-field campaigns requires a good tech staff in the field to keep their machines battle-ready. Their support level is rated at 80 percent.

Avanti's Angels' DropShip assets provide the unit with full transportation support. The upgraded *Union*-class *Heaven Sent* serves as the unit's main deployment vessel. Their second DropShip is a very old *Fortress*, primarily used as a mobile maintenance depot and for transporting the unit's dependents. The *Fortress* is held together only through the skill of the Angels' technicians, and is generally kept as far from combat as possible.

COLORS AND INSIGNIA

Avanti's Angels adopted a pristine white paint scheme with silver trim after the Astrokaszy campaign. Because they wanted their enemies to know who they faced, the techs painted Marcus's *Caesar* with special care. They use a substance that creates a mother-of-pearl finish on the whole 'Mech, then paint flames up the sides of its legs. The finishing touch is the name Archangel painted across the 'Mech's front torso in gold. The command's insignia is a small, detailed portrayal of the fabled Greek character Icarus flying too close to the sun, painted on the BattleMechs' left shoulder. 'Mech names are painted across the torso or on the upper left leg.



AVANTI'S ANGELS

Forged during the maelstrom of the Clan invasion, the Angels first learned how to survive battles, and then to win them. The Chaos March kept them busy for nearly a year, until treachery on the part of the Farmer's Freedom Army of Arboris almost drove the Angels to ruin. In early 3058 they accepted an extended-campaign contract from the Magistracy of Canopus that sent them to the Periphery world of Astrokaszy and into battle against a mysterious unit of high-tech BattleMechs. Outside treachery and internal conflicts almost split the unit and would have left it stranded on this barbaric world if not for the strong will of Marcus GioAvanti and the loyal devotion of certain warriors.

The Angels left Astrokaszy with a renewed sense of their identity and salvage of half a dozen new 'Mechs that were easily restored. After a few contracted raids against the Marian Hegemony, they returned to Outreach and picked up one of the last auxiliary contracts being offered in support of the Inner Sphere offensive against Clan Smoke Jaguar.

Dragoons Rating: B+

OFFICERS

Ki-Lynn Tanaga's real talent lies in communications. She is a valuable asset to the Angels, equally skilled at breaking an enemy's codes and cutting off enemy communications. Because her MechWarrior skills are barely adequate, she drives a support 'Mech and is shielded from heavy combat when possible. The Angels retrofitted her *Archer* with a state-of-the-art communication system, and she usually carries Thunder munitions, as "the ground is much easier to hit."

Until recently, Hanford "The General" Lee served the Federated Commonwealth with the rank of general. How he came to be working for the Angels is unknown, though Wolfnet speculates that the Angels rescued him after FedCom forces left him behind in the first turbulent months of the Chaos March's formation.

TACTICS

The Angels specialize in infiltration, extraction, raiding and other types of missions that succeed with a hit-hard-and-fade-fast approach. Keep the initiative and you can dictate the battle, Marcus is fond of saying. The Angels avoid defensive missions and anything remotely resembling a garrison assignment. In two years of running from the Clans, the Angels also have learned to salvage on the fly. All Angel pilots are taught to crudely but quickly tear salvageable arms, legs, heads or chunks of torso from fallen BattleMechs for use by the unit's techs.

The Angels often lay down Thunder mines to slow advancing enemy machines. Angel hovercraft then make high-speed passes along the opposing line, one of them fitted with a C^3 slave to provide improved long-range accuracy for a single BattleMech lance.



Avanti's Angels
2 Companies/Veteran/Reliable
CO/1st Company: Marcus GioAvanti
Comm Officer: Ki-Lynn Tanaga
XO/2nd Company: Charlene Boske

This unit is just shy of earning elite status. More than half of its 'Mechs are older models, but there are two full lances of 3055- and 3058-vintage 'Mechs. The unit's weight distribution is fairly classic; one lance of lights, one of fast mediums, three medium-to-heavy lances and one assault lance. The unit constantly remixes the composition of its companies and renames lances to keep its working style from becoming predictable.

The Angels own approximately sixty tons of Clantech weapons salvaged during the last year of the Clan invasion. They also have a single C^3 computer network, brought into the unit by MechWarrior Jase Torgensson.



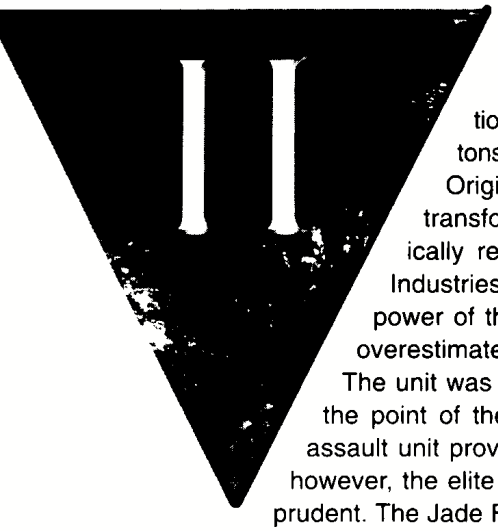
Angels Aerospace
Lance/Regular/Reliable
Element Cmdr: Nathaniel Klepper

The Angels acquired Nathaniel Klepper during their contract with Canopus, and have since added one other pilot to form a single aerospace lance. Some judicious horse-trading allowed them to acquire two old but serviceable *Stingray* fighters.



Angels Special Assault Force
Mixed Company/Veteran/Reliable
Force Cmdr: General Hanford Lee

The assault force is composed of a single lance of armor and a small detail of motorized infantry. The armor includes a pair of Savannah Masters, an old SRM carrier and a new Saladin Assault hovertank. The veteran infantry train in everything from anti-'Mech tactics to general fire support to recon functions.



BARBER'S MARAUDER IIS: PEACE THROUGH SUPERIOR FIREPOWER

Thirty-eight jump-capable assault-class war machines, ninety-six extended-range particle projection cannons, more than thirty LB-X eighty-millimeter autocannons, twelve large pulse lasers, 3,800 tons of jumping BattleMechs—Barber's Marauder IIs exudes an aura of overwhelming firepower.

Originally a battalion of *Marauders* that operated under the name of Miller's Marauders, the unit transformed into its current incarnation ten years ago, when Major Susan Barber began to systematically refit the unit with the more advanced Marauder II design. Jaime Wolf authorized Blackwell Industries to supply her with as many of the 'Mechs as she wanted to purchase. Considering the firepower of the assembled *Marauder IIs* under her command, it is easy to see how battlefield opponents overestimate the unit's actual numbers.

The unit was transferred to the Jade Falcon front line in late 3052 and was stationed on Tomans to guard the point of the Falcon Occupation Zone. Falcon commanders discovered that raids against the veteran assault unit provided excellent training for their younger warriors and began raiding Tomans regularly. Soon, however, the elite mercenary command began claiming more casualties than the Falcon commanders thought prudent. The Jade Falcons had begun to reduce the frequency of their raids by the time they went to war with the Wolves; since the start of that conflict, Falcon leaders suspended all actions against Tomans. The Marauder IIs have since moved to the Lyran world of Koniz.

Barber's Marauder IIs use a flat, dark-green paint scheme. The unit insignia is a Roman numeral II over an inverted dark-green triangle, painted on each 'Mech's left torso and right-arm PPC.

Dragoons Rating: A–

OFFICERS

Major Barber has proved staunchly loyal to House Davion and remains so to Prince Victor Davion. She refused Katherine Steiner's invitation to leave the Lyran Alliance in 3058 and is currently tending to duty on Koniz as a part of the Arc-Royal Defense Cordon.

TACTICS

Barber often uses the unit's armor scouts to draw enemy forces into oblique lines of attack so that the mercenaries' BattleMechs can hit the opposing force's flanks.



Barber's Marauder IIs
Reinforced Battalion/Elite/Reliable
CO/1st Cmpny: Major Susan Barber
XO/2nd Cmpny: Captain Teresa Larsen
XO/3rd Cmpny: Captain Ulysses Rhodos
XO/4th Cmpny: Capt. Phillipe "Philly D" Devereux

All unit 'Mechs feature advanced Inner Sphere tech or salvaged Clantech primary weapons. (The group's contract requires it to turn over most salvaged Clantech to the Federated Commonwealth.)

Eighty percent of the unit's 'Mechs are *Marauder IIs*; the rest are *Marauders*. The BattleMech unit does not employ an independent command lance.



Marauder Aerospace
2 Squadrons/Regular/Reliable
Wing Cmdr/1st Squadron: Capt. Jonathan Brisby
2nd Squadron: Captain Jenni Ross-Michaels

Marauder Aerospace includes sixteen heavy and assault fighters, divided into two squadrons with an extra command lance attached to each. This large unit helps compensate for the lack of recon 'Mechs to cover a forced retreat by the slower assault machines.



Marauder Armor
2 Companies/Regular/Reliable
Armor Cmdr: Captain Ciarin A. Samhain

Hovercraft comprise the unit's entire armor contingent. Two lances of each company are light, fast vehicles used exclusively for scouting and tracking. The remaining lance in each company contains medium-weight hovercraft, which back up the lighter hovercraft from a distance and stand ready to pull them out of any threatening situations. The mediums are rarely committed to battle.



BATTLE MAGIC: SUPPORT SPECIALISTS

The specialized-support group known as Battle Magic began as a small group of technicians called 'Mech Magic Incorporated, which opened up shop on Outreach in 3047. Specializing in the custom refit and modification of existing BattleMech designs, the group's members quickly earned a reputation for excellent work and were already considered veteran technicians when they began advanced tech and Clantech training with Dragoon specialists four years later.

In 3054 the group formed its own mercenary command called Battle Magic, which is centered around an elite technical crew. Militias or small units often hire the group to help upgrade their forces by directly repairing and upgrading machines or offering consultations. From time to time, Battle Magic conducts raids into the Clan occupation zones to obtain Clantech for its own or other clients.

Battle Magic technicians wear black coveralls with gold trim. Unit MechWarriors wear similar colors, and all unit machines are painted in the same black-gold scheme. The Battle Magic insignia is a black, forked lightning bolt spread over a gold circular field. It is worn on tech uniforms as a shoulder patch or painted on 'Mechs wherever the MechWarrior desires.

Dragoons Rating: A+

OFFICERS

Captain-tech Jana Nakitsu was a veteran MechWarrior before a spinal injury placed her in a wheelchair. She has a solid grasp of tactics and assists in planning all Battle Magic combat missions.

TACTICS

Battle Magic contracts normally involve well-paying garrison and cadre duty or the occasional tech-extraction raid for an outside client. In combat, Battle Magic commanders prefer to create diversions with unit 'Mechs, then send in the armor units to raid enemy bases and quickly salvage Clantech from downed machines.

Battle Magic
Company/Elite/Reliable
CO/Support Cmdr: Captain-tech Jana Nakitsu

This elite support company is composed of 49 technicians, all of whom have working knowledge of most Clantech equipment and its designs. The company is divided into five-man squads. In turn, the squads are grouped into three-squad platoons, each under the direction of a single senior technician. Each senior technician answers to Nakitsu, who commands the company.

Battle Magic 'Mechs
2 Lances/Veteran/Reliable
BattleMech Cmdr: Captain Sloan DeVries

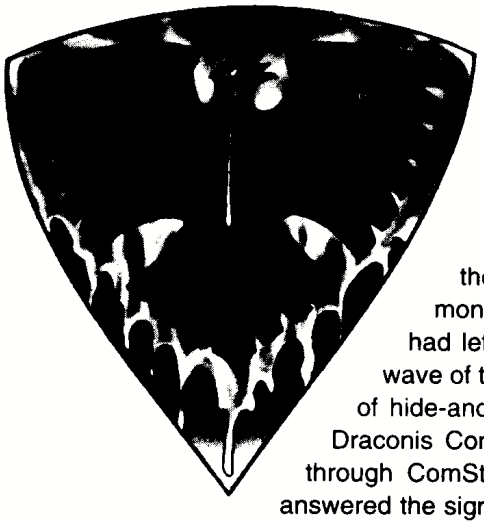
The post-3050 designs in the two Battle Magic 'Mech lances include three Inner Sphere OmniMechs and employ a wide variety of modifications. Many of the lances' machines are modified for speed in the interests of tech-extraction raiding. Each 'Mech uses a Clantech XL engine and most of them also feature Clan-manufactured endo-steel skeletons as well. Weapons are all advanced Inner Sphere or Clantech. Usually, the lances' 'Mechs are maintained in showpiece configurations, but in the event of actual combat they can be quickly reconfigured to accommodate each MechWarrior's preferences.

Battle Magic Air Support
2 Elements/Veteran/Reliable
Wing Cmdr: Captain Simon Klause

Battle Magic Air Support comprises heavy fighters modified with Clan OmniFighter engines, advanced-tech weapons and other exotic components. Like the unit's 'Mechs, these fighters can be reconfigured quickly, though none are true OmniFighters.

Battle Magic Tech Raiders
Company/Veteran/Reliable
Armor Cmdr: Captain Archibald Jones

The hover vehicles of the Battle Magic Tech Raiders company are configured for cargo duty as well as combat. During tech-extraction raids, these vehicles move in to pick up technology and then retreat under the cover of 'Mech and fighter support.



THE BLACK OMEN: RIDING THE EDGE

During its long and checkered past, the Black Omen company has worked as a corporate garrison force, security detail, raiding force and strengthened recon unit for larger mercenary regiments. The unit has successfully executed sixteen contracts, and only twice defaulted. Though the Black Omen has a reputation for skirting the edge of "dishonorable" conduct on the battlefield, it frequently faces opponents of superior strength—which partially justifies the unit's questionable tactics.

When Clan Ghost Bear hit the planet Damian during the first wave of the Clan invasion, the Black Omen had apparently defaulted a third time—the unit was nowhere to be found. Two months later the Black Omen came out of hiding and destroyed the garrison force the Ghost Bears had left behind, forcing that Clan's front-line forces to return and retake Damian during the second wave of the invasion. The Black Omen managed to engage the front-line Ghost Bear units for two weeks of hide-and-seek before retreating to their hidden DropShips. Luckily, relief soon arrived in the form of Draconis Combine forces, which had received a distress signal that the mercenary unit had transmitted through ComStar after defeating the Clan garrison force. (By offering Clantech salvage to any unit that answered the signal, the Black Omen virtually ensured that some type of relief force would respond.) The arrival of the Combine force enabled the Black Omen to escaped the system and make its way back to Outreach, where it had been listed as missing and presumed destroyed.

The Omen is currently based on Wolcott, performing raiding duty for House Kurita. The DCMS has listed the mercenaries as questionable troops, though a caveat attached to their file specifically recommends allowing them "creative control" of tactics.

Black Omen warriors paint their 'Mechs solid black. The unit insignia, a spread-winged raven set over a dripping blood-red field, is placed on the upper left torso of BattleMechs.

Dragoons Rating: C+

OFFICERS

Captain Richard Smith is an iconoclastic commander noted for his irreverent sense of humor and employment of tactics that many consider dishonorable. For example, Smith reportedly transmitted several rude insults and video images to the Ghost Bears as the mercenaries fled the Damian system during their action against the Clan. Despite his irreverent behavior, Smith is fiercely committed to fulfilling any contract the Omen accepts and ensuring the safety of his troops—two goals that often lead him to employ questionable tactics. But as Smith is fond of telling his critics, "there are no dishonorable tactics when your life hangs in the balance."

Under the Omen's current contract, Smith holds the rank of *Tai-i* in the DCMS. He has painted the jade *Tai-i* rank insignia on his *Awesome*.

TACTICS

The Black Omen's tactics are guided by a simple doctrine—baffle the enemy with the unexpected. On Damian, for example, the unit initially confused the Ghost Bear garrison by wrapping their 'Mechs in huge swaths of burlap, then submerging them in the icy waters of a nearby lake. For the first few moments of the mercenaries' attack, the icy covering effectively masked the heat of their machines and concealed them from the Clanners' infrared sensors—briefly convincing the Ghost Bears that they had come under attack from "phantom" 'Mechs.

SUPPORT

The Black Omen's *Union* DropShip can transport the entire company, but the unit's lack of sufficient technicians places its support rating at 50 percent.



Black Omen
Company/Veteran/Questionable
CO: Captain (*Tai-i*) Richard Smith

A light/medium lance and two heavyweight lances comprise the Black Omen company. Smith's *Awesome* features two Clantech PPCs and an ultra AC/5, given to the unit by the Combine in gratitude for the Clantech salvaged on Damian. The Black Omen hired Dragoons techs to make the necessary modifications, along with a few others. The Combine also supplied the Black Omen with 70 tons worth of advanced Inner Sphere weapons, bringing the unit's upgrade rating to 30 percent.



BLACKSTONE HIGHLANDERS: CORPORATE INTERESTS

The Blackstone Highlanders were originally created more than seventy-five years ago to defend the Blackstone family's industrial holdings on Inarcs. The command's main financial support still comes from Blackstone Industries, and the unit often serves as the company's garrison force. Additionally, the Highlanders act as field testers for the 'Mechs manufactured at Blackstone BattleMechs, which opened in 3053.

The Highlanders work for outside clients as well. The unit has a long-standing contract for pirate hunting in the Coventry province, and recently the Highlanders completed a two-year contract with ComStar's Explorer Corps, helping to map the anti-spinward deep Periphery.

The Highlanders take great pride in their 'Mechs, which they paint with a gray and black marble color scheme. Fighters are painted with a blue and white marble scheme. Infantry wear camouflage uniforms but retain the "marbleized" theme, the colors dependent on the terrain.

Dragoons Rating: B–

OFFICERS

Colonel Scott Blackstone encourages his troops to fight efficiently and honorably and to minimize civilian casualties and property damage at all times. This policy has earned the unit a favorable reputation.

TACTICS

The Blackstone Highlanders rely heavily on integrated combined-arms tactics and simultaneously deploy their 'Mechs, armor and infantry in almost any situation. The Highlanders are well-trained in a variety of environments and mission types, from open-field assaults to city fighting to jungle-based guerrilla warfare. Often this training allows the unit to negate any advantage an opponent might receive from its own specialization.



Blackstone Highlanders
Battalion/Regular/Reliable
CO: Colonel Scott Blackstone
XO/1st Cmpny: Major Mac Williams
2nd Cmpny: Captain Jenneane Oscart
3rd Cmpny: Captain Briar Kolchek
4th Cmpny: Captain Lisa Wills

Working as a dedicated combined-arms regiment with armor and infantry allows the Highlanders to "run top-heavy" with assault 'Mechs. Colonel Blackstone's command lance contains heavy 'Mechs exclusively. The battalion is organized into four companies of four lances each, an old Star League configuration. Recon duties are handled by the unit's Third Company, which relies on faster MASC-equipped heavy 'Mechs.

The command is 40 percent upgraded andshows a preference for the new *Enfield* and *Talon* BattleMechs. The unit insignia is a black gauntlet over a silver shield.



Blackswords
Wing/Regular/Reliable
Wing Cmdr: Major Steven Johns

The Blackswords wing is composed of heavy and medium fighters. Each six-fighter squadron has a separate command lance, bringing the total wing strength to twenty-four fighters. This large number of fighters has worked well for the Highlanders, and was one of the factors that landed them the Explorer Corps contract. The wing's insignia is a black sword with wings over a silver shield.



Blackstone Guard
Battalion/Regular/Reliable
Armor Cmdr: Major Chris Kelly

Also called Second Battalion, due to the Highlanders' combined-arms arrangement, the Blackstone Guard is integral to any Highlander operation. The Guard is primarily composed of Po, Manticore, Scorpion and Pegasus tanks, which are divided into one company of heavy tracked armor and two lighter companies that serve as the Highlanders' chief recon assets. The unit insignia is a pair of black halberds crossed over a silver shield.



Black Flag
Battalion/Green/Reliable
Infantry Cmdr: Major J. Wary

The First and Second Companies of the Black Flag infantry battalion are heavy infantry groups; each contains a single motorized platoon. The battalion's Third Company contains two lances of Pathfinder VTOLs, which provide additional recon capability for the Highlanders. The infantry insignia is a black flag on the silver shield.

BLUE STAR IRREGULARS: AGAINST ALL ODDS

Kerensky's war against Amaris the Usurper lasted from 2767 to 2779—twelve long years of hardship and deprivation as the Star League Defense Force ground down Amaris's armies and advanced toward Terra. After the civil war, Aleksandr Kerensky created the Blue Star medal to recognize MechWarriors who displayed unswerving loyalty and devotion to duty in the face of overwhelming obstacles. Only thirty-seven of these medals, known as the Blue Star of Kerensky, were ever awarded. When Kerensky called for the Exodus, gathering to him the core of the SLDF in preparation for the massive emigration, all thirty-seven Blue Star recipients chose to remain behind and continue to serve the Inner Sphere.

Within a year of the Exodus, three recipients retired and two others dropped from sight. Then in 2788, as the First Succession War tore the Star League apart, Blue Star recipient Colonel Jeremiah Brighton put out the call for all other Blue Star holders to join him in an effort to preserve their honor and traditions. All thirty-two remaining recipients answered his call and brought the remnants of their former SLDF units along with them. The three regiments formed with these troops—the 1894th Light Horse, the Avatars of Painful Death, and the Twenty-first Rim Worlds 'Mech Regiment—comprised the Blue Star Irregulars.

The regiments chose House Davion from among the Great Houses as the contender truest to Star League ideals and entered service with the Federated Suns. For more than three hundred and fifty years, these regiments remained together and devoted to House Davion. When Prince Hanse Davion accepted the Steiner peace offering and formed the Federated Commonwealth, it seemed as if the mercenaries' dream of a reunited Star League might be at hand.

THE RETURN OF KERENSKY

Initially, the Blue Star Irregulars refused to believe the rumors of the Clans' SLDF origins. When the point became irrefutable, however, the Irregulars requested immediate posting to the Clan front, so that they might challenge these perversions of Kerensky's legacy. They made it just as the Tukayyid Truce brought a relative peace back to the Inner Sphere, and resigned themselves to preparations against the day when the Clans would roll forward again.

But the Jade Falcons surprised them, striking out at the Twenty-first Rim Worlds regiment stationed on Ft. Loudon—apparently, the Clan's warriors had heard of the Irregulars' SLDF origins and wished to prove themselves against such worthy opponents. The Falcons first captured the regiment's JumpShips, then proceeded to overwhelm the mercenaries in a prolonged assault. Only two shattered companies remained, hidden in the planet's mountains, by the time a relief force arrived. The Jade Falcons pulled back to the occupied world of Quarrel, convinced of their superiority.

The other two Irregulars regiments immediately petitioned Morgan Hasek-Davion for permission to assault Quarrel. At his reluctant approval, the regiments jumped into the Quarrel system and, to their detriment, ignored the Falcons' requests for a batchall. Consequently, three clusters of Falcon OmniMechs prepared to meet the mercenaries' ground assault, while a single Falcon *Fredasa*-class corvette and Falcon OmniFighters launched an attack against the Blue Star JumpShips. This time, the Falcon aerospace attack was met by the mercenary fighter regiment Hell's Black Aces, which emerged from hidden positions and quickly claimed space superiority over Quarrel. The Clan WarShip seemed undeterred, however, and when it attempted to close with a severely damaged Blue Star JumpShip, the JumpShip captain was forced to ram the Falcon vessel with his own. The dangerous tactic worked, however, destroying the WarShip's primary command center. The Black Aces claimed it and an escorting Falcon DropShip in the name of the Blue Star Irregulars.

The mercenaries fared less well on the ground, unable to overcome the Falcons' technological and numerical advantages. The 1894th Light Horse managed to hold its own and destroy several Jade Falcon supply dumps, but the Avatars soon became trapped between two Falcon Clusters. Before the Light Horse could act, the Falcons collapsed their trap around the Avatars and destroyed the regiment.

Realizing that the battle was lost, Colonel Alexander Duff-Gordon led his Light Horse against a large Falcon supply cache and captured it. He then issued a challenge to the Falcon commander, Star Colonel Padrick Shi-lu, offering the supply cache and captured Falcon WarShip against the lives of any captured Avatar or Rim World warriors, all captured Blue Star medals, and safe conduct back to FedCom space. Within minutes, Duff-Gordon and seven Blue Star MechWarriors were facing Star Colonel Padrick and four Falcon warriors on the Plains of Richlu. Duff-Gordon managed to kill Star Colonel Padrick before his *Warhammer's* fusion engine overheated and exploded. In the end, only two of the Irregulars remained alive, but they had won the challenge. The Irregulars returned to Rasalgethi, where they mourned their losses and began to rebuild for the day they would face the Clans again.

COMMAND

Though a Blue Star medal is no longer a prerequisite for general membership in the Irregulars, it remains a requirement for regimental commanders in the unit (traditionally, medals are passed down within the unit). A Blue Star medal boosts a warrior's chances for obtaining a command position, though it does not guarantee such a position.

The commanding officer of the 1894th Light Horse is considered the CO of all Blue Star regiments for purposes of contracts and in the event of joint operations such as the Quarrel assault. The Irregulars are extremely loyal to Victor Davion and have recently moved to Morges in the Arc-Royal Defense Cordon, where they continue to operate in Victor's name.

AVAILABLE FORCES AND ORGANIZATION

Over the past six years the Blue Star Irregulars have rebuilt the Twenty-first Rim Worlds regiment, using the two regiment survivors rescued from Ft. Loudon, survivors from the Avatars and veteran MechWarriors Dispossessed during the Clan invasion. Outfitting the unit has cost the Irregulars most of their reserve fund and forced them to solicit several large loans from the Federated Commonwealth. However, the reconstituted Twenty-first Rim Worlds regiment is now considered a veteran B+ unit in the Dragoons' database (the 1894th Light Horse is rated at A*).

Both regiments employ regimental and battalion command lances. The Light Horse works well in combined-arms operations, but the Twenty-first Rim Worlds still lacks appropriate supporting forces for such tactics. All the Irregulars field advanced machines as a result of extensive refits, the capture of the Falcon supply cache, and the unit's recent major investment in new 'Mechs. The entire unit fields only one battalion worth of Clantech Omnis and BattleMechs, but many of the Blue Star 'Mechs feature Clantech weapons and systems. Consequently, the Dragoons rate the unit at 80 percent upgraded.

TECHNICAL AND TRANSPORTATION SUPPORT

The Irregulars retain a tech staff large enough to handle 90 percent of the unit's average maintenance requirements. These technicians are competent in the maintenance and replacement of Clan systems, having been schooled in recent years on Outreach, but must still rely on others (Dragoons, Kell Hounds and so on) to actually repair any damaged Clantech equipment.

The Irregulars' transportation assets, which can accommodate all of the command's battlefield units, include a captured *Fredasa*-class WarShip (*Kerensky's Blues*), which has been repaired and partially refitted by Wolf's Dragoons. The WarShip still contains approximately half its Clantech weaponry. The Clan DropShip captured at the same time was gratefully awarded to the Black Aces as their share of salvage.

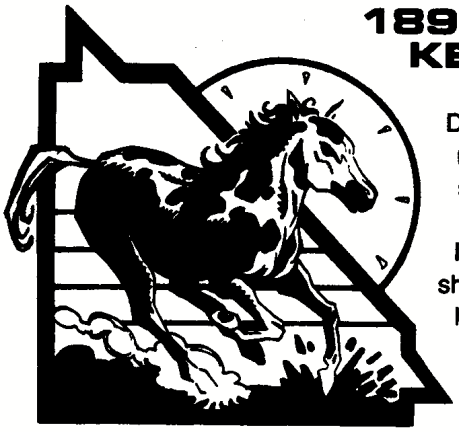
COLORS AND INSIGNIA

Blue Star field uniforms consist of dark blue, silver-trimmed flightsuits for pilots; dark blue one-piece body suits for MechWarriors; and dark blue padded camouflage fatigues for armormen and infantry troops. The Blue Star dress uniform consists of dark blue trousers with dark silver piping, a dark silver banded-collar shirt and a dark blue vest. A jacket-cape and knee-high black boots complete the officer dress uniform. Enlisted ranks wear a standard jacket. Rank and unit insignia are worn on the left sleeve cuff on both jacket and shirt.

For their 'Mechs and vehicles, the 1894th uses dark blue paint with lots of silver-steel striping. The Twenty-first Rim Worlds uses a solid dark blue scheme that appears black under any but the best lighting. The force insignia is a blue-steel star set against a silver shield. The insignia is painted on the upper left torsos of 'Mechs. Unit members also wear the insignia as a patch on the left breast of their uniforms. Regimental crests are worn as patches on the left sleeve above rank insignia.



The Blue Star Irregulars still hold thirty-two Blue Star medals, distributed among the members of the unit.



1894TH LIGHT HORSE: KEEPERS OF THE FLAME

The 1894th Light Horse is renowned for its loyalty to its fellow Blue Star regiments and House Davion. The 1894th helped rebuild the Twenty-first Rim Worlds and the Avatars and instituted a massive program to train both regiments in anti-Clan tactics following the near-destruction of the shattered units on Ft. Loudon and Quarrel.

The 1894th showed its loyalty to House Davion when Katherine Steiner-Davion invited the Irregulars to support her shortly after the formation of the Lyran Alliance in 3057. Claiming that she would never have sent them to the Clan front without adequate preparation—as she accused her brother, Victor Davion, of doing—she suggested that the unit remain in Lyran space as a most-favored command. The 1894th sent Katherine a cryptic reply in early 3058: *The Blue Star Irregulars will forever support a rightful claim to the Federated Commonwealth.* The unit then abandoned Rasalgethi and moved to Morges, where it now garrisons the center of the Arc-Royal Defense Cordon. That action forced Katherine to scramble to put a new garrison unit into place before Clan Jade Falcon realized that Rasalgethi stood undefended.

The Light Horse regimental insignia is a galloping white and brown pinto, facing to the right, which is painted on the lower right torsos of 'Mechs. Sparks and silver-blue stars surround its feet as if struck from the ground on which it runs—the stars trail out behind it in a swath across the entire lower torso of the 'Mech. Stars are outlined in red for every kill a machine has acquired. Aerospace fighters replace the pinto with a light blue Pegasus, the winged horse of Greek myth; armor unit insignia features a Clydesdale.

Dragoons Rating: A*

OFFICERS

A former Kensai Kami instructor for the Draconis Combine, Colonel Raldin Lwai fled Kurita space after the Fourth Succession War, when the Kensai Kami program was shut down. A few years later, in 3034, he turned mercenary and joined the Irregulars. He earned his Blue Star medal in the War of 3039.

TACTICS

The 1894th can keep to a tight formation even when moving at high speeds. The unit often uses this capability to take an enemy unaware, striking from flank positions where enemy forces commonly stretch themselves too thin. Unfortunately, Blue Star armor forces frequently lag behind the main Irregular forces during such attacks.



1894th Light Horse
Regiment/Elite/Fanatical
CO: Colonel Raldin Lwai
XO/1st Batt: Lt. Colonel Patricia Christiensen
2nd Batt: Major Tracy Jamison
3rd Batt: Major Wu Sen Tang

The 1894th employs one Clan OmniMech company, one Clan BattleMech company, and an additional battalion of advanced 'Mechs fitted with an incredible amount of Clantech equipment that has earned the unit an 80 percent upgrade rating. The regimental command lance is a strengthened unit of six BattleMechs (battalion command lances are maintained at standard strength). Generally, each Light Horse battalion comprises one heavy company, one medium company and two mixed light/medium companies.



Star Hunters
Strengthened Wing/Elite/Fanatical
Wing Cmdr: Major Iso Kasigi

The 1894th Star Hunters field 26 fighters, primarily light designs interspersed with a few medium designs. All fighters have at least one primary Clantech weapon and are grouped into four squadrons.



1894th Cavalry
2 Battalions/Veteran/Fanatical
Armor Cmdr: Lt. Colonel Daniel Brinkerhoff

The 1894th Cavalry's heavy armor enables it to perform line-holding duty and engage the enemy without direct BattleMech support when necessary. The Demolisher and Sturmfeur designs are particular favorites among Cavalry drivers.



1894th Tactical Recon Group
Battalion/Regular/Fanatical
Infantry Cmdr: Major Karstan Rappahladron

The 1894th Tactical Recon are reconnaissance and covert-action specialists. Tac Recon's First Company is equipped with VTOLs, while Second and Third Companies are a mix of scouts, demolition experts and communication specialists. All work together to gather and assess intelligence, then pass their findings along to the regiment or act on them as necessary.



21ST RIM WORLDS: RIDING THE PHOENIX

When the casualties and damage were assessed following the fighting on Ft. Loudon, only thirty-two MechWarriors and twenty-eight salvageable BattleMechs remained of the Twenty-first Rim Worlds and the Avatars. The Irregulars interpreted the number as a good sign, because the Irregulars were originally formed around thirty-two Blue Star recipients.

By recruiting Dispossessed MechWarriors, the Irregulars managed to speed up the normally slow rate of rebuilding and select new members from a pool of skilled fighters. Most of the formerly Dispossessed MechWarriors responded with fanatical devotion to the traditions and tactics of the Blue Star Irregulars. The Twenty-first Rim Worlds regiment currently holds eight of the thirty-two Blue Star medals, a situation expected to change as new recruits are fully accepted and current holders pass on their medals.

The new insignia of the Twenty-first Rim Worlds is a phoenix, painted on the lower right torso of a 'Mech. The phoenix is ablaze in blue fire, throwing off sparks and blue stars in all directions. Stars are trimmed in red to denote each individual kill.

Dragoons Rating: B+

OFFICERS

Colonel Rega Jikelium received her Blue Star medal for her service with the Twenty-first Rim Worlds on Ft. Loudon and her service with the Avatars on Quarrel—actions that have also earned her a reputation as "unkillable."

Major Hank Hatfield-McCoy is an aggressive warrior who unfortunately holds little regard for others. If not for his tactical skills, he would not be commanding a battalion. He is not expected to rise any further in the Irregulars.

Major ReAnn Youngcolt is renowned for what she calls her "battle sense." At times she can predict an enemy's action, an ability that has enabled her to amass an incredible run of kills. She is easily recognizable by the Anasazi design tattooed on her face.

TACTICS

The Twenty-first Rim Worlds has no recognized tactical specialty yet. However, the unit's battalions are training in night operations and close-quarters combat tactics.



21st Rim Worlds
Regiment/Veteran/Fanatical
CO: Colonel Rega Jikelium
XO/1st Batt: Lt. Colonel Isaak Goldman
2nd Batt: Major Hank Hatfield-McCoy
3rd Batt: Major Zachary Busch

The Twenty-first Rim Worlds possesses a mixed company of Clan OmniMechs and BattleMechs and a battalion of advanced Inner Sphere designs, most of which are heavy and light. The regiment's command lance is a strengthened unit of six heavy 'Mechs. The unit's Second Battalion is named the Avatars of Painful Death after the original Avatars regiment and contains a few survivors still in fighting condition. Irregulars leaders expect to separate the battalion from the regiment one day and use it as the nucleus for a new third Blue Star regiment.

Currently, the Twenty-first is 70 percent upgraded.



Neutron Blues
Wing/Veteran/Fanatical
Wing Cmdr: Major ReAnn "Rumor" Youngcolt

The Neutron Blues air wing is composed of twenty fighters grouped into three squadrons and a single command lance. Most of the craft are from the old Avatars' aerospace assets, which assisted Hell's Black Aces against the Jade Falcon WarShip and OmniFighters during the space battle over Quarrel. Each fighter has at least one Clantech weapon, though these are usually not primary weapons.



3rd Assault Armor
Battalion/Regular/Fanatical
Armor Cmdr: Major Nepharus Angvanharobis

The Third Assault Armor battalion was separated from the 1894th Armor Regiment to serve as the nucleus for the Twenty-first Rim Worlds armor support. The unit uses heavy vehicles, organized into an assault battalion of four companies each with four lances. The extra vehicles are the survivors of the original Twenty-first Rim Worlds armor support forces.



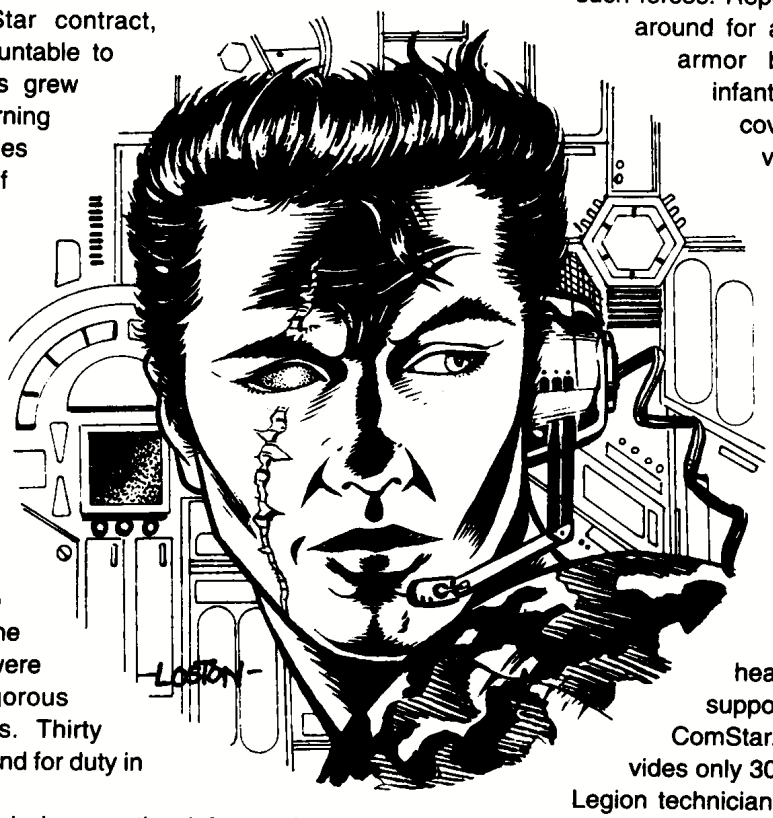
2nd Avatars Infantry
2 Companies/Veteran/Fanatical
Infantry Cmdr: Major Wanda Phillips

The Second Avatars Infantry is an anti-'Mech commando unit composed of survivors from the Avatars' regular-infantry battalion. Since Quarrel, the unit has done little in training except practice "kneecapping" techniques and swarming tactics. The unit has applied to the Federated Commonwealth and the Gray Death Legion for training in battlesuits, and it is high on the priority lists of both. The FedCom High Command is reportedly considering issuing battle armor to the entire unit.

BRION'S LEGION: THE VALUE OF A GOOD EDUCATION

Even before the Fourth Succession War, Brion's Legion was considered a questionable unit at best. The unit's reputation sank even lower during the battle for the world of David, when the Twelfth Deneb Light Cavalry tricked the Legion into revealing its commanding officer's position and a Light Cavalry battalion promptly destroyed him. Demoralized and broken, the Legion fled to the ComStar compound for sanctuary. There, its fortunes began to change for the better.

When the Twelfth Deneb blasted Colonel Pythonius Brion to dust, command of the Legion passed to his young son, Octavius Brion. Octavius, hit harder than any other Legionnaire by the colonel's death, led the unit's retreat to the ComStar compound. Under the ComStar contract, Octavius became directly accountable to the Precentor Martial. Octavius grew alongside his Legionnaires, learning strategy, tactics and the principles of command and pushing himself to become an elite MechWarrior.



Desiring a more visible BattleMech unit than its then-secret Com Guard forces, ComStar picked up the Legion's contract. Precentor Martial Anastasius Focht, using some of ComStar's hidden Star League-era BattleMechs, brought the Legion back to full regimental strength and later expanded it to include a second regiment. The MechWarriors of Brion's Legion were enrolled in ComStar's rigorous MechWarrior training programs. Thirty years later, the unit left Terra, bound for duty in the Chaos March.

The retrained Legion's first mission was the defense of Pleione, a planet newly liberated by Liao revolutionaries. In early 3058, two regiments of the Twelfth Vegan Rangers, having been repulsed from the Marik border, attempted to retake Pleione rather than fall all the way back to the Valexa PDZ. Brion's Legion successfully defended the world, regaining some of the respect it had lost three decades earlier.

COMMAND

Brion's Legion, though considered veteran by ComStar testing standards, was still an untried unit when it headed into the Chaos March. Under its first contract with Pleione, Octavius had no strategic control of his regiments and little tactical control. All advanced tactical planning had to be cleared through the planetary militia's self-styled general. Over the course of the next few contracts, however, the unit retained increasing autonomy. Currently, the Legion is stationed on Tomans under contract with the Lyran Alliance.

AVAILABLE FORCES AND ORGANIZATION

The Legion is composed of three battalions' worth of Star League-era 'Mechs and three battalions of standard designs with weapon upgrades. The Legion possesses no supporting elements at this time, having grown dependent on ComStar for such forces. Reportedly, Colonel Brion is shopping around for an aerospace wing, a mercenary armor battalion and some motorized infantry. Until then, the unit relies on air cover and supporting elements provided by its employers.

Though Brion's Legion accepted all the advanced technology that ComStar would give it, the unit held onto its Inner Sphere organizational scheme. Each regiment is composed of three battalions, and each battalion is composed of three twelve-'Mech companies. The unit has not yet adopted the doctrine of independent command lances.

SUPPORT

The regiment also relies heavily on its employers for technical support, having grown dependent on ComStar. Its own internal support staff provides only 30 percent of its support needs, but Legion technicians have the expertise to maintain and repair Star League-era technology.

So far, the Legion has managed to acquire enough DropShip support to transport the equivalent of a single regiment. These DropShips have been divided up so that each regiment has some transport capability. The unit is also beginning to spread C-bills around in search of a JumpShip.

COLORS AND INSIGNIA

The regiments of Brion's Legion use a basic camouflage scheme of various greens, though they change it to suit different terrain. The Legion insignia, a giant bear's paw, is painted on the back left shoulder of every unit 'Mech. Each regiment also has an officially designated insignia and a command-adopted insignia.

FIRST REGIMENT: DAVID'S LESSON

A lack of technical support and transportation, as well as its humiliating retreat thirty years ago, has saddled the First Regiment with a Dragoons Rating of D, but most observers expect that rating to improve quickly.

The First Regiment vowed never to forget the lessons it learned during its defeat on David. The command is confident yet wary, and well-trained in the art of war—three things it was not thirty years ago. The First Regiment made clear its determination to rebuild its reputation by contesting the initial landing of the Twelfth Vegan Rangers' Gamma Regiment on Pleione, and dealt them a heavy blow. If not for a recall order from the militia general, the First Regiment might have crippled the veteran force. Despite heavy-handed interference from the Pleione Militia at nearly every step, Brion's Legion still managed to blunt and bloody Gamma Regiment while suffering only minor losses.

The designation-insignia of the First Regiment is the Roman numeral one, placed on the right shoulders of unit 'Mechs. The regiment's adopted symbol is a pair of legs from a destroyed 'Mech standing on a horizontally split field of green and blue—a reminder of the regiment's previous defeat. This insignia is painted on the lower left torsos of 'Mechs.

Dragoons Rating: D

OFFICERS

Captain Richard "K.O." Merriwether pilots one of the unit's dangerous *Crocketts* and is known for his ability to knock down even a heavy 'Mech with a single well-placed salvo.

TACTICS

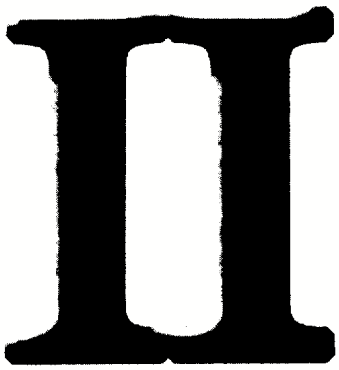
The First Regiment of Brion's Legion does not care for restricted fighting terrain such as mountains or heavy forest. To derive the best advantage from their Star League-era weapons, they need open spaces where they can fire at opponents from long range. Generally, the regiment places those 'Mechs with better technology (and the longest weapon ranges) up front at first and then moves those machines to the back of its lines and uses its inferior designs to absorb most of the damage inflicted by an opponent. In this way, Brion manages to get the most from every machine and can work on upgrading those designs that still use standard technology.

The six *Bombardiers* in First Battalion are assigned to Second Company. Merriwether uses these 'Mechs to support the entire battalion. At times, he also places the six *Bombardiers* out in the open where they can begin to pummel an enemy company at long range. An opposing force will usually try to close, knowing that the support machines are deficient at short range. Once the unit is close enough, the other six Star League-era 'Mechs (which include two *Thugs* and two *Crocketts* in the command lance) burst from hiding. Merriwether can usually take down two to four enemy machines in fast order. These 'Mechs screen the *Bombardiers*, so the support machines can keep dropping a combined 240 missiles every time their weapons cycle. If the First Regiment ever gets Arrow IV support, Merriwether plans to replace one ton of armor with a TAG unit in each 'Mech of the command lance for additional close-range capability.



First Regiment
Regiment/Veteran/Fanatical
CO/1st Batt: Colonel Octavius Brion
XO: Major Albert Johansson
2nd Cmpny: Captain Richard Merriwether
2nd Batt: Major Isabella Francis
3rd Batt: Major Wellum Owens

ComStar rebuilt the First Regiment with four companies of Star League machines, including a full company of *Bombardiers*. Brion split the *Bombardiers* into two demi-companies and placed them in his First and Second Battalions. The rest of the new machines were divided equally among all three Legion battalions. Furthermore, nearly all of the First Regiment's older machines have been refitted with Star League-era weapons.



SECOND REGIMENT: BRION'S LEGACY

The Dragoons Rating of the Second Regiment is expected to rise in the next six to twelve months as the unit increases its technical support and acquires more DropShips.

During the action on Pleione, the Second Regiment matched up against the Twelfth Vegan Rangers' regular-quality Delta Regiment, which was supported by a mixed regiment of aerospace, infantry and armor forces. The Second Regiment's lack of aerospace assets hindered the Legionnaires considerably, but once Pleione militia aerospace fighters managed to extend air cover to the mercenaries, the Second Regiment rolled up the Rangers and chased them off the planet.

The Second Regiment's designation-insignia is a Roman numeral two, which is painted on the right shoulder of the unit's 'Mechs. The regiment's adopted insignia is a Roman gladius dividing a square field into a red and a blue triangle, traditionally painted on the upper left legs of unit 'Mechs.

Dragoons Rating: C–

OFFICERS

Lt. Colonel Robert Markham is a fine MechWarrior and tactician, but he does not inspire pride in the members of the regiment. Major Douglas Li, on the other hand, is a charismatic individual toward whom people naturally gravitate. Together they make a formidable team; should one be lost, however, problems would likely arise.

Lieutenant Sheila Olson commands the reconnaissance lance of the Third Battalion's Third Company. In her *Mongoose*, she seems to fly around the battlefield with her lance, and the group often causes more mischief than a lance of light 'Mechs should be capable of.

TACTICS

Brion's Legacy frequently transmits the Star League anthem over the airwaves to underscore the unit's use of Star League 'Mechs and intimidate its opponents. The unit also favors concentrated fire during the early stages of battles. In fact, the entire regiment often moves and fires in concert from long range, creating "battlefield broadsides" that few non-veteran units can withstand.



Second Regiment
Regiment/Regular/Reliable
CO/1st Batt: Lt. Colonel Robert Markham
XO: Major Douglas Li
2nd Batt: Major Earnest Julio
3rd Batt: Major Shane Fletcher
3rd Cmpny/Recon: Lieutenant Sheila Olson

Of Second Regiment's 110 BattleMechs, two thirds are Star League designs and the rest are standard designs upgraded with Star League technology. When arrayed on a battlefield, these machines present an impressive and intimidating sight.

The remaining two 'Mechs in the regiment are part of third company's recon lance. This six-'Mech unit features Star League BattleMechs that are capable of incredible speed.



BRONSON'S HORDE: SWORN TO VENGEANCE

In 2866, the Eridani Light Horse began to worry that its commander, Colonel William Bronson, was drifting away from the group's Star League traditions. The colonel allowed the dissent to fester, and in 2869 most of the Light Horse abandoned their commander. Enraged, Bronson moved the few remaining 'Mech lances and support personnel to a Periphery world outside the Free Worlds League. Then he began to recruit Periphery dregs for a new mercenary force: Bronson's Horde. He instituted a rigorous training program to whip them into an efficient unit, and within a few years the Horde began to build a formidable reputation.

After Bronson's death,his son Russel assumed command. When word of the Eridani Light Horse reached Russel in 2946, he broke the Horde's contract with the Federated Suns, led the unit to New Karlsruh and launched a surprise attack against the Light Horse to avenge their desertion of his father. Three Horde regiments dropped on the unprepared Light Horse, dealing them a crushing blow before the Light Horse rallied and drove the Horde from New Karlsruh. The assault cost the Horde a full regiment and some DropShips, as well as earning it a black mark for breaking a contract and making an unsanctioned attack. Consequently, few reputable employers dared entrust the Horde with well-paying jobs. Over the next ten years, a full regiment of MechWarriors left the Horde. Russel Bronson blamed the Light Horse, helping to perpetuate a hatred of the Eridani that Horde commanders have nurtured throughout the Horde's history.

The Horde paints its 'Mechs with orange-and-black stripes. The unit's regimental insignia is the black silhouette of a saber-wielding horseman rampant, set over a circular shield of mottled gold and red.

Dragoons Rating: A–

OFFICERS

Horde commanders over the years have been hampered by an irrational hatred of the Eridani Light Horse that often clouded their judgments. The current commander, Colonel Dwayne Bronson, reportedly cracked open a case of champagne when he heard that the Seventy-first Eridani had been destroyed by the Clans. When the rumor proved false, the colonel flew into a violent rage. Such behavior accounts for the Questionable rating that applies to the Horde during any activity involving the Eridani Light Horse.

TACTICS

The unit typically uses concentrated fire to open a large hole in its opponent's forces. Then one Horde battalion keeps the hole open while the remaining three decimate a sizable portion of the opponent's troops.



Bronson's Horde
Expanded Regiment/Regular/Reliable
CO/Cmnd Batt: Colonel Dwayne Bronson
XO/1st Batt: Lt. Colonel Robyn Bronson
2nd Batt: Major Ingrid Roushleu
3rd Batt: Major Michael Chess

Over the past eight years, Dwayne Bronson has expanded his command lance into a company and then a battalion. The regiment contains more than fifty assault 'Mechs and two companies of advanced *Vindicators* purchased through Ceres Metals, as well as two companies of other advanced 'Mechs.



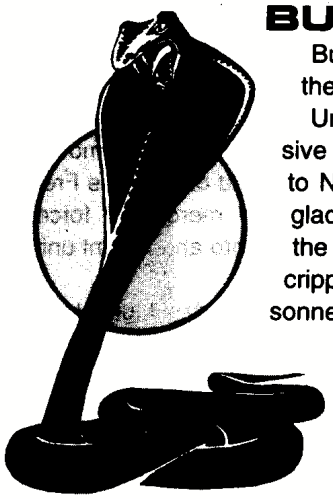
Bronson's Vengeful Spirits
2 Wings/Green/Reliable
1st Wing Cmdr: Major Paul Russo
2nd Wing Cmdr: Major Darlene Worth

The First Wing, the Nightmares, uses a winged black horse with fiery breath as its insignia. The Second Wing, the Dark Shrouds, uses a red-eyed specter. Both wings contain a squadron of *Transit* fighters.



Bronson's Guard
Battalion/Green/Reliable
Infantry Cmdr: Lt. Colonel Monty Osirius

Bronson's Guard is a battalion of regular foot infantry. The unit primarily guards the Horde's base of operations and sometimes serves as a "soft" picket line to prevent flanking attempts against the regiment. However, the infantry unit also deploys in front-line combat on extremely rare occasions.



BURR'S BLACK COBRAS: IRON WILL

Burr's Black Cobras were formed from the remnants of the Crater Cobras' Black Cobra Regiment following the disaster at Nanking that nearly destroyed the regiment.

Under a contract with the Free Worlds League, the regiment had spent most of the 3057 Marik-Liao offensive pacifying guerrillas on Zurich. Toward the end of the year, however, the mercenary command was ordered to Nanking to reinforce the remnants of Smithson's Chinese Bandits. Colonel Richard Burr and his Cobras gladly bid Zurich goodbye, never realizing that the planet's guerrillas had sabotaged the ammunition stores on the Cobra DropShips. Apparently, the rebels used detonators triggered by atmospheric pressure; explosions crippled all four Cobra DropShips just short of the spaceport on Nanking. Three of the ships, along with all personnel and material onboard, were destroyed. The fourth managed to land. Only two battered companies remained of the original Black Cobra regiment.

As the loss occurred outside of combat as defined by the Cobras' contract, Thomas Marik refused to indemnify the Crater Cobras. Enraged, Burr and his surviving troops broke away from the Crater Cobras and traveled to Outreach, where they are now rebuilding. The Black Cobras' low Dragoons Rating reflects the loss of their transportation and much of their tech support.

The Black Cobras have kept to their traditional colors of black with yellow trim. The unit insignia is a striking black cobra on a yellow field, which is painted on the backs and upper right legs of the unit's BattleMechs.

Dragoons Rating: C–

OFFICERS

Since the disaster at Nanking, Colonel Burr has developed a deep hatred for Thomas Marik and has become fanatical about restoring the unit to its former strength. Rather than driving his people away, however, his demands have prompted them to redouble their own commitment to rebuilding the Cobras.

Not all Cobras share Burr's vision. In fact, Captain Tyler Hughs of the unit's Venom Squadron has repeatedly called for the Cobras' aerospace assets to break away from the unit. However, Lt. Colonel Gahlf, commander of the aerospace wing, firmly supports Burr.

TACTICS

The Cobras typically make flanking attacks with their fast 'Mechs, then bring their assault machines up as the enemy turns to meet the flanking strikes. Burr also likes to stagger the medium 'Mechs in two or even three waves. The first wave hits, followed by the second, and then they both move as if to slip around behind the enemy position. Assault machines hitting from the front often throw the enemy into confusion, after which a third wave can strike hard and often crush the enemy flank while the first two waves threaten the rear.

SUPPORT

The Black Cobras lost all their DropShip assets on Nanking and have never owned a JumpShip. Their tech base has fared slightly better. After the losses from the crash and of those technicians who did not want to split from the Crater Cobras, the Black Cobras' tech support is classified at 40 percent optimum.



Burr's Black Cobras
Battalion/Regular/Questionable
CO/1st Cmpny: Colonel Richard Burr
2nd Cmpny: Major Johnny Swift-Eagle
3rd Company: Major Helen Schappel

The Black Cobras consist of one medium/heavy company and one assault company. In medium 'Mechs, the unit prefers fast machines with lighter weapons. The Cobras are only 20 percent upgraded, as they were forced to sell quite a bit of their advanced technology to other mercenary outfits to raise funds to purchase a third company. However, the battalion is expected to add an independent command lance once it amasses enough money to buy more 'Mechs.



Cobra's Hood
Reinforced Wing/Veteran/Questionable
XO/Wing Cmdr: Lt. Colonel Pietr Gahlf
Venom Squadron: Captain Tyler Hughs

The Cobra's Hood is composed of four full squadrons: Hood, Venom, Fang and Strike Squadrons. During the drop on Nanking, all twenty-four aerospace fighters of the reinforced wing were deployed in a screen and so they survived the disaster. The wing's fighters average out at medium weight and have never been noticeably upgraded.



CANOPIAN HIGHLANDERS: THINGS CHANGE

Formed after the Reunification War, the Highlanders quickly became well-known for their hatred of the Inner Sphere. But as the growth of nearby independent states began to present a more immediate threat to their main employer, the Magistracy of Canopus, the Highlanders' indiscriminate hatred gradually evolved into fanatical pro-Canopus sentiment. They are now the oldest mercenary command employed by the Magistracy of Canopus and one of the most dependable and respected units in the Periphery. Most recently, the Highlanders were moved from their post along the Magistracy-Taurian Concordat border and redeployed to help garrison Canopian worlds near the Marian Hegemony.

The Canopian Highlanders employ a green with gold striping paint scheme. The regimental insignia is a stylized planet wearing a tam-o-shanter cap; it is painted on the upper left torso of unit 'Mechs and worn as a patch on uniforms. Battalion crests are painted on the upper right legs of 'Mechs and the right wings of aerospace craft, and also worn as a patch on the right shoulder. The official Highlander dress uniform is a dark green jumpsuit worn with a black vest, boots and gloves, all trimmed in gold. A gold-trimmed half-cape of black leather worn on the right side completes the ensemble.

Dragoons Rating: A+

OFFICERS

When Colonel Oscar Long died during Hegemony raids against the world of Gambilon, he was replaced by Major Judith Wood, commander of the experienced Second Battalion. Wood now manages thedefense of the Magistracy's anti-spinward border from the world of Marantha, coordinating and commanding the Highlander regiment, the Screaming Eagles, the Magistracy Cavaliers and others. Wood has little use for bureaucrats and is known for her ability to make hard choices when faced with an untenable position.

TACTICS

Despite years of duty on separate worlds, individual Highlander forces maintain a bond that seems near-unbreakable. They can fight independently or in full regimental strength with equal effect. First Battalion prefers defensive engagements, while Second Battalion specializes in protracted campaigns, using its heavier 'Mechs to hurt an enemy and its faster medium 'Mechs to cover withdrawals.



Canopian Highlanders
Regiment/Regular/Fanatical
1st Batt: Major Emery Thompson
CO/2nd Batt: Colonel Judith Wood
XO: Major Ashley Benton
3rd Batt: Major Dorothy Skaw

The three Highlander battalions each contain thirty-six 'Mechs and have no independent command units. The force contains twelve advanced 'Mechs and forty tons worth of advanced tech salvage taken from Marian Hegemony raiders. First Battalion, Thompson's Light Lancers, is Regular and relies on light and medium machines. Second Battalion, Wood's Warriors, is a Veteran unit of medium to heavy 'Mechs. Third Battalion, Dorothy's Daughters, is Green and includes light and heavy 'Mechs.



The Dawn Patrol
Wing/Regular/Fanatical
Wing Cmdr/1st Flight: Major Jonathan Sweet
2nd Flight: Captain Samantha O'Reilly

First Flight, which is attached to Wood's Warriors, is composed of six Veteran pilots and medium-weight craft. Second Flight, attached to Dorothy's Daughters, is composed of Regular pilots equipped with light and medium fighters.



The Bannermen
2 Regiments/Regular/Reliable
Infantry Cmdr: Colonel Andrea Quick
1st Regiment: Major Talbot Baker
2nd Regiment: Major Ingrid Ullenstre

The Bannermen are led by Colonel Andrea Quick, who employs a VTOL-equipped motorized platoon as an independent command unit—an arrangement that provides Quick with superior battlefield mobility. The Bannermen's First Regiment, Baker's Dozen, is organized into twelve companies. Each company contains light and heavy infantry support and a motorized platoon and can operate independently. Second Regiment, the Fighting Scots, is composed of standard and heavy infantry; these troops are typically deployed in battalion formation.



21ST CENTAURI LANCERS: BEST OF THE BEST

Originally a regular battalion in House Liao's St. Ives Armored Cavalry, the founding members of the 21st Centauri Lancers mutinied against their commander over unpaid wages more than one hundred years ago. The group then seized supplies, DropShips and a JumpShip, fled Capellan space and turned mercenary.

Since that time, the Lancers have quietly built a reputation for excellence despite being overshadowed in the public mind by more colorful mercenary units. They have worked for every Great House save House Liao, against whom they still hold a grudge, and have held onto their elite status for a remarkably long period of time despite suffering heavy losses during the Succession Wars.

Renowned for their honesty off the field and honorable conduct in combat, the Lancers demand similar integrity from others as well, from their liaisons to the rulers of the Great Houses that employ them. When they are mistreated, they say so, loudly and often. In fact, the Lancers walked away from their contract with House Kurita for just such an occurrence—which hurt their reputation not at all with the other Great Houses, though it will likely preclude them from ever being classified as fanatically loyal troops. Some observers speculate that the Lancers' reputation for integrity was one of the main reasons that ComStar purchased the unit's contract from the Free Worlds League; apparently, ComStar hopes that the hiring will help boost its own reputation. The Lancers' recent entanglement in the machinations of the Word of Blake briefly and undeservedly tarnished their record, but since the truth came to light the unit has regained its reputation for rock-solid integrity.

COMMAND

The Haskell family has controlled the 21st Lancers for two generations, but the line of Haskell commanders seems to be coming to an end. The current commander, Colonel Evelena Haskell, is grooming Ryan Searcy as her replacement in recognition of the fact that her son, Michael, is only fourteen and so far has demonstrated no inclination or desire to become a MechWarrior.

Typically, the Lancers insist on strategic and tactical control of all forces with which they will be operating during a contract. In the past, the Great Houses have placed regular army units under the full command of the Lancers for the duration of entire campaigns, a sign of absolute trust in the abilities of the Lancer commanders.

AVAILABLE FORCES AND ORGANIZATION

During the Lancers' service with House Marik, Thomas Marik provided the mercenaries with upgrade packages at low cost in an effort to keep them in his employ. Though the group eventually left House Marik's service, the packages enabled the unit to achieve an upgrade rating of 40 percent. Since acquiring the Lancers' contract, ComStar has followed a similar approach, providing technical assistance that has enabled the command to achieve an incredible 70 percent upgrade rating.

The 21st Centauri Lancers maintain separate command lances for battalions and have expanded their regimental command unit to a full company.

TECHNICAL AND TRANSPORTATION SUPPORT

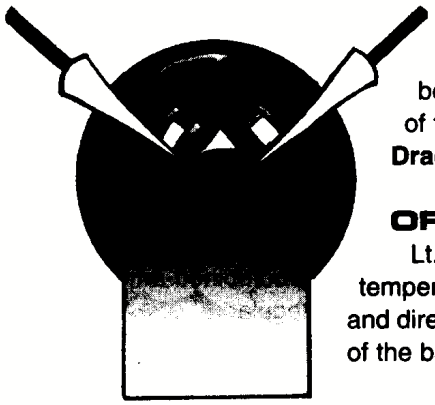
The Lancers maintain a tech base well in excess of 100 percent optimum. All technicians are currently being trained in advanced and Clantech by ComStar, after which they will receive additional training from the Dragoons on Outreach. The Lancers are well on their way toward fielding one of the best technical support teams of any mercenary command in the Inner Sphere.

The Lancers own enough DropShips and JumpShips to transport the entire unit, along with all equipment and dependents. The unit owns two *Star Lord* class JumpShips, including a lithium-fusion battery-equipped vessel capable of making multiple jumps without recharge. The Lancers have already scheduled the installation of lithium-fusion batteries in their remaining JumpShip.

COLORS AND INSIGNIA

The Lancers decorate their BattleMechs and aerospace fighters with a royal blue color scheme. Fighter underbellies are painted light blue, and all vehicles use appropriate terrain-specific camouflage patterns.

The insignia of the 21st Centauri Lancers is a pair of crossed lances flanking a cockpit canopy, emblazoned within a vertical purple banner.



21ST CENTAURI LANCERS

The Lancers take their current posting on Tukayyid very seriously, as they know they will be one of the first units hit should the Clans break the truce. They train hard with and against some of the best Com Guard troops under the command of Precentor Martial Focht.

Dragoons Rating: A*

OFFICERS

Lt. Colonel Ryan "Blade" Searcy is next in line for command of the Lancers but may not have the temperament for it. In his modified *Berserker*, he would rather move into close combat than stand back and direct the battle. Colonel Haskell is trying to work through this problem with the young officer, as none of the battalion majors are nearly as qualified as Searcy.

TACTICS

The Lancers specialize in open-field combat and prefer to avoid restrictive terrain. They are equally at home fighting in the darkness or in non-standard gravity conditions, and their reputation frequently intimidates opponents.

The Lancers have also trained extensively in targeting, which allows them to concentrate their weapon fire on the middle sections of enemy BattleMechs.

Lancers Command
Company/Elite/Reliable
CO: Colonel Evelena Haskell
XO: Lt. Colonel Ryan "Blade" Searcy

The Lancers use a full company of heavy and assault 'Mechs for their command unit. Each lance commander's 'Mech has a C^3 computer, connected to two C^3 slave units installed in other 'Mechs in the lance and a C^3 slave unit installed in an armored unit in the 17th Armored Recon Company. In turn, each lance commander's C^3 computer is connected to a master network through Haskell's 'Mech.

The elite 17th Armored Recon Company is permanently attached to Lancers Command. Each recon platoon is assigned to a 'Mech lance. One armored unit in each platoon carries a C^3 slave, tied into the master C^3 network of the command company.

21st Centauri Lancers
Regiment/Elite/Reliable
1st Batt: Major James LeMonds
2nd Batt: Major Katherine Li-Smith
3rd Batt: Major Ty Van Trahn

The Lancers are quite adept at fighting in regiment, battalion, company and lance strength. While the majority of their machines are heavy designs, each battalion contains at least one assault and one light lance. While there is some good-natured competition between different elements, the 21st Lancers are as solid a unit as can be found.

21st Centauri Air Lancers
Wing/Elite/Reliable
Wing Cmdr: Major Joshua Ling

The Air Lancers consist of three squadrons and a single command lance. The group's fighters are upgraded to 60 percent advanced tech, and several are fitted with extra-light fusion engines and extra armor and armament.

21st Centauri Armored Lancers
6 Companies/Veteran/Reliable
Armor Cmdr: Major Wu Ti Seng

The Armored Lancers do not practice battalion formations. Instead, each of the battalion's component companies—Major Seng's elite Third Armored Command, and the veteran Twenty-third Recon, Fifth Fire Support, Eleventh Fire Support, and Second Assault companies—train individually, and Seng manipulates the companies around a battlefield as necessary. (The elite Seventeenth Armored Recon Company is permanently attached to Lancers' Command; the armored units of the company are 30 percent upgraded.)

21st Centauri Security Lancers
Reinforced Battalion/Veteran/Reliable
Infantry Cmdr: Major Bradley Hunter

The Security Lancers Battalion is mainly composed of regular infantry whose main job is safeguarding the Lancers' bases of operation. The battalion's Fourth Company consists of two Pathfinder platoons that act as field scouts and the Artillery Lancers, a single platoon that deploys its Long Tom and Arrow IV batteries well behind the line of combat.



CRIMSON CRUSADERS: A JADE FALCON LEGACY

The origins of the Crimson Crusaders can be traced back to the Clan Jade Falcon conquest of Dompaire. During that action, Baron von Dompaire and his only son and heir were killed while defending their estates. Consequently, von Dompaire's multi-million C-bill estate passed to a distant relative of the baron—Brent Matis, a MechWarrior in the Eighth Lyran Regulars. Instead of retiring to a life of luxury, Matis used the windfall to create his own mercenary command: the Crimson Crusaders.

Though Matis possessed little command experience, he was able to attract many experienced troops by offering new 'Mechs and vehicles to Dispossessed veterans who joined his combined-arms battalion. Thanks to the experience of these recruits, the Crusaders' expertise is rated Regular.

The Crusaders paint their machines a deep crimson with gold trim. The unit crest is the flag of Dompaire—a pair of crossed golden cutlasses and a golden key over a black triangle.

Dragoons Rating: B–

OFFICERS

Major Brent Matis looks forward to the day when he can liberate Dompaire, and he has promised his troops landholds on the planet if they remain with him. A cool-headed individual, Matis can think on his feet and improvise as the situation demands, no matter how heated a battle becomes.

Captain Juell Nahibra was a lancemate of Matis's back in the Eighth Lyran Regulars and is an excellent strategist, a trait that complements Matis's improvisational abilities quite well. She plans advance strategy and tactics for all Crusader missions.

TACTICS

The Crimson Crusaders prefer to attack their enemies from long ranges. Against the Clan defenders on Dompaire, the Crusaders plan to use special terrain and movement tactics to counter the superior range of Clan weapons. Unfortunately, the Crusaders are currently deficient in close-quarter battle.

SUPPORT

The Crusaders do not lack for technical support. Matis realized right off that the Crusaders needed a tech staff able to maintain and repair advanced technology if they wanted to defeat a Clan opponent, and he has assembled a tech staff that can generate enough man-hours to provide for 90 percent of the Crusaders' required maintenance needs. All the techs are skilled in advanced Inner Sphere technology.

Early on, Matis generously spread money around in search of a DropShip and JumpShip. This effort paid off in 3059 with the acquisition of a single *Overlord,* which has been modified to carry the entire unit comfortably.



Crimson Crusaders
Company/Regular/Reliable
CO/1st Lance: Major Brent Matis
2nd Lance: Lieutenant Troy Montgomery
XO/3rd Lance: Captain Juell Nahibra

Matis commands a heavy lance composed of post-3050 'Mech designs. Second Lance is a recon unit of fast medium 'Mechs. Third Lance is composed of Veteran quality warriors manning heavy machines. Second and Third Lances contain either post-3050 designs or heavily upgraded pre-3050 designs. The entire company has an 80 percent technological rating.



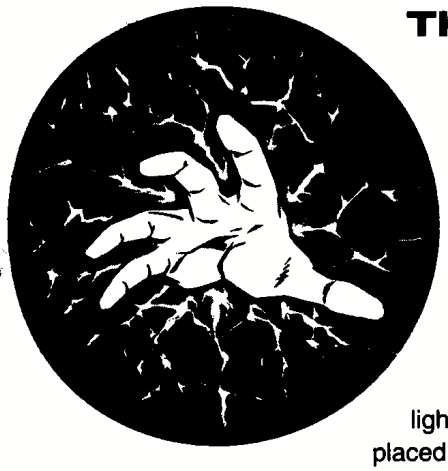
Armored Crusaders
2 Lances/Veteran/Reliable
Armor Cmdr: Captain Josh St. Andrews

Both Armored Crusaders lances are composed of heavy, wheeled vehicles. Though the vehicles are all older designs, they are fitted with advanced tech long-range weapons such as LRMs and PPCs, which enable them to provide fire support for the Crusaders' BattleMechs.



The Bloody Feet
Company/Regular/Reliable
Infantry Cmdr: Captain Talia Reskovichia

Originally named the Crimson Foot, the Crusaders' Green motorized infantry company came to point-blank combat with a full foot-infantry battalion during its first engagement. The enemy battalion was decimated during the fighting, and the Crusader infantrymen found themselves walking in a blood-drenched field. In response, they renamed themselves "The Bloody Feet," so that they might never forget the horrors of war.



THE DIOSCURI: RIDING THE LIGHTNING

The Dioscuri (who take their name from the ancient Greek words for "sons of Zeus," *Dios Kouroi*) once numbered two regiments of some of the hardest-hitting mercenary troops employed by the Federated Commonwealth. However, the mercenaries proved no match for the Jade Falcons, whose forces tore apart the mercenary command and sent it reeling back in tatters. By 3054, the unit could muster only a battalion of working 'Mechs and MechWarriors. As the remnants of other shattered units returned from the Jade Falcon drive of 3058, the Dioscuri recruited MechWarriors and eventually assembled two full battalions.

With the formation of the Lyran Alliance, the Dioscuri have moved into the Arc-Royal Defense Cordon. Victor Davion has placed them on Bountiful Harvest, where they have orders to support Kell Hound operations until further notice.

The Dioscuri paint their machines a chaotic swirl of dark blue and black, with silver-white lightning streaks. Their insignia is the hand of Zeus reaching out of a web of lightning. The insignia is placed over the upper left torso of unit 'Mechs or on the side of aerofighters and vehicles.

Dragoons Rating: C+

OFFICERS

Colonels Timothy and Brenda Nels have vowed to rebuild the Dioscuri to regimental strength. Timothy Nels has an instinctive feel for where the greatest threat lies on a battlefield.

TACTICS

Currently, the Dioscuri are revamping many of their tactics to better suit their smaller size. In exercises, the Second Battalion, supported by scout VTOLs, performs recon duties and then engages opponents in delaying actions designed to spread enemy forces thin. The assault battalion can then come up and strike from the flank. Second Battalion's leader, Brenda Nels, has made an art of evasive and diversionary tactics. By the time the assault battalion reaches the battle, the enemy force is usually spread all over the landscape trying to engage her troops.

When the motorized infantry are employed, they tend to travel with Second Battalion to help tie up the enemy.

SUPPORT

The command was forced to dismiss most of its technical support staff after the Jade Falcons decimated its regiments. The unit currently employs enough technicians to support 80 percent of its required maintenance. The Dioscuri have never owned DropShips or JumpShips.



The Dioscuri
2 Battalions/Regular/Reliable
CO/1st Batt: Colonel Timothy Nels
XO/2nd Batt: Colonel Brenda Nels

First Battalion is organized as an assault battalion, divided into four heavy/assault companies of sixteen 'Mechs each and one independent command lance. Second Battalion is a standard medium/heavy battalion of forty 'Mechs and an independent command lance. Half of all Dioscuri 'Mechs are upgraded, some with Clantech.



The Friendly Skies
Flight/Veteran/Reliable
Wing Cmdr: Major Richard Tankira

The Dioscuri only recently acquired aerospace assets. Because of the expense of replacing aircraft, they recruited only veteran pilots, who are more likely to bring their craft home than less experienced fliers.



The Brotherhood
Regiment/Regular/Reliable
Infantry Cmdr: Lt. Colonel Haber Basc

Transit delays spared the Dioscuri's infantry regiment, the Brotherhood, from the Jade Falcon onslaught that destroyed much of the original Dioscuri force. The Brotherhood is composed of two scout companies supported by VTOLs and conventional aircraft, one artillery company, one security battalion of heavy foot soldiers, and one motorized battalion that usually deploys with the BattleMech force.



THE FURIES: THE BEST OF A BAD SITUATION

More than 200 years ago, a Kurita armor regiment mutinied after years of neglect, hijacked DropShips and convinced an outbound JumpShip to transport them out of the Combine. On Galatea, a clerk mistakenly entered the name of the regiment's colonel—Li Sook Fry—as Li Sook *Fury*, and the mercenary group known as the Furies was born. (Two generations later, Colonel Danielle Li Fry legally changed her last name to Fury, a practice that her descendants have followed.)

The Furies are currently under contract to the Duchy of Small in the Chaos March, primarily acting as a deterrent to prevent invasions from other nearby independent worlds. Though the Furies were reluctant to sign on at first, the duchy provided them with a two-year garrison contract and a large resettlement bonus deposited immediately to a trust guaranteed by the Mercenary Review and Bonding Commission. Furthermore, the Furies stipulated in their contract that they would not be required to oppose any regular Great House invasion force larger than a battalion.

The regiment paints its vehicles in camouflage patterns; currently, the vehicles are decorated forest-green and brown. The regimental insignia, a mythological cat-woman in front of a large yellow moon, is painted on the left sides of vehicles. Individual battalion insignia are painted on the right front fenders of vehicles.

Dragoons Rating: B

OFFICERS

Second Company Captain Christopher Wu Teng Fury is the son of commanding officer Colonel Ria Sung-hei Fury. A natural tactician, Captain Fury received formal training through the OMTC on Outreach, where he led an armor battalion to an embarrassing defeat over a Dragoon major's 'Mech company during a simulated battle. In live exercises with the Furies, his company has defeated entire armor battalions.

TACTICS

Colonel Fury is a master at divide-and-conquer strategies. Through carefully orchestrated harrying attacks, she can make even the most stubborn enemy unit spread itself out in an effort to engage her troops. Then she brings concentrated force to bear on a vulnerable part of her opponent's forces and devastates it.

Captain Fury seems to have inherited his mother's grasp of harassment, divide-and-conquer, and concentrated-fire tactics. Given enough time or previous recon of an enemy, he can identify its command units. In battle, he wheels his platoons around like pieces in some wild game, then suddenly brings them together to deliver a hail of weapons fire that can devastate even assault 'Mechs.

SUPPORT

In terms of DropShips, the Furies have 100-percent transportation capability. Every unit member is a trained assistant mechanic, and the unit has enough skilled mechanics to rate 100 percent in tech support.

The Furies Command Company
Company/Veteran/Reliable
CO: Colonel Ria Sung-hei Fury

The Furies' three-lance command unit employs fast medium-weight hovercraft. The vehicles of Colonel Fury's lance are very well armored to ensure survivability, while the craft of the two remaining lances mount larger weapons to help provide adequate protection for the colonel. Most of the company's vehicles feature XL engines and advanced tech weapons. Traditionally, the company adopts a different battalion's insignia for each battle, to help prevent enemies from identifying them as the command unit.

The Furies
Regiment/Regular/Reliable
XO/1st Batt: Lt. Colonel Erik Gray
2nd Cmpny: Captain Christopher Wu Teng Fury
2nd Batt: Major David Kreschev
3rd Batt: Major Wu Dok Li

All three Furies battalions contain a mix of hovercraft, wheeled and tracked armor lances. Each battalion also contains command lances outfitted with vehicles that have been upgraded to advanced standards.

The First Battalion, called the *Tisiphones* (the Avengers of Blood), uses the silhouette of a large cat painted in blood red as its insignia. The Second Battalion, the *Alecto* (Implacable Ones) employs a design that appears to be claws ripping out of an armored vehicle. The Third Battalion, the *Magaeras* (Jealous Ones), uses a preening Bengal tiger with a bloody muzzle as its insignia.

GRAY DEATH LEGION: STRENGTH THROUGH UNITY

In 3021, a Lyran Commonwealth unit known as Carlyle's Commandos was sent to garrison Trell I, a backwater world near the coreward edge of Lyran space. In the winter of 3024, a politically ambitious Kurita noble, Duke Hassid Ricol, attacked the world in an attempt to torpedo an agreement between the Commonwealth and a Periphery bandit king—and to win control of the tactically useful planet for his own ends. The attack destroyed the Commandos, killing unit commander Durant Carlyle and sending his son, Grayson Death Carlyle, into hiding. Determined to avenge his father's death, Grayson received his chance when fate put him in the middle of a firefight between Trell infantry forces and 'Mechs belonging to Duke Ricol. By seizing command of the faltering infantry, Grayson managed to take down a *Wasp* and capture a *Locust* intact. This was the birth of the Gray Death Legion—one functioning 'Mech and a handful of motorized infantry.

The fighting on Trell I molded the unit in form and function. Seriously outnumbered, Grayson and his followers raided the Kurita garrison for supplies and salvaged enemy 'Mechs, often putting machines back into service before damage could be fully repaired. His fledgling unit's trial by fire, however, was Grayson's successful use of infantry against BattleMechs, a tactic widely considered to be a waste of manpower and lives. The Legion built on this concept, becoming one of the first successful combined-arms commands in thirty-first century warfare.

Though the unit became well known for its heroic stands against overwhelming odds and its uniquely effective tactics, the Gray Death Legion achieved its greatest fame and notoriety on the world of Helm, where it recovered a Star League-era computer memory core. Lord Garth of Irian and a team of ComStar adepts conspired to frame the Legion for a civilian massacre in order to force the unit off the world and so cover their search for the hidden Star League base. With its usual resourcefulness, the Gray Death Legion evaded the enemy forces and found the base first. They managed to copy the computer's memory core, which contained a vast array of information ranging from JumpShip engine blueprints to files on the genetic manipulation of farm animals. The unit managed its escape from Helm only with the help of an unexpected ally—its old enemy, Duke Ricol, who most assuredly had his own reasons for ensuring the Legion's survival. Copies of the Gray Death memory core, as it would come to be known, were distributed throughout the Successor States in an effort to promote a recovery of lost technology.

The Gray Death Legion first met the Clan juggernaut on Sudeten. Aware that they could not stand against the enemy's superior technology, Grayson Carlyle led his unit in a fighting withdrawal that severely mauled the Jade Falcons' 124th Striker Cluster. This strategy gave the Legion warriors a taste of what they would face in every encounter with the Clans, and kept the Legion from destroying itself by defending an untenable position. Stationed on Pandora for rest and refit during the year of peace, the Legion received some of the first shipments of new technology being produced in the Inner Sphere and readied itself for the Clans' return. When the Jade Falcons landed on Pandora, they faced the grinning skull insignia of the Gray Death Legion. The Legion fought a bloody battle, eventually driving off the Falcons through sheer skill and tenacity.

In April of 3056, Grayson Death Carlyle swore an oath of fealty to Victor Steiner-Davion, who in turn granted the Legion the world of Glengarry as a landhold. After more than thirty years of living from assignment to assignment, the Legion had found a home for the price of a few words of allegiance. Almost immediately, forces arrayed against Victor tried to deprive them of it. Skye separatists attacked Glengarry while the colonel was on Tharkad, and the burden of command fell to Carlyle's young son Alexander. Alexander proved himself a worthy heir by leading the Legion against the rebels' superior numbers and holding out for more than seven months until his father could bring reinforcements. The fighting cost the Legion dearly, but also proved that the mercenaries had adopted Glengarry as their home and would defend it at all costs.

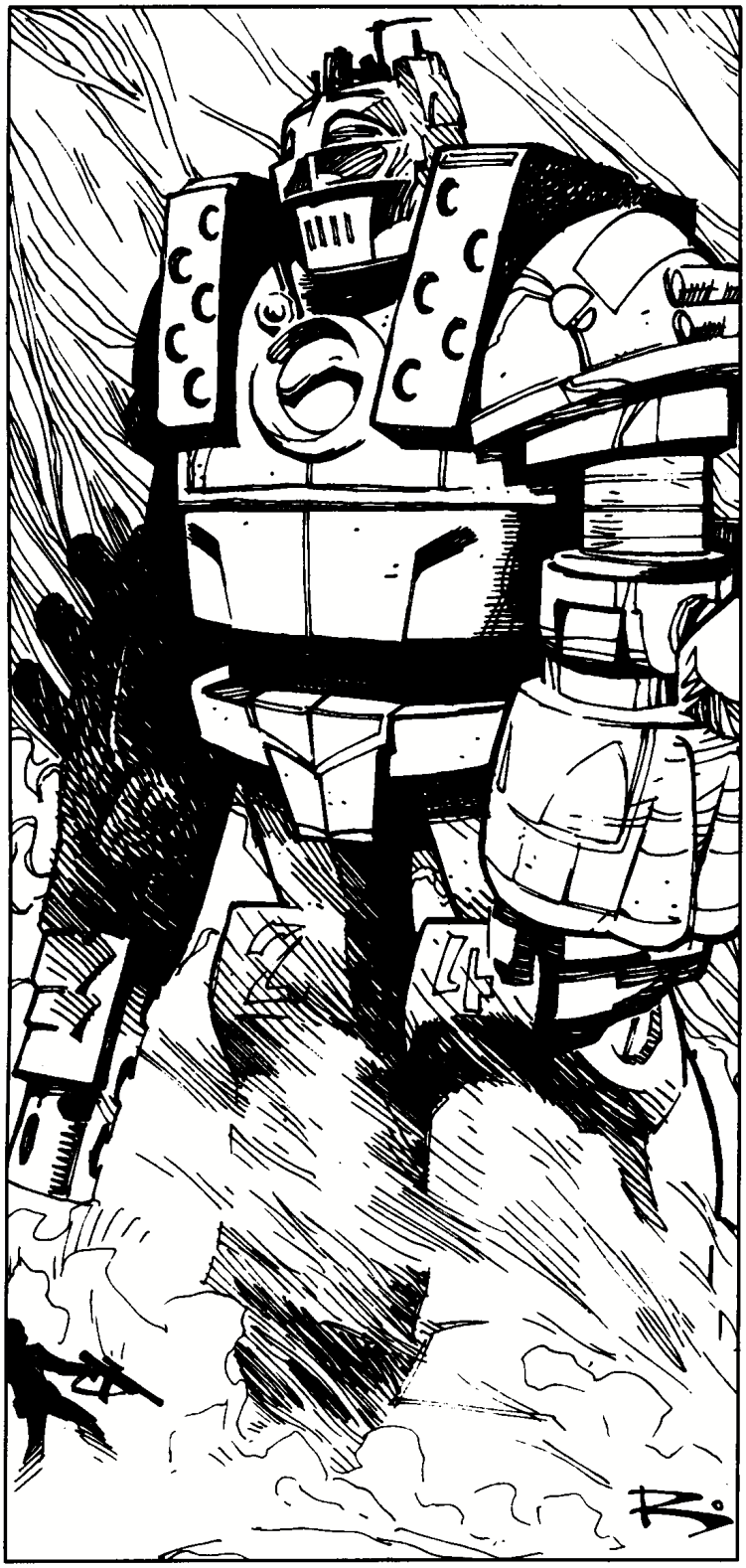
In 3057, Colonel Carlyle was wounded on Caledonia, suffering severe damage to his ears that might prevent him from ever again piloting a 'Mech in battle. Adding to the unit's upheaval, Katherine Steiner-Davion of the newly formed Lyran Alliance declared the Legion in breach of contract for siding with those she named as Caledonian rebels, and divested them of Glengarry. Forced once again to defend its claim to Glengarry, the Legion again fought for its survival, this time led by Lori Kalmar-Carlyle. The Gray Death Legion won the war, but at a high cost in personnel and equipment. Katherine Steiner-Davion recognized Glengarry as the Legion's landhold in return for its pledge of loyalty to the Alliance and Alexander Carlyle's agreement to join the regular Lyran Forces.

COMMAND

Colonel Grayson Death Carlyle still commands the regiment, though Lori Kalmar-Carlyle and Davis McCall handle all 'Mech operations. Colonel Carlyle's recent decision to accept Katrina Steiner-Davion as the rightful ruler of the Alliance ties his unit to that realm, for better or worse.

AVAILABLE FORCES AND ORGANIZATION

The Gray Death Legion is a single combined-arms regiment made up of evenly designed units that allow the regiment to easily split into two separate forces with full combined-arms capability. The two 'Mech battalions and two infantry units use an informal organization, while the two aerospace units adhere to a more standard organizational scheme. The Gray Death Legion



employs only a single armored tank company that was recently incorporated into the table of organization to serve as an independent scouting force answerable only to regimental or force commanders.

The Legion possesses an above-average amount of Clan and advanced Inner Sphere technology. Despite two encounters with the Clans that yielded impressive amounts of salvage, the unit retained only three special-use Clan OmniMechs that they considered too valuable to trade off to the Federated Commonwealth. The rest they traded partly to avoid the difficulties of upkeep and repair, and to maintain their well-known self-sufficiency in the field. The Legion willingly uses Clan weapons and other materials as long as the Clan versions can be easily replaced with Inner Sphere equipment if damaged. The Legion fields mostly older Inner Sphere designs, though many of these are powered by Clan fusion engines—an advantage that most Legion members believe outweighs any risk. Wolf's Dragoons rates the Legion at 65 percent upgraded with advanced Inner Sphere technology and at 15 percent per Clan standard levels.

TECHNICAL AND TRANSPORTATION SUPPORT

The Legion boasts above-average self-sufficiency. Every MechWarrior is also a trained astech and is expected to contribute to the regular maintenance of his or her machine. 'Mech, armor and aerospace units have separate technical support staffs to make sure that no unit fails to perform because of substandard maintenance, and all infantry perform their own maintenance. This arrangement gives the Legion a 100 percent support rating in the field and nearly 150 percent at their base on Glengarry or with access to their DropShips.

The Legion owns and/or operates four JumpShips. DropShip assets currently include five *Union* class, two *Leopard* class, a *Gazelle* and a *Condor*.

COLORS AND INSIGNIA

The Gray Death Legion has both formal and field uniforms. The field outfit is a dark gray, loose-fitting tunic and trousers with several large pockets. Officers wear rank and unit insignia on the epaulets. NCOs and enlisted men wear the insignia on their upper tunic sleeves. The formal uniform is an upgraded version of the field uniform; tailored pants and jacket worn over a tight-fitting white shirt. The trousers, a lighter shade of gray than the jacket, are trimmed with red stripes down the outside of each leg. For full-dress occasions, unit members wear a dark gray half-cape lined with red silk. Rank and unit insignia is worn as on field uniforms.

The Legion's trademark gray skull insignia is set over a red crest and emblazoned on the left shoulder of unit 'Mechs. A colored circle painted on the lower right leg identifies the battalion; yellow for first battalion, green for second, blue for third, and red for the Headquarters Company and regimental command lance. On the right shoulder, a warrior may paint a special unit crest (usually a company insignia). The two command units wear the Legion insignia on both shoulders.

Aerospace fighters and DropShips use a variation of the standard insignia, a winged skull in profile. JumpShips and their crews wear a crest consisting of the usual gray skull, set against a red starburst. Armor units use the standard regimental insignia.



GRAY DEATH LEGION: THE DEATH'S HEAD REGIMENT

The Gray Death Legion is one of the strongest mercenary commands in the Inner Sphere. As tightly knit as the Northwind Highlanders or Eridani Light Horse and capable of showing the same steely toughness as the Kell Hounds or Wolf's Dragoons, the Legion has fought and won campaigns that would have destroyed lesser commands. The Legion works hard at staying on the cutting edge of battlefield tactics and strategy.

Nearly every company and/or battalion sports its own emblem, and some even inspire the same respect and fear as the Gray Death skull insignia. The crest of the second BattleMech battalion, Hassan's Assassins, is a well-known and much-feared insignia; a desert Arab in black caftan and mask wielding a scimitar in one hand and a knife in the other.

Dragoons Rating: A*

OFFICERS

Grayson Carlyle now operates as the strategic commander, with Lori Kalmar-Carlyle taking over the Regimental Command Lance as the full tactical field commander of the Legion. Lieutenant Colonel Davis McCall leads the Headquarters Company of twelve 'Mechs and acts as the Legion's executive officer. His complaints at being forced into this position come through as loudly as his commands as he works with Colonel Kalmar-Carlyle to rebuild the Legion and improve its quality.

The unit's Reliable loyalty rating is a result of its recent change of allegiance from Victor Steiner-Davion to Katherine.

TACTICS

The Gray Death Legion fights best when overmatched or forced into restrictive terrain. Those who have fought them often remark that the only thing more dangerous than a cornered Legionnaire is one in a damaged 'Mech.

Gray Death Command
Strengthened Company/Elite/Reliable
CO: Colonel Lori Kalmar-Carlyle
XO/Headquarters Cpny: Lt. Colonel Davis McCall

The Regimental Command Lance consists of four 'Mechs upgraded to Clan standards. The Headquarters Company fields one of the Legion's three Clan OmniMechs, a *Koshi* configured for scout duty. The HQ command lance uses medium and heavy machines, the fire lance heavy and assault, and the recon lance four light, fast 'Mechs. The two command units can operate as a reinforced company or as separate forces, allowing two independent command positions in the field.

Gray Death Legion
2 Battalions/Elite/Reliable
1st Batt: Major Gomez Christobal de Villar
2nd Batt: Major Hassan Ali Khaled

First Battalion is comprised of two standard companies. First Company, Dumont's Dreadnoughts, includes a command lance of heavy and assault machines, a fire lance of heavies and one light-medium recon lance. Second Company is organized the same way, but its light lance does not perform special recon functions.

On paper, Second Battalion is organized into First, Fourth and Fifth Companies. In reality, First Company is the command lance and contains only four 'Mechs. Fourth Company consists of a medium command lance, an attack lance of heavies and a recon lance. Fifth Company provides the punch with a command lance formed around heavy 'Mechs and a combat lance of heavy and assault machines.

Death Eagles
Wing/Elite/Reliable
Wing Cmdr/1st Squadron: Captain Julio Vargas,
2nd Squadron: Captain Amanda Carroll

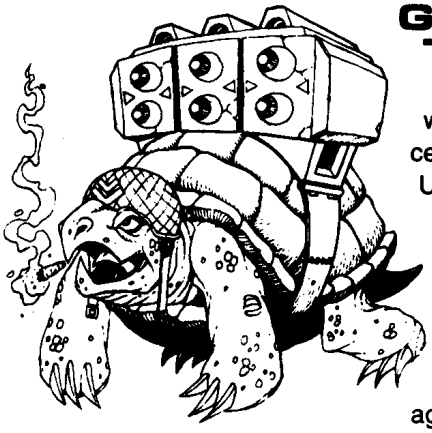
The Death Eagles prefer medium- to heavy-weight fighters, which enable them to stay "in the game" longer and offer heavy punching power.

1st Gray Death Armored Scout Detachment: Death's Cats
Company/Veteran/Reliable
Armor Cmdr: Captain Megan Powers

This tank company of twelve vehicles specializes in recon and hit-and-fade strikes. The unit's commander answers only to the senior officer in any combat theater. Captain Powers has requested that a company of light scout armored infantry be attached permanently to her command.

Gray Death Infantry
Special/Elite/Reliable
1st Company: Captain Ethan Radcliffe
2nd Company: Major Thomas Leone
3rd Batt: Major John Owens

First Company, the Black Knights, is actually comprised of two armored infantry companies. The second armored infantry company has one squad of regular battlesuit troops and two of light scout troops. Second Company, The Pikemen, is actually a full armored infantry company and a battalion of regular infantry comprised of a foot company, a jump infantry company and a mechanized company.



GRIM DETERMINATION: THE MISFORTUNES OF WAR

Long employed by the Federated Commonwealth, the Grim Determination mercenary unit was serving garrison duty on Sarna when the 3057 Marik-Liao offensive hit the planet. The mercenaries helped repulse the assault—then Sarna declared itself an independent government. Uncertain of how to react to this development, the unit refused to assist in liberating Kaifeng and Sakhalin, and instead simply awaited further orders. Soon after, the Federated Commonwealth extended diplomatic relations to the Sarna Supremacy and also broke its contract with Grim Determination, claiming that the mercenaries had breached the contract first. The Mercenary Review and Bonding Commission backed the FedCom assertion, pointing out that Grim Determination had agreed to defend Sarna "in the name of the Federated Commonwealth," and that their failure to act when Sarna declared independence violated that agreement.

Unemployed, denied the balance of their contract, and with most of the unit still on Sarna, Grim Determination faced uncertain prospects until the Supremacy offered to pick up their contract under the same terms. Though the pay now rated as substandard considering the new threats to Sarna, the contract offer kept the command solvent and gave it a chance to diminish the impact of the black mark placed against its Dragoons rating.

Grim Determination paints its 'Mechs and other vehicles in camouflage that fits the environment of its current assignment. The unit insignia is a turtle carrying an SRM rack on its back. It appears on a fighter's left wing, a vehicle's rear left fender, or a BattleMech's upper left leg. Showing a grisly sense of humor, many warriors have painted a small rabbit near the insignia being struck by SRM fire. Unit officers swear it is pure coincidence that the explosion surrounding the rabbit resembles the sunburst part of the FedCom insignia.

Dragoons Rating: C

OFFICERS

Colonel Haarhar served two terms in the FedCom military, earning the Silver Sunburst in the War of 3039, and then resigned his commission in order to join his father's mercenary command. In contrast to most of his command, Colonel Haarhar feels that his unit's actions on Sarna failed the Federated Commonwealth, rather than the reverse.

TACTICS

Grim Determination likes to hold back its extra battalion as a reserve, especially when fighting a unit that may not know of the Fourth Battalion's existence. Committing the reserve battalion after battle has been joined often disrupts an enemy's battle plan and gains the mercenaries the advantage. The unit uses similar tactics at battalion level, holding a few 'Mechs from each company in reserve.



Grim Determination
Reinforced Regiment/Regular/Questionable
CO/1st Batt: Colonel Oliver Haarhar
2nd Batt: Major Johanas Creekton
3rd Batt: Major Candace White-Smithsson
4th Batt: Major Jamison Burke

Each battalion has its own command lance, bringing the total 'Mech count to one hundred sixty. As a garrison unit stationed away from the Clan lines, the command received few technological upgrades. It is unlikely to receive any in the near future, with the possible exception of salvage.



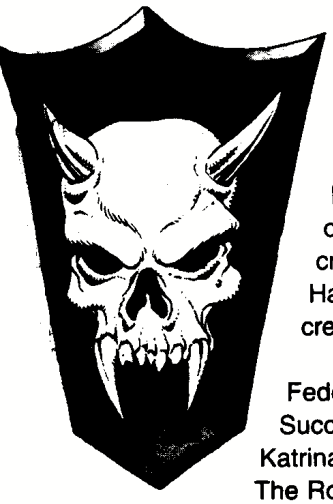
Grim Determination Aerospace
Reinforced Wing/Regular/Questionable
Wing Cmdr: Major Kalvin Goulet

The air wing comprises four squadrons as opposed to the standard three. The command squadron ranks as Veteran.



Grim Determination
Battalion/Green/Questionable
Armor Cmdr: Major Elsa Woodens

Relying on tracked and wheeled vehicles, the armor contingent serves as backup for the BattleMechs. These units are generally deployed to hold the rear lines, and moved forward only if a 'Mech battalion requires shoring up.



HANSEN'S ROUGHRIDERS: TIGER BY THE TAIL

The Roughriders were a Federated Suns 'Mech regiment during the reign of Prince Peter Davion, unti the prince so alienated himself from his MechWarriors that many units began to speak out against him. The Roughriders never threatened the prince, but they did challenge certain of his decisions. After a small group of dissident officers in the Draconis March assassinated Prince Peter in 2961, his son Andrew took steps to crush this rebellion, destroying five full regiments of troops whose loyalty he questioned. Colonel Ludwig Hansen of the Roughriders, concerned that Prince Andrew might continue his purge with little regard for concrete evidence of wrongdoing, gathered his command and fled the Draconis March for Steiner space.

Though the colonel's concerns proved unjustified, bad relations existed for some time between the Federated Suns and the Roughriders. Prince Hanse Davion made peace with the unit following the Fourth Succession War, offering them an easy post and good pay. A word of encouragement from then-Archon Katrina Steiner clinched the deal, and the Roughriders took up garrison duty at Bromhead.

The Roughriders prefer a dusty brown and dun color scheme, but adapt appropriate camouflage when necessary. The regimental insignia, prominently displayed on a 'Mech's front torso, a fighter's fuselage or the side of a vehicle, is a fanged and horned skull on a dun-colored shield.

Dragoons Rating: A-

OFFICERS

Colonel Wolfgang Hansen tries to maintain a cooperative relationship with Victor Steiner-Davion, but recently has been agitating for assignment to the Clan front. His decision to remain on Bromhead in the face of Katherine Steiner-Davion's call to "come home" shows either admirable commitment to his contract or the beginning of true loyalty to Victor Steiner-Davion.

TACTICS

In a favorite tactic, the unit advances with armor leading the way. The 'Mechs fan out into long wings on either side of the main conflict, leaving the armor to hold the center. The illusion of a weak center often brings enemy 'Mechs rushing forward to divide the Roughriders in half, only to be stalled by the heavy armor. The wings then curl in, boxing the enemy force in on three sides. As soon as the enemy is trapped, the armor rolls forward between the lines of Roughrider 'Mechs.



Hansen's Roughriders
Regiment/Veteran/Questionable
CO/1st Batt: Colonel Wolfgang Hansen
XO/2nd Batt: Major William Klein
3rd Batt: Major Andrea Schmidtt

The Roughriders train hard to maintain their veteran status. Their involvement in the Marik-Liao offensive of 3057 proved they were still formidable. The Federated Commonwealth failed to send them against the Clans, but in a continuing effort to improve relations with this unit Prince Victor has offered them advanced Inner Sphere technology at cost. This unit is 25 percent upgraded, mostly in weapons. The Roughriders have not yet adapted to the new doctrine of separate command units, though Colonel Hansen has been testing it out in exercises.



Roughriders Air Support
Wing/Regular/Questionable
Wing Cmdr: Major Kalvin S. Rothchilde

This air wing consists of eighteen light to medium fighters, traditionally deployed in staggered waves. They are roughly 25 percent upgraded.



Roughriders Armor Support
2 Battalions/Veteran/Questionable
Armor Cmdr: Major Eugene Thomas

The Roughriders prefer to field heavy tracked vehicles mounting dangerous weapons, especially Arrow IV missile carriers, Gauss rifles, multiple LRM launchers or PPCs. Any enemy unit closing with the Roughrider armor troops is going to be hurt, and hurt badly. Third Battalion, Third Company of the 'Mech regiment often serves as a screen for the armor.



Roughrider Infantry Support
Regiment/Regular/Questionable
Infantry Cmdr: Lt. Colonel Geraldine Ravenwood

The Roughrider infantry operates according to standard doctrine. They primarily provide security for the mercenary base of operations and occupy captured enemy sites or cities.

HELL'S BLACK ACES: COVERING YOUR SIX

In 3011, a Liao aerospace wing, neglected by the Capellan military and afraid of falling victim to one of Chancellor Maximilian Liao's well-known purges, stole a rare *Vengeance*-class DropShip and defected from the Capellan Confederation. The unit organized itself as a mercenary force and survived the Third Succession War by taking on high-risk contracts, building a strong war chest even as its numbers dwindled. Recruiting only partially made up for the unit's lost personnel, however, because the wing demanded veteran expertise in its recruits, and preferred to hire only Capellans.

Toward the end of the Third Succession War, the air command was subcontracted by the Filthy Lucre mercenary regiment. In the midst of an intense dogfight taking place within Dromini VI's asteroid belt known as Hell's Back Acre, the Filthy Lucre abandoned its aerospace support—including its own fighters—and fled with *all* DropShips and JumpShips back to Lyran space. The Kurita aerospace commander, citing the lack of any possible reinforcement or retreat, demanded the immediate surrender of the mercenary fighters, prompting one young mercenary pilot to answer, "Nuts!"

The Kurita officer accepted the defiant reply as a challenge, and in the spirit of bushido he offered the mercenaries safe passage to Galatea if the brash pilot could defeat him in single combat. For fifteen minutes the two fighters scrambled around one another before the mercenary pilot finally managed to cripple the Combine fighter. The young mercenary later talked the Combine officer out of seppuku, ritual suicide, in favor of regaining face by punishing the Filthy Lucre units that had fled. Thus, the Kurita officer and his DCMS aerospace company joined the newly christened Hell's Black Aces.

In 3031 the Aces finally avenged their betrayal. Operating without contract, the unit traveled into Lyran space and set an ambush for the Filthy Lucre at its garrison world of Bolan. As the Filthy Lucre DropShips detached from their Lyran JumpShip transport above the planet, the Aces warned the Lyrans to stay out of the fight. After a brief moment, the Lyrans abandoned the Filthy Lucre, leaving them without any fighter support. The Aces then proceeded to destroy every one of the Lucre's BattleMech-carrying DropShips in space and reclaimed the old Liao *Vengeance*.

COMMAND

Winning a command position in the Aces is a grueling affair. The top candidates are chosen according to their current rank, total kills and a set of strategic and tactical tests. Officer candidates are then put through an intense battery of simulator and live exercises designed to prove which of them is indeed best. The difficulty of the tests increases with the rank, so that the commanding officer of Hell's Black Aces undergoes some of the most demanding training and testing used in the Inner Sphere.

The Aces do not mind giving up strategic command rights but rarely surrender tactical command. In their professional judgment, very few commanders would know how to use a force such as theirs.

TECHNICAL AND TRANSPORTATION SUPPORT

The Aces spare no expense when it comes to maintaining their fighters and enjoy 100 percent technical support. Their techs can replace and maintain Clantech weapons and systems but are unable to repair them.

While operating under a sub-contract with the Blue Star Irregulars, the Aces recently captured a Jade Falcon WarShip and a *Titan*-class DropShip. As their share of salvage the Aces claimed the *Titan*, which they have renamed *Lucifer's Deck*. The Aces also own a *Leopard CV* and an old *Vengeance* class DropShip. Currently they are trying to acquire a JumpShip.

AVAILABLE FORCES AND ORGANIZATION

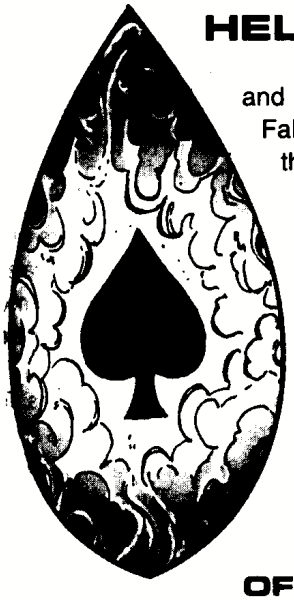
The Aces have assembled a remarkably large and successful aerospace fighter contingent. They employ intense training practices and a grueling test of skill for potential recruits, who must be of veteran quality to be considered for membership in the unit.

Each unit air wing is composed of three squadrons and a command element. Colonel Hohiru Tanaga's regimental-command unit is also a full squadron of six fighters, which brings the unit's total craft to sixty-six. The Aces fly some of the most advanced fighters available, including captured Clan OmniFighters.

COLORS AND INSIGNIA

The Aces' fighters are all painted a stark bone white. The unit insignia, a large black spade surrounded by a corona of flame, is painted on the left wing of each craft. Each pilot's "kills" are recorded with small ace-of-spades playing cards on the right side of his fighter's fuselage. A "full deck" of fifty-two recorded kills has never been achieved, though a few pilots have come close. With each kill, the flaming corona around the unit crest on a pilot's fighter is expanded as well. On the fighter of an accomplished pilot, the twisting reds, yellows and oranges form intricate patterns across the craft's wings, nose and fuselage. No two craft are ever painted alike.

Personnel wear bone-white flight suits with a unit insignia patch on the left breast, surrounded by embroidered flames. Pilots may extend the corona of flames for each kill they record.



HELL'S BLACK ACES: BANDIT DAYS

When the Blue Star Irregulars assaulted Quarrel, they hired Hell's Black Aces to "watch over their ride home" and help defend them against the Clan Jade Falcon aerospace assets they expected to encounter. The Jade Falcons did not disappoint, sending a *Fredasa*-class corvette WarShip and two OmniFighter Trinaries against the Inner Sphere JumpShips.

As the Clan vessels approached the mercenaries' JumpShips, however, the Aces slipped out from their hidden positions behind the JumpShip solar sails. Expecting little or no aerospace opposition, the Falcon aerospace forces had staggered themselves into waves led by the most senior pilots. Caught by surprise, the first waves of Falcon fighters were mauled by Hell's Black Aces, who destroyed two full Stars within minutes. As the remaining OmniFighters regrouped and began a controlled advance against the Aces, the mercenaries turned and fled toward their own JumpShips. The Falcon fighters gave chase, but as they drew up to the mercenary JumpShips a full wing of Blue Star aerospace fighters emerged from hiding and caught the Clan forces by surprise yet again. In disarray, the Falcons made easy targets for the Aces and the Blue Star fighters, which mopped up the OmniFighters and then launched a series of crippling attacks against the Falcon WarShip.

Dragoons Rating: A+

OFFICERS

Colonel Hohiru Tanaga is the son of one of the twelve Kurita pilots who signed on with the Aces after the confrontation over Dromini VI. With thirty-eight kills to his record, his designation-flames reach toward the rear fuselage of his fighter, the *Red Angel.*

Major Wynn Sung is known for her daring head-on passes, which more often than not leave an enemy craft in ruins and her own with barely a scratch.

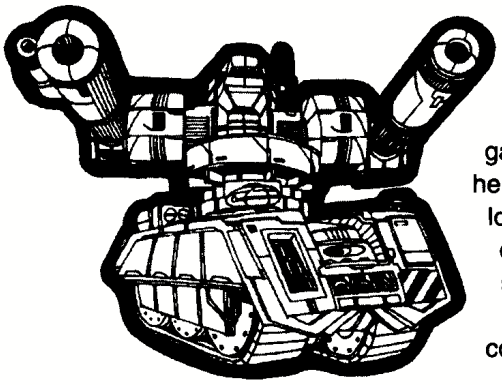
TACTICS

The Aces most often fight at air-wing strength, and frequently perform three separate missions at a time. Only in rare cases, such as the Blue Star Irregulars sub-contract, is full regimental support required. The First and Second Wings are most at home in the null gravity of space, though First Wing still practices quite a bit in such specialized environments as asteroid fields or around small moons. Third Wing prefers atmosphere combat and specializes in "nape-of-the-Earth" flying.

Hell's Black Aces
Regiment/Elite/Reliable
CO: Colonel Hohiru "Great Wyrm" Tanaga
XO: Lt. Colonel Andrea "Cat's Eyes" Macianni
1st Wing: Major Wynn "Lady Doom" Sung
2nd Wing: Major Jason "Daemon" Windgate
3rd Wing: Major Kerrin "Tsunami" Osikana

The elite pilots of the Black Aces fly heavily upgraded older models. First Wing boasts a full squadron of captured Clan OmniFighters and two Falcon bondsmen pilots, and all regular fighters in the unit feature at least one Clantech weapon, often the fighter's primary one. Wolf's Dragoons rates the command at 60 percent upgraded.

The unit's command squadron is composed of six heavy fighters. First Wing also relies on heavier craft, while Second and Third Wing use a mix of light, medium and heavy fighters.



JACOB'S JUGGERNAUTS: AMBITION THWARTED

After Clan Jade Falcon shattered Jacob McDaniels's mercenary unit, the MechWarrior limped to Solaris with his battered *Valkyrie* in tow in hopes of making a fresh start on the game world. There, he found Cenotaph Stables and Kai Allard-Liao, who was offering just what he needed—a short-term contract that would yield some quick money. McDaniels stayed just long enough to raise a stake, then headed for Outreach with a few other MechWarriors who owned light BattleMechs. After pooling their money, the mercenaries fought a complicated simulator battle to see who would command their new company. McDaniels won, and earned his *Valkyrie* the nickname of "the Juggernaut"—which McDaniels immediately took on as the company name.

Originally, the Juggernauts contained only two lances of light and medium BattleMechs. To provide the unit with some hard-hitting punch and capture city garrison contracts, McDaniels soon hired a partial company of Von Luckner heavy tanks to augment his forces. At about the same time, representatives of the Sarna Supremacy approached him with a contract offer, but to land the contract he needed a full company of BattleMechs. Thus, McDaniels hired another of lance of light and medium BattleMechs as well as a heavy lance. The reinforced Juggernaut company spent the next few months training together, then shipped to Kaifeng where they were to serve in a Sarnian invasion force.

Capellan forces hit Kaifeng before the Sarnian force could act, however, and the Juggernauts found themselves defending Kaifeng against MechWarriors of House Hiritsu. The mercenaries gave a good accounting of themselves, but problems among the Kaifeng defenders led to the fall of the planet and prompted the Juggernauts to jump to Sakhalin, where they are currently augmenting the regular garrison and preparing for an expected follow-up attack by House Liao on the other Sarna worlds.

Jacob's Juggernauts use a basic camouflage paint scheme. Their insignia is a monstrous hybrid composed of the upper half of a BattleMech and the lower half of a heavy tracked vehicle.

Dragoons Rating: D

OFFICERS

So far Captain McDaniels has proved himself an able small-unit commander, and the disparate Juggernaut elements work well with each other under his direction. However, after the Hiritsu victory on Kaifeng, the Juggernauts had to scrap two BattleMechs, which represents a significant loss for such a small unit. Sarna must indemnify the unit for its losses at the end of its contract, but that contract won't expire for another eight months. And considering the strength of the Liao invasion, the Juggernauts worry that the Supremacy itself may not exist in eight months.

TACTICS

The Juggernauts are still working out the most effective use of their forces and have not yet developed any tactical specialties. However, they do use their Von Luckners very efficiently, preferring to hide the vehicles until they can be sprung on an opponent at close range.

SUPPORT

With only a few hired technicians and mechanics, the Juggernauts' support is considered 20 to 25 percent optimum. The unit has no aerospace assets, and so must rely on its employers for transportation and most its repair needs.



Jacob's Juggernauts
Reinforced Company/Green/Reliable
CO: Captain Jacob McDaniels

The Juggernauts have come together into a unit surprisingly well, considering how quickly the unit was formed. Their BattleMechs and vehicles are currently 20 percent upgraded. Despite the loss of the two BattleMechs, they are still considered a reinforced company.



Juggernaut Armor
2 Lances/Regular/Reliable
Armor Cmdr: Lieutenant Santos Coreesto

On Kaifeng, one of the eight Von Luckners was totally destroyed by a Hiritsu *Hatchetman*, and three others required serious rebuilding after that engagement. These costs have strained the unit's budget, but making the upkeep of the unit's armor and BattleMechs equal priorities has earned McDaniels the respect of Lieutenant Coreesto and his men.

KELL HOUNDS: OUTSIDE THE RULES

In 3010, Morgan and Patrick Kell arrived on Galatea to begin building a brand-new mercenary regiment. Armed with some Nagelring Academy training and perhaps six years of combined military service between the two of them, the two brothers' most noteworthy asset seemed to be the large endowment left them by a noble cousin, Duke Arthur Luvon (the Lyran Archon's late husband). Understandably, the Kells initially inspired ridicule and resentment among the planet's residents, who viewed the two brothers as spoiled rich children playing mercenary.

The Kells proved themselves more than dilettantes, however, when they began their project by assembling a top-notch technician support base. That action attracted the attention of many experienced mercenaries, and soon the brothers found themselves laboriously poring over applications, checking references and testing potential MechWarrior, infantry, and aerospace pilot candidates.

The command's detractors began to quiet down after the newly christened Kell Hounds began working. To the astonishment of their critics, the Hounds commonly executed complex battle plans with an expertise usually seen only among much more experienced units. And after a prolonged campaign on Mallory's World against Yorinaga Kurita and his renowned Second Sword of Light regiment, hardly anyone doubted that the Kell Hounds deserved their newly won reputation as an elite unit.

Following that campaign, however, Morgan Kell mystified many by breaking up the regiment, leaving his brother with only a mixed battalion, and exiling himself to a religious retreat for ex-MechWarriors without a word of explanation. Morgan would not return to the unit until eleven years later, when Yorinaga Kurita killed Patrick Kell as the mercenary protected the Lyran Archon-designate. Following his brother's death, Morgan resumed command of the Hounds and summoned all those he had sent away eleven years earlier. During the Fourth Succession War, the Kell Hounds once more met Yorinaga Kurita's regiment, defeating them a second time and avenging Patrick Kell's death by killing Yorinaga Kurita.

The Hounds have remained a formidable mercenary command ever since. After Archon Katrina Steiner's death, Morgan Kell expanded the unit to two regiments, using a monetary bequest the late Archon had left him for expressly that purpose. When the Clans arrived, the Kell Hound regiments helped administer two of the Clans' greatest defeats. The first occurred on Twycross, where the Hounds helped liberate the planet from the Jade Falcons. The second occurred on Luthien, where they fought alongside Wolf's Dragoons to drive the invaders from the Draconis Combine capital.

The Kell Hounds have recently taken it on themselves to guard a large portion of the Lyran-Jade Falcon border, calling it the Arc-Royal Defense Cordon. No *official* declaration of independent rule has been made, and Morgan Kell has made no public comment about his actions, but Archon Katherine Steiner-Davion has publicly thanked him for accepting responsibility over the defense of the area. Keeping the Cordon's defenses adequately manned, however, effectively prevents the Kell Hounds from contracting out more than a single regiment at a time.

PHELAN KELL AND THE WOLVES

Morgan Kell's son, Phelan, was in the Periphery as part of a pirate-hunting team when the Clans invaded. Captured and made a bondsman of Clan Wolf, Phelan's intervention at numerous critical times lessened the bloodshed and hardship caused by the Clan invasion. Perhaps most important, Phelan Kell convinced Ulric Kerensky, then Khan of Clan Wolf and later ilKhan of the invading force, to initiate the practice of bidding away WarShips, thus preventing another tragedy such as the Turtle Bay massacre. Through Ulric's sponsorship, Phelan was adopted into the Wolf Clan's warrior caste, where he acquired the Bloodname of Ward and eventually rose to the position of Khan of Clan Wolf.

From this position Phelan worked with Ulric and Natasha Kerensky to uphold the Truce of Tukayyid and keep the Clans from moving forward with their invasion goals. When Clan Jade Falcon finally forced the issue, the Wolf Clan went to war against them.

Rather than attempt a total victory and risk the annihilation of their Clan, the Wolf leaders devised a strategy to preserve the Truce of Tukayyid and the ideals of Clan Wolf. Thus, Natasha and Ulric Kerensky led a massed campaign against the Jade Falcons, while Phelan took more than a third of the Wolves and moved them to Arc-Royal, where they now fight alongside the Kell Hounds as part of the Arc-Royal Defense Cordon.

COMMAND

The Kell Hounds usually retain strategic and tactical command rights whenever possible. During the defense of Luthien, the Hounds surrendered strategic command rights and part of their tactical rights as well, though tactical command rights were extended only to Jaime Wolf of Wolf's Dragoons and Theodore Kurita (at the time acting as Gunji-no-Kanrei). And the Kell Hounds reserved the right to veto any strategy that would place them in an exposed position unnecessarily.

Retired or not, Morgan Kell is recognized as the supreme commander of the Kell Hounds by every member of the unit, and no regimental commanding officer will take the rank of colonel while Kell remains alive. Instead, the Hounds contain three lieutenant colonels: unit commander Dan Allard, First Regiment commander Akira Brahe, and Second Regiment commander Scott Bradley.

The formation of the Arc-Royal Defense Cordon suggests that Kell will keep his hands in politics even if he never again mounts a BattleMech for combat. Kell was present for the Whitting Conference on Tharkad at which the counterattack against Clan Smoke Jaguar was planned, but at this time no further information about his participation in the strategic sessions is available. What *is* known is that



Kell came away from Tharkad engaged to Candace Liao of the St. Ives Compact; reportedly, he also is now the ruler of the planet Warlock and is a peer of the realm.

AVAILABLE FORCES AND ORGANIZATION

The Kell Hounds employ separate command units for battalion and regimental forces as well as an overall unit-command lance. Each regiment is composed of three BattleMech battalions, a fighter wing, and one jump infantry battalion. Every ground-force company has an official designation that indicates its regiment, battalion and company position. For example, the designation for First Regiment, Third Battalion, Second Company is the 132nd Company. This includes the infantry battalions (designated the Fifth Battalion) but not aerospace squadrons, which are designated with bird names.

Thanks to their salvage of Clan machines on Luthien and their agreements with Phelan Kell and his Arc-Royal Wolf Clan, the Kell Hounds field the most advanced equipment of any mercenary command save Wolf's Dragoons. Their current technology profile places their BattleMechs at an average 60 percent Clantech standards and 40 percent advanced Inner Sphere technology. These percentages include nearly two full companies of working Clan OmniMechs and a company of Inner Sphere-designed OmniMechs. As the Arc-Royal Wolves are still rebuilding their own forces, it is unlikely that the Kell Hounds will gain any new machines from them, though they may get parts and technical assistance.

TECHNICAL AND TRANSPORTATION SUPPORT

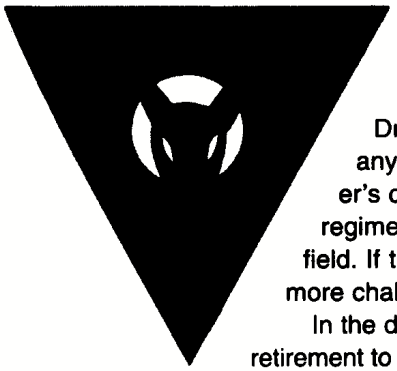
The Kell Hounds' impressive technical staff, along with the Kell-owned Eire BattleMech factory on Arc-Royal, provides the mercenary unit with a support base second only to Wolf's Dragoons among other mercenary commands. The large cache of Clantech material and weapons recovered from Luthien has enabled Kell Hound technicians to learn basic care and repair of Clantech devices, and most observers assume that Phelan Kell's Wolves are instructing Kell Hound technicians on Clantech and OmniMech technology. However, the Hounds have not yet shared such information with the Lyran military.

The Kell Hounds' JumpShips and DropShips provide the mercenaries with 150-percent transport capacity. Consequently, up to one third of the vessels may be under repair at any single time without impairing the unit's ability to transport all of its combat personnel and assets. Occasionally, the Kell Hounds also lease extra vessels to supplement their income.

COLORS AND INSIGNIA

Black and red are the official colors of the Kell Hounds. The unit's formal insignia is a black hound's head set against an inverted red triangle. The insignia is worn as a patch on the left breast of all duty uniforms and painted on the left torsos of the unit's BattleMechs, the left wings of fighters and the left fenders of vehicles.

The Kell Hound dress uniform is a red, double-breasted jacket with black trim and black pants tucked into knee-high black boots. The jacket front is tailored to look like a hound's head, with the ears lying up by each shoulder and the muzzle fastened down at the waist. Any commendations or campaign ribbons are fastened to the left "ear."



UNIT COMMAND LANCE: LETTING SLIP THE DOGS OF WAR

The Unit Command Lance is never hired out or specified by contract, and so it does not receive a Dragoons Rating. However, the Kell Hounds always retain the right to deploy their command lance with any contracted Hound unit. This arrangement keeps the Unit Command Lance outside of any employer's chain of command, and command of the Kell Hounds passes from the command lance to the senior regimental commander. Typically, the command lance accompanies one of the unit's regiments into the field. If the regiments are contracted separately, the command lance attaches itself to the regiment with the more challenging contract.

In the defense of Luthien, the Unit Command Lance included five BattleMechs, as Morgan Kell returned from retirement to lead the Hounds one last time. At one point during the battle, a Nova Cat Binary forced a breach in the Hounds lines and had begun to split the Second Regiment when the Unit Command Lance stepped in and stopped the advance cold—and even threw back the first few OmniMechs. The Second Regiment then rallied to Morgan's side, closing the breach and driving the Nova Cats back.

The Unit Command Lance bears no special insignia.

OFFICERS

Following Morgan Kell's third retirement in 3055, Lt. Colonel Daniel W. Allard has again assumed full command of the Kell Hounds. Allard prefers light BattleMechs, pilots a fully upgraded *Wolfhound*, and is renowned for his ability to take on and defeat heavier BattleMechs. Allard is married to Megan Kell, Morgan's daughter, but no one in the command doubts that Allard earned his position as commander through his ability and accomplishments.

Sergeant Clarence "Cat" Wilson is the Kell Hounds' senior enlisted MechWarrior. He has repeatedly refused promotion above the rank of sergeant, but is still included in mission briefings and strategic planning sessions like any staff officer. Wilson is extremely loyal to the Kell Hounds, and as part of the Unit Command Lance he has appointed himself the commander's bodyguard.

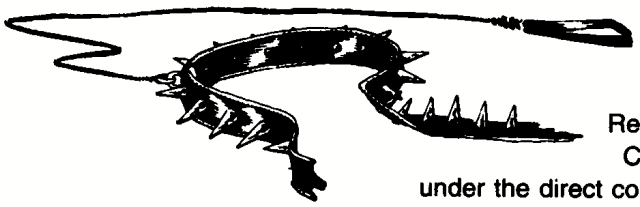
TACTICS

Lt. Colonel Allard often uses the age-old divide-and-conquer strategy. Fighting alone, he depends on his *Wolfhound*'s superior speed to first string out any opposing force and then to double back and deal with individual enemy units one at a time. When leading a lance, Allard likes to roam ahead of the other BattleMechs and then lead an enemy right back into an ambush from Wilson's *Marauder* and the rest of the lance machines. And when commanding a battalion or regiment, Allard often detaches small units to lead an enemy off in many directions and cause him to divide his units, so that the Kell Hounds do not have to fight the enemy's entire force simultaneously.



Kell Hounds Unit Command Lance
Lance/Elite
CO: Lt. Colonel Daniel W. Allard

Allard and "Cat" Wilson have both refused to give up their old Inner Sphere BattleMech designs, but each machine has been fully upgraded with Clan technology. The other two members of the command lance use OmniMechs salvaged from Luthien, a *Gladiator* and a *Mad Cat.*



FIRST KELL HOUNDS REGIMENT: THE WILD HUNTERS

One of the most experienced mercenary units in existence, F Regiment has battled such prestigious units as the Ninth Sun Zhang Acade Cadre, the Second Sword of Light and Yorinaga Kurita's elite Genyosha, act under the direct command of Prince Hanse Davion, rescued a Lyran Archon-designate and part pated in the incredible defense of Luthien.

The First's insignia, a black leash and broken dog collar studded with spikes, is painted on the right arms of the unit's BattleMech All battalions have adopted an unofficial nickname, and some also have battalion insignias, which they paint on the lower left legs their BattleMechs or the afterburners of their fighters.

Dragoons Rating: A*

OFFICERS

The son of Yorinaga Kurita and a former Genyosha member, Lt. Colonel Akira Brahe joined the Hounds because of the respect a honor Morgan Kell paid his father and the Genyosha—qualities that Brahe found lacking in the Coordinator's treatment of his father a his old unit.

Major Christian Kell, also raised in the Draconis Combine, is an excellent first officer for Akira Brahe. Born to Patrick Kell's mistre on Murchison, at the age of sixteen the young Kell sought out his Uncle Morgan, who accepted him into the Hounds and took him Outreach for special training by Wolf's Dragoons.

TACTICS

The First Regiment specializes in complex tactical maneuvers designed to confuse and harass enemies. In the middle of comb for example, the three battalion command lances often combine their forces to form an OmniMech company with full C^3 network su port. The regiment also likes to send out flanking units that enter combat from unexpected directions.

Major Kell's battalion is a well-disciplined group and often the key unit in any engagement. The battalion's first two companies ha developed a special ability to draw fire away from certain machines. This unique talent allows them to work enemy BattleMechs ir close range, often to devastating effect.

The third companies of each regimental BattleMech battalion are specially trained for particular terrain. The 113th Company is t Hounds' urban-warfare unit, trained and configured for fighting in the tight confines of cities. The 123rd Company is an amphibious-wa fare unit, and the 133rd Company specializes in jungle operations. (The 133rd is the only four-lance Hound company and the only Hou unit that uses camouflage patterns on its BattleMechs.)



The Wild Hunters
Reinforced Regiment/Elite/Fanatical
CO: Lt. Colonel Akira Brahe
XO/1st Batt: Major Christian Kell
2nd Batt: Major Sara O'Cathain
3rd Batt: Major Tomas Rochefort

The Wild Hunters possess a company's worth of Clan OmniMechs salvaged from Luthien, which Akira Brahe has distributed among his battalion command lances. The regimental command lance uses Inner Sphere designs that have been fully upgraded with Clantech weapons and equipment. The regimental and battalion command lances also employ two separate, unconnected C^3 systems.

The regiment's battalions are known as the Dragon Dogs, the Wild Dogs and The Mutts. Only the Dragon Dogs sport an insignia, a fire-breathing mongrel with blood-red eyes. Each battalion has a separate command lance comprised of four Clan OmniMechs. These machines have been modified so that each lance is networked with a C^3 system, which are connected to form a master network. Following Kell Hound tradition, the command lances usually attach themselves to the battalion's second companies.



The Bird Dogs
Wing/Elite/Fanatical
Wing Cmdr: Major R.O.B. "Rob" Kirk

The Bird Dogs' twenty fighters are divided into a two-fight command lance and three six-fighter squadrons—Raven, Cro and Blackbird Squadrons.



The Pit Bulls
Battalion/Elite/Fanatical
Troop Cmdr: Major Michlan Finn

The Pit Bulls are a highly trained jump infantry battalion. Th group consists of a battalion-command squad of ten troopers, company of fifty jump troops and two companies of twelve battle armor troops each.



SECOND KELL HOUNDS REGIMENT: THE SCRAPPING PACK

Morgan Kell formed the core of the Scrapping Pack with select personnel from smaller mercenary units whose commanders had been a part of the Kell Hounds before his first retirement and the partial disbanding of the original Kell Hound regiments. These commanders had employed Kell Hound training procedures and tactics with their units, so the transition from smaller unit command to the Kell Hounds came easily for these troops. For the first year, each company was assigned a training officer from the original regiment who monitored basic training procedures and advise the actual company commander. Within six months the new Kell Hound unit was rated Veteran; within a year, it had earned an Elite rating.

The Second Regiment's insignia is a large black hound in mid-leap, half-framed by a red star. The insignia is painted on the right shoulders of the unit's BattleMechs. Battalion and squadron insignia are painted on the lower left legs of BattleMechs and the afterburners of fighters.

Dragoons Rating: A*

OFFICERS

In 3040, Major Adam Fox left the Kell Hounds First Regiment to form his own aerospace mercenary unit and soon had assembled two companies of elite fighter pilots. In 3052, Morgan Kell approached Fox about bringing his unit into the Kell Hounds to provide aerospace support for the re-formed Second Regiment. In exchange for a one-year trial contract, Kell promised to upgrade all of Fox's fighters to Kell Hound specifications. After the costly defense of Luthien, Fox assembled his pilots and called for a vote on the matter of joining the Hounds. Every member of the Foxfire Fighters voted to remain with the Hounds.

TACTICS

The entire Second Regiment is well-trained for night maneuvers. The regiment's 113th Company is a zero-G warfare unit, trained for battle in space and primarily armed with recoilless energy weapons. The 223rd Company specializes in long-range operations. Its highly conditioned MechWarriors and specially configured BattleMechs enable the unit to travel far away from the regimental landing zone, hit a target and make it back to the landing zone before liftoff. The 233rd Company specializes in hostile-environment operations. The company trains in some of the most extreme weather and terrain conditions in existence, and the unit's BattleMechs are configured to carry extra armor and participate in heavy-endurance situations.



The Scrapping Pack
Reinforced Regiment/Elite/Fanatical
CO: Lt. Colonel Scott Bradley
XO/1st Batt: Major Timothy Moriarty
2nd Batt: Major Pete Watson
3rd Batt: Major Gwyneth Murdoch-Wilson

The command lance MechWarriors pilot Inner Sphere BattleMechs linked by a C^3 computer system. Unlike Lt. Colonel Brahe, Colonel Bradley has kept the Clan OmniMechs assigned his regiment together in a single company—Second Battalion's 222nd Company.

Of the Greyhound, Wolfhound and Junkyard Dog battalions, only the Junkyard Dogs have an insignia—a likeness of a rusted clockwork dog. Each battalion maintains a separate command lance of four BattleMechs.



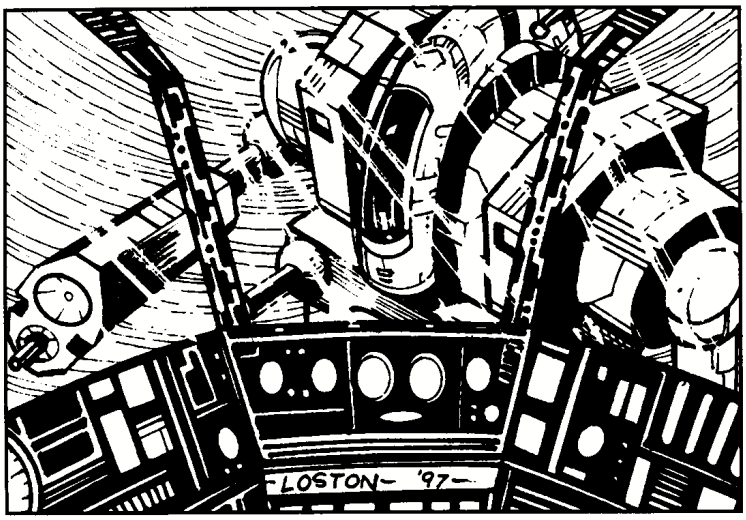
The Retrievers
Wing/Veteran/Fanatical
Wing Cmdr: Major Adam Fox

The fighting on Luthien reduced Major Fox's two-company aerospace to three squadrons, known as Falcon, Eagle and Merlin Flights, and a single elite command lance of two fighters. As with all Kell Hound forces, the fighters are upgraded to roughly 80 percent Clantech standard.



The Bad Dogs
Battalion/Veteran/Fanatical
Troop Cmdr: Major Amanda Cooper

The Bad Dogs jump infantry battalion is organized into a battalion-command squad of ten troops, three fifty-man companies and one company of twelve battlesuit troops. Each conventional company has a specialty. The 251st Company (The Pathfinders) are primarily scouts. The 252nd Company specializes in regimental security, and the 253rd Company specializes in demolition.



KHORSAKOV'S COSSACKS: DEBT OF BLOOD

Khorsakov's Cossacks began as a regiment of native-born MechWarriors and pilots on the Capellan planet of Tikonov. According to rumors, the regiment's commander, Nikolai Khorsakov, spent a great deal of time in the company of Romano Liao on Sian before the outbreak of the Fourth Succession War. In fact, many observers speculate that he was one of the many lovers Romano kept before the arrival of Tsen Shang on Sian.

After Shang's arrival, Khorsakov began spending more time on Tikonov, where his mercenary regiment was employed by Earthwerks Ltd. to guard its BattleMech production facilities. House Davion forces hit the world fast and hard in 3028, determined to capture Tikonov early in the Davion campaign against the Capellan Confederation.

As the overwhelming Davion forces engaged the Liao defenders on Tikonov, the Cossacks remained on the Earthwerks grounds and stayed neutral. When the battle ended, control of Tikonov passed to Davion hands. In recognition of the Cossacks' neutral stance during the invasion, Tikonov's new rulers allowed the Cossacks to remain in Earthwerks' employ on the planet.

Though Khorsakov's decision had saved the Cossacks from near-certain destruction, it earned Khorsakov and his regiment the wrath of Romano Liao, who viewed the mercenaries' inaction as a personal betrayal. Weeks later, that wrath culminated in firebomb attacks against Khorsakov and several Cossack officers. Khorsakov escaped with severe burns to his face and arms, but the officers and their families died in the blasts. Though Romano Liao denied any complicity in the bombings, the Cossacks harbored no doubts of her involvement and swore a blood oath to avenge themselves against her someday. When Romano died before they could fulfill that vow, they transferred their hatred to Romano's son and heir, Sun-Tzu.

COMMAND

Though Nikolai Khorsakov retired in 3055, he donned his uniform the following year to join the Cossacks at Solaris, presumably to speak with Tormano Liao concerning possible employment by the Free Capella Movement. Apparently nothing came of these talks, as the Cossacks returned without engaging in any combat and the old colonel went back to his retirement.

Mikhail Khorsakov, a son from a liaison in Nikolai's youth, leads the unit now and shares his father's hatred for Sun-Tzu Liao. It was Mikhail who first proposed that the Cossacks enter the service of Candace Liao of the St. Ives Compact—an assignment that has placed the unit in an excellent position to strike at Sun-Tzu should the Chancellor engage in any military adventurism.

AVAILABLE FORCES AND ORGANIZATION

Though the Cossacks have increased to two regiments during the past thirty years, they stubbornly cling to their old ways and do not employ independent command units as do most other large mercenary commands. The lack of such command units does not appear to have diminished their fighting capability, however; during practice exercises with the St. Ives Lancers, they have proved themselves the equals of veteran St. Ives troops. Generally, the Cossacks are considered Reliable troops; against Capellan forces they are classified as Fanatical.

The Cossacks have shown special affection for BattleMech designs produced on Tikonov. BattleMechs produced in the areas surrounding Tikonov and the St. Ives Compact rate next on the Cossacks' list of preferred machines. The mercenaries shun designs produced on Sian, Capella or any pro-Confederation world.

SUPPORT

During the Cossacks' close association with Earthwerks, the mercenary unit was able to maintain a large tech support base thanks to an arrangement under which the corporation leased the services of Cossacks techs when the regiment did not need them. Most of these technicians followed the unit to the St. Ives Compact, giving the Cossacks a 90 percent support rating.

For a unit that has spent the majority of its career as a corporate garrison force, the Cossacks have managed to assemble impressive transportation assets. The unit's six *Overlord*s can carry the entire Cossack force, and the unit also owns two older *Invader* class JumpShips capable of transporting all six Cossack DropShips.

COLORS AND INSIGNIA

The Cossacks paint their machines a flat rust-red color. Traditionally, each MechWarrior gives his BattleMech a name, which is painted across the back of the machine in Russian. The force insignia is a Cossack horseman riding out of a golden circular field and wielding a flaming saber. The emblem is painted across the right torsos of unit BattleMechs and the left fuselage sides of aerospace fighters.



1ST KHORSAKOV'S COSSACKS: WARRIORS OF THE STEPPES

When Davion forces struck Tikonov in 3028, the Cossacks deployed in an area surrounding the Earthwerks Ltd. production facilities and promptly repelled a handful of Davion reconnaissance units. Within minutes, the Tikonov defense forces requested aid from the Cossacks, a request that Colonel Khorsakov denied. Apparently, the strength of the Davion invaders convinced Khorsakov that the Cossacks could very well be destroyed if they joined in the Capellan effort to repel the assault. And since the Cossacks were under contract to Earthwerks rather than to the Capellan Confederation, the mercenary unit was not legally obligated to help the Tikonov defense forces.

Unfortunately for the Liao defenders, the communications between Khorsakov and the Tikonov defenders were intercepted by the invasion force, whose commander ordered his troops to disregard the Earthwerks factory. As the invaders concentrated on routing the Liao garrison and driving it off-world, Earthwerks ordered the Cossacks to stand down, acknowledging Davion control of Tikonov. In the end, the planet's new rulers allowed the Cossacks to remain on Tikonov in the employ of Earthwerks for another five years.

The Cossacks were en route to Coventry for a one-year garrison post with Coventry Metal Works when the Jade Falcons hit Trell I. For two years they remained on Coventry guarding the important Metal Works—then, after the signing of the Truce of Tukayyid, the Cossacks made their way back to Tikonov and another Earthwerks garrison contract.

In late 3054, Mikhail Khorsakov prevailed on his father to accept a contract with the St. Ives Compact to increase the Cossacks' chances of engaging Capellan forces. After a one-year lapse in 3056, they resumed station in the Compact and have remained there ever since.

Dragoons Rating: A+

OFFICERS

Lieutenant Natalia Hestroy commands Second Battalion's light lance, acknowledged as the regiment's best scouting force. She is known to be romantically involved with Mikhail Khorsakov and has used her influence to avoid promotion so that she can remain with her lance.

TACTICS

Mikhail Khorsakov is a competent tactician but is more likely to react to the tactics of an enemy than to seize the initiative. When he does initiate an offensive, he generally sends a large portion of his command charging toward the enemy head on. So far, the heavy weight of the First Cossacks and their skilled use of concentrated fire has enabled him to succeed with such crude tactics.

The First Cossacks specialize in open-field battles. They prefer to keep moving at all times and switch units on and off the front line. These tactics keep their enemies off balance and unable to make multiple concentrated-fire attacks against the Cossacks' BattleMechs.

Hestroy has the ability to run her BattleMech into heavy forest or behind small hills and disappear. Enemy units might know she is in the area, but will likely find her only by tripping over her *Spider.* This hide-and-ambush routine can frustrate even the most professional warriors. She also employs this strategy when leading her lance, making the small unit very dangerous to unsuspecting opponents.



1st Khorsakov's Cossacks
Regiment/Veteran/Reliable
CO/1st Batt: Colonel Mikhail Khorsakov
XO/2nd Batt: Lt. Colonel Dimitry Brejnyev
1st Cmpny, 2nd Lnce: Lieutenant Natalia Hestroy
3rd Batt: Major Boris Panchenko

The First Cossacks are considered a heavy regiment, though they field an equal mix of assault, heavy and light designs. Second Battalion is the regiment's lightest unit, while First Battalion has two full companies of assault machines. The regiment is 30 percent upgraded.



True Flight
Wing/Veteran/Reliable
Wing Cmdr: Major Simone Platt

True Flight's eighteen heavy fighters often engage in head-on attacks that can break the nerve of less experienced pilots. The wing's aerospace fighters are considered 20 percent upgraded and are divided into Arrow, Dart and Sling Squadrons. Each squadron uses an insignia of a mounted Cossack wielding the squadron's namesake weapon.



2ND KHORSAKOV'S COSSACKS: RUBINSKY'S LIGHT HORSE

When Captain Gregor Rubinsky retired from the AFFC at age sixty, he felt that he still had several good years left and something to offer. When he returned to his homeworld of Tikonov in 3035, he assembled the core battalion of Rubinsky's Light Horse regiment. Though most of Rubinsky's recruits were retired or semi-retired MechWarriors serving in the new Earthwerks corporate garrison force, all of them owned BattleMechs. After additional recruiting on nearby Tigress and New Hessen, Rubinsky assembled a second battalion. After promoting himself to colonel, Rubinsky negotiated the unit's first contract with Earthwerks Ltd.

When the Cossacks returned to Tikonov for rest and refit in 3038, they found an efficient, veteran force whose heritage and fighting style mirrored their own. Impressed by the new mercenary unit, Nikolai Khorsakov approached Rubinsky; a month later Rubinsky's Light Horse became part of the Cossacks' official TO&E. As part of the deal, Nikolai used the Cossack war chest to bring Rubinsky's regiment up to full strength.

Dragoons Rating: B+

OFFICERS

Colonel Gregor Rubinsky died of a massive coronary in 3046. Up until the very end he was an active and happy man, a veteran MechWarrior and excellent trainer of new members to the Light Horse.

After Rubinsky's death, his son Marko accepted command of the unit and continued to shape the Light Horse into a feared battlefield unit. High attrition rates caused by the older members' deaths almost reduced the unit's experience rating to Regular, but Marko diligently trained new Cossacks and the unit managed to retain its Veteran rating. In recent years Marko has been grooming his son, twenty-eight year old Tamas, to take command of the Cossacks. Though Marko is in fine health, many observers believe that the recent estrangement of his youngest daughter, who left the Second Cossacks for employment with a small mercenary command, may prompt him to retire soon. If necessary, Lt. Colonel Raymond Li Tran will assume command until Colonel Khorsakov believes Tamas is ready.

Tamas Rubinsky has already spoken out about adopting independent command units and has voiced his desire to see armor units attached to the Second Cossacks. His proposals have largely fallen on deaf ears so far, but some recent simulator battles—in which he demonstrated the effectiveness of fast armor units leading a Light Horse charge-and-wheel—has garnered some attention.

TACTICS

The Second Cossacks prefer open spaces where they can use their BattleMechs' speed to the greatest advantage. They like to rush forward, wheel off to one side, then rush forward again and wheel off again. These old-fashioned cavalry tactics have proved devastating in combat, as the charge of the faster machines up front can intimidate an opponent while the rear machines provide deadly fire support.

First Battalion's Second Company is also adept at closely coordinated assaults, and Captain Rubinsky has a knack for timing and movement. The appearance of his company behind enemy lines has been known to throw less experienced enemies into disarray and tie up supporting elements of the more battle-wise opponents on guard against such maneuvers.



2nd Khorsakov's Cossacks
Regiment/Veteran/Reliable
CO/1st Batt: Colonel Marko Rubinsky
2nd Cmpny: Captain Tamas Rubinsky
2nd Batt: Major Pietr Borrz
XO/3rd Batt: Lt. Colonel Raymond Li Tran

The Second Cossacks are a medium regiment with a variety of light and medium BattleMechs, a few heavy designs, and one lance of assault machines. The regiment favors fast and well-armed BattleMechs over heavily armored machines. The unit's BattleMechs are 30 percent upgraded, most with hard-hitting weapons that have a long reach.



Breskin's Pegasii
2 Squadrons/Elite/Reliable
Wing Cmdr: Major Stanislaus Breskin

Hammer Squadron and Sickle Squadron are both composed of medium-weight fighters. Major Breskin is very particular about his pilots, which has kept the unit from attaining full-wing strength. However, the fighters are 40 percent upgraded, which compensates for their smaller numbers. The squadron insignia consists of a Cossack riding a winged horse and carrying a hammer or sickle.

KRISTEN'S KRUSHERS: THE WARRIOR MARIKS

Unwilling to parlay her highborn position into an unearned officer's commission in the Marik Militia, Kristen Marik joined the mercenary unit Langendorf's Lancers under an assumed name. Beginning as a tech, she eventually rose to pilot a captured *Hunchback*. The assassination of Kristen's father, Captain-General Janos Marik, sent shock waves through the League but also provided Kristen with a large inheritance that enabled her to fulfill her dream of owning her own mercenary unit.

Janos's will also included a provision that guaranteed Kristen's unit an initial contract with the League, ensuring the unit a solid start. And so, with a core of ex-Lancers, including Kristen's soon-to-be-husband Jiri Rousset, Kristen's Krushers began operations in 3037.

After transferring to ComStar employment in 3042, the Krushers operated as HPG garrison troops and later as an anti-pirate force. In 3047, the unit returned to the League's employ, operating along the border with Canopus. The unit had intended to hire on with a new employer in 3052 in pursuit of Kristen's goal to make the unit a respected force throughout the Inner Sphere. But as the Clan invasion wreaked havoc with Inner Sphere armies, Thomas Marik persuaded his sister to stay on with the League for another five-year contract. In 3057, as the League headed toward war with the Federated Commonwealth, Thomas was again unwilling to see his sister's troops depart, but could only persuade her to sign a short-term contract. Finally, in the summer of 3059, the Krushers left League employment. Under contract with the Lyran Alliance, the Krushers are currently en route to their new duty station on Coventry.

The Krushers use a flat red paint scheme edged in silver. The unit insignia, a Marik eagle on a bright gold field, is painted on the right shoulders of the unit's BattleMechs and the right wings of aerospace fighters.

Dragoons Rating: B+

OFFICERS

Though Kristen Marik is more than sixty years old, she remains active and commands the regiment from the cockpit of her *Thunderbolt*. The colonel has tried to keep out of League politics, but over the past ten years she has found herself and the Krushers drawn into awkward situations and various disputes. Additionally, Kristen is sometimes touted as a potential successor to Thomas, even though she has expressed no interest in the post of Captain-General. Kristen's two eldest children, Ana and Janos, are officers with the Krushers; the Marik-Roussets' youngest daughter, Alys, has just started school at Princefield.

Born in 3031, Ana is Kristen's eldest child and a proficient MechWarrior. Ana currently commands the unit's Third Battalion, which includes her younger brother, Janos Marik-Rousset. It seems likely Ana will inherit command of the unit when her mother and father retire.

TACTICS

The Krushers' long stretches of garrison duty have prevented then from developing tactical specialties. However, the Krushers do train extensively for fighting in darkness and other low-visibility conditions such as fog and heavy rain.

After Kristen Marik-Rousset, the unit's most talented tactical commander is Janos. Despite his youth and inexperience, Janos's grasp of strategy and tactics is impressive, and he seems totally willing to accept his sibling's authority over him—a rare trait in a Marik.

SUPPORT

The Krushers have full DropShip and JumpShip support for their regiment, another benefit from Kristen's relationship with the Captain-General. Their tech support base is weak at the moment, however, and is rated at only 50 percent.

Kristen's Krushers
Regiment/Regular/Reliable
CO/1st Batt: Colonel Kristen Marik
XO: Major Jiri Rousset
2nd Batt: Major Rodmond Gunther
3rd Batt: Major Ana Marik
2nd Cmpny: Captain Janos Rousset-Marik

Understandably, the FWLM Quartermaster Corps has been extremely generous when providing supplies and new equipment to the Krushers. Consequently, approximately two-thirds of the regiment's BattleMechs feature advanced technology, and the unit also possesses several brand-new BattleMech designs. The Krushers also have at least one League-produced OmniMech, a gift from the Captain-General to his "little sister" on her sixtieth birthday in 3058. The BattleMech force does not use independent command lances.

Kwick Krushers
2 Wings/Regular/Reliable
Wing Cmdr: Paul Verhogen

This double wing of thirty-six light aerospace fighters provides an excellent screen to cover landings and support ground forces. The wings primarily uses *Cheetah* and *Thrush* fighters, and is 20 percent upgraded. The aerospace insignia is a winged cheetah.



LINDON'S BATTALION: STRENGTH THROUGH ADVERSITY

Colonel Sarah Lindon trained in Davion military academies and served two terms in regular Davion forces on the Draconis March front before starting her own mercenary battalion. After its formation, Lindon's Battalion was immediately hired by House Davion, and the AFFC helped Lindon's Company expand to regimental strength.

The unit moved to the Clan front after the Truce of Tukayyid and immediately came under attack in a heavy raid by Clan Jade Falcon. With their tech upgrades not due to arrive for weeks, the mercenaries took a beating, and the Falcons reduced the ill-prepared regiment back to battalion strength.

When the battalion's contract came up for renewal in 3057, Lindon surprised many people by accepting a contract bid from the Draconis Combine. After a brief period of rest and refit, the unit entered Kurita space just as the Marik-Liao offensive was commencing. Assigned peace-keeping duties on the world of Caph, the unit soon found itself in the middle of a chaotic situation that has prevented the mercenaries from bringing order to only one small region of that world. Recently, the battalion has begun training citizens of Caph, gathering strength until it can extend its influence into outlying regions of the planet.

Lindon's Battalion employs a gray and red paint scheme. The unit insignia is a golden knight chess piece set over a circular blue field. The crest is painted on 'Mech torsos and fighter fuselages.

Dragoons Rating: A+

OFFICERS

Despite Colonel Sarah Lindon's decision to accept a contract with the Draconis Combine, she remains on good terms with the AFFC and Prince Victor Davion. In fact, she explained in a letter to the prince that she took the contract in an attempt to help improve mercenary relations with the Draconis Combine. Now sixty-eight years old, Lindon remains a hardened warrior and veteran commander.

TACTICS

Using its superior speed and stealth, Lindon's Battalion can often reconnoiter a battlefield and hide 'Mechs in the most advantageous positions. Most often the battalion's hidden units remain concealed until enemy units have bypassed their positions and engaged the main battalion force. At that point the hidden units emerge and hit the enemy from behind.

SUPPORT

The battalion's recent losses have left it with room to spare on its DropShips. Similarly, the unit's tech-support staff can provide 100 percent of the battalion's required maintenance even though the unit has dismissed several technician squads. If possible, the mercenaries plan to maintain 100 percent support capability as they rebuild.



Lindon's Battalion
Reinforced Battalion/Veteran/Reliable
CO: Colonel Sarah Lindon
XO/1st Batt: Lt. Colonel Hugh Lindon

Lindon's Battalion employs a total of fifty-four machines configured in a reinforced command lance of six 'Mechs and an extra company. The unit is classified as light-medium, with only three lances of heavy machines and no assault designs. The battalion primarily employs upgraded versions of pre-3050 designs, and its Combine contract has also given the unit four full C^3 systems with slave support.



Lindon's Air Wing
Wing/Elite/Reliable
Wing Cmdr/1st Squadron: Major Erik Bjorgenson
2nd Squadron: Captain Willemena Hillard

Sixteen of twenty fighters survived the Falcon raid, leaving the battalion with excellent air coverage for a BattleMech unit of its size. The wing has been reorganized into two six-fighter squadrons, each led by a command element. Like the 'Mech force, the wing is composed of light and medium craft, and each fighter features an advanced-tech main weapon.

Currently, the nose of each fighter is decorated with a jade-colored bird, depicted as if the fighter had just rammed it.



1st Caph Provincial Guard
Regiment/Green/Questionable
Infantry Cmdr: Lt. Colonel Tyrone D. Massey

The first two battalions of the First Caph Provincial Guard consist of standard foot infantry troops armed with machine guns and some laser rifles. The unit's Third Battalion is composed of an SRM company and two light motorized companies, which augment the first two infantry battalions. Whether or not Colonel Lindon permanently attaches this unit to her mercenary command remains to be seen.

LITTLE RICHARD'S PANZER BRIGADE: BAD BOYS OF THE BATTLEFIELD

Little Richard's Panzer Brigade has a long and checkered history. The unit is descended from the Panzer Brigade, a regular House Davion 'Mech regiment that served in the Second Succession War with mixed success. Early in the Third Succession War, the unit's CO, Colonel DeCord, was discovered dealing drugs. The brigade's executive officer held an inquisition and cast out DeCord and all other unit members suspected of being part of DeCord's organization. He then commandeered the DropShips assigned the unit as its separation pay and led the brigade from the Federated Suns.

For the next fifteen years, the Panzer Brigade worked for Houses Liao, Marik and Kurita. Over time, the unit acquired a reputation as abrasive and surly troublemakers. That began to change when command of the brigade passed to Richard "Big Daddy" Whitman and the unit accepted a contract to garrison Tharkad, capital of the Lyran Commonwealth. On Tharkad, Whitman grew enamored with the young Melissa Steiner and began a conscious effort to improve the brigade's reputation in the hope that House Steiner would offer the unit a semi-permanent home in the Commonwealth.

The announcement of Melissa Steiner's engagement to Hanse Davion dashed the mercenary's hopes, however, and as soon as the brigade's contract expired the unit signed on with House Liao again. Whitman died of a heart attack en route to the Capellan Confederation; his son Richard "Sugar Baby" Whitman took command of the brigade. Unfortunately, Whitman Jr. did not inspire the respect that his father had among the brigade troops, and several companies broke off from the Panzer Brigade to form their own unit.

Though the change of commanders and loss of troops caused some friction between the Confederation and the brigade, the Capellan Chancellor recognized the value of the veteran mercenary force. The Panzer Brigade has remained in Capellan employ for more than twenty-five years, primarily serving as guards near the Confederation's border with the Magistracy of Canopus.

COMMAND

Colonel Richard "Sugar Baby" Whitman has worked hard to improve his standing with his men, who continually compare him to his father. Recently, Whitman persuaded Capellan Strategic Director Talon Zahn to transfer the brigade near territories disputed by the Confederation and the Sarna Supremacy, where the unit might see some action. This success has bought a surge of good will from his men.

AVAILABLE FORCES AND ORGANIZATION

After losing troops following the death of Richard "Big Daddy" Whitman, the Panzer Brigade reorganized itself into a bare-bones regiment. Over the following two decades, each of the brigade's battalions rebuilt a detached command unit and increased its fighter contingent to a squadron of six craft with an additional command lance.

Currently, the Panzer Brigade contains 120 BattleMechs, averaging out at heavy weight. The brigade's fighters average out at medium weight, and its armor contains both heavy and light vehicles. Over the past ten years the brigade has acquired a small contingent of VTOL, artillery and recon infantry specialists.

Long stationed on the edge of Capellan space, the Panzer Brigade has received little upgraded equipment. The unit is rated at 20 percent upgraded, but they expect to receive a higher upgrade priority soon.

SUPPORT

The brigade currently can provide for 40 percent of its technical support needs. With the unit's transfer to a more active location, however, brigade leaders are planning to increase the Brigade's support staff.

The unit lacks JumpShips but owns enough DropShips to transport its 'Mechs, armor and fighters. However, the DropShips cannot accommodate the brigade's newer infantry units. The unit's DropShip fleet contains a *Leopard CV* and two *Overlords*.

COLORS AND INSIGNIA

The Panzer Brigade's dress uniform consists of a dark gray shirt and trousers and a simple black cap. The uniform's lack of bright colors makes it very somber but draws attention to the unit insignia, which is worn as a patch on the right breast.

The brigade's machines are painted dark gray with black trim for most occasions. In the past, the brigade has used camouflage color schemes and may return to that practice now that combat seems imminent. Generally, the Panzers prefer a "zebra stripe" camo pattern.

The command recently adopted a new insignia—golden cross hairs set over a triangular field. The light gray field is streaked with blue-gray that gives it the appearance of marble. The insignia is painted on the unit's BattleMech torsos, fighter fuselages and vehicle hoods. Individual battalion insignias are painted on left 'Mech arms, fighter wings and vehicle fenders.



LITTLE RICHARD'S PANZER BRIGADE: HARNESSED AGGRESSION

Aside from the attempted invasion by Andurien and Canopus forces in the 3030s, the Panzers' area of operations was relatively quiet for most of the unit's tenure. It was free of the pirate activity common elsewhere along the Periphery border, and contains few strategic military targets. Despite this relative calm, the Panzers managed to retain their Veteran status, thanks to their intense training programs and a few authorized raids. Recently transferred to the Sarna Supremacy, they should see action soon.

During their twenty years of separate operations, the disparate units of the brigade al developed their own specialties. Joint exercises kept the unit from disintegrating, but its various components will face some difficulty regaining overall cohesion.

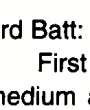
Dragoons Rating: B

OFFICERS

Major Regina Whitman is Colonel Richard Whitman's only child and the heir to the Panzer command. She has incredible suppor within the regiment, especially from Majors Malcolm Powell and Joel Levitson, who are vying for her affection. Regina is known as the "Gila Queen" for her colorful but deadly nature. She is attractive, well-spoken and can seem cheerful to an observer even while she is plotting his demise. In battle she displays a solid grasp of strategy and a merciless tenacity once she has an opponent on the run.

TACTICS

The Panzer Brigade is known for skirting the edge of honorable conduct on battlefield and has always made it clear that any hostile enemy can expect little mercy. The unit offers unconditional surrender; defeated enemy MechWarriors are Dispossessed or ransomed back to their employers at the brigade commander's whim. In the past, the mercenaries have used every trick from false colors to false IFF-transponder and mayday signals.



Little Richard's Panzer Brigade
Regiment/Veteran/Questionable
CO/1st Batt: Colonel Richard Whitman
XO/2nd Batt: Lt. Colonel Malcolm Powell
3rd Batt: Major Regina Whitman

First Battalion, Richard's Own, is composed mostly of medium and heavy BattleMechs, which are decorated with a flag bearing the old unit insignia as the battalion crest. The unit specializes in open-terrain combat. Second Battalion, The Persuaders, employs a greater number of assault 'Mechs; its insignia is a simple gold lightning bolt against a red field. The Persuaders specialize in city engagements and are known for their liberal use of Thunder and Swarm LRM munitions. Third Battalion, Regina's Renegades, employs light 'Mechs and faster heavy designs. The Renegades operate as a reconnaissance force or in flanking maneuvers and were the first to begin recruiting infantry assets. Third Battalion displays only the Panzer regimental crest.



Air Panzers
Wing/Veteran/Questionable
Wing Cmdr: Major Joel Levitson

The Air Panzers' twenty-four fighters comprise a mix of designs from all across the Inner Sphere—*Slayers*, *Stingrays*, *Cheetahs* and others. First Squadron traditionally deploys with the first 'Mech battalion, Second Squadron with Second Battalion, and Third Squadron with the Third Battalion. The three squadrons are identified by the names Lion, Ironman and Scarecrow; lances within each flight are designated by the numerals 1 through 4. Lion Flight is particularly known for its daring (some say foolhardy) exploits.



Armored Panzers
Regiment/Veteran/Questionable
Armor Cmdr: Lt. Colonel Brian "Buzz" Corbett

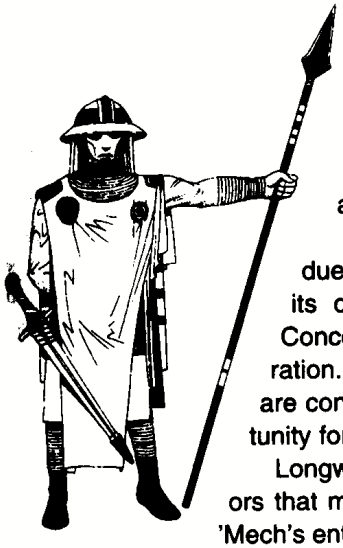
This large armor contingent is arranged into battalions, each with a separate command lance. Like the Air Panzer squadrons, each Armored Panzer battalion traditionally operates with its corresponding 'Mech battalion and is versed in the same specialties.



Ground Panzers
5 Companies/Regular/Questionable
Infantry Cmdr: Major Angela Marino

VTOL pilot Major Angela Marino is technically the Panzer infantry commander, but in reality each specialized Ground Panzer company operates autonomously in conjunction with a particular Panzer 'Mech battalion.

First Company is a VTOL unit attached to Regina's Renegades. Second Company is also a VTOL unit, but is practiced in city maneuvering and attached to the second 'Mech battalion. Third Company is an artillery unit and operates with Richard's Own. The Fourth and Fifth Companies are jump troops specializing in recon work. Both have traditionally operated with Third Battalion, but the Fifth Company has recently been working with Second Battalion.



LONGWOOD'S BLUECOATS: STRADDLING THE FENCE

Unlike most former Inner Sphere mercenary commands that operate in the Periphery, Longwood's Bluecoats were financially and militarily sound when they entered the employ of the Taurian Concordat, and to this day the unit maintains good relations with the Federated Commonwealth.

The Concordat pays well to retain the Bluecoats' services but rates the unit's loyalty as Questionable due to its open friendliness with the Commonwealth, which the Concordat has always viewed as a threat to its own sovereignty. (The veteran mercenaries negotiated three five-year garrison contracts with the Concordat, but reopen communications with the Federated Commonwealth every time a contract nears expiration.) Most observers assume that the Bluecoats would not be adverse to taking a job in the Inner Sphere but are content to keep squeezing the Concordat for high-paying, low-risk garrison contracts until a suitable opportunity for returning to the Inner Sphere arises.

Longwood's Bluecoats paint their machines with camouflage patterns, generally a patchwork pattern of the colors that match the terrain of the unit's current post. The unit insignia is a blue-coated pikeman, painted along a 'Mech's entire right torso or on the right wing of unit fighters. The troops of this mercenary command do not wear any formal uniform, but many favor ancient-style blue military dress jackets as part of their civilian attire.

Dragoons Rating: B+

OFFICERS

Colonel Moses Longwood is a fine politician as well as an able commander, as illustrated by his ability to play the Federated Commonwealth off against the Concordat. Never content to sit out a contract, Longwood has his warriors constantly training and working to improve themselves and their equipment.

Major Ivan Tchorgin of the Second 'Mech Battalion constantly complains about Captain Augustus Foley's tactics, leadership and attitude, but Foley gets results. The warriors under Foley's command grumble a lot, but they follow his orders to the letter during battlefield exercises and perform slightly above the unit average.

Captain Foley is also known as "The Thug" for his ability to move stealthily through a city in his *Hatchetman* and take out an enemy 'Mech before it knows he is there.

TACTICS

The Bluecoats favor urban battlefields and are quite adept at arranging ambushes for a hostile force. They can operate efficiently in other terrains, except for radically different environments such as swamps or wide-open spaces. With infantry deployed throughout the city, the command gains a definite tactical edge because they can track all enemy movement while they reposition themselves secretly.

SUPPORT

The Bluecoats own their own DropShips, but no JumpShips. Despite the loan of Concordat technicians, their tech support staff can only take care of 70 percent of the unit's required maintenance.



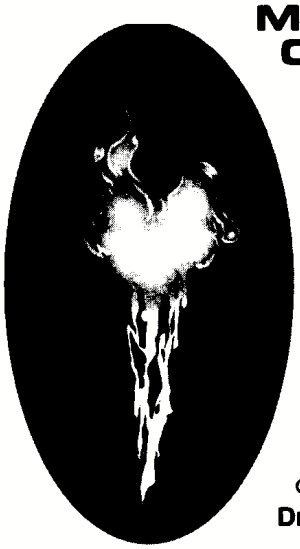
Longwood's Bluecoats
2 Battalions/Veteran/Questionable
CO: Colonel Moses Longwood
1st Batt: Major Belinda MacKelvy
2nd Batt: Major Ivan Tchorgin
3rd Cmpny: Captain Augustus Foley

The colonel leads a command company that averages out at medium weight (two heavy 'Mechs act as the colonel's personal guard). First Battalion, Mac's Hell-Raisers, is also a medium unit but features a good spread of light to heavy machines. Ivan's Marauders, the Second Battalion, is an aggressive unit that primarily employs medium 'Mechs with a few heavy lances for extra punch. The Federated Commonwealth has recently sold the Bluecoats extensive refit packages, part of the Commonwealth's latest attempt to swing the Bluecoats toward FedCom employment. Consequently, the Bluecoats have a 20-percent upgrade rating.



The Bluecoat Pikemen
Regiment/Regular/Questionable
Infantry Cmdr: Lt. Colonel Reginald Heiss

The Bluecoat Pikemen are a light infantry force that mainly performs security duties, such as guarding the command's base. They are also a skilled occupation force and have been called on for riot duty by the Concordat a few times in the past decade.



MOBILE FIRE: OLD LOYALTIES, NEW METHODS

This mercenary command has been a devout supporter of House Steiner for more than two centuries. Originally an armor command, Mobile Fire received BattleMech support during the Third Succession War and was one of the few units in which the chain of command passed through the officers of the armor corps before the BattleMechs. Over the past several decades, the distinction between the two has blurred until both armor and 'Mechs are considered equal in the unit.

After the recent formation of the Lyran Alliance, Mobile Fire sent an immediate pledge of loyalty to Katherine Steiner-Davion. With so many pro-Victor forces still remaining in the Arc-Royal Defense Cordon and facing a lack of loyal support in the mercenary ranks, Katherine moved Mobile Fire from its Periphery post closer to the Clan Occupation Zone and the Lyran capital of Tharkad. She has also authorized the delivery of several refit packages to the unit, giving it an above-average technology rating.

Mobile Fire uses an all-purpose gray-and-green camouflage pattern for its ground-based machines and a gray-and-blue pattern for its aerospace craft. The regimental insignia is a lit torch set against a black oval field.

Dragoons Rating: C-

OFFICERS

Lieutenant Colonel Donald Moore can trace a distant relationship to the Steiner family. Traditionally, a Moore has commanded Mobile Fire, but a lengthy gap between generations forced the previous commander to name his cousin Fred Laurencin as commanding officer until Donald is prepared to take command.

TACTICS

Mobile Fire divides its forces into autonomous armor/'Mech combinations that specialize in different tactics. First Division (First 'Mech and armor battalions) concentrates on speed and stealth, using hit-and-fade tactics to devastating effect. Second Division prefers low-visibility combat such as night operations, heavy fog or rain, and limiting terrain where a glimpse of an enemy 'Mech is all one has to work with. Third Division is adept at defense missions, particularly city defense.



Mobile Fire
Regiment/Regular/Reliable
CO/Armor Cmdr: Colonel Fred Laurencin
1st Batt: Major Angela Davies
2nd Batt: Major Theodore Jacobs
3rd Batt: Major Paul Moore

Each of Mobile Fire's three armor battalions contains a mix of hovercraft, wheeled and tracked vehicles. Average weight varies from one lance to the next but tends to split between medium and heavy armor with only a few light vehicles. Colonel Laurencin heads an independent command company of twelve medium hovercraft, short on weapons but fast. The unit has been upgraded to 45 percent with Katherine Steiner-Davion's recent presentation of refit packages.



Mobile 'Mechs
Regiment/Regular/Reliable
1st Batt: Major Garth Rivers
XO/2nd Batt: Lt. Colonel Donald Moore
3rd Batt: Major Carol Creed

Mobile Fire's 'Mechs are mostly light, the better to support the regiment's heavy armor. Each 'Mech battalion matches up with its corresponding armor battalion to form three independent commands. The 'Mechs are 35 percent upgraded.



Air Mobile
Wing/Green/Reliable
Wing Cmdr: Major Yuri Vasavanovich

The unit's air wing has no separate command lance. Each six-craft squadron is attached to one of the armor/'Mech combinations. The squadrons' flights are identified with Greek letters: Alpha, Beta' and Gamma Squadrons. All favor *Lucifer*s and other heavy fighters.



1st Security Division
Battalion/Green/Reliable
Infantry Cmdr: Major Vance Redding

The First Security Division is composed of three companies, each of which supports one of the three armor/'Mech groups. The security divisions primarily provide base defense but occasionally deploy in the field as watch posts at rear and flanking positions.



NARHAL'S RAIDERS: PLAYING ROUGH

Another longtime Steiner unit, Narhal's Raiders surprised many when they did not support Katherine Steiner-Davion's formation of the Lyran Alliance. As soon as Katherine announced the existence of the new state, the unit petitioned Prince Victor Steiner-Davion for an amicable release from its contract with the Federated Commonwealth. Convinced that the mercenaries would immediately swear allegiance to his sister, Victor initially refused the Raiders' request. However, the prince relented when the Raiders' commanding officer pointed out that the unit's contract bound it to guard the Lyran state from "all forms of predation"—and informed Victor that he considered the new Alliance a form of predation, making the unit duty-bound to launch an immediate attack on the Lyran Alliance Armed Forces in Victor's name.

The Raiders traveled immediately to Outreach but remained there only long enough to spend their contract fee on 'Mech upgrades and to sign on with the Draconis Combine. While on Outreach, the commanding officer rebuffed the Lyran representative by refusing any official meeting. When publicly accosted, he proceeded to tell the LAAF officer, loudly, just how much *Katherine* differed from her grandmother Katrina, "whose good name she is trying to steal." An amateur vid recording of the incident made it into the syndicated news and has received extensive play throughout the Federated Commonwealth and the Arc-Royal Defense Cordon.

Subsequently, the Raiders were assigned to Kilmarnock in the Combine's Pesht District—an assignment that raised eyebrows, as two veteran regiments were already garrisoning the world. The assignment makes strategic sense in the light of the Combine offensive against the Smoke Jaguars, however; the Raiders' placement allows both veteran DCMS regiments to participate in assaults against the Clan forces.

The Raiders use a brown and green camouflage pattern, which they change only when it clashes drastically with the terrain in which they are currently operating. The regimental insignia is a horned animal skull set against a white-rimmed blue circle.

Dragoons Rating: C+

OFFICERS

The Raiders have fielded a reinforced regiment since action during the Clan invasion reduced the unit from its former size of two regiments. At that time, commanding officer Antonio Giraudoux reduced his own rank to colonel. Giraudoux's dislike for Katherine Steiner-Davion has become well known since the episode on Outreach.

TACTICS

The Raiders employ brute-force tactics, using their extra battalion to give themselves a numerical edge over opponents. They use concentrated fire to increase the potency of their lighter 'Mechs, and their heavier machines use concentrated fire only when they are sure it will bring down an enemy in one salvo. The Raiders do not flinch from close-assault tactics such as pushing and clubbing, however. Second Battalion has made a specialty of pushing down opponents by shoving an enemy 'Mech from one machine to another. And the Raiders can also perform the difficult "crunch" maneuver, in which two machines charge the same target.

SUPPORT

The Raiders field a tech staff rated at 60 percent optimum. Though their skill does not extend to the repair of Clantech equipment, the unit has enough advanced-tech spare parts to enable its techs to replace Clantech weapons as they are damaged.

The command has access to one *Overlord* DropShip, owned by Captain Kenneth Harden, an old friend of Major Jesse Hastings.

Narhal's Raiders
Reinforced Regiment/Regular/Reliable
CO: Colonel Pedro Antonio Giraudoux
XO/1st Batt: Lt. Colonel Luigi Froeze
2nd Batt: Major Geraldine Tolly
3rd Batt: Major Brett Marionetti
4th Batt: Major Trey Sun Lok

After losing assets during the Clan invasion, the Raiders began to strengthen their four surviving battalions. This expanded regiment configuration allows the Raiders more flexibility in tactics, as does their use of 'Mechs of all weight classes. Colonel Giraudoux heads an independent command lance.

After trading for salvaged Clan technology on Outreach, the Raiders upgraded approximately 60 percent of their force with an extra 30 tons of custom-fitted Clantech weapons.

Narhal's Flock
Wing/Veteran/Reliable
Wing Cmdr: Major Jesse Hastings

The unit's aerospace wing is currently understrength at only two squadrons, though Major Hastings does employ a separate command lance. The wing contains fighters of all weight classes, which produce an overall weight rating of medium. Each aerospace element is named after a bird of some type. Because he has walked away from five crashed fighters so far, Hastings has adopted the name "Albatross" for his command lance.



QUINT'S OLYMPIAN GROUNDPOUNDERS: ON THE REBOUND

Quint's Olympian Groundpounders are descended from a mercenary command called Quint's Quartet, which moved to the Periphery back when Galatea was still the hiring center of the Inner Sphere. Bankrupt and badly in need of repairs, the Quartet hired on with the Rim Collection for food, spare parts and technical support. Most Periphery realms would not trust such a unit, considering it likely to turn pirate, but the Quartet had one important asset that other units lacked: the sterling service record of Captain Gunter Quint.

Quint spent the next five years of his life trying to figure out how the unit had failed in the Inner Sphere, an effort continued by his son, Herman, who took over the small unit after Captain Quint's death. In 3050, as the Inner Sphere faced the Clans, the renamed Quint's Olympian Groundpounders negotiated a contract with the Circinus Federation, where Herman Quint has prepared his unit to return to the Inner Sphere mercenary market. Within the year, once their contract expires, the mercenary command is expected to return to Outreach.

The Groundpounders currently use a brown and gray tiger-stripe camouflage pattern on their 'Mechs, which they expect to change with their next assignment. The unit insignia is a simplified sketch of a red fist set on a royal-blue starburst; the insignia is painted on the outside right shoulders and upper left legs of the unit's BattleMechs.

Dragoons Rating: C+

OFFICERS

Captain Herman Quint has been preparing the Groundpounders for their return to the Inner Sphere for nearly ten years. However, the Circinus Federation has made it clear that it does not want to lose the veteran unit, and the Magistracy of Canopus has expressed an interest in hiring the unit as well. In light of the demand for his unit, Quint has made offhand comments that the Groundpounders could do worse than remain in the Periphery on a short-term garrison assignment in return for aerospace assets.

TACTICS

The Groundpounders realize their lack of newer technology is a serious weakness. To compensate for this, they rely heavily on their recon unit to scout out the best terrain for combat and provide warnings of enemy ambushes. The Groundpounders prefer limiting terrain with plenty of cover, which allows them to work in close. The unit support lance generally takes to the higher ground, and the armored cavalry's Saladins usually set ambushes for enemy 'Mechs.

SUPPORT

Quint has done an excellent job of developing the Groundpounders' previously inadequate tech support staff. The Groundpounders currently possess techs capable of performing 80 percent of the unit's required weekly maintenance. The unit possessed one *Leopard*-class DropShip before moving to the Periphery and has acquired a second.



Quint's Olympian Groundpounders
Company/Veteran/Reliable
CO: Captain Herman Quint
XO: Captain Hilary Quint

The Groundpounders organized themselves in classic formation, with a recon lance of light and fast medium 'Mechs, a support lance just edging into the heavy weight classification and a command/fire lance of heavy and assault machines. The Groundpounders are light on new technology, with only one post-3050 design and three advanced-tech weapons for the entire unit.



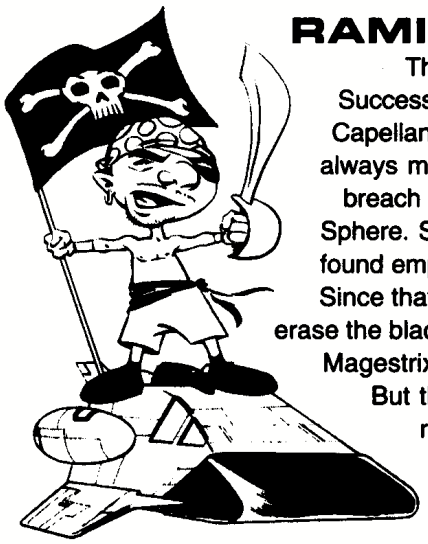
Quint's Armored Cavalry
Lance/Veteran/Reliable
Armor Cmdr: Lieutenant Stephen Powers

The four Saladin assault hovertanks of Quint's Armored Cavalry were attached to the unit's TO&E between contracts—no one is sure where Quint acquired them. Quint knows that the Saladins' four AC/20s can quickly turn any fight in his favor and so takes good care of the tanks, committing them to battle only when their withdrawal is secure.



Quint's Security Division
2 Squads/Regular/Reliable
Infantry Cmdr: Sergeant Blaize Hatomiko

These heavy infantry units carry laser rifles for standard security duty but are equally proficient with the SRM packs that they carry when deployed in battle. Covering the withdrawal of the Saladin armor unit from any tight situation is one of their most important duties.



RAMILIE'S RAIDERS: A TWO-EDGED BLADE

The Raiders were formed from the remnants of other mercenary units in the early years of the Third Succession War. For the first few decades of their existence, the Raiders bounced back and forth between the Capellan Confederation and the Federated Suns, tarnishing their reputation with several contract breaches but always managing to land work because of the perpetual demand for troops during those years. After a final breach of contract with the Confederation, the Raiders decided they had worn out their stay in the Inner Sphere. Stopping only to raid a Liao supply center, the mercenary command fled into the Periphery where it found employment with the Magistracy of Canopus, which desperately needed border defenders at the time.

Since that time, Ramilie's Raiders have adopted much more professional standards and have even begun to erase the black marks caused by their earlier multiple contract breaches. For years, the unit's personal ties to the Magestrix of Canopus (see **Officers**) virtually ensured that the Raiders would never leave Canopian employ. But the Canopians have recently downgraded the unit's loyalty rating to Reliable, and the Raiders are reportedly planning to venture into the Inner Sphere again.

The Raiders use a dark red color scheme with black striping. The unit insignia is a pirate riding atop a *Leopard* DropShip; it is painted on the torsos of the unit's BattleMechs and the fuselages of its aerospace fighters.

Dragoons Rating: D

OFFICERS

Major Nicholas Ramilie, the son of commanding officer Colonel Newton Ramilie, married Emma Centrella, Magestrix of Canopus, in 3041. Nicholas and Emma have five daughters and one son, young Newton. A short time ago, Nicholas left the royal residence and returned to his father's mercenary command, taking his son with him. There has been little communication between Nicholas and Emma Centrella since then.

TACTICS

Typically, First Battalion is divided into three company-sized forces and deployed as a screen, the light recon lances moving far out front. Meanwhile, the Assault Battalion moves in column formation behind First Battalion. Colonel Ramilie refers to this as his "trident maneuver." When one "prong" of First Battalion engages the enemy, the remaining two companies sweep over to hit the enemy's flanks and the Raiders' assault column drives right up the middle.

SUPPORT

The Raiders own enough DropShips to transport the entire command and a single JumpShip, which they stole from the Capellan Confederation back in 3022. They currently depend heavily on Magistracy technical support and field a support staff only large enough to handle 40 percent of the unit's required maintenance.



Ramilie's Raiders
2 Battalions/Elite/Reliable
CO: Colonel Newton Ramilie
1st Batt: Major Paula Nupen
2nd Batt: Major Nicholas Ramilie

Colonel Ramilie heads an elite independent command lance, which usually attaches itself to the elite First Battalion. Also referred to as the command battalion, First Battalion is divided into three identical companies. Each company can operate independently and is composed of a light/medium 'Mech lance, a medium/heavy lance, and a heavy/assault lance. Second Battalion, under the leadership of Major Nicholas Ramilie, comprises a veteran assault force of larger, harder-hitting 'Mechs. The battalion contains no light 'Mechs and few medium designs.

The Raiders own a large portion of the upgraded systems in the Magistracy. They field a company's worth of post-3050 designs, bought with their personal finances, and have received several tons of advanced technology weapons from the Magistracy.



Ramilie's Sky Pirates
2 Squadrons/Veteran/Reliable
Wing Cmdr: Major Elissa Baumgarden

Much of the Raiders' aerospace force are native Canopians. If the Raiders were to leave the Magistracy, some of these pilots would almost certainly stay behind.



Ramilie's Raiders Infantry
Battalion/Veteran/Reliable
Infantry Cmdr: Major Joffrey Schtern

The Raider infantry deploys alongside the unit's BattleMech forces. First and Second Companies consist of jump troops; Third Company is considered light infantry but maintains a VTOL lance for fast recon.



ROMANOV'S CRUSADERS: HONOR AND MERCY

When Thomas Marik founded the Knights of the Inner Sphere, his ideals struck a chord with MechWarriors throughout the Inner Sphere. Many adopted the Captain-General's neo-chivalric ideals, while a select few began traveling to Atreus seeking to join the ranks of Marik's new elite. By late 3055, some forty such MechWarriors had gathered. Unwilling to incorporate such a large body of foreign troops directly into the Free Worlds League Militia, Marik sponsored an independent command for these MechWarriors, thereby creating Romanov's Crusaders.

The Crusaders occupy a gray area between mercenary and House troops. Technically, the command is a mercenary unit operating under exclusive contract to the League. In practice, the Crusaders are a FWLM unit, and its members swear personal fealty to Marik in much the same way as the Knights of the Inner Sphere, Free Worlds Guards and Atrean Hussars.

The unit's creation has generated a surprisingly favorable response throughout the Inner Sphere, save in the League itself. A number of the Captain-General's opponents have criticized the move. In a speech to Parliament, Prince Kirc Cameron-Jones of Regulus accused Thomas Marik of "double standards—to wit, downscaling mercenary presence within the League by releasing those mercenaries who owe allegiance to provincial governments while simultaneously creating his own private army." Though Marik may be guilty of some hypocrisy—of the mercenaries employed by the League, only Kristen's Crushers, commanded by the Captain-General's sister, received better treatment—he has stated that he expects the Crusaders to gain employment with another Successor State and spread chivalric ideals across the Inner Sphere when their contract expires.

The Crusaders' color scheme is dull silver with gold trim. The regimental insignia is a medieval knight on a white charger, brandishing a sword of light and set on a green and blue shield. The insignia is painted over the "heart" of each unit BattleMech.

Dragoons Rating: D

OFFICERS

Kripsin Romanov, who previously commanded the Galahad Battalion of the Knights of the Inner Sphere, commands the Crusaders. Crusader MechWarriors idolize the Orloff-born officer despite his gruff nature, and this respect has greatly helped Romanov unite his troops, who encompass a wide range of cultures, technology and training.

Executive officer Major Rynn Johansson, a former member of the Rasalhague Kungsarmé, received grievous wounds in the battle for Casere against the Third Bear Guards. He is an excellent MechWarrior, despite the Type-III prosthesis that replaces his left forearm and the myomer implants in both of his legs.

TACTICS

The Crusaders possess no specialized tactics and have performed below average in exercises so far, despite their enthusiasm. The disparity of experience levels within the unit is the main reason for the Crusaders' disappointing performance; members of the regiment range from hardened veterans to fresh recruits. In the past six months Colonel Romanov and his staff have apparently solved this problem with extensive training programs, but only battle will truly test the Crusaders.

SUPPORT

The Crusaders own no transportation assets as yet and have assembled only a small technical staff, rated at 30 percent optimum.



Romanov's Crusaders
Regiment/Regular/Fanatical
CO/1st Batt: Colonel Sir Kripsin Romanov
XO: Major Rynn Johansson
2nd Batt: Major Miaka Tanahome
3rd Batt: Major Antoinette Thurlow

The technological levels of the Crusaders' BattleMechs cover the spectrum. Many of the unit's members were Dispossessed when they arrived in the Free Worlds League, and the unit purchased a number of near-wrecked BattleMechs for them. At the other extreme, the unit possesses two captured Clan OmniMechs, a *Dragonfly* and a *Battle Cobra*, and numerous new FWL designs such as the *Wraith* and *Hercules*. The unit is also trying to acquire such 'Mechs as the DCMS's *No-Dachi* because of its sword-style club. Currently, the Crusaders are 35 percent upgraded.

Unfortunately, Thomas Marik's preferential treatment of the unit has caused considerable resentment among other mercenaries employed by the League, as well as several less fortunate Marik House units. Such resentment led to a recent incident during training on Connaught, when a heated dispute between members of the Eighteenth Marik Militia and several Crusaders escalated into a brawl—much to the surprise of the Militia troops, who expected a "chivalric and mild-mannered" response to their insults.



RUBINSKY'S RENEGADES: UP CLOSE AND PERSONAL

This command was formed from Grover's Heavy Guard, a mercenary company in the employ of the Draconis Combine. While staging from Braunton in March of 3057, the unit undertook a raid against Clan Smoke Jaguar. Veteran though he was, Captain Grover Anderson ignored the advice of a new recruit and walked the unit straight into a waiting Smoke Jaguar Binary. Anderson compounded his blunder by ordering concentrated fire, which released the Clan warriors from their normal rules of engagement. Anderson's *Cyclops* was the first to be brought down by the Clanners' concentrated return fire.

Maxophilia Rubinsky, the MechWarrior who had warned the captain, took immediate command of the unit when the executive officer faltered. Having already prepared a strategic retreat, she led the unit back to a more defensible position in the foothills of the Ironcast Mountains. The close-quarter fighting that ensued negated much of the Clan technological advantage and allowed the Heavy Guard to defeat the Clan force and escape with half its original strength. Over the next year, Rubinsky explored and refined close-quarter tactics, training her demi-company incessantly and leading many successful raids against the Smoke Jaguars.

The Renegades use a camouflage paint scheme on their BattleMechs, changing the colors to match the terrain in which they are operating. The command's insignia is a polished-chrome mechanical wasp, which is painted on the upper left leg of each unit BattleMech. (This insignia, along with the unit's close-combat capabilities, has led some DCMS officers to nickname the unit "The Swarm.")

Dragoons Rating: B-

OFFICERS

Captain Maxophilia Rubinsky initially trained under the command of her father with Rubinksy's Light Horse mercenary regiment. She attended a small MechWarrior academy in the old Tikonov Reaches, served a term with the Fourth Davion Guards and then returned to the Light Horse. After an argument with her father, Maxophilia left to find employment with Grover's Heavy Guard. Though the Rubinskys all claim the dispute was a family matter, many observers believe the argument stemmed from who would eventually command the Light Horse, Maxophilia or her elder brother, Tamas. Both are excellent MechWarriors, though Maxophilia has shown more talent recently in tactics and strategy, as well as a natural gift for leadership.

TACTICS

The Renegades specialize in close-combat situations. They prefer to fight in limiting terrain, such as dense forest or mountains, but perform just as well in open terrain at close range. The command is highly skilled at stealthy approach and ambush tactics as well as physical attacks.

SUPPORT

With the MechWarriors assisting the small technical staff, the Renegades can generate enough support to cover 60 percent of their maintenance requirements. They can barely maintain the Clan equipment they employ, however, and more often swap Clantech salvage to the DCMS for advanced Inner Sphere technology refits and cash. The unit has already amassed a large war chest, which it has earmarked for expanding the unit back to a full company.

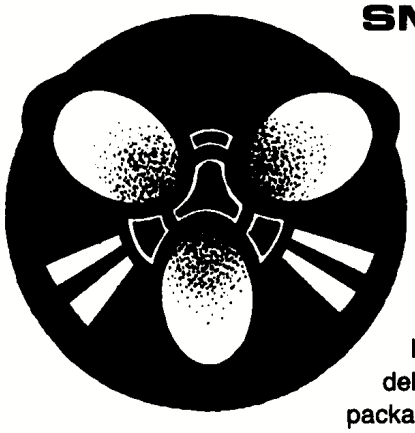
The Renegades "inherited" the Heavy Guard's *Union*-class DropShip on the death of the old unit's commanding and executive officers. The Renegades have since renamed it *The Hive*.



Rubinsky's Renegades
Strengthened Lance/Veteran/Reliable
CO: Captain Maxophilia Rubinsky

The mercenary unit is organized in a reinforced six-'Mech lance, or demi-company. Rubinsky would like to add a second demi-company but sees little hope of that until the unit can return to Outreach and recruit new warriors.

The command is composed of heavy and medium BattleMechs. All but one are pre-3050 designs, but extensive advanced-technology refitting and approximately twenty tons of Clantech salvage have raised the small unit's upgrade rating to 40 percent. Furthermore, the Renegades recently took advantage of an offer from the mercenary unit Battle Magic to customize the Renegades' machines. Captain Rubinsky's *Rifleman*, which had already been fitted with jump jets, medium lasers and heat sinks for better close-combat capabilities, was further modified by the master techs of Battle Magic; now her *Rifleman* can stand up to assault-class BattleMechs at point-blank range. Similar efforts resulted in several other striking modifications to the rest of the command's BattleMechs, including the substitution of SRM packs and a hatchet for an *Archer's* LRM launchers, the addition of MASC to a *Scorpion* and the substitution of twelve machine guns for the *Scorpion*'s PPC.



SMITHSON'S CHINESE BANDITS: DOWN BUT NOT OUT

In September 3057, the Second Bandits of Smithson's Chinese Bandits were decimated by the Woodstock Reserve Militia while the veteran First Bandits lost two-thirds of a regiment to the Nanking militia. By December, the Woodstock Reservists had wiped out another company of the First Bandits and pinned the rest down in an industrial complex. The Black Cobras, arriving as reinforcements, died in the air when their sabotaged DropShips exploded. In the end, the Bandits' four *Overlord* DropShips managed to evacuate three companies of Bandit MechWarriors, along with one thousand tons of scrapped 'Mechs, back to the Free Worlds League.

Thomas Marik refused to rebuild the Bandits, stating that the group's contract did not require him to replace 'Mechs claimed as salvage by victorious forces. However, he did agree to pay his legal debt to the Bandits in new technology—precisely, more than three hundred tons' worth of field upgrade packages and some XL engines. And so Colonel Ada Gubser led the Bandits to Outreach, where they began the process of rebuilding.

The Bandits first traded one of their *Overlord* DropShips to the Dragoons for two companies' worth of Inner Sphere advanced-design BattleMechs, another company of Inner Sphere OmniMechs and some C-bills. Forced to turn away almost one hundred of her MechWarriors, Gubser divided most of Marik's upgrade packages among them, helping to ensure that each would find another mercenary command to take them in.

The Bandits employ a green with gold striping color scheme for their machines. The unit insignia is painted on the upper left legs and right shoulders of the unit's 'Mechs.

Dragoons Rating: A-

TACTICS

Prior to the disaster on Nanking, the Bandits specialized in jungle and woodland warfare. The remaining Bandits retain some of this expertise, but the different Bandit units lack the cohesion of an experienced unit. Gubser realizes that this weakness could be exploited by an enemy and has been working to correct it.

SUPPORT

Though the Bandits lost many of their technicians following the defeat on Nanking, they obtained several Dragoons techs in their recent DropShip trade with that mercenary group. Consequently, the Bandits' current support rating is 90 percent optimum.

The Bandits' three *Overlord* DropShips provide them with 150 percent optimum transport capability. Bandit leaders had considered selling the third DropShip and outfitting another battalion, but Gubser preferred to hang onto it in the event the Bandits need to raise funds quickly at a later date.



Smithson's Chinese Bandits
2 Battalions/Veteran/Reliable
CO/1st Batt: Colonel Ada Gubser
2nd Batt: Major Trey Eriksson

With the upgrades and XL technology from the deal with Marik and the fully outfitted 'Mechs from the Dragoons, the Bandits are rated at 55 percent upgraded. They also field a company of Inner Sphere OmniMechs. However, the Bandits still do not possess 'Mechs for independent command units.



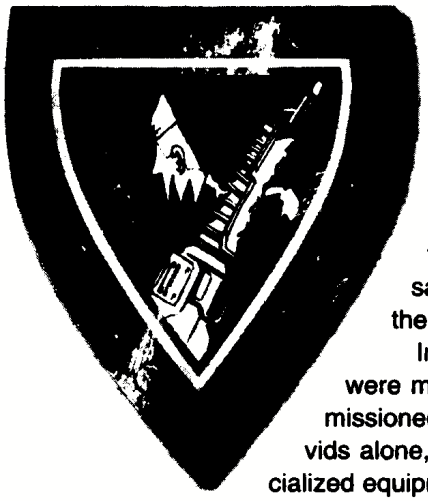
Air Bandits
2 Lances/Veteran/Reliable
Wing Cmdr: Captain James Stillwell

Out of the Bandit air assets that survived Nanking, only four pilots with heavy fighters followed Gubser to Outreach.



Ground Bandits
Company/Elite/Reliable
Infantry Cmdr: Major Phyllis McClane

Following Nanking, Gubser reduced the Bandit's infantry force to an elite company capable of intense field action. Unfortunately, she has not yet convinced the Dragoons to train her infantry in armored-infantry combat or to sell her battlesuits.



STALWART SUPPORT: CONVENTIONAL WARFARE

After ten years in the AFFC infantry and garrison duty on three different worlds, Harry Sanders came to realize that planetary governments *never* felt safe enough. They were always asking for more 'Mechs, more armor, more *men*. It didn't matter that the foot soldier was the least effective unit on the modern battlefield—at least they were something.

So when Sanders mustered out in 3053, he bought himself a ticket to Outreach and advertised for "Veteran infantrymen, recently mustered out and looking for work." Of the more than eight thousand individuals who replied to the ad, more than six hundred were willing to travel to Outreach at their own expense to join Sanders's proposed mercenary infantry regiment.

In true mercenary fashion, those who contributed the most money to the regiment's starting funds were made officers. From this capital, self-promoted Colonel Sanders bought good weapons, then commissioned high-quality uniforms and slick promotional holovids. On the strength of his sales pitch and those vids alone, Sanders landed some well-paying contracts that enabled the regiment to begin purchasing specialized equipment within its first year—all without firing a single shot.

So far, Sanders's credo— "Look good and you can charge more"—seems to be working. The unit has little trouble landing lucrative contracts, despite the fact that its strongest selling points seem to be its sharp khaki and olive dress uniforms, natty camouflage uniforms, immaculate maintenance coveralls and impeccable grooming standards.

The unit insignia is a silhouetted rifleman set on a gun-metal gray shield, riveted around the edges. The insignia is worn on a sleeve patch or painted on the unit's vehicles. Battalion, company and squad patches are also authorized, as long as they pass approval by Sanders.
Dragoons Rating: B-

OFFICERS

A Capellan refugee, Lieutenant Colonel Wu Tsen Lo came to Outreach with every intention of commanding a battalion and brought with him men he had already hand-picked to lead his companies, platoons and squads. He also brought a cache of privately owned heavy infantry weapons such as portable SRM launchers and flamers. Colonel Sanders did not ask where the equipment came from—he hastily incorporated it into the promotional holovids and upped the hiring cost of the unit.

TACTICS

Stalwart Support has yet to be matched against anything heavier than medium armor, but so far they have given a good accounting of themselves. Sanders relies on his battalion leaders for a good deal of the regiment's field tactics. They use troop-transport VTOLs to spot for artillery and then drop heavy infantry immediately into "softened" areas. Meanwhile, heavy jump troops flanked by regular infantry press from one of the enemy's flanks to link up with the inserted soldiers, thus claiming a solid foothold. Then the unit begins the procedure again, targeting another area of resistance.

SUPPORT

Because of its low vehicle count, Stalwart Support does not require a large tech support base. Soldiers care for their own weapons and even act as assistant mechanics. This low maintenance level allows the regiment to be rated at 100 percent optimum.

The regiment has acquired a single old *Condor* class DropShip capable of transporting almost half of the unit's troops and vehicles.



Stalwart Support
Regiment/Veteran/Reliable
CO: Colonel Harry Sanders
1st Batt: Major Kelly Fitzpatrick
XO/2nd Batt: Lt. Colonel Wu Tsen Lo
3rd Batt: Major David Johnson

Sanders's regimental command platoon, as well as the independent command squads at company and battalion levels, are motorized and equipped with laser rifles.

The First Companies of both First and Second Battalions are composed of two standard-infantry platoons and one laser-infantry platoon. These companies primarily serve as security and occupation forces, but at least one squad in each company specializes in recon activity. The Second Company of each battalion contains platoons that consist of two laser squads, one flamer squad and one SRM squad. These platoons are designed to deploy against armor or other heavy opposition. The Third Company of each battalion is composed of one platoon of twenty-one heavy jump troops and two platoons of motorized infantry. The motorized infantry includes a single squad of VTOLs.

Third Battalion, the Stalwart Specials, contains the various special-ability soldiers the regiment has managed to acquire. Anti-'Mech infantry, including one jump-capable squad, comprises First Company. Heavy artillery, demolition/sabotage teams and black-operations squads comprise Second Company. Third Company is composed of conventional air-support assets, including conventional fighters and a full VTOL platoon.



STORM'S METAL THUNDER: SERVING THE ALLIANCE

Fresh from completing his military obligation to the Lyran Commonwealth, Captain Griff Storm called together some friends to form a mercenary company in 3024. A run of early good fortune allowed the command to expand quickly and reach battalion strength six years later. With the promise of a good garrison contract if he could raise a full regiment, Storm borrowed heavily to hire veterans of the Fourth Succession War, and in 3034 the mercenary regiment moved to its new garrison post on Loxley.

On Loxley, Colonel Storm discovered a forgotten BattleMech factory in the Gray Mountains. Twelve years of hard work, huge loans from the Steiner government and additional financial support from investor Samuel Norse helped bring the plant on-line. Norse-Storm BattleMechs knew that to haul themselves out of their increasing debt, they needed a winning 'Mech design. In 3048, they produced that design—the *Devastator* assault 'Mech. Almost immediately the Federated Commonwealth signed an agreement to buy Norse-Storm's entire production output of the new BattleMech.

Following the dissolution of the Commonwealth, Colonel Storm reaffirmed the mercenary unit's loyalty to House Steiner and persuaded his partners at Norse-Storm BattleMechs to supply *Devastators* to the Lyran Alliance exclusively. In return, the Lyran Alliance provided Storm with a garrison assignment on Kikuyu, a planet located one jump from the Jade Falcon border. Furthermore, the mercenary unit is reportedly negotiating a possible merger with Wolverton's Highlanders.

Storm's Metal Thunder uses a dark-blue color for its machines. The regimental insignia is a black thundercloud spitting lightning, set over a red field. The insignia is placed on the lower left leg of unit 'Mechs, the rear left fenders of armor units, and the tip of the left tailplane of aerospace fighters. BattleMech companies are numbered from one to ten, and the number is painted on the upper right shoulders of BattleMechs.

Dragoons Rating: B+

OFFICERS

Colonel Griff Storm commands the unit. His younger sister, Gale Storm-Tarackion, serves as executive officer. In recent years, Storm has made noises about retiring to his estate on Loxley and turning command over to his sister until his son is old enough to command the unit.

TACTICS

Typically, the first two battalions move forward to engage the enemy and then fall back toward the slower third assault battalion. Third Battalion then punches a hole in the enemy's center or engages one section of the opposing forces while the remaining Thunder battalions move into any breach and cause tremendous havoc.



Storm's Metal Thunder
Regiment/Veteran/Fanatical
CO/1st Batt: Colonel Griff Storm
XO: Lt. Colonel Gale Storm-Tarackion
2nd Batt: Major Christine Steele
3rd Batt: Major Joe Prahl
4th Cmpny/2nd Batt: Lt. Jeremy Storm

The regiment is configured for heavy combat, and all three Thunder battalions operate independent command lances. Third Battalion, nicknamed "Heavy Metal," is organized as a Star League-style assault battalion, with four companies of four lances each, mostly comprised of heavy and assault BattleMechs interspersed with some fast medium machines for scouting.

Through Norse-Storm BattleMechs, the regiment has managed to outfit itself to a 50-percent upgrade level. Most of the unit's post-3050 'Mechs, such as the *Devastator, Spector* and *Thunder Hawk,* are supplied by Norse-Storm. However, the unit also possesses two captured Steel Viper OmniMechs.



The Iron Eagles
Reinforced Wing/Veteran/Fanatical
Wing Cmdr: Major Ryan Summers

The Iron Eagles consist of twenty-six fighters divided into four squadrons and a command lance. The wing employs mostly older fighters upgraded with advanced tech primary weapons. Some feature double heat sinks as well.



The Mud Rats
2 Battalions/Regular/Reliable
Infantry Cmdr: Major Jason Tyler
2nd Batt: Major Maggie Elliot

The two Mud Rat battalions have served with Colonel Storm since 3040, usually providing base security or guarding the regiment's dependents. A third infantry battalion being formed on Loxley will consist of two anti-'Mech companies and a company equipped with the new *Sloth* battlesuits.

4TH TAU CETI RANGERS: EARNED RESPECT

One of the oldest and most stable units in the employ of the Capellan Armed Forces, the Tau Ceti Rangers have never grown any stronger than a single regiment and have been hammered down to a single battalion repeatedly. However, the Rangers never fail to provide sterling service and have bloodied elite regiments on more than one occasion during their quarter-millenium career as a mercenary command.

Originally part of the Star League Defense Force, the Rangers were one of the SLDF units that remained behind after Aleksandr Kerensky's Exodus. Faced with the choice of dissolution, absorption or mercenary employment, the Tau Ceti Rangers chose to keep their own traditions alive as mercenaries. The unit began its new career by signing on with House Liao, which offered the Rangers guaranteed independent command rights and generous support terms for as long as they remained in service to the Confederation.

The Rangers have remained in the Capellan Confederation's employ ever since and have fought against every other Great House at one time or another, taking on some of the best units the Inner Sphere has to offer. The Rangers have experienced occasional setbacks, but more often than not they manage to give better than they get.

COMMAND

The relationship between the Tau Ceti Rangers and the Chancellor of the Confederation has become strained at times, but neither party has ever wished to terminate the unit's contract. Under the agreement, the Ranger commander answers directly to the Capellan strategic military director and Chancellor Liao.

Generally, the House Liao has kept its promise of independent command rights for the Rangers, but it has persuaded the unit to accept outside command twice during their 250 years of service. The first instance occurred when the Rangers were attached to McCarron's Armored Cavalry for a planetary assault. The second and last time was during the ill-fated assault on Emerson in the Second Succession War, an assault that cost the unit two-thirds of its strength.

Colonel Shelly Jax serves as commanding officer of the Rangers (the Jax family took over as hereditary commanders of the Rangers in 3042, after the last Branderberg died leaving no successor). Jax is one of the most popular commanders ever to lead the Rangers. A fine tactician and strategist, she can also deal with politicians and bureaucrats without losing her composure—a rarity among mercenary commanders. Rumors also link her romantically with Strategic Military Director Talon Zahn.

AVAILABLE FORCES AND ORGANIZATION

The Rangers have been slowly rebuilding their Second Battalion for many years, but did not formally add it to their TO&E until 3057. Both battalions are rated at Veteran quality (periodic rotations ensure that troops in both battalions receive combat experience), and both employ separate command lances. Furthermore, Jax has recently expanded her regimental command lance to a full company of veteran MechWarriors and expects to use the company as the nucleus of a third Ranger battalion that will be assembled over the next five to ten years.

The Rangers' 'Mechs are considered 60 percent upgraded, thanks to the purchase of refit kits at cost from the late Chancellor Romano Liao.

The Rangers consider themselves a heavy-fire regiment and attempt to maintain a heavy-weight classification when assembling their forces. Thus, the typical Ranger company fields one medium and one light 'Mech lance for recon duties, and two heavy and assault lances. The Rangers' 'Mech forces contain six Star League-era machines, including a *Flashman* and two *Crocketts*, as well as numerous designs based on the *Marauder* chassis. The Star League 'Mechs suffered technological degradation as the advanced weapons and components wore out and could not be replaced—however, with the rediscovery of Star League-era technology in the thirty-first century, the Rangers have been able to upgrade their vintage Star League machines. The Rangers also favor heavy aerospace fighters that can withstand punishment.

SUPPORT

When the Tau Ceti Rangers turned mercenary, they retained a fair complement of SLDF technicians who could repair and maintain the Rangers' Star-League tech. Much of this expertise was preserved, so when Star League technology began to resurface centuries later, the Rangers' support staff already had the basic skills needed to work on the "new" equipment. Consequently, the unit bartered this knowledge with then-Chancellor Romano Liao for extra refit packages. The Ranger support staff, small though it is, can handle more than 80 percent of the unit's required weekly support needs.

The Rangers also retained three *Overlord* DropShips, a single *Fortress* class DropShip and a *Star Lord* class JumpShip. One of the *Overlords* has been lost to battle damage, but the Ranger staff meticulously maintains the remaining vessels.

COLORS AND INSIGNIA

The color scheme of the Fourth Tau Ceti Rangers has evolved over the centuries, from camouflage, to a brown base, to gold, to the current bronze coloring with dark gold trim. The regimental insignia is a golden stylized *4* set against a field of stars. The insignia is painted on the side of aerospace fighters and on the upper right arms and lower left torsos of all BattleMechs. Battalion insignias are painted on the outside right hips of 'Mechs.



4th TAU CETI RANGERS: THE BEST DEFENSE

During the Marik-Liao offensive of 3057, the Fourth Tau Ceti Rangers left their garrison post on Sian to strike at the Twelfth Vegan Rangers on Campertown. Backed by mercenary regiments from the Free Worlds League, the Rangers pushed the elite Vegan Alpha Regiment off the world, then helped to mop up resistance on Lesalles and Raballa before returning to Sian. Sun-Tzu Liao's willingness to part with most of his garrison force (House Imarra was also off Sian, leaving only the Red Lancers to protect the Capellan capital world) was as unexpected as the entire offensive. The Tau Ceti Rangers greatly appreciated the chance to see combat again, and they demonstrated their gratitude to the Chancellor by presenting him with a captured *Emperor* BattleMech, repainted with the Confederation symbol across its torso. Soon after bestowing this gift, Colonel Jax reportedly spent several days as the Chancellor's guest, during which she met frequently with him and with Strategic Military Director Zahn.

The Fourth Tau Ceti Rangers are one of the select few Alpha-star rated mercenary commands.

Dragoons Rating: A*

OFFICERS

Lieutenant Colonel Garibaldi Jax is an excellent administrator and elite warrior, but lacks strategic or tactical instinct. This is the main reason why battlefield security around Colonel Shelly Jax is so tight, and why Garibaldi has orders to pass overall command to the unit's battalion commanders should Shelly become incapacitated during battle.

Another Jax, Captain Daniel Jax, also serves with the unit. Daniel is best known for his MechWarrior skills, which have earned him extensive upgrades for his BattleMech.

TACTICS

The command lance of the Tau Ceti command company generally ranges all over the field, allowing Colonel Jax to direct a flagging offensive or shore up a weak spot in the Ranger lines. The primary function of the unit's vanguard lance is staying between the command lance and any dangerous situation. (The vanguard MechWarriors are extremely adept at drawing enemy fire and using movement and terrain to make sure they do not get hit often.)

C^3 systems enable the BattleMechs of the command and backboard lances to hit their targets with regularity, and the assault lance can provide devastating firepower once it closes with the enemy. The assault lance also covers any retreat the command company must make.

The remaining two Ranger battalions can operate together, independently or as company-size units. First Battalion specializes in open-field warfare, but is competent in limiting terrain as well. However, ambush attacks can throw the battalion's battle plans into complete disarray. Second Battalion is more flexible on the field, reacting swiftly and aggressively to nearly any enemy tactic.



4th Tau Ceti Rangers
2 Battalions/Veteran/Fanatical
CO: Colonel Shelly Jax
XO: Lt. Colonel Garibaldi Jax
1st Batt: Major Orion Sandleford
2nd Cmpny: Captain Daniel Jax
2nd Batt: Major Ernesto Hollyfeld

Tau Ceti Command is the Rangers' elite command company. It relies on older 'Mech designs upgraded with advanced weapons and C^3 computer networks. The command lance is formed of fast and well-armored heavy machines. Each carries a C^3 master system but only a few weapons. (The C^3 systems are configured into a master network.) Vanguard lance is composed of medium-weight machines and Backboard lance is an assault lance.

First Battalion is a hard-hitting unit, designed for staying power. Second Battalion favors faster heavy designs and MASC systems to give their 'Mechs extra maneuverability on the battlefield.

By far, the best upgrades have found their way into Captain Daniel Jax's Second Company. Captain Jax's command lance alone contains a Star League-era *Flashman* and two *Crocketts*. The remainder of the company includes post-3050 designs and heavily upgraded pre-3050 machines.



Hard Air
Wing/Veteran/Fanatical
Wing Cmdr: Major Tara Michelle

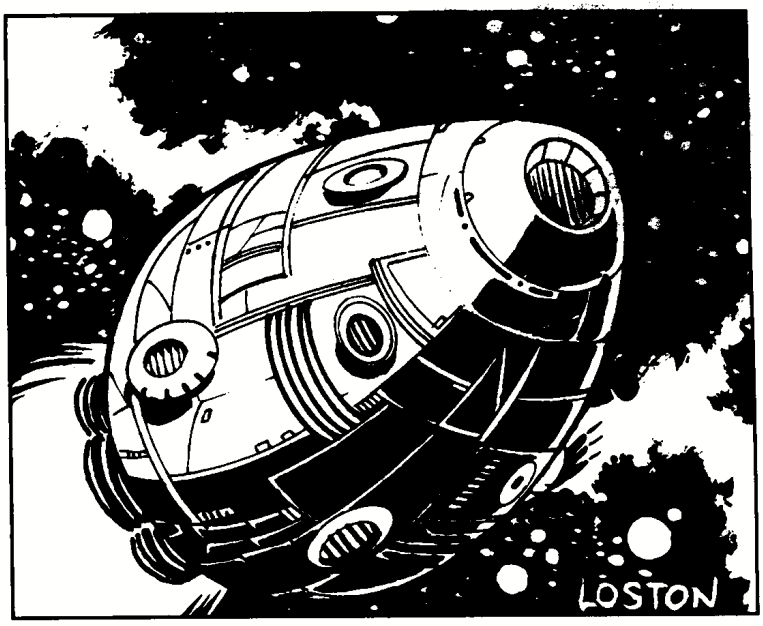
The Rangers' heavy fighters are infamous for charging targets head-on and concentrating fire. However, these fighters are equally dangerous when fighting individually because their pilots maneuver them with amazing skill.

12TH VEGAN RANGERS: TO PROTECT AND SERVE

Spared the ravages of the Clan invasion, the Twelfth Vegan Rangers saw their share of action during the Marik-Liao offensive of 3057. During that campaign, the Ranger regiments held four worlds in a key area of the Sarna March, an area of space bordered by both the Capellan Confederation and the Free Worlds League. Backed by Marik-supplied mercenary regiments, Liao forces hit all four worlds simultaneously, preventing the Ranger regiments from reinforcing one another.

Outnumbered three-to-one, the Rangers fought back as best they could but were forced to retreat or face annihilation through attrition. The regiments first retreated to Corey and then Second Try, hoping to establish a coordinated defense, only to find that those worlds had already fallen to the invaders. Eventually, the Rangers split themselves into two task forces and fell back farther to avoid being caught behind enemy lines.

When the Rangers' Alpha and Beta Regiments arrived at New Aragon, they received orders to hold station and prevent further Liao expansion. Delta and Gamma Regiments were not so fortunate, jumping in at a pirate point at Pleione and finding it under the protection of the newly hired Brion's Legion. Expecting the same opponent that had run from battle during the Fourth Succession War, the Rangers attempted to recapture the world for the Federated Commonwealth. Weakened, low on ammunition and facing a revitalized Legion, however, the Ranger regiments soon limped back into the Federated Commonwealth, where they were finally able to stop for rest and refit on Algol.



COMMAND

Ever since the Twelfth Vegan Rangers turned mercenary during the Second Succession War, the commander of Alpha Regiment has always served as senior officer and has received the rank of general. Tom Stancel has held that post for eleven years now. As force commander, he oversees the assignment of all four Ranger regiments and is responsible for the conduct of the other senior unit officers.

Each Ranger regiment operates as an independent command, and only the general can assume command over more than one regiment. Consequently, any time two or more Ranger regiments must be posted together, Alpha Regiment is one of them.

AVAILABLE FORCES AND ORGANIZATION

Following Ranger losses in the Chaos March, Stancel realized that the Rangers could expect little help from the Federated Commonwealth, which was busy rebuilding and reinforcing House units along the Clan front. Consequently, Stancel dissolved Delta Regiment and assigned its survivors to Beta Regiment, thus creating three full-strength regiments of Veteran expertise or better. Reportedly, the Rangers may soon trade a few of Delta Regiment's DropShips for smaller command transport ships such as *Unions* and form independent battalion and regimental command lances.

Though the Rangers' 'Mechs are not heavily upgraded, they do employ a considerable variety of advanced-technology weapons.

SUPPORT

Anticipating heavy combat in the Chaos March, the Rangers assembled a large technical-support staff after accepting their last contract. The Rangers have retained all their techs despite the loss of a full regiment, a decision that has left them with a 120-percent optimum support rating. So far, Stancel has shown no interest in reducing his support staff.

The Rangers have long relied on a combination of *Overlord* and *Seeker* class DropShips to transport their four regiments. With the dissolution of Delta Regiment, the unit possesses excess DropShip capacity. However, the Rangers' JumpShips can only accommodate half of their DropShips. As a result, Stancel is considering a plan to sell Delta's DropShips and purchase additional JumpShips.

COLORS AND INSIGNIA

Traditionally, the Rangers have used a standard camouflage scheme, which they retain no matter what their terrain of operations. The force insignia is the planetary shield of Vega, which is painted on the torso of unit 'Mechs and the sides of Ranger fighters and armored vehicles. Beta and Gamma regiments also display a regimental insignia on the upper left leg.



ALPHA REGIMENT: THE CONCRETE CRUSHERS

The final damage assessment following the Chaos March campaign showed that the Rangers' Elite Alpha Regiment had escaped the defeats in far better shape than anyone would have thought, surviving with almost full command integrity. More than a battalion's worth of machines had been lost, but only thirteen MechWarriors were killed, making it easy to rebuild the regiment without loss of expertise. Now the regiment is stationed on New Aragon, a strategically important world located in the middle of the so-called Disputed Territories.

Dragoons Rating: A*

OFFICERS

A former AFFC major, Margaret Smythe was forced into early retirement after the Fourth Succession War. Apparently, she either did not receive or disregarded orders to fall back (depending on whom one believes), which resulted in the loss of her entire battalion save for three MechWarriors. Smythe had a previous working relationship with the Twelfth Vegan Rangers, and when she petitioned for membership in the unit the Rangers immediately gave her command of an Alpha Regiment battalion.

Major Chris Jenkins is a native of the Free Worlds League who came over to the Federated Commonwealth just before the Marik-Liao offensive. He showed little reluctance to engage his countrymen in the 3057 offensive, often baiting them with slurs against their League heritage and then using concentrated-fire tactics to destroy any offended MechWarriors who strayed too far out of formation.

TACTICS

The confident Alpha Regiment does not hesitate to fight in any terrain. However, the unit is highly specialized in city defense and assault tactics. When possible, it tries to fight along deserted highways, industrial complexes or spaceports, however, to minimize civilian casualties.

At the beginning of a battle, General Stancel typically arrays his forces so that the enemy can get an accurate count. He then detaches a force under Lt. Colonel Smythe, usually two companies, which retreats back out of sensor range and moves to flank the enemy force. Unless the opposing commander has a wide flanking screen, these 'Mechs can show up almost anywhere along either flank. By dividing her force unequally and slipping in and out of effective sensor range, Smythe can create the illusion of her entire force being on both sides at once. This creates a dilemma for enemy commanders, who must detach two separate forces as large as Smythe's to defend both flanks or send a force equal to half of Smythe's in both directions and hope one side or the other does not end up overmatched.



Alpha Regiment
Regiment/Elite/Reliable
CO/1st Batt: General Tom Stancel
XO: Lt. Colonel Margaret Smythe
2nd Batt: Major Chris Jenkins
3rd Batt: Major Ralph Mahaffey

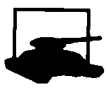
Alpha Regiment is composed of two Elite battalions and one battalion's worth of Regular or Veteran warriors. First Battalion primarily consists of heavy and assault BattleMechs, with two light scouting lances. Second Battalion's 'Mechs are divided almost evenly between heavy, medium and light machines (Second Battalion also has the best upgrades in the regiment). Third Battalion is almost all heavy and assault 'Mechs, with approximately two lances of medium BattleMechs. Most of the regiment's BattleMechs are fitted with advanced-tech primary weapons.



Alpha Air
Wing/Elite/Reliable
Wing Cmdr: Major Erik Eriksson

The medium-weight air wing, in contrast to the regiment's BattleMech forces, uses an independent command lance. However, the wing is still a bit under-strength. It currently maintains fourteen fighters of various designs. Each carries at least one advanced-tech weapon.

Alpha Air's squadrons are designated by a color—white, gray and black—and its lances by number.



Alpha Armor
2 Battalions/Veteran/Reliable
Armor Cmdr: Major Ben Sego

Each Alpha Armor battalion features an independent command lance and a full company of light armored vehicles for reconnaissance missions. Most of the armor vehicles have yet to receive upgrades.

Currently, First Battalion contains thirty-two vehicles and Second Battalion contains twenty-nine.



BETA REGIMENT: METAL MAYHEM

Beta Regiment lost half of its machines and nearly as many MechWarriors during the Marik-Liao offensive. Delta lost more than two-thirds of its strength in the heavy fighting on Chamdo and Pleione. Hoping that the similar expertise levels of the survivors would facilitate the integration of the two units, General Stancel dissolved Delta Regiment and assigned its survivors to bolster Beta Regiment. Colonel Miller al-Nahib allowed the Delta warriors to remain together and struck Beta Regiment's old name, The Victories, in favor of a new name chosen by the Delta warriors. The Delta commanding officer, Colonel Alex Greene, had been killed in the fighting on Pleione, and in his memory the Delta warriors chose the name of his 'Mech, "Metal Mayhem," as the new regimental name.

Beta's regimental insignia, painted on each unit BattleMech's upper left leg, is the fist of a 'Mech on a red and yellow field.

Dragoons Rating: A+

OFFICERS

A former yakuza warrior, Major Shiri Omsanaka fled her DCMS Ghost Regiment in 3055 to escape the wrath of an enraged *oyabun*. Expecting a violent death at the hands of the yakuza someday, Major Omsanaka has no fear of death on the battlefield and her *Grand Dragon* is often seen in the thickest fighting. In fact, Omsanaka's ferocity was one of the main reasons that al-Nahib promoted her to battalion command.

Lieutenant Orion is an elite pilot with an incredible record of kills for someone so young. He has been decorated by the AFFC, and has refused promotion in the Rangers three times (he does not want responsibility for any lives but his own and his wingman's). In the battle over Pleione, Orion tallied six kills and was instrumental in holding off enemy aerospace assets as Delta Regiment withdrew.

TACTICS

The regiment specializes in open-field warfare. Colonel al-Nahib typically deploys the First and Second Battalions in a solid formation, and uses the Third Battalion's three companies to bolster weak spots in his lines or to execute flanking maneuvers.



Beta Regiment
Regiment/Veteran/Reliable
CO/1st Batt: Colonel Miller al-Nahib
XO: Major Sean Donovan
2nd Batt: Major Shiri Omsanaka
3rd Batt: Major Alberto Ricceti

First and Second Battalions are accustomed to fighting in the Beta Regiment tradition of coordinated regimental maneuvers, while Third Battalion prefers the old Delta Regiment practice of operating in company-size units. So far, Colonel al-Nahib has been able to incorporate both styles into a sound new deployment strategy.

Many of First and Second Battalion's BattleMechs have XL engines, which enable them to carry extra armor, weapons and heat sinks. Third Battalion prefers to upgrade its machines by fitting them with advanced-tech primary weapons.



Beta Air
Expanded Wing/Veteran/Reliable
Wing Cmdr: Major Donna Feropoulos
Red Squadron, 2nd Element: Lieutenant Carter "Shroud" Zimm

Beta Air wing consists of Red, Blue, Green and Yellow Squadrons and a command lance. Lances within each squadron are numbered 1 through 3.



Beta Armor
Battalion/Veteran/Reliable
Armor Cmdr: Major Dianne Walsh

Beta Regiment's light armor battalion primarily performed recon functions during the Chaos March campaign and suffered only minor losses. In combat, the battalion splits into companies and makes high-speed attack passes at single BattleMechs.



GAMMA REGIMENT: THE DEADLY DANCERS

Heavy fighting on Old Kentucky and then Pleione raised Gamma Regiment's experience level to Elite, but so far the regiment has managed to rebuild to only two full battalions. After consulting with General Stancel, Colonel Christie Desantis has decided to hold off mass recruitment on Outreach until she can take the time to carefully screen every applicant. (She is looking for younger veterans of the Clan invasion who need only a bit more seasoning to reach Gamma's current Elite status.)

Gamma's regimental insignia is a tornado on a green field, with the arms and legs of a 'Mech sticking out as if the machine were caught inside.

Dragoons Rating: A+

OFFICERS

The death of Colonel Connie Desantis and her executive officer on Pleione demoralized Gamma Regiment and might have led to a rout had not Second Battalion commander Major Christie Desantis taken over in her mother's place. After executing an elaborate improvised feint and then fighting a hard retreat the entire way, nearly two-thirds of the unit managed to get off Pleione. After the battle, General Stancel confirmed Desantis as the regiment's new colonel, the first time command of a Twelfth Vegan Ranger regiment had ever been passed directly to a descendent of the previous commanding officer.

Third Company Captain Lauren Marks also serves as the regiment's intelligence officer. Marks's network of contacts stretches from the Draconis Combine to the backwaters of the Free Worlds League. Supposedly the network could have provided a warning of the impending attack on Old Kentucky, but Marks was on a two-week vacation at the time and was only recalled when Marik and Liao JumpShips appeared in-system.

TACTICS

Gamma Regiment has always believed in diverse training. Traditionally, the regiment's BattleMechs are divided into battalions and an armor company is attached to each; then each battalion-armor company team trains in specific terrain conditions. The first 'Mech battalion and first armored company specialize in night operations and other low-visibility conditions. Second Battalion and the second armored company prefer open terrain, often surprising opponents with their confident maneuvers and "snapshot" weapons fire. The third armored company is extremely adept at fighting in rugged mountains, heavy forests and other close-fighting situations. Third Battalion, which had specialized in close-combat with BattleMechs such as *Hatchetmen* and *Axmen*, took heavy losses in the Chaos March campaign. Consequently, the remnants of the battalion are scattered throughout the other Ranger battalions.

Gamma Regiment
2 Battalions/Elite/Reliable
CO/1st Batt: Colonel Christie Desantis
XO: Major Teller Phinhaben
2nd Batt: Major Elias Woodings
3rd Cmpny: Captain Lauren Marks

Each Gamma Regiment battalion contains three companies. Each company is comprised of two heavy/assault lances and one light or fast medium lance. Most of the BattleMechs feature advanced-tech primary weapons, and six of them have XL engines. The regiment also possesses six C^3 master computers and enough slave units to create six fully linked independent C^3 networks.

Gamma Air
Wing/Elite/Reliable
Wing Cmdr: Major Dane Soamhow

Gamma Air consists of twenty medium-to-heavy fighters. Squadrons are designated Copper, Silver and Gold, and unit elements by the numbers 1 through 3. Gamma's pilots have one of the highest "kills per pilot" ratios in the Ranger regiments.

Gamma Armor
Battalion/Veteran/Reliable
Armor Cmdr: Major Grant Hendrisk

The lightest vehicle in Gamma Armor weighs in at fifty tons, and most weigh seventy or more. This heavy configuration has worked very well for Gamma, as the vehicles can just about compensate for the missing BattleMech battalion.



VINSON'S VIGILANTES: CHARACTER FLAW

Having successfully served each Successor State at one time or another, Vinson's Vigilantes were thought to be an average mercenary regiment bound for neither greatness nor disgrace. Then in late 3052, the Vigilantes shocked Inner Sphere military leaders by flagrantly breaching their contract. After receiving an assignment to the Jade Falcon border, the Vigilantes requested that their AFFC employer provide them with refit packages. The AFFC High Command refused the request for free upgrades, as the unit's contract was set to expire at the end of the year. In response, the Vigilantes abandoned their post, raided several Federated Commonwealth armories for supplies and fled in a hijacked JumpShip, killing the armories' civilian administrators and an entire JumpShip crew in the process.

Subsequently, the Mercenary Review and Bonding Commission found that the unit's actions were unwarranted, as it faced no immediate threat from the Clans or malicious intent on the part of its employer. The commission declared the unit a rogue command and offered rewards for the capture of any unit member, alive or dead.

The Vigilantes eventually found their way to Antallos, an independent Periphery world near the Outworlds Alliance known for its illegal contraband trading. The unit settled in one of the Free Zones outside of Port Krin, slipping farther toward outright banditry while factions within the regiment argued for a return to the Inner Sphere. To stop the infighting and give the unit a common purpose, Colonel Pada Vinson established a network of contacts with Port Krin and on May 18, 3059, led the Vigilantes into "The Port." Within hours, the mercenaries had taken control of the largest city-state on Antallos. Currently, they are trying to consolidate their power; they stand a real chance of claiming the entire planet as their own domain.

Hard times have forced the Vigilantes to abandon any attempt at elaborate paint schemes, and most of the unit's MechWarriors are content to paint their machines in flat primer for some protection against the elements. The unit insignia is a shadowy figure holding a large gun, the upper half of which is backlit by a large moon.

Dragoons Rating: None

OFFICERS

Currently, Colonel Pada Vinson and Major Dominique Madrové are battling for control of the unit's destiny. Madrové and her supporters see the benefits of bringing order to Antallos and seek international recognition for the unit's rule on the planet. To this end, they advocate reconciliation with Inner Sphere authorities. Vinson, however, simply wants to carve out a bandit kingdom of his own and does not care about the unit's relations with the Inner Sphere powers or neighboring Periphery states. Observers believe that Madrové's camp has been steadily gaining strength, but neither side is confident enough to risk an open confrontation—yet.

TACTICS

The unit has no set tactics. Second Battalion is organized enough to perform joint maneuvers, but the remaining two battalions rely on "mob formation."

SUPPORT

The unit's MechWarriors and small tech staff manage provide perhaps 30 percent of the Vigilantes' maintenance requirements. Currently, the Vigilantes dragoon technicians as needed from Port Krin to perform the remaining maintenance. The unit possesses three *Overlord* DropShips and one *Invader* class JumpShip.



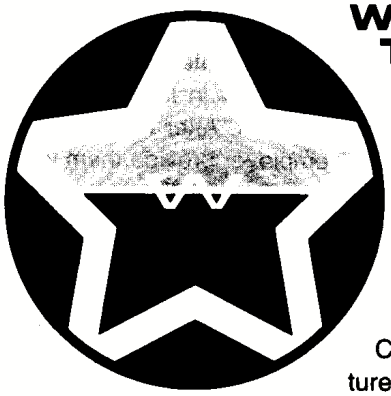
Vinson's Vigilantes
Abridged Regiment/Regular/Questionable
CO/1st Batt: Governor-Colonel Pada Vinson
2nd Batt: Major Dominique Madrové
3rd Batt: Major Keith M. Klein

When the regiment took Port Krin, it consisted of eighty-two machines divided into three battalions. Since then, Major Madrové has managed to convince a small hard-luck mercenary company to join her battalion, bringing her command up to full strength. Additionally, Madrové's battalion contains the only separate battalion-command lance in the entire unit. The Vigilantes have only one post-3050 design BattleMech, First Battalion's upgraded *Axman*, and approximately 100 tons of advanced-tech weapons stolen from Federated Commonwealth armories. More than half of these weapons have found their way into Second Battalion.



The Red Sky Team
2 Lances/Regular/Questionable
Wing Cmdr: Captain Aristotle Gyrr

The Vigilantes lost all of their aerospace fighters escaping the Commonwealth. The Red Sky Team was added on Antallos, again through the efforts of Major Madrové. However, the wing operates under the direct command of "Governor-Colonel" Vinson.



WACO RANGERS: THE PRICE OF ARROGANCE

On 21 April 3058, the Waco Rangers were decimated when they ignored a task-force battle plan and the warning of a recon unit assigned to guide them and walked into a Clan ambush on Coventry. Colonel Wayne Waco continues to dispute this account of events, even though virtually no other military leader questions its accuracy. Nearly all agree that the disaster stemmed from Waco's fierce hatred of Wolf's Dragoons.

For years, the Rangers have conducted a vendetta against Wolf's Dragoons in retaliation for the death of Waco's son. (The Rangers claim that a Dragoon 'Mech purposely stepped on the MechWarrior after he ejected from his machine.) After the Dragoons revealed their Clan origins, Colonel Waco tried to form an alliance of mercenary units against the Dragoons. The failure of that venture seemed to increase his hatred of them, which culminated in Waco's disregard for the battle plan on Coventry simply because the Dragoons had come up with it.

After the battle for Coventry, Colonel Waco brought charges against the Dragoons and the recon unit, and also against House Steiner for "conspiring to destroy my unit by placing it under the command of a hostile force." However, the Mercenary Review and Bonding Commission found no basis for Waco's charges. Calling the Commission "nothing more than Dragoon lapdogs," Waco vowed to rebuild his unit.

Waco has so far managed to recruit a few mercenary units that share his hostility toward the Dragoons, but he has been unable to assemble more than a company's worth of MechWarriors. Because so few Waco Ranger units survived the debacle on Coventry, the new unit's Dragoons Rating reflects only the loss on that planet.

The unit uses the traditional Ranger dun color scheme with rust-red accents. The unit insignia is a five-pointed red and blue star, emblazoned with a white "W" and set over a red field. The insignia is painted on the upper right torsos of the unit's BattleMechs.

Dragoons Rating: C-

OFFICERS

Colonel Waco's sanity has been questioned before, but the mass desertion of Rangers after the debacle at Coventry marked the first widespread disillusion with him in the unit itself. Waco's erratic behavior has earned the unit the nickname "Wacko Rangers," which is heard with increasing regularity these days. Only those troops most loyal to the colonel have remained with him.

TACTICS

The Rangers' tactical expertise died along with 90 percent of the regiment on Coventry. Waco has no real grasp of small-unit tactics and continues to train his unit as if it was still a regiment.

SUPPORT

Most of the Rangers' technical support staff walked off after seeing the condition in which the unit returned from Coventry. Enough remain, however, to give the company adequate technical support.

The Rangers' one saving grace may reside in their ample transportation assets—two *Overlord*-class DropShips and a JumpShip. If Waco sold the JumpShip or even a single DropShip, he could easily build two highly upgraded battalions or even an upgraded regiment and still have some funds left over. Waco has refused to entertain such notions, however, and his company continues to slip deeper into debt.



Waco Rangers
Company/Veteran/Questionable
CO: Colonel Wayne Waco

Today's Rangers are a mere shadow of the infamous regiment that made the name Waco's Rangers famous throughout the Inner Sphere. The company has exactly four post-3050 designs and perhaps thirty tons of advanced technology weapons. They have another company's worth of salvaged BattleMechs that may be reparable, but only if Waco locates some financial support.



Air Rangers
Lance/Regular/Questionable
Wing Cmdr: Lieutenant Albert Poulsby

After Coventry, most of the Rangers' aerospace pilots decided that the chances of a Ranger recovery were slim at best. They proceeded to commandeer one of the Rangers' DropShips and join up with the Eridani Light Horse. Only two fighter pilots remain with Waco.



WANNAMAKER'S WIDOWMAKERS: A ROCKY START

The Widowmakers were a newly formed mercenary command heading to the Hiring Hall on Outreach when a disastrous blunder nearly destroyed the entire unit. The group's DropShip had just exited its JumpShip transport at a pirate point above Outreach when its radio went out. Unacquainted with proper approach protocol and unable to hear the Dragoon warnings that they were violating restricted airspace, the Widowmakers assumed the WarShip off their port side was merely an escort and continued toward the planet's surface.

Then the WarShip opened fire.

Cheryl Wannamaker addressed her grievances to the Mercenary Review and Bonding Commission, but was refused compensation as the Widowmakers were clearly in the wrong. In fact, the unit was admonished for not heaving-to at the sight of the WarShip or sending a shuttle to explain their communications problem, and the captain of their transport JumpShip received a reprimand for using a pirate point. The frustrated and hurting Widowmakers salvaged what they could and took the first contract they could find to get off Outreach and begin the long task of rebuilding.

The Widowmakers paint their BattleMechs and aerospace fighters black. The unit insignia is a gold spider-like mask painted over the face of unit BattleMechs and engine cowlings of unit fighters.

Dragoons Rating: D+

OFFICERS

A native of the Oberon Confederation, Major Cheryl Wannamaker understandably holds a grudge against the Dragoons, but that grudge does not stop her from using Dragoon facilities. She spends as little time on Outreach as possible, but is currently leasing office space in Hiring Hall to interview potential recruits and search for a new contract in the Chaos March.

Lieutenant Shawna White is also from the Oberon Confederation and a long-time friend of Cheryl Wannamaker. An accomplished martial artist and fighter pilot, White has a quiet, soft-spoken manner that often leads others to underestimate her abilities.

TACTICS

The Widowmakers use no tactical specialties at this time. Major Wannamaker demonstrates a solid tactical grasp of small-unit engagements but has yet to realize that her unit's lack of light BattleMechs and armor severely limits its capabilities. During a recent mission, one of her assault 'Mechs lost its gyro because she had no scouts to tell her that an enemy lance had flanked her small force.

SUPPORT

Wannamaker hired several freelance technicians to get her unit functional again after the mishap and kept many of them on as full-time support staff. They can provide 70 percent of the unit's support needs.

The loss of their *Union* class DropShip at Outreach destroyed the unit's transportation assets and seriously burdened the Widowmakers financially.



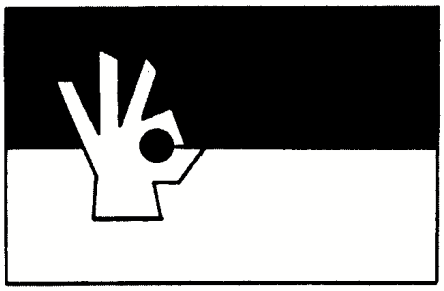
Wannamaker's Widowmakers
Abridged Company/Green/Questionable
CO: Major Cheryl Wannamaker
XO: Captain Fay Staffordsdotter

The command is still two 'Mechs shy of a full company because of losses to the Dragoons WarShip, but it does have three assault machines, six heavies and three mediums. All are older designs. The Widowmakers possess only a few advanced-technology weapons, which are mounted on the 'Mechs of the unit's two officers.



Wannamaker's Widowmakers Aerospace
Lance/Regular/Questionable
Wing Cmdr: Lieutenant Shawna White

Both of the Widowmakers' *Stingray* fighters survived the Dragoons' attack. These craft are used primarily for reconnaissance but can hold their own in combat if need be. Lieutenant White's craft has a single advanced-tech weapon.



WILSON'S HUSSARS: REFUSING TO DIE

A prime example of a hard-luck outfit, Wilson's Hussars—commonly called "Wilson's Wimps" for their poor performance on the field—has been slowly degenerating over the past fifty years.

Plagued with an early run of bad luck, the Hussars jumped from assignment to assignment, looking for any way to boost their sagging reputations. In 3014 the unit's commanding officer was killed, and an incompetent, insecure commander assumed control of the unit. Over the next few years, this commander drove the unit into the ground—quite literally in one instance, when he called for a DropShip extraction. The ship crashed, burying half the unit beneath it.

Eventually, the Hussars were forced to sell their remaining DropShip to cover debts, repairs and the cost of transport to the Periphery states. Lacking technicians and aerospace support, the Hussars existed on low-paying contracts and occasional piracy, until finally only the bandit kingdoms would hire them.

In 3056, under the command of Major Donna Wilson, the unit traveled back into the Inner Sphere and arrived on Outreach in a decrepit and possibly stolen DropShip. The Hussars are desperate for work and hope that the ever-present threat of the Clans will lead to a contract in spite of the unit's dismal record. Despite the DropShip and the Hussars' veteran status, a history of uncompleted contracts has driven the unit's Dragoons Rating down near the bottom. The Dragoons will not hold their past against them, however, and so they may be able to improve their rating with a few completed contracts.

The Hussars are lucky if they manage to paint their machines at all, and never attempt a coordinated color scheme. The unit insignia is a rectangular field split horizontally into purple and white halves, with a hand giving an "O.K." sign.

Dragoons Rating: D-

OFFICERS

Captain Donna Wilson, like her father before her, still believes the unit can survive and become a potent and respected fighting force. She is currently shopping for work and would accept a contract that pays in maintenance and spare parts.

Lieutenant Kern Verrik, nominally the second-in-command, styles himself as a superior strategist and tactician. He is obsessed with Jaime Wolf and has repeatedly challenged Wolf to "grudge-match" combat since the Hussars arrived on Outreach.

TACTICS

Not much is known of the Hussars' tactical preferences. During rented simulator time, they were observed using combined-assault physical attacks.

SUPPORT

The Hussars have little technical support other than what the MechWarriors can do themselves. They own a decrepit *Union* class DropShip manned by a questionable crew.



Wilson's Hussars
2 Lances/Veteran/Questionable
CO/1st Lance: Major Donna Wilson
2nd Lance: Lieutenant Kern Verrik

The company is organized into medium and heavy lances, but only five of the unit's eight 'Mechs are in any real shape for combat. Out of necessity the unit's MechWarriors have learned to perform basic maintenance procedures for their machines, but they must hire outside techs to do any work more complicated than replacing armor. The entire unit possesses only one extended-range PPC, and several MechWarriors do not even have cooling vests.

WOLF'S DRAGOONS: RUNNING WITH THE PACK

The Dragoons have undergone several rebirths since their founding in 3000, evolving and emerging ever-stronger each time. At the turn of the 31st century, the growing influence of the pro-invasion Crusader faction among the Clans forced the anti-invasion Warden faction, led by Khan Kerlin Ward of Clan Wolf, to employ a clever delaying tactic. Ward proposed a scouting mission into the Inner Sphere before launching the invasion that the Crusaders so ardently desired. The Crusaders could not argue against the value of acquiring military intelligence, and the mission would gain the Inner Sphere a reprieve from an all-out Clan assault.

The scouting party was to pass itself off as a mercenary command, hiring out to each Successor State in turn until it had worked for and fought against every one and gauged the military preparedness of each. The unit was comprised of both freeborn and trueborn warriors, trained with the best available intelligence about the Inner Sphere, and supplied with older equipment to help conceal its Clan origins. Command fell to two freebirth warriors who had fought to earn their status among Clan Wolf: Jaime and Joshua. In keeping with the traditions of the warrior caste, they adopted the name Wolf as their surname, becoming brothers by virtue of their warrior blood. The unit was christened Wolf's Dragoons.

The Dragoons arrived in the Inner Sphere on April 11, 3005, in the Federated Suns' New Delos system. The appearance of five new BattleMech regiments, outfitted with equipment the likes of which hadn't been seen for over two centuries (despite the Clans' precautions), almost destroyed the Dragoons' credibility immediately. But Prince Ian Davion, eager to put such a windfall to use, did not look too deeply into the new unit's cover story. He hired the group and assigned them to the Federated Suns-Capellan Confederation border.

INSURANCE CLAWS

In 3019, Jamie Wolf invoked the rest and refit clause in the Dragoons' contract with House Marik to make the unit's second now-infamous supply run to Clan space. Upon arrival, they found the Crusaders literally up in arms. The success of the Dragoons against the "best" outfits in the Inner Sphere had fueled the Crusader drive toward invasion. While the Dragoons had successfully stalled the Crusaders for fourteen years, and would be given perhaps another ten to finish their intelligence-gathering mission, the aging Wolf Khan Kerlin Ward foresaw that the Crusaders would likely prevail in the end. Bowing to what he felt was inevitable, he gave the Dragoons a final order.

Citing his concern that the Crusaders would finally force a bloody war on the Inner Sphere, Ward told the Dragoon commanders, Jamie Wolf and Natasha Kerensky, that if and when that day came, the Dragoons were to prepare the Successor States to meet the invasion and assist in the Inner Sphere's defense in any way possible. The Dragoon commanders were sworn to secrecy and absolute obedience to that mission.

Thus began Wolf's Dragoons generation-spanning career of service to the Inner Sphere. After giving sterling service to House Davion, the Dragoons left the Federated Suns and went to work for House Liao. Then the unit left House Liao's employ and went to work for House Marik. Every Successor State in the Inner Sphere would at one time hold the leash, and at another feel the Wolf's savage bite.

In 3027, as the Dragoons neared the end of a contract with the Draconis Combine, an ambitious and unscrupulous DCMS warlord launched treacherous plans designed to bring the Dragoons under his direct control as a House Kurita unit. Wolf and his mercenaries bore up under months of abusive treatment, a propaganda campaign meant to discredit them and the intentional withholding of needed supplies. Finally, after what could only be termed outright betrayal on the part of the DCMS warlord, Wolf issued a challenge to the Draconis Combine and led his mercenaries to the planet Misery, where they fought against eight DCMS line regiments under orders to exterminate the Dragoons.

The Dragoons emerged victorious in the end but lost more than half of their warriors and BattleMech forces. Once again in the employ of House Davion, the Dragoons needed a period of rest and refit they could not have and would not have taken even if it was available. Declaring a vendetta against the Draconis Combine, Jaime Wolf goaded Coordinator Takashi Kurita into throwing everything he had at the Dragoons. As the Fourth Succession War raged throughout the Inner Sphere, Wolf's Dragoons fought their own private war with the Dragon—a war that nearly finished the unit.

But the mercenaries survived, and in gratitude for their service, House Davion ceded them Outreach. And so the battered mercenaries, reduced to a provisional regiment of mixed troops, straggled in to their new home.

The Dragoons again began to rebuild, but could make no supply run back to Clan space this time. They knew they would be ordered to stay if they returned, and Jaime Wolf was determined to separate his Dragoons from Clan society. Eventually the invasion would come, and Wolf was determined that the Dragoons would be present to help defend the Inner Sphere as Khan Ward had ordered.

The first part of Wolf's rebuilding plan involved replacing the personnel lost during the war. For new Dragoon warriors, Wolf relied on two unconventional sources. First, he recruited orphans of the Fourth Succession War. In these war-hardened children Wolf found potential warriors he could train in Dragoon ways and traditions from an early age. The second source was the artificial-breeding technology brought from Clan space on the Dragoons' last supply run in 3019. Though the Dragoons have admittedly bred sibling companies using Clan methods, the actual numbers of "trueborn" warriors produced and most of their identities remain classified.

In 3049, the long-awaited Clan invasion finally arrived. In just over a year the invaders managed to capture roughly one-fifth of the

THE FIRST LADY OF DEATH, IN MEMORIAM

Among the few trueborn Clan warriors who accompanied Jaime and Joshua Wolf into the Inner Sphere was an able and unconventional MechWarrior named Natasha Kerensky—the so-called Black Widow. Genetically descended from Aleksandr Kerensky, Natasha was a beautiful but deadly warrior who exuded an air of mystique and seemed able to beat any odds—a knack that earned her the nickname *First Lady of Death*. For more than fifty years, her daring battlefield exploits fueled countless vendettas, legends, holo-adventures and adolescent fantasies. Her Black Widow Company, which later grew into the Black Widow Battalion, became the most feared unit in the Inner Sphere.

In late 3050, when the Clans issued their call for the Bloodnamed to return to Clan space, Natasha Kerensky left the Inner Sphere. Cutting a swath through Clan politics and several Trials of Position, Natasha took her place as Khan of Wolf Clan and then promptly returned to the Inner Sphere, where she fought valiantly on Tukayyid. During Clan Wolf's epic campaign against Clan Jade Falcon five years later, she was as merciless as ever on the battlefield. The Black Widow cut apart unit after Falcon unit, driving herself to the edge of her abilities and shattering the once-mighty Jade Falcons in an effort to uphold the Truce of Tukayyid and spare the Inner Sphere a renewed Clan invasion.

Natasha Kerensky, the Black Widow, died in battle on December 7, 3057.

Inner Sphere. During a year-long lull in hostilities that began in late 3050, after the unexpected death in battle of ilKhan Leo Showers, Jaime Wolf summoned the leaders of the Inner Sphere states to Outreach. After revealing the Clans' origins and the Dragoons' association with them, he offered technical assistance, training and his pledge on behalf of the Dragoons to stand with the Inner Sphere once the fighting resumed. During the following months, Wolf and his Dragoons did their best to prepare the Inner Sphere leaders for what lay ahead.

When the invasion resumed, the Inner Sphere armies began standing up to the Clan juggernaut. The Dragoons further contributed to the defense of the Inner Sphere by helping repel Clan invaders at the pivotal battle of Luthien, the capital world of the Draconis Combine.

Following the halt of the Clan invasion, Wolf's Dragoons replenished their ranks by recruiting select mercenaries, war orphans, genetically bred Dragoon warriors and Clan bondsmen captured at Luthien. The unit's ranks swelled until the Dragoon factories on Outreach could not keep up with the requests for new machines and equipment. But soon serious divisions developed between the Clan recruits and the Inner Sphere-bred Dragoons.

In 3055, Elson Novacat, a former Clan Elemental captured by the Dragoons on Luthien, led a rebellion of disaffected Dragoons intent on returning the unit to Clan ways and installing Jaime Wolf's grandson Alpin as commander of the Dragoons. The rebellion nearly destroyed the Dragoons—a feat few opponents had ever come close to accomplishing. In the end, however, Jaime Wolf and those Dragoons loyal to him managed to defeat the challenge. Though the fighting took a costly toll in personnel and equipment, it also led Jaime Wolf and his commanders to examine and address the divisions that had threatened the unit. In this way, the rebellion helped restore the Dragoons' sense of purpose and identity. Ultimately, victors and vanquished alike joined together to form the new Dragoons, which has adopted the nickname "Wolf Pack" as a testament to their newfound solidarity and strength.

COMMAND

Though retired from field command, Jaime Wolf continues to govern Outreach and oversee the operation of Wolf's Dragoons, and he retains the title Supreme Commander of Wolf's Dragoons. However, field command of Dragoon military forces and daily operations are now the responsibility of General Maeve Wolf, who assumed those responsibilities after proving herself during Elson's rebellion.

Though Wolf's Dragoons are one of the few mercenary units able to retain strategic command rights, they do not always insist on them. However, the unit never surrenders tactical command rights. Furthermore, every Dragoon contract includes a clause that reserves the right of the Commander's Lance and General's Command Lance to deploy with any Dragoon force.

The Dragoons have also re-instituted the Clan practice of testing officers for command positions. Unlike the Clans, however, the Dragoons adjust scores to reflect the age and experience of officers.

AVAILABLE FORCES AND ORGANIZATION

The Dragoons field five strengthened BattleMech regiments deployed with combined-arms support and two independently operating reinforced battalions. In addition, they can call on the military resources of four operational commands: Aerospace, Support, Special Operations and Outreach Command.

Dragoon unit structure reflects a unique blend of Clan and Inner Sphere organization, employing what Jaime Wolf believes to be the best of both systems. The Dragoons use both Inner Sphere-style four-'Mech lances and Clan-style five-'Mech Stars. Aerospace and armor assets are arranged according to standard Inner Sphere doctrine, while Elementals are deployed in Clan-style Points (five troops per Point) and Stars (five Points per Star). Standard 'Mech companies are composed of three lances and unofficially named after the company's commanding officer (e.g., Fraser's Company). Each Dragoons regiment is led by a reinforced, mixed command company that includes a four-'Mech command lance, two five-'Mech Stars, a two-fighter aerospace Point, an Elemental Point and a mixed reconnaissance lance composed of a command van, four scout vehicles and a light or fast medium 'Mech.

Most Dragoons battalions are divided into three standard Inner Sphere companies with an independent command lance. Every battalion also adopts an official unit name and insignia. The chain of command passes straight to the company commanders in the order of First, Second and Third Companies.

Dragoons regiments are organized according to a modified Inner Sphere combined-arms configuration. Each strengthened regiment contains three BattleMech battalions, designated Able, Baker and Charlie; one armored battalion, designated Devil; and one Elemental battalion, designated Eagle. Each regimental commander heads a command company, which strengthens a Dragoons regiment to 135 BattleMechs plus support units. After the regimental colonel, the chain of command passes to the battalion majors in order of Able, Baker and Charlie.

Force Command Units and Operational Commands

The Commander's Lance, led by Jaime Wolf, consists of a strengthened elite BattleMech lance and a veteran Elemental lance. The General's Command Company, led by General Maeve Wolf, consists of a reinforced elite company under Wolf's personal command, an elite aerospace Point, an elite Elemental Point and a mixed recon lance of veteran warriors. All units of the Force Command groups are rated Fanatical for loyalty.

Fleet Colonel Issola Chandra leads the Dragoons Aerospace Command. Along with her staff, Chandra oversees the operations of the Dragoons' twenty-three JumpShips, eighty-two DropShips, 317 aerospace fighters, WarShips and the two defense-and-recharge stations at Outreach.

Colonel Jason Ward heads the Dragoons' Support Command, which contains a fire-support BattleMech regiment, an armored support regiment and a reinforced Elemental Cluster. All of these veteran units are considered Fanatical.

Dragoon Special Operations Command consists of the Special Recon Group under Major Pietr Shadd, Major Leon Shostokovich's Seventh Kommando and Major Michi Noketsuna's Intelligence group (more commonly known as Wolfnet).

The Dragoons' Outreach Command oversees the unit's Home Guard, Dragoons Contract Group, BattleMech Operations, Armored Operations, Infantry Operations, Outback Training Group and Procurement Group. The Home Guard consists of a Regular BattleMech battalion, four veteran expanded armor regiments, and ten veteran expanded infantry regiments.

Units of the Force Command and operational command groups are never hired out. Instead, Dragoon commanders deploy units from these commands to augment contracted Dragoons forces as needed. These measures protect Force Command units' independence and ensure that all operational command assets remain under the direct control of the senior Dragoons commander present in a theater of operations.

Technology

Since its arrival in the Inner Sphere in 3005, Wolf's Dragoons has possessed superior technology only recently rediscovered by the Great Houses. Dragoons techs can easily install captured Clantech on Dragoons 'Mechs, and in recent years Dragoons production facilities have begun to manufacture Clan-standard technology. As a result, most Dragoons front-line forces have been upgraded to Clan standards and all remaining units feature equivalent advanced Inner Sphere technology.

SUPPORT

Dragoons commanders have always recognized the importance of technical support and have traditionally maintained one of the most skilled technical staffs in the Inner Sphere. Right from the start, Wolf's Dragoons maintained a large staff capable of providing better than 100 percent of the unit's technical support, simply because the Dragoons could not compromise their cover by allowing non-Clan technicians to closely inspect Dragoons equipment. During those early years the Dragoons also began to invest heavily in Inner Sphere military contractors, most notably Blackwell Industries. As early as 3012, Blackwell began supplying the Dragoons with special equipment under exclusive license. By 3031, Blackwell Industries was overseeing the Dragoons' refurbished Star League-era production facilities on Outreach. Since that time, most observers have considered Blackwell little more than the manufacturing arm of the Dragoons' technical organization. (Extensive exclusive licensing agreements, Dragoons patents, and substantial Dragoons investments in the corporation bind Blackwell Industries closely to the Dragoons. However, Blackwell remains a private firm.)

The Dragoons also maintain medical and research assets, including all health-care providers on Outreach and medical personnel for combat missions, as well as several research and development labs and one genetic-engineering facility.

Each combat unit and operational command includes permanently assigned support DropShips, but the bulk of DropShips and JumpShips are controlled by the Dragoons Aerospace Command, which also controls all Dragoons aerospace fighters.

COLORS AND INSIGNIA

The standard-issue Dragoons combat uniform consists of a comfortable blue coverall trimmed in black. The dress uniform consists of a jacket and cape fastened with a wolf's-head clasp, black trousers with scarlet piping, ceremonial holster or sword and knee-high leather boots.

The Dragoons prefer bold color schemes that emphasize their presence on a battlefield. Unit aerospace fighters are commonly painted bright "canary" yellow or fiery orange, though the classic red-on-black scheme is still prevalent. BattleMechs are typically painted solid colors; red, gold or black are favored hues. Individual paint schemes are not forbidden, and in many cases are encouraged. Most individual variations are a combination of red and black. Natasha Kerensky, for example, painted a red hourglass on the abdomen of her *Warhammer*. In contrast, Dragoons battle-armor units employ camouflage patterns, usually in the color of their parent units.

The Dragoons' insignia is a black, snarling wolf's head set on a circular red field.

ALPHA REGIMENT: WOLF'S OWN

Alpha Regiment is the Dragoons' "high profile" regiment, the closest thing to a Dragoon parade unit. Shiny equipment, new paint, contracts that guarantee media coverage—anything that keeps Alpha making the Dragoons look good (and draws attention from any discreet work being accomplished by other Dragoons combat commands) is Alpha Regiment's for the asking. But the first enemy commander to consider Alpha merely a showcase command is in for a rude awakening. The battalions of Alpha Regiment are as elite as they come, commanded by some of the finest Dragoons officers.

Alpha Regiment paints its BattleMechs a solid rust-red color, and many of the regiment's MechWarriors trim their machines in black. The regimental insignia is the Greek letter *A*. All insignias—the Dragoon wolf's head, the regimental *A*, and any battalion/command insignia—are painted on the left shoulders of 'Mechs, left wings of fighters and left fenders of vehicles. Elementals paint their suits in a red and brown camo scheme and decorate the wolf's head masks on their upper helmets with red-tinted fur and blood-red eyes.

Dragoons Rating: A*

OFFICERS

An older and much respected Dragoons warrior, Colonel Kelly Yukinov of the Alpha Command Company commanded Able Battalion and served as Jaime Wolf's second-in-command of Alpha Regiment for nearly two decades, learning command, strategy and tactics from the best. Though Yukinov has been severely injured several times in the course of his career, he keeps returning to active duty, lending strength to Alpha's belief that the man is invincible.

TACTICS

Alpha Regiment prefers open-battlefield combat where it can maneuver at regimental strength, but the regiment can operate in all terrain equally well. Alpha generally employs Jaime Wolf's classic combined-arms approach. Typically, its light 'Mechs advance with direct support from hovercraft armor and Elementals, creating a flexible screen that protects the regiment's main body. Medium and heavy machines perform the majority of any heavy fighting, with the larger heavies and assault 'Mechs held in reserve.



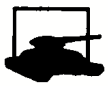
Alpha Command Company
Strengthened Mixed Company/Elite/Reliable
CO: Colonel Kelly Yukinov
Aide: Lt. Colonel Ed Paschke

The Alpha Command Company usually attaches itself to Able Battalion but can shift quickly to shore up any weak area that develops. Its insignia is the black silhouette of a howling wolf set against a white circle.



Alpha Regiment
Strengthened Regiment/Elite/Reliable
1st Batt: Major Dianne Pietre
2nd Batt: Major Thom Dominguez
3rd Batt: Major Anton Blake

The regiment's Able Battalion, Stalking Death, uses a wolf's red pawprint against a black field as its insignia. Baker Battalion, The Red Devils, specializes in coordinated assaults and uses a small red devil carrying a pitchfork as its insignia. Charlie Battalion, The Pathfinders, is a light 'Mech unit used for recon and picket duty; its insignia is a black arrow with red and blue feathers hanging from the shaft.



Quicksilver
Reinforced Battalion/Elite/Reliable
Armor Cmdr: Major Franklin Asawano

Comprised of light and medium-weight vehicle lances, the Quicksilver Battalion includes a Dragoons command lance, which gives it an extra four machines. Many of the battalion's vehicles are hovercraft designs, such as the Plainsman and the Blackwell Bandit.



Brush Stalkers
Reinforced Battalion/Veteran/Reliable
Troop Cmdr: Major Quentin Shadd

The Brush Stalkers field eighty battle-armored troops, divided into three Stars and a command Point. Major Quentin Shadd has instructed his troops in advanced swarming techniques, which has greatly increased the threat posed by these Elementals.

BETA REGIMENT: SECOND TO NONE

Beta Regiment was the first regiment to be brought back up to full strength and returned to duty after Misery and the Fourth Succession War. Rebuilding the unit took nearly four years, thanks to Jaime Wolf's "dragooning" of war orphans. A combination of seasoned MechWarriors and children, Beta Regiment's overall experience rating dropped to Veteran. However, Beta was a hard school for those first "new Dragoons," who were expected to perform far above their real level of expertise. Consequently, Beta "found its legs" quickly, and before two years had passed was once again rated as an Elite regiment.

Beta Regiment paints its machines an emerald green. Its insignia is the Greek letter *B*, which is painted on the left leg of 'Mechs, left wings of fighters and left fenders of vehicles. The Dragoons insignia is placed on the center torsos of unit BattleMechs and the fuselages of aerospace fighters. Command and battalion insignia are placed near the Beta insignia.

Dragoons Rating: A*

OFFICERS

Colonel Anton Rand took over command of Beta Regiment after the previous commander, Alicia Fancher, was ousted for backing Alpin's faction during the Dragoons civil war. A young hothead, Rand has a command style that recalls the days when Andrei Shostokovich ran the regiment. Rand is a master of improvisation on the battlefield and often gives orders that make no sense to those around him until his grand scheme unfolds.

TACTICS

Beta Regiment prefers to hold its Charlie Battalion in reserve, string a battle out over a wide area, and then commit Charlie Battalion. The appearance of fresh forces late in the battle is often enough to crush enemy resistance.

Rand also favors the so-called sucker-punch ploy. In this maneuver, Rand splits his forces, committing his jump jet-equipped BattleMechs against heavier, slower enemy machines while engaging the remaining enemy units with the rest of his forces. If possible, he uses mountains or dense forests to separate the two halves of battle. Then he gives a pre-arranged signal, and his jump jet-quipped BattleMechs jump to the other side to provide Dragoons forces there with numerical superiority. By the time the slower enemy machines arrive at the new front, the Dragoons have usually achieved victory.



Beta Command Company
Strengthened Mixed Company/Elite/Reliable
CO: Colonel Anton Rand
Aide: Major Kyle Rubinsky

The Beta Command Company rarely attaches itself to one of the regiment's battalions. Instead, its component units remain together and try to convince enemies that it is all of Charlie Battalion. This tactic often causes enemies to assume that the reserve battalion has already entered battle and leaves them ill-prepared to face the real battalion when it arrives. The Beta Command Company insignia is a magician's hat with long rabbit ears sticking out of it.



Beta Regiment
Strengthened Regiment/Elite/Reliable
Able Batt: Major Janice Kyomita
Baker Batt: Major Keith Lomax
Charlie Batt: Major Andropov Keigs

Beta Regiment's Able Battalion, The Horsemen, is a heavy unit that bears the brunt of the fighting. It has the best upgrades in the regiment and uses a dark-cloaked horseman atop a pale horse as its insignia. Baker Battalion, The Heartbreakers, is much more mobile; it employs a broken heart insignia. Charlie Battalion, The Guillotine, is a fast medium-weight battalion designed for what Rand calls the "cavalry charges."



The Long Riders
Reinforced Battalion/Veteran/Reliable
Devil Batt: Major Reba McClellan

Shortly after Crossing, the Long Riders were expanded to battalion strength and permanently attached to Beta Regiment. The Long Riders lost their Elite status at the battle of Luthien and have been working hard to regain it ever since.



The Kneecappers
Reinforced Elemental Battalion/Veteran/Reliable
Eagle Batt: Major Rhago

The leader of the Kneecappers, a Nova Cat bondsman called Rhago, has taken to the Wolves with the zealous energy of the converted. Infatuated with the Inner Sphere, Rhago reads any historical literature he can get his hands on and has become a very learned soldier. His battlesuit infantry troops respond well to his command and specialize in "kneecapping" BattleMechs. For some reason, Rhago calls a successful a kneecapping a "Capone" and a failed kneecap attempt "a Galoolie."

GAMMA REGIMENT: BACK TO THE BASICS

Gamma Regiment's support of Alpin Wolf during Elson's Challenge came as little surprise. The regimental commander at that time, Colonel Neil Parella, had allowed discipline to grow lax for some time, leading to contract default in 3054 by Kantov's Battalion. After accepting the punishment of the Mercenary Review and Bonding Commission, Jaime Wolf privately challenged Kantov to a Trial of Grievance and verbally dressed down Parella for failing to oversee his underlings. Kantov fled before the trial could take place, but Parella's resentment festered, culminating in his support of the rebel Elson.

After Elson's defeat, Parella fled the Dragoons and Colonel Irwin Tyrell assumed command of Gamma Regiment. Tyrell immediately began to rebuild Gamma's morale by re-training all regiment members at a temporary boot camp just outside Harlech. Using a regimen of morning calisthenics, marching drills and classes on the Dragoons Remembrance, Tyrell instilled in his troops a new sense of their own capabilities and their Dragoons identity. Thus prepared, Tyrell and his staff began combat training.

Following its rebirth under Tyrell, Gamma Regiment adopted a new dark-blue color scheme. Regiment members paint the Dragoons insignia on the left shoulders of their BattleMechs and place their regimental insignia, the Greek letter G, on their 'Mechs' upper right legs. Command and battalion insignia are placed on the fronts of 'Mechs. The regiment's Elementals use a blue and gray striped camouflage pattern and decorate the wolf's head masks on their helmets with blue-gray fur and pale blue eyes.

Dragoons Rating: A*

OFFICERS

In an effort to prompt higher performance levels among his troops, Tyrell recruited a number of Clan bondsmen captured on Luthien. Majors Cassie Nostra, Armand and Leon Winters are all trueborn Clan warriors, and their presence in the regiment has spurred increased competition just as Tyrell hoped.

TACTICS

Gamma suffered severe losses during the Dragoons civil war and consequently lost its specialized capabilities. However, Tyrell is working to mold Gamma into a unit capable of fighting long campaigns with little outside support.



Gamma Regiment
Strengthened Regiment/Veteran/Reliable
CO: Colonel Irwin Tyrell
Aide: Major Lee San Quan
Able Batt: Major Patrick Simmons
Baker Batt: Major Cassie Nostra
Charlie Batt: Major Armand

Tyrell has not yet formed a command company, preferring to command from a lance attached to the veteran Able Battalion (Cloak of Darkness), which specializes in night maneuvers. Its insignia is a pair of large, yellow lupine eyes that are painted across the entire front torso of the unit's 'Mechs. The veteran Baker Battalion (the Juggernauts) is composed of heavy and assault machines; its insignia is a humanoid turtle carrying a flamer. The MechWarriors of the elite Charlie Battalion, the Black Cats, are known for their battlefield caution. Charlie's insignia is a black cat in a 'Mech cockpit.



15th Dragoons Heavy Armor
Reinforced Battalion/Regular/Reliable
Devil Batt: Major Hakim Bajjira

The Fifteenth has experienced its share of bad luck, from heavy losses on Luthien and during the Dragoons civil war to a string of inept commanders. However, Dragoons leaders are confident that Major Hakim Bajjira will soon return the unit to Dragoons standards.



Guess
Reinforced Elemental Battalion/Veteran/Reliable
Eagle Batt: Major Leon Winters

Major Leon Winters is a rare item, a Clan Elemental with a great sense of humor. The battalion name, *Guess,* is derived from the acronym of its official designation, Gamma Elemental Support (GES).

DELTA REGIMENT: TRIALS AND TRIBULATIONS

Prompted by Beta Regiment's success in field-training exercises, Jaime Wolf formed Delta Regiment in 3037 and sent it out on its first mission in late 3038.

That mission was a standard raid on the Combine world of Murchison, designed to test the readiness of Combine border defenses. Delta Regiment encountered the Twenty-second Dieron Regulars, supported by two battalions of heavy armor and elite infantry. Using new tactics instituted by Theodore Kurita, the Combine units handed the Dragoons a stinging defeat before then brevet-Colonel Bill Paxon managed to lead the battered regiment off-planet. The Dragoons then proceeded to rebuild Delta, and this time Jaime Wolf ensured that the regiment received training from Natasha Kerensky before he returned the unit to duty in 3045. The unit recently took considerable damge on Coventry, and is in the process of rebuilding.

Delta Regiment uses a dusty gray paint scheme and the Greek letter *D* as its insignia. The Dragoons, regimental, battalion and command insignias are placed on the upper right torsos and left hips of regiment BattleMechs. Unit Elementals use a gray, black and white patch camouflage scheme and decorate their wolf's head masks with silver fur and gray eyes.

Dragoons Rating: A*

OFFICERS

Colonel Shelly Brubaker was serving in one of the regiment's motorized infantry platoons when Delta nearly became trapped on Murchison. Brubaker led the Dragoons retreat from that planet, though she let Paxon take most of the credit. However, she entered MechWarrior training not long after, rising quickly and showing a flair for unconventional tactics. On Luthien, with the Clans in retreat, Brubaker managed to ambush a Smoke Jaguar OmniMech Star and capture two of the machines. When it came time to test the officers after Elson's Challenge, Brubaker challenged Paxon for command of Delta Regiment. Though he lost by a considerable margin, Paxon fought to gain a position as Brubaker's aide so that he could benefit from her direct instruction.

TACTICS

On the battlefield, Brubaker likes to keep an enemy reeling by striking with successive waves of units. The regiment's BattleMechs bear the brunt of the fighting, but on prearranged signals they fade back and allow Delta's aerospace units to strafe enemy forces. Just as enemy units start to redirect their attention to the airborne threat, Delta's Elementals hit from below. Then the regiment's BattleMechs strike again, drawing enemy fire away from the vulnerable Elementals.



Delta Command Company
Strengthened Mixed Company/Elite/Reliable
CO: Colonel Shelly Brubaker
Aide: Lt. Colonel Bill Paxon

The entire Delta Command Company excels at close-quarters combat.



Delta Regiment
Regiment/Elite/Reliable
Able Batt: Major Phillipe
Baker Batt: Major Trisha Vecinni
Charlie Batt: Major Paul Jacobs

Able Battalion, the Landsknechts, is known as a hard-hitting force. Its insignia is a pair of crossed halberds against a silhouetted BattleMech. In contrast, Baker Battalion (Vecinni's Vanguards) is organized as a heavily reinforced reconnaissance unit and uses light and fast medium 'Mechs. The battalion's insignia is a jackrabbit wearing a flak vest. Charlie Battalion, which has never adopted a unit name, uses a Corinthian helmet as its insignia.



Delta Aerospace Wing
2 Companies/Veteran/Reliable
Foxtrot Batt: Major Joshua Reddings

Delta has never worked well with armor units, and so it is the only Dragoons' regiment to trade off armor for a permanently-attached aerospace wing. Delta structures its fighter wing according to BattleMech organizational doctrine: four fighters to a lance and three lances to a company.



Delta Elemental Support
Reinforced Elemental Battalion/Veteran/Reliable
Eagle Batt: Major Elias Winters

Though Brubaker is pressing the Dragoons commanders for a permanently assigned motorized infantry platoon, she is very satisfied with the performance of her Elemental unit.

EPSILON REGIMENT: HARROWERS

Epsilon's future looked bleak after the fighting on Misery, which claimed all but four companies of the regiment's original three battalions. Then came the unit's posting to the world of Harrow's Sun, where Epsilon and two companies of Gamma Regiment stood against the Eighth Galedon Regulars. For nearly three weeks the Dragoons held out against the Regulars, thanks primarily to the harassment and delaying tactics of then-Captain Elizabeth Nichole and her company. Eventually, the remnants of the two Dragoons regiments were forced to flee. Once again Nichole's Third Provisional Company stepped forward, making a valiant last stand that cost her nearly half her company but enabled the other Dragoons units to evacuate the planet.

By the time Epsilon was rebuilt in 3042, Elizabeth Nichole's talents had been fully recognized and she was granted command of the regiment's Able Battalion. Four years later, she was promoted to colonel and took over the regiment. Under her leadership, Epsilon performed well on Luthien. Then came the Dragoons civil war. Nichole was a known supporter of Jaime Wolf, and many Dragoons were surprised when she joined Epsilon with Alpin's forces. Later, it became clear that Nichole had been forced into the decision by a slim majority of her MechWarriors who favored Alpin. To avoid an inter-regiment bloodbath, Nichole endorsed Jaime's grandson but then avoided combat with the loyalists by employing the move-and-feint strategy Epsilon had used on Harrow's Sun. In this manner, Nichole kept her forces looking busy but engaged in little real combat. Jaime Wolf recognized what she was doing, and confidently reassigned troops to more serious threats.

Epsilon uses a solid tan color for their BattleMechs and vehicles. The unit insignia is the Greek letter *E*, which is painted on the lower right torsos of the regiment's machines. The Dragoons wolf's head is always placed on the right shoulder of unit 'Mechs, while command and battalion insignias are painted on the upper left legs. Elementals paint their battle suits in a dun and brown patchwork camouflage scheme and embellish their wolf's head helmet masks with feral yellow eyes.

Dragoons Rating: A*

OFFICERS

Major Dwayne Loveday's reputation for invincibility (or suicidal tendencies, depending on whom a person asks) is quickly becoming legendary among his troops. Loveday often makes reckless charges on the battlefield, backed soon after by his battalion, and breaks enemy lines more often than he is repulsed.

TACTICS

Colonel Nichole is a master at feint, delay and ambush tactics. Often, she will orchestrate her forces in what seems like a grand battlefield dance as she enrages and frustrates her opponent. Eventually, the regiment's opponents make a mistake and Epsilon hammers them into the ground.



Epsilon Command Company
Strengthened Mixed Company/Elite/Reliable
CO: Colonel Elizabeth Nichole
Aide: Major Samuel Woo

All fourteen 'Mechs of the Epsilon Command Company are heavy or assault machines. The company insignia is the profile of an *Annihilator* silhouetted against a large red sun.



Epsilon Regiment
Strengthened Regiment/Elite/Reliable
Able Battalion: Major Donald Larrios
Baker Battalion: Major Jean McCluen
Charlie Battalion: Major Dwayne Loveday

A blend of heavy, medium and light 'Mechs, Able Battalion is particularly adept at working in large groups with divergent forces. Baker Battalion (Jean's Lancers) always takes the first part of its name from its commander and uses a pair of crossed cavalry lances as its insignia. Baker's long-standing tradition of discipline demands by-the-book neatness in such areas as uniforms and paint jobs. Charlie Battalion, Dwayne's Hussars, also takes the first part of its name from its current commanding officer. Its insignia is a charging hussar holding a saber high overhead. The battalion has never taken a unit name, but has adopted a black griffin against a white diamond as its insignia.



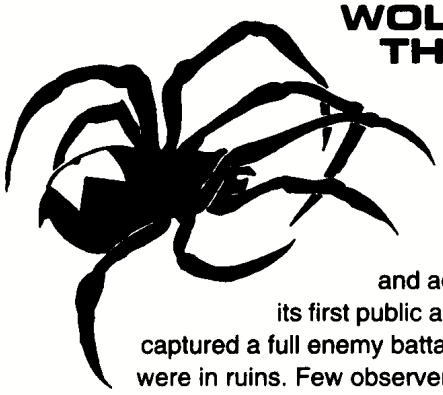
Easy Money
Reinforced Battalion/Elite/Reliable
Devil Batt: Major Simon Klause

The Easy Money armor battalion features a diverse mix of light, medium and heavy tracked vehicles and hovercraft.



Talbot's Smashers
Reinforced Elemental Battalion/Veteran/Reliable
Eagle Batt: Major Jerome Talbot

The Epsilon Elementals are not used as widely as battlesuit infantry forces are in other regiments. Generally, they guard paths of retreat and perform scouting duties. However, pulling back and luring an enemy into a vicious nest of Elementals is a trick Nichole has used more than once.



WOLF SPIDER BATTALION: THE SPIDER'S WEB

Originally known as the Black Widow Battalion, the Wolf Spider Battalion retains its reputation as one of the best outfits in the Inner Sphere. When Natasha Kerensky first built the unit around her infamous Black Widow Company, she intended to create a unit that could hit hard, move fast and hit again. Every battalion member was drilled mercilessly in battlefield tactics to that end, resulting in a battalion that quickly proved itself every bit as lethal as its founding company.

Kerensky reorganized the battalion in 3035, forming a third company around her command lance and adding an extra BattleMech to each lance and two more fighter lances. In 3039, the battalion made its first public appearance when it took on a House Marik regiment defending the world of Hall. Kerensky's troops captured a full enemy battalion intact and then met the other two on the battlefield. When the smoke cleared, the Marik units were in ruins. Few observers noticed that Kerensky had given the Inner Sphere a glance at the future of battle by organizing her force into Clan-style Points, Stars and Trinaries.

As the Wolf Spiders, the unit retains its original black paint scheme with blood-red trim. Its insignia is a black widow spider sitting within a white web. The insignia appears on the lower left leg of every unit 'Mech, the left wings of fighters and the arm patches of infantry troops. The Dragoons insignia is painted on the right shoulders of the battalion's 'Mechs. Elementals follow the same paint scheme and paint large black widow spiders over their upper helmets in place of the standard wolf's-head masks.

The Spider's Web operates a single *Overlord* class DropShip, *Widow's Regards*.

Dragoons Rating: A*

OFFICERS

With the return of Natasha Kerensky to Clan Wolf, John "Gentleman Johnny" Clavell assumed command of the Black Widow Battalion. A member of the original Black Widow Company, Clavell re-christened the unit the Wolf Spider Battalion. Known for his aggressive tactics on the battlefield, Clavell has a reputation as a "Don Juan" outside his 'Mech.

TACTICS

Using a small force to lure a much larger opposing force into a trap is a trademark tactic of the Wolf Spiders. An enemy company chasing a Star of Wolf Spiders into a box canyon usually finds itself surrounded by a full Trinary, if not the entire battalion.



Wolf Spider Battalion
Strengthened Battalion/Elite/Fanatical
CO: Major John Clavell
1st Trinary: Captain Derek Storm
2nd Trinary: Captain Connor McDougal
3rd Trinary: Captain Stacy Church

The battalion's command Star, which operates independently from the three Trinaries, is formed of five heavy 'Mechs. Under Clavell's command, the Star seems to have the ability to appear and vanish at will. On the back of each command Star BattleMech is the command insignia, a black widow spider perched over a wolf's head.

The Spider, Tarantula and Web Trinaries comprise the rest of the battalion. Spider Trinary is a hard-hitting unit of heavy and assault machines that can slice through the toughest opposing force. The unit's insignia consists of a large, black widow spider crawling over the Dragoons wolf's head. Tarantula Trinary is composed of light and medium 'Mechs. Tarantula's insignia is a large tarantula spider, painted on the side of BattleMech heads. Web Trinary is made up of two Stars of medium and heavy BattleMechs and one Elemental Star. Web's insignia is the Dragoons wolf's head surrounded by a spider web.



Widow Flight
Squadron/Elite/Fanatical
Flight Cmdr: Captain Andrea Tyler

Wolf Spider's aerospace assets, known as Widow Flight, consist of a squadron of six fighters. Widow Flight's most dramatic tactic is the pincer strafing attack, in which two fighters make high-speed, low-altitude approaches at a target from opposite directions and pull away at the last possible moment. Usually, the target turns to face one of its attackers, thus giving the other fighter a clear shot at the target's back.



Third Infantry, Seventh Kommando (Gray Wolf)
Kommando Strike Team/Elite/Fanatical
Gray Wolf Cmdr: Lieutenant Gerald Davidson

Gray Wolf, like the other Seventh Kommando teams, is a group of elite special operatives. Gray Wolf specializes in forest and swamp operations, but after serving with the Widows for more than twenty-five years, they have become highly proficient in almost any environment.

ZETA BATTALION: METAL MANIACS

Zeta Battalion's mix of assault and heavy machines and its reputation for fierce, almost frenzied assaults has made it one of the most feared BattleMech units in the Inner Sphere. In fact, Zeta's mere presence is sometimes enough to convince a stubborn enemy to surrender. The battalion seems to possess the most reckless and suicidal troops Wolf's Dragoons has to offer, always ready to throw themselves against an enemy no matter how unfavorable the odds or battlefield conditions may be. But despite their reputation as reckless wild men, Zeta's MechWarriors are actually well-disciplined troops with high levels of expertise in BattleMech tactics.

During Elson's Challenge, Zeta actually broke contract to return to Outreach. Jaime Wolf had expected such a move from the independent-minded battalion, and reportedly was only slightly surprised that battalion commander Colonel Jamison arrived to back Alpin Wolf.

Zeta is a volunteer battalion, but the unit's reputation virtually ensures that it never experiences a shortage of recruits. All of the battalion's 'Mechs are painted solid black. The unit's insignia is the Greek letter *Z*, which is painted in bright silver on the left arms and upper right legs of the unit's BattleMechs. Battalion members paint the Dragoons wolf's-head insignia on the upper right torsos of their machines.

Dragoons Rating: A*

OFFICERS

Colonel J. Elliot Jamison is a strong and imposing man, just like the BattleMechs he commands. Despite the combat deaths of Zeta's three previous commanders, Jamison continues to boldly lead his troops forward. Jamison has a strong sense of honor, which caused him to view Jaime Wolf's rebellion against Elson's Challenge as a Trial of Refusal and to ally Zeta with Alpin's faction. With Wolf's victory, the colonel has once again become one of his staunchest supporters.

Captain Tara Lucas is recognized as one of Zeta's finest MechWarriors and hopes to command the battalion someday. Only her respect for Jamison prevented her from challenging him for control of Zeta when the call went out that every officer would be tested for the position.

TACTICS

Unlike other Dragoons commands, Zeta never divides itself into smaller units. Instead, the battalion meets enemy charges head on and relies on its massive firepower to break an opposing line. Zeta often uses one-on-one combat to draw in opposing commanders, then switches to overwhelming concentrated fire to destroy the commanders and demoralize enemy forces.

The MechWarriors of Zeta are adept at physical attacks as well, especially punching and charging. One of their favorite maneuvers is the so-called Zeta Crunch. In this maneuver, two Zeta MechWarriors charge the same unit, one aiming at the spot where the first charge will likely push the target machine. If the first charge succeeds, it drives the target directly into the path of the second Zeta BattleMech. While dramatic, the maneuver is not without risks—in at least one recorded instance, the first Zeta MechWarrior missed his target and slammed into the second Zeta 'Mech.



Zeta Battalion
Strengthened Battalion/Elite/Fanatical
CO: Colonel J. Elliot Jamison
1st Trinary: Major Tara Lucas
2nd Trinary: Captain Tammy Markham
3rd Trinary: Captain Jimmy Two-Feathers

Zeta is composed almost solely of OmniMechs. Most are standard Clan variants, but the battalion also possesses a few new machines captured from Clan Smoke Jaguar and the Nova Cats on Luthien. The battalion also has several Dragoons OmniMechs, produced for Wolf's Dragoons on exclusive license from Blackwell. And newer assault designs have recently gained favor with the battalion.

The unit's command Star, which operates independently in Dragoons fashion, is composed entirely of assault machines. The three Trinaries contain primarily assault designs, as well as a few heavy machines. A second independent Star, Fire Star, is composed of LRM and Arrow IV OmniMechs. It is unknown at this time whether General Wolf is planning to expand Zeta into a larger force.



WOLVERTON'S HIGHLANDERS: A TRAGEDY IN TWO PARTS

Wolverton's Highlanders had achieved great success conducting hit-and-run raids against pirates in the coreward Periphery of the Federated Commonwealth. Then the Clans came, and the Highlanders were badly mauled by the Jade Falcons early in the invasion. The mercenary unit managed to limp back to its homeworld of Carlisle, where it spent the remainder of the Clan War replacing lost personnel and rebuilding its lost assets.

From 3053 to 3058, the unit was based on Timbiqui, where it conducted extended pirate-hunting duty and acted as a deterrent against Marik expansionism in that area of space. (Timbiqui was a constant target of raids because of its famous alcoholic export, Timbiqui Dark.) Then in 3058, the Highlanders' excellent reputation for extended-duty raiding prompted House Steiner to transfer them to the Chaos March to guard Lyran interests in the region. Disaster struck when a suicidal enemy aerospace pilot managed to ram the mercenaries' command DropShip as it attempted to land on a contested world. The disaster killed the Highlanders' entire command staff, including commanding officer Colonel Jonathan Freedland. The loss stunned the remaining Highlander troops, who took severe losses before they managed to shake off their lethargy and return to Alliance space to lick their wounds.

The disastrous retreat initially led Lyran leaders to blacklist the unit, prompting the Highlanders to ally themselves with Colonel Griff Storm's mercenary command, Storm's Metal Thunder. A long-time friend of Colonel Freedland, Storm has apparently agreed to provide technical support to the Highlanders and vouch for them in a new contract with the Alliance. In return, the Highlanders will essentially placed themselves under Storm's command as a second Thunder regiment. Most analysts agree that the move will benefit both mercenary units, and the deal is expected to be concluded within the next year.

The Highlanders change the camouflage patterns on their BattleMechs to match the terrain in which they operate. The unit's insignia is a rabid wolverine on a red disk, an image that harks back to the time when the unit was known as Wolverton's Wolverines. The insignia is painted on the upper left torsos of unit 'Mechs or the fuselages of fighters.

Dragoons Rating: C-

OFFICERS

Brevet Colonel Robert Feehan freely admits that he is no strategic genius. He is an able commander, but he recognizes that he is better suited to lead battalion operations than to regimental command. Feehan has always possessed a deep respect for Colonel Griff Storm; in fact, he instigated the talks with Storm's Metal Thunder.

TACTICS

Hit and run, search and destroy, deep raiding—these are the missions for which the Highlanders are renowned. They rely on their speed to hit hard and then get them out of trouble. Any enemy attempting to give chase will soon find itself drawn off in several directions. Often, just when enemy units believe they are about to ambush a small portion of the Highlander force, half the regiment suddenly converges on them.

SUPPORT

The Highlanders boast a support base able to provide 50 percent of the unit's maintenance requirements. The unit also possesses two *Overlord* and four *Union*-class DropShips.



Wolverton's Highlanders
Regiment/Regular/Questionable
1st Batt: Brevet Colonel Robert Feehan
2nd Batt: Major Tracy Banks
3rd Batt: Major Fallon Cloudancer

Reorganized into under-strength battalions after the Chaos March tragedy, the unit contains only ninety-six BattleMechs. Most are light and medium designs, with only a few heavy 'Mechs. The unit lacks post-3050 designs but has an upgrade rating of 10 percent.



Highlander Air Support
2 Lances/Veteran/Questionable
Wing Cmdr: Captain Tammi Ellison

The same disastrous landing that cost the Highlanders their commander also cost the unit most of its aerospace assets. As a result, the unit currently has only four aerospace fighters.

MERCENARY EMPLOYMENT ROSTER

(Deployment as of 1 October 3059)

This list includes all known mercenary units currently registered and in good standing with the Mercenary Review and Bonding Commission, with dues paid in full.

DRACONIS COMBINE

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Avanti's Angels (1 battalion) (CO: Colonel Marcus GioAvanti)	Veteran	Reliable	Unknown	B+
Black Thorns (1 company) (CO: Captain Jeremiah Rose)	Regular	Reliable	Unknown	B
The Black Omen (1 company) (CO: Captain Richard Smith)	Veteran	Questionable	Wolcott	C+
Crater Cobras 789th Striker (CO: Colonel Stephen Prynne)	Veteran	Questionable	Albiero	A-
Dragon's Breath (CO: Colonel Pete Tate)	Regular	Reliable	Xinyang	B
Greenburg's Godzillas (CO: Colonel Ivo Greenburg)	Veteran	Questionable	Braunton	C
Narhal's Raiders (reinforced) (CO: Colonel Pedro Antonio Giraudoux)	Regular	Reliable	Kilmarnock	C+
Northwind Highlanders Stirling's Fusiliers (2 battalions) (CO: Colonel Andrea "Cat" Stirling)	Elite	Reliable	Rockland	A*
Northwind Hussars (1 battalion) (CO: Lt. Colonel Loren Jaffray)	Elite	Reliable	Rockland	A+
Rubinsky's Renegades (demi-company) (CO: Captain Maxophilia Rubinsky)	Veteran	Reliable	Xinyang	B-
Vanguard Legion (2 battalions) (CO: Colonel Chad "G" Allen)	Veteran	Fanatical	Unknown	B

CAPELLAN CONFEDERATION

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Ambermarle's Highlanders (1 battalion) (CO: Colonel Wendy "The Old Witch" Ambermarle)	Regular	Questionable	Xieng Khouang	B
Bullard's Armored Cavalry (1 battalion) (CO: Colonel Frank Bullard)	Green	Questionable	Spencer	D-

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
15th Dracon (CO: Colonel Jean Rosenburg)	Regular	Reliable	Old Kentucky/Chamdo	B-
The Green Machine (CO: Colonel Maxwell Green)	Green	Questionable	Palladix	D+
Gregg's Long Striders (CO: Colonel Gregg Car)	Green	Questionable	Rollis/Hurik	C-
Harloc Raiders (CO: Colonel Wu Kang Kuo)	Regular	Reliable	Second Try	B-
Little Richard's Panzer Brigade (CO: Colonel Richard "Sugar Baby" Whitman)	Veteran	Questionable	No Return	B
Lockhardt's Ironsides (CO: Colonel Judith Lockhardt)	Regular	Reliable	Carmen	B
Marshigama's Legionnaires (1 battalion) (CO: Colonel Ju-Lei Marshigama)	Veteran	Reliable	Brixtana	A-
Olson's Rangers (CO: Colonel Nicholas Olson)	Green	Questionable	Ulan Bator/Tsingtao	C+
Rivaldi's Hussars (1 battalion) (CO: Colonel George Sapir)	Green	Reliable	Bora	C+
St. Cyr's Armored Grenadiers (1 battalion) (CO: Major Amy St. Cyr)	Regular	Reliable	Grand Base	B
4th Tau Ceti Rangers (2 battalions) (CO: Colonel Shelly Jax)	Veteran	Fanatical	Sian	A*

FEDERATED COMMONWEALTH

The break-up of the Federated Commonwealth left many mercenary commands in an uncomfortable situation, especially as most mercenary units had been shifted into the Lyran half to help combat the Clan menace. Many of these units returned to what is still thought of as the Davion half of the Federated Commonwealth, per Katherine's orders, and have since been reassigned.

Unit Name	Experience	Loyalty	Faction	Homeworld	Dragoons Rating
The Fighting Urakhai 8th Striker (2 battalions) (CO: General Bryan Holstead)	Veteran	Reliable	Victor	Kaitos	C+
DeMaestri's Sluggers (2 battalions) (CO: Colonel Ross DeMaestri)	Regular	Questionable	Unknown	Macintosh/Panpour	D+
Hansen's Roughriders (CO: Colonel Wolfgang Hansen)	Veteran	Questionable	Unknown	Bromhead	A-
Harlock's Warriors (CO: Colonel Samantha Viele)	Regular	Reliable	Victor	Errai	B-

Unit Name	Experience	Loyalty	Faction	Homeworld	Dragoons Rating
Illician Lancers					
21st Illician Rangers (CO: Colonel Roy Barnard)	Regular	Reliable	Victor	Mendham	B
4th Illician Rangers (CO: Colonel Alicia Ramaley)	Regular	Questionable	Victor	Glentworth	B-
9th Illician Rangers (CO: Colonel Kenneth Koppell)	Green	Reliable	Victor	Immenstadt	C
Laurel's Legion (CO: Colonel Constance Laurel)	Regular	Reliable	Victor	Tigress	B+
Lexington Combat Group					
32nd Recon (CO: Major General Malcolm Feinman)	Veteran	Reliable	Victor	Lindsay	A-
Marie's Golden Hammers (CO: Colonel Marie Stevens)	Regular	Reliable	Victor	Midale	B
Frederic's Gazelles (CO: Colonel Frederic Zaffson)	Regular	Reliable	Victor	Brockway	B
12th Vegan Rangers					
Alpha Regiment (CO: General Tom Stancel)	Elite	Reliable	Victor	New Aragon	A*
Beta Regiment (CO: Colonel Miller al-Nahib)	Veteran	Reliable	Victor	Zurich	A+
Gamma Regiment (2 battalions) (CO: Colonel Christie Desantis)	Elite	Reliable	Victor	Algol	A+

FREE WORLDS LEAGUE

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Bad Dream (CO: Colonel Henry Bortman)	Veteran	Reliable	Kendall	B-
Barrett's Fusiliers (CO: Colonel Nikita Barrett)	Veteran	Questionable	Shuen Wan	B+
Blackhearts (CO: Colonel Marcus Johnson)	Regular	Reliable	Cronulla	B
Redfield Renegades (CO: Colonel Edward Redfield)	Veteran	Reliable	Harsefeld	C+
Romanov's Crusaders (CO: Colonel Sir Kripsin Romanov)	Regular	Fanatical	Connaught	D
Swann's Cavaliers (CO: Colonel Edmund Repplier)	Veteran	Reliable	Galisteo	B-

LYRAN ALLIANCE

Units traditionally loyal to House Steiner have transferred their allegiance to Katherine Steiner-Davion and their contracts to the Lyran Alliance. Others, though they remain in Lyran space ready to confront the Clans, are still loyal to Prince Victor Steiner-Davion. Most of these have relocated to the Arc-Royal Defense Cordon, assisting the Kell Hounds in its defense.



Unit Name	Experience	Loyalty	Faction	Homeworld	Dragoons Rating
Barber's Marauder IIs (2 battalions) (CO: Major Susan Barber)	Elite	Reliable	Victor	Koniz	A-
Blue Star Irregulars					
1894th Light Horse (CO: Colonel Raldin Lwai)	Elite	Fanatical	Victor	Morges	A*
21st Rim Worlds (CO: Colonel Rega Jikelium)	Veteran	Fanatical	Victor	Morges	B+
Brion's Legion					
1st Regiment (CO: Colonel Octavius Brion)	Veteran	Fanatical	Katherine	Tomans	D
2nd Regiment (CO: Lt. Colonel Robert Markham)	Regular	Reliable	Katherine	Tomans	C-
The Dioscuri (2 battalions) (CO: Colonel Timothy Nels)	Regular	Reliable	Victor	Bountiful Harvest	C+
The Fighting Urakhai					
Roman's Bar Hounds (1 battalion) (CO: Colonel Randy Roman)	Regular	Reliable	Katherine	Ballynure	B
The Grave Walkers (1 battalion) (CO: Colonel Ahru Kirah)	Veteran	Reliable	Katherine	Kooken's Pleasure Pit	B+
Gray Death Legion (CO: Colonel Lori Kalmar-Carlyle)	Elite	Reliable	Katherine	Glengarry	A*
Kell Hounds (CO: Lt. Colonel Daniel W. Allard)					
1st Regiment (reinforced) (CO: Lt. Colonel Akira Brahe)	Elite	Fanatical	ARDC	Arc-Royal	A*
2nd Regiment (reinforced) (CO: Lt. Colonel Scott Bradley)	Elite	Fanatical	ARDC	Arc-Royal	A*
The Knights of St. Cameron (CO: Colonel Mortimer Dewey)	Regular	Fanatical	Unknown	Ft. Loudon	B+
Kristen's Krushers (CO: Colonel Kristen Marik)	Regular	Reliable	Katherine	Coventry	B+
Mobile Fire (CO: Colonel Fred Laurencin)	Regular	Reliable	Katherine	Lyndon	C-
Snord's Irregulars (2 battalions) (CO: Colonel Rhonda Snord)	Elite	Fanatical	Unknown	Unknown	A
Storm's Metal Thunder (CO: Colonel Griff Storm)	Veteran	Fanatical	Katherine	Kikuyu	B+

COMSTAR

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
The Black Outlaws (1 battalion) (CO: Major Edwina Forrest)	Regular	Questionable	Karbala	C-
21st Centauri Lancers (CO: Colonel Evelena Haskell)	Elite	Reliable	Tukayyid	A*

ST. IVES COMPACT

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Aliesha's Mounted Fusiliers (CO: Colonel Aliesha Carling)	Regular	Reliable	Vestellas	C+
Khorsakov's Cossacks				
1st Khorsakov's Cossacks (CO: Colonel Mikhail Khorsakov)	Veteran	Reliable	Indicass	A+
2nd Khorsakov's Cossacks (CO: Colonel Marko Rubinsky)	Veteran	Reliable	Indicass	B+
Raymond's Armored Infantry (CO: Colonel Cynthis Kerr)	Regular	Reliable	Brighton	B+

WORD OF BLAKE

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Herman's Hermits (CO: Colonel Herman Aufkopfen)	Regular	Questionable	Terra	C

CHAOS MARCH

Many of the independent worlds within the Chaos March are still contested. Some Marik, Liao, FedCom, Lyran, and even Kurita mercenaries are listed here, as there is no current intention to withdraw them until the fighting has ended on their currently assigned world. The "Independent" faction refers to a planetary government or faction of same trying to gain independence from Successor House rule. All others are small alliances that have sprung up in the region.

Unit Name	Experience	Loyalty	Faction	Homeworld	Dragoons Rating
Always Faithful (CO: Colonel James Burrill Riel)	Regular	Questionable	Liao	Caph	B-
Burton's Brigade (1 company) (CO: Captain Elly Burton)	Green	Reliable	Independent	Hall	C
Canned Heat (1 battalion) (CO: Major Bob Smith)	Green	Reliable	Saiph Triumvirate	Saiph	C-
Deliah's Gauntlet (1 company) (CO: Captain Deliah Finn)	Regular	Reliable	Terracap Confederation	Capolla	C
Devil's Advocates (1 company) (CO: Captain Charlene Cypher)	Regular	Questionable	Steiner	Caph	C-
The Fist of Mokal (1 battalion) (CO: Captain Rocco Valdez)	Veteran	Reliable	Terracap Confederation	Terra Ferma	B-

Unit Name	Experience	Loyalty	Faction	Homeworld	Dragoons Rating
The Furies (armored regiment) (CO: Colonel Ria Sung-hei Fury)	Regular	Reliable	Duchy of Small	Small World	A
Gael's Grinders (1 company) (CO: Captain Louise Holley)	Green	Reliable	Liao	Hsien	C+
Grim Determination (reinforced) (CO: Colonel Oliver Haarhar)	Regular	Questionable	Sarna Supremacy	Sarna	C
Ishara Grenadiers (2 battalions) (CO: Choung Vong)	Regular	Reliable	Liao	Arboris	B-
Jacob's Juggernauts (Reinforced company) (CO: Captain Jacob McDaniels)	Green	Reliable	Sarna Supremacy	Sakhalin	D
Jeffrey's Own (1 company) (CO: Major William Jeffreys)	Veteran	Reliable	Terracap Confederation	Terra Ferma	C-
Langendorf Lancers (CO: Colonel Gregory Millsey)	Regular	Reliable	Independent	Epsilon Indi	B+
Lindon's Battalion (reinforced) (CO: Colonel Sarah Lindon)	Veteran	Reliable	Kurita	Caph	A+
The Metallicon (2 lances) (CO: Captain Jim Bob Dayle)	Regular	Questionable	Saiph Triumvirate	Tall Trees	C
Mick's Blue Skye Rangers (1 Company) (CO: Captain Keith A. Mick)	Regular	Reliable	FedCom	Fletcher	C+
Stalwart Support (infantry regiment) (CO: Colonel Harry Sanders)	Veteran	Reliable	Saiph Triumvirate	New Canton	B-
Stealthy Tigers (CO: Colonel Yuri Rauschenbusch)	Regular	Reliable	Liao	Caph	B
Tooth of Ymir (CO: Colonel Susan Brownell Shadwell)	Veteran	Reliable	Sarna Supremacy	Sakhalin	B
Wannamaker's Widowmakers (1 company) (CO: Major Cheryl Wannamaker)	Green	Questionable	Epsilon Indi	Epsilon Indi	D+

MAGISTRACY OF CANOPUS

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Caesar's Cohorts (1 battalion) (CO: Major Worrell Orosco)	Regular	Reliable	Lockton	C
Canopian Highlanders (CO: Colonel Judith Wood)	Regular	Fanatical	varied	A+

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
The Dragonslayers (CO: Colonel Kitiara Galland)	Veteran	Reliable	New Roland	C
Green Mountain Boys (1 battalion) (CO: Major Ethan Allen)	Veteran	Reliable	Detroit	B-
Harcourt's Destructors (2 battalions) (CO: Colonel Kamala Rahman)	Regular	Reliable	varied	C-
Lethal Injection (2 battalions) (CO: Colonel Ryan O'Neil)	Regular	Questionable	Zanzibar	D
Ramilie's Raiders (2 battalions) (CO: Colonel Newton Ramilie)	Elite	Reliable	Early Dawn	D
Screaming Eagles				
1st Regiment (CO: Colonel Paul Hokola)	Regular	Reliable	varied	B-
2nd Regiment (CO: Colonel Zarfina Warrick)	Regular	Questionable	Kaifeng	B-

OUTWORLDS ALLIANCE

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Bammer's Bunch (1 company) (CO: Captain Harrison Bammer)	Green	Reliable	Rudolpho	D+
Golden Boys (2 companies) (CO: Major Charice Kush)	Regular	Questionable	Lushann	D-
Simpson's Sisters (1 company) (CO: Captain Amanda Huggins)	Regular	Reliable	Loparri	C
Spade's Brigade (1 company) (CO: Captain Janey Spade)	Green	Questionable	Jordan Wais	C
Thermo Police (1 company) (CO: Captain Seymore Hares)	Regular	Questionable	Tellman IV	D

TAURIAN CONCORDAT

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Bannockburn's Bandits (2 battalions) (CO: Colonel David Bannockburn)	Veteran	Reliable	MacLeod's Land	B+
Gordon's Armored Cavalry (CO: Colonel Nicholas Gordon)	Veteran	Questionable	varied	C
Longwood's Bluecoats (2 battalions) (CO: Colonel Moses Longwood)	Veteran	Questionable	varied	B+

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Vandelay's Valkyries (CO: Colonel Faith Vandelay)	Regular	Reliable	Amber Grove	C+
Lone Star Regiment (CO: Colonel George Brown)	Veteran	Questionable	Mithron	B+
Prey's Divisionals (1 battalion) (CO: Major J. "Bad Karma" Benderoth)	Regular	Reliable	New Vallis	D
The Clean Kill (1 battalion) (CO: Major Phornes Bullard)	Regular	Reliable	Jansen's Hold	C-

CIRCINUS FEDERATION

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
The Fighting Shamrocks (1 company) (CO: Captain Angus O'Leary)	Regular	Questionable	Thadora's Land	D
Quint's Olympian Groundpounders (1 company) (CO: Captain Herman Quint)	Veteran	Reliable	Diedre's Den	C+
Reed's Brew (2 lances) (CO: Captain Burly Reed)	Regular	Questionable	Clayborne II	C

MARIAN HEGEMONY

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Bronson's Horde (CO: Colonel Dwayne Bronson)	Regular	Reliable	Alphard	A-

LESSER PERIPHERY STATES

Unit Name	Experience	Loyalty	State	Homeworld	Dragoons Rating
Able's Aces (1 battalion) (CO: Major Parker Able)	Regular	Reliable	Rim Collection	Gilfillan's Gold/ All Dawn	B+
Arm of Thor (2 battalions) (CO: Overcaptain Gustaf Narder)	Regular	Reliable	Illyrian Palatinate	Illyria/Trasjkis	C
Larsen's Loners (2 companies) (CO: Major Jesee Larsen)	Regular	Reliable	Mica Majority	Mica V	C
Vinson's Vigilantes (CO: Governor Colonel Pada Vinson)	Regular	Questionable	—	Antallos	NR

CORPORATIONS

Unit Name	Experience	Loyalty	Corporation	Homeworld	Dragoons Rating
Camacho's Caballeros (2 battalions) (CO: Colonel Carlos Camacho)	Elite	Reliable	Tanadi Computers	Hachiman	B-

NON-CONTRACTED MERCENARIES

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Ace Darwin's Whipits (CO: Ace Darwin)	varied	Reliable	Outreach	D+
Battle Magic (2 companies) (CO: Captain-tech Jana Nakitsu)	Elite	Reliable	Outreach	A+
Blackstone Highlanders (2 battalions) (CO: Colonel Scott Blackstone)	Regular	Reliable	Outreach	B-
Burr's Black Cobras (1 battalion) (CO: Colonel Richard Burr)	Regular	Questionable	Outreach	C-
Crimson Crusaders (2 companies) (CO: Major Brent Matis)	Regular	Reliable	Outreach	B-
Hell's Black Aces (CO: Colonel Hohiru "Great Wyrm" Tanaga)	Elite	Reliable	Outreach	A+
Northwind Highlanders				
1st Kearny Highlanders (CO: Colonel Edward Senn)	Elite	Fanatical	Northwind	A*
2nd Kearny Highlanders (CO: Colonel James D. Cochraine)	Elite	Reliable	Northwind	A*
MacLeod's Regiment (CO: William MacLeod)	Elite	Reliable	Unknown	A*
Smithson's Chinese Bandits (2 battalions) (CO: Colonel Ada Gubser)	Veteran	Reliable	Outreach	A-
Waco Rangers (1 company) (CO: Colonel Wayne Waco)	Veteran	Questionable	Outreach	C-
Wilson's Hussars (2 lances) (CO: Major Donna Wilson)	Veteran	Questionable'	Outreach	D-
Wolf's Dragoons (Wolf Pack) (CO: General Maeve Wolf)				
Alpha Regiment (strengthened) (CO: Colonel Kelly Yukinov)	Elite	Reliable	Outreach	A*
Beta Regiment (strengthened) (CO: Colonel Anton Rand)	Elite	Reliable	Outreach	A*
Gamma Regiment (strengthened) (CO: Colonel Irwin Tyrell)	Veteran	Reliable	Outreach	A*
Delta Regiment (CO: Colonel Shelly Brubaker)	Elite	Reliable	Outreach	A*
Epsilon Regiment (strengthened) (CO: Colonel Elizabeth Nichole)	Elite	Reliable	Outreach	A*
Wolf Spider Battalion (strengthened) (CO: Major John Clavell)	Elite	Fanatical	Outreach	A*

Unit Name	Experience	Loyalty	Homeworld	Dragoons Rating
Zeta Battalion (strengthened) (CO: Colonel J. Elliot Jamison)	Elite	Fanatical	Outreach	A*
Wolverton's Highlanders (CO: Brevet Colonel Robert Feehan)	Regular	Questionable	Outreach	C-



RULES

This section provides new rules that assist in regular campaign play and that often reflect the unique strengths and weaknesses of mercenary commands. These rules are for use with **BattleTech** and **MechWarrior, Second Edition (MW II)** as noted in the text.

Creating Scenarios includes rules and tables for quickly generating **BattleTech** scenarios, while **Unit Generation** (p. 120) offers a quick-and-dirty way of creating mercenary commands for a pick-up game. **Mercenary Commands** (p. 123) provides optional rules for simulating the unique characteristics of the independent mercenary commands described previously in this manual. **Training** (p. 131) contains special rules for creating **MW II** characters who have attended the Outreach Mercenary Training Command (OMTC). **Mercenary Battle Armor** (p. 133) provides descriptions and game information for battle-armor troops.

CREATING SCENARIOS

Unless noted otherwise in the specific rules for each scenario type, the following rules apply to all **BattleTech** scenarios created with this system.

Number of Players

The mission-generation rules are written for two-player scenarios. If more than two individuals are playing, simply divide all players into two opposing teams.

Map Selection

Select scenario mapsheets with the **Selecting Mapsheets** rules beginning on page 118. The total playing area of a scenario is referred to as simply "the map," whether it consists of single or multiple mapsheets.

Force Selection

In most scenarios, the forces on each side will be equal. For example, each side might consist of one Veteran heavy lance, or of one Elite light lance and two Regular medium lances. If both players agree, the composition of each side can be generated randomly using the tables in **Unit Generation,** p. 121.

In general, forces created in this manner will be roughly balanced, but only if both sides are Inner Sphere forces or both sides are Clan forces. If one player is using Clan forces and his opponent is using Inner Sphere forces, the resulting match-up may be quite unequal because Clan 'Mechs and MechWarriors are superior to their Inner Sphere counterparts. Players can address this problem by giving the Inner Sphere side a two-to-one numerical advantage over the Clan side; the Clan player should have half the 'Mechs normally assigned according to the scenario.

For a more detailed system for balancing forces, see the Point System (pp. 58–60, **First Strike!**) or the Battle Value System (pp. 99–124, **Maximum Tech.**

Set-Up

Both players roll 2D6 to begin. The player with the higher result chooses his *home* map edge—the edge of the map where his units will enter. The opposite edge becomes the opposing player's home map edge. A player's units can safely exit the map only through his or her home edge.

Roll Initiative for the first turn per standard rules. All units start play off the map. A player's units may enter the map on any hex along the player's home edge. Each unit must enter the map on a full hex nearest the home edge, and that hex counts as its first hex of movement.

Movement and Retreat

Scenario maps are fixed once play begins. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered destroyed. Units that exit the map from their home edge have retreated—they remain out of play for the remainder of the scenario and cannot return. Units that retreat do not count as destroyed units when determining victory.

Units may exit the map by intentionally moving off the map or being forced off by an opposing unit using a push, charge or death-from-above attack.

Half-hexes along the edge of the map, even those with hex numbers in them, are not considered part of the map. A unit that enters one of these half-hexes for any reason automatically exits the map.

Ending the Game

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario type, however, a player may need to achieve additional or alternate goals to claim victory.

SCENARIO TYPE

If desired, one player may roll 1D6 and consult the Scenario Type Table to randomly generate a scenario type to play. Brief descriptions and victory conditions for each scenario type follow the table. Alternatively, players may simply select a scenario type or use the types as models to create their own.

SCENARIO TYPE TABLE

1D6 Roll	Scenario Type
1	Stand-Up Fight
2	Hide and Seek
3	Hold the Line
4	Extraction
5	Breakthrough
6	The Chase

Stand-Up Fight

In a stand-up fight, two forces of roughly equal size square off against each other. Only one side will leave the field alive. The scenario ends when all the units on one side have been destroyed or have retreated off the map. The surviving side wins the scenario.

Hide and Seek

In the hide-and-seek scenario, one player assumes the role of attacker and the other becomes the defender. The defending player is "it"—his forces hide, and the attacker attempts to find and destroy them.

Set the attacking force at twice the size of the defending force. For example, if the defending player controls a single lance, the attacking player may use two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Use half the number of mapsheets (rounded up) recommended in the **Selecting Mapsheets** rules (p. 118). If possible, avoid using the Large Lakes or Lake Area **BattleTech** mapsheets. Urban mapsheets are ideal if the maps contain buildings. Otherwise, avoid these mapsheets as well, because they provide few hiding places for the defender's units.

After the attacking player selects a home map edge, the defending player sets up his units using the **Hidden Units** rules (p. 89, **BTC:RoW;** or p. 53, **CityTech, Second Edition**). The defending units may be placed on any hex of any part of the map, except for Clear and Paved hexes. Additionally, the defending player may set minefields (see p. 93, **BTC:RoW;** or p. 54, **CityTech, Second Edition**). For each BattleMech or unit in his force, the defender may set one single-hex conventional minefield. For example, if the defender's force consists of a single four-'Mech lance or a single four-tank armor lance, he can set four minefields.

The scenario ends when all of one player's units have been destroyed or retreated off the map. The player whose forces control the map or simply survive at the end wins the scenario.

Hold the Line

In a hold-the-line scenario, the defending player must stop a larger attacking force. Set the attacking player's force at twice the size of the defender's force. For example, if the defending player controls a single lance, the attacking player may use two lances. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Set the experience levels of the defending player's forces at one level higher than those of the attacker's forces. For example, if the attacking force consists of Regular units, the defender uses Veteran units.

The defending units may not intentionally leave the map for any reason.

The scenario ends when all the units on one side have been destroyed or retreated off the map. If the defenders destroy a number of opposing units equal to the number of defending units that started the scenario (or more), the defending player wins. For example, if the defending player begins with a single lance, he can claim victory if he manages to destroy four or more attacking units. In all other cases, the player whose forces survive or control the map at the scenario's end wins.

Extraction

In an extraction scenario, the attacking player attempts to extract a target, such as a secret weapon, an important diplomat or a computer memory core, from behind the defender's lines.

After the players roll dice and select their home map edges, the attacker secretly chooses a target hex for the extraction. The target hex must be within 4 hexrows of the defender's home edge and cannot be within 4 hexes of any other map edge. The attacker then writes down the target hex's number and mapsheet name on a slip of paper, which he folds and gives to a neutral party for safekeeping (or the defending player can simply put the paper in his pocket without looking at it).

The attacking player can reveal the target hex to the defender during any End Phase. Any attacking unit can pick up the extraction target simply by occupying the hex during an End Phase. Additionally, a unit that retrieves the target can pass it to any friendly unit in the same hex or an adjacent hex during any End Phase.

If a unit carrying the extraction target is destroyed, place the slip of paper in the hex occupied by the unit when it was destroyed. Any unit in play can retrieve the extraction target by occupying that hex during any End Phase.

If the attacker can move a unit carrying the extraction target off his home map edge, he wins the scenario. Otherwise, the defender wins.

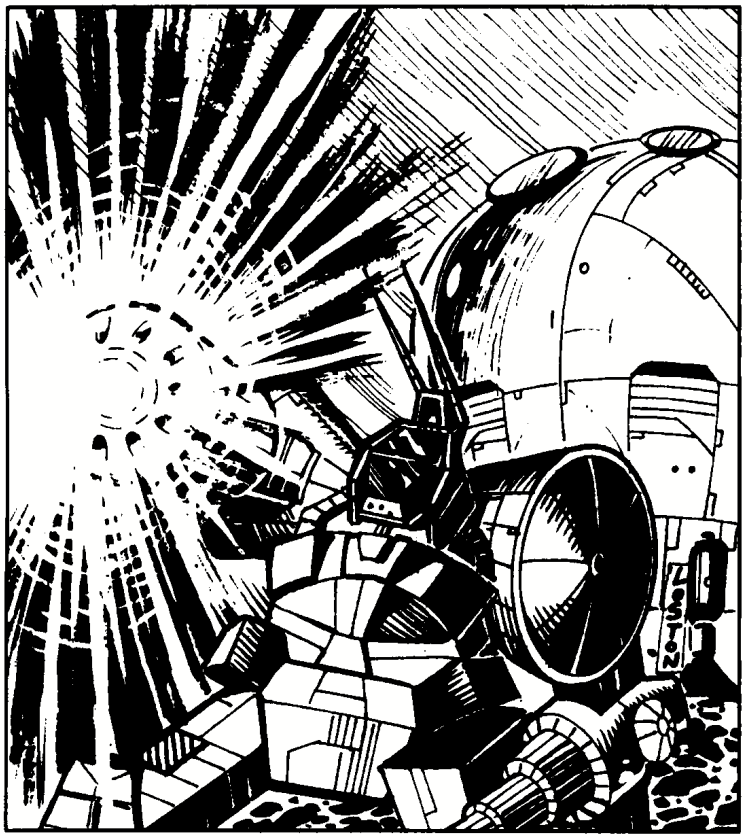
Breakthrough

In a breakthrough scenario, the attacking player's forces have become trapped behind enemy lines. To reach safety, his units must cross the scenario map and break through the defender's forces.

Use one more mapsheet than the number recommended in **Selecting Mapsheets,** p. 118. For example, if eight 'Mechs will be in play, use three mapsheets rather than two. When setting up the mapsheets, place them in a single, long row with their short edges touching.

Next, both players roll 2D6. The player who achieves the higher result may choose to be the defender or attacker for the scenario. The attacker then chooses one of the narrow edges of the map where his forces will enter. The attacker's home edge is the one opposite the edge where his forces enter. (The attacker's objective is to exit his forces at his home edge.)

The defender may set up his forces in any hexes on the map. Additionally, he may position up to half of his units (round down) using the **Hidden Units** rules.



The scenario ends when all the defending units have been destroyed or retreated off the map, or when all attacking units have retreated or been destroyed or crippled. For the purposes of this scenario, units become crippled when they lose one or more legs or their gyros are destroyed. Attacking units may intentionally exit the map only at their home edge.

If all the attacking units survive and exit at their home edge, the attacking player wins a complete victory. If all the attacking forces are destroyed or crippled and none exit at their home edge, the defending player wins a complete victory.

If neither of these conditions is met, consult the Breakthrough Victory Points Table to determine each player's Victory Points. The player with the most points wins a marginal victory. If both players achieve equal numbers of Victory Points, the scenario ends in a draw.

BREAKTHROUGH VICTORY POINTS TABLE

Attacker Points

2 for each attacking unit that safely exits at home edge
1 for each defending unit destroyed

Defender Points

3 for each attacking unit destroyed or crippled
(destroyed units forced off map only count for 2)

The Chase

In a chase scenario, the attacker's forces must race across the map to reach their DropShip before a larger force of pursuing defenders can reach them. Chase scenarios use the same rules as breakthrough scenarios, with the following exceptions.

Set the defender's force at twice the size of the attacking force. For example, if the attackers form a single lance, the defending force contains two lances.

The defending player does not deploy his forces before Turn 2. During Turn 1, the attacking units may enter the map and move unopposed per standard rules. The defending units enter the map during the Movement Phase of Turn 2, from the same map edge where the attacking units entered.

SELECTING MAPSHEETS

After selecting a scenario type, determine the terrain for the scenario by selecting mapsheets. Certain scenarios call for specific types of mapsheets in their descriptions. In most scenarios, however, players can simply select whichever mapsheets they like or make dice rolls and consult the appropriate mapsheet tables to randomly select mapsheets.

Before selecting mapsheets, determine how many mapsheets you want to use. For most **BattleTech** play, one mapsheet for every four 'Mechs or units works best. For example, a scenario that pits one lance of attackers against one lance of defenders (eight 'Mechs total) will work best with two mapsheets. A scenario that pits one company of attackers against a company of defenders (twenty-four total 'Mechs) will work best with six mapsheets. Different scenarios may work best with other mapsheet/unit ratios, so check the scenario-type description.

Using the Mapsheet Tables

Players may use one of two groups of mapsheet tables to randomly select mapsheets. When using the Terrain-Specific Mapsheet Tables, one player rolls 1D6. The result indicates which terrain table is used. For example, on a result of 1, use the Flatlands Terrain table; on a result of 2, the Hill Terrain table; and so on. (Alternatively, the players may simply select a specific terrain.) Note that the Urban terrain type is set off from the others. Generally, urban terrain is only suitable for scenarios involving buildings, so players may simply select it when appropriate.

Next, select mapsheets from the appropriate table by rolling 1D6. If using two mapsheets, roll twice; if using four mapsheets, roll four times; and so on.

When using the Random Mapsheet Tables, make two 1D6 rolls for each mapsheet. The first roll indicates the specific Random Mapsheet Table from which the mapsheet is selected. For example, on a result of 1, use Random Mapsheet Table 1. The second roll indicates which map from the table is used.

All of the mapsheet tables assume that players possess one copy each of **BattleTech Map Sets 2–5**. (For easy reference, each mapsheet name is followed by an abbreviation of the map set or boxed game that contains the mapsheet.) If any roll result indicates a mapsheet that is unavailable, simply repeat the roll.

TERRAIN-SPECIFIC MAPSHEET TABLES

Table 1: Flatlands Terrain

1D6	Mapsheet
1	Open Terrain #1 (MS5)
2	Open Terrain #2 (MS5)
3	Desert Hills (MS2)
4	City Ruins (MS2)
5	City Street Grid/Park #1 (MS4)
6	City Street Grid/Park #2 (MS4)

Table 2: Hill Terrain

1D6	Mapsheet
1	Desert Hills (MS2)
2	Rolling Hills #1 (MS3)
3	Rolling Hills #2 (MS3)
4	City (Hills/Residential) #1 (MS3)
5	City (Hills/Residential) #2 (MS3)
6	Large Lakes #2 (MS4)

Table 3: Mountain Terrain

1D6	Mapsheet
1	Mountain Lake (MS2)
2	River Valley (MS2)
3	Desert Mountain #1 (MS3)
4	Desert Mountain #2 (MS3)
5	Large Mountain #1 (MS5)
6	Large Mountain #2 (MS5)

Table 4: Badlands Terrain

1D6	Mapsheet
1	Desert Sinkhole #1 (MS3)
2	Desert Sinkhole #2 (MS3)
3	Moonscape #1 (MS5)
4	Moonscape #2 (MS5)
5	Desert Mountain #1 (MS3)
6	Desert Mountain #2 (MS3)

Table 5: Wetland Terrain

1D6	Mapsheet
1	Scattered Woods (MS2)
2	Lake Area (MS2)
3	Large Lakes #1 (MS4)
4	Large Lakes #2 (MS4)
5	River Delta/Drainage Basin #1 (MS4)
6	River Delta/Drainage Basin #2 (MS4)

Table 6: Wooded Terrain

1D6	Mapsheet
1	Scattered Woods (MS2)
2	**BattleTech** Map (BT, MS2)
3	River Valley (MS2)
4	Rolling Hills #1 (MS3)
5	Heavy Forest #1 (MS4)
6	Heavy Forest #2 (MS4)

Urban Terrain Table

1D6	Mapsheet
1	City Ruins (MS2)
2	**CityTech** Map (CT, MS2)
3	City (Hills/Residential) #1 (MS3)
4	City (Hills/Residential) #2 (MS3)
5	City Street Grid/Park #1 (MS4)
6	City Street Grid/Park #2 (MS4)

Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game

RANDOM MAPSHEET TABLES

Table 1

1D6	Mapsheet
1	Scattered Woods (MS2)
2	Desert Hills (MS2)
3	City Ruins (MS2)
4	Mountain Lake (MS2)
5	**BattleTech** Map (BT, MS2)
6	**CityTech** Map (CT, MS2)

Table 2

1D6	Mapsheet
1	River Valley (MS2)
2	Lake Area (MS2)
3	Desert Mountain #1 (MS3)
4	Desert Mountain #2 (MS3)
5	Desert Sinkhole #1 (MS3)
6	Desert Sinkhole #2 (MS3)

Table 3

1D6	Mapsheet
1	Rolling Hills #1 (MS3)
2	Rolling Hills #2 (MS3)
3	City (Hills/Residential) #1 (MS3)
4	City (Hills/Residential) #2 (MS3)
5	Heavy Forest #1 (MS4)
6	Roll both dice again

Table 4

1D6	Mapsheet
1	Heavy Forest #2 (MS4)
2	City Street Grid/Park #1 (MS4)
3	City Street Grid/Park #2 (MS4)
4	Large Lakes #1 (MS4)
5	Large Lakes #2 (MS4)
6	Roll both dice again

Table 5

1D6	Mapsheet
1	River Delta/Drainage Basin #1 (MS4)
2	River Delta/Drainage Basin #2 (MS4)
3	Deep Canyon #1 (MS5)
4	Deep Canyon #2 (MS5)
5	Large Mountain #1 (MS5)
6	Roll both dice again

Table 6

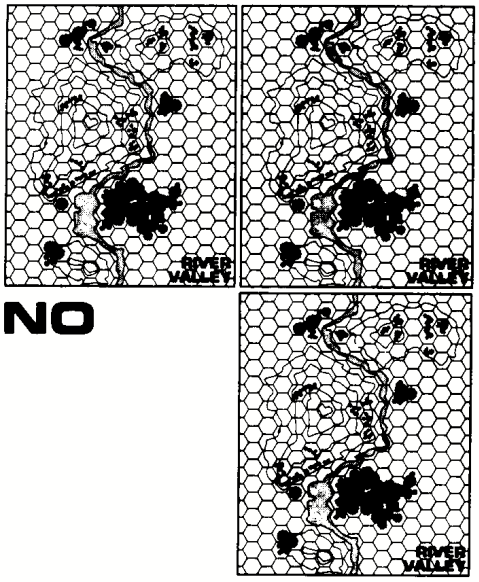
1D6	Mapsheet
1	Large Mountain #2 (MS5)
2	Moonscape #1 (MS5)
3	Moonscape #2 (MS5)
4	Open Terrain #1 (MS5)
5	Open Terrain #2 (MS5)
6	Roll both dice again

Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game

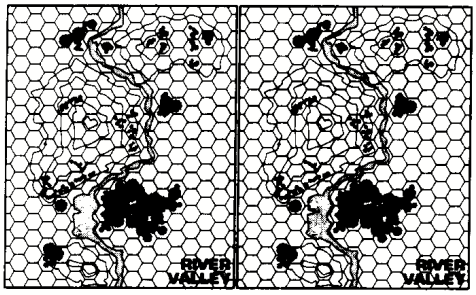
Laying Out the Mapsheets

To begin laying out the mapsheets, the players roll 2D6. The player with the higher roll places the first selected mapsheet on the table or floor. The other player then places the next selected mapsheet. The players continue to alternate laying out the remaining mapsheets.

Each mapsheet must be placed with one of its short edges touching the short edge of a mapsheet already placed or with one of its long edges touching the long edge of a mapsheet already placed. Additionally, the mapsheets must be placed so that they form a single, continuous rectangular or square playing area. Within these and any guidelines provided in the scenario-type description, players may arrange the mapsheets as they see fit.



NO



YES

UNIT GENERATION

After selecting the scenario type and mapsheets, generate the units that will take part in the scenario. Players can generate their forces in two ways. First, they may simply assemble any units they wish based on the descriptions provided in the **Unit Briefs Database** (p. 124 of this section). The battlefield strength of a unit is determined by its size, weight class, equipment level and experience level, and so players who want to create evenly matched battles should take note of these factors when assembling their forces. Players should also select appropriately sized forces for the chosen scenario.

Alternatively, players may use dice rolls to randomly generate forces. When using this system, players perform three steps: determine their forces' composition, assign BattleMechs and set unit experience levels. This system may not always produce evenly matched forces, but players may increase the likelihood of generating balanced forces by setting a specific weight class, equipment rating and experience level for both forces before rolling the dice.

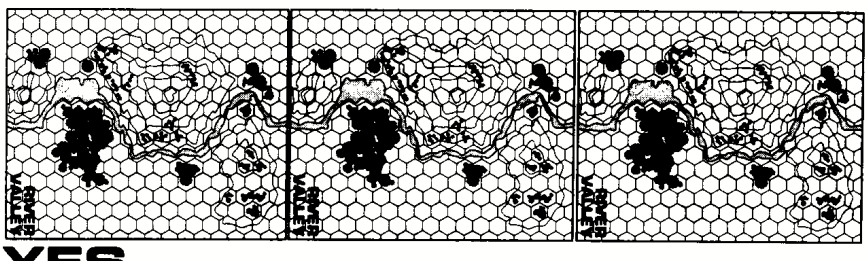
Though the tables used in this system assume that players' forces will consist entirely of BattleMechs, these tables can be easily adapted to accommodate armor, infantry and other units.

FORCE COMPOSITION

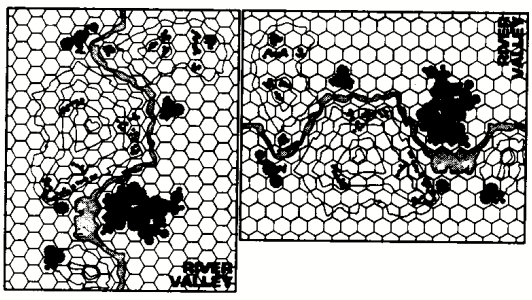
Begin assembling forces by determining the size of each side. Often, the specific conditions of a scenario may suggest a particular size. Players may wish to consider available playing time as well—larger engagements may take considerably longer to complete than smaller ones. Most engagements pit two four-'Mech lances against one another, but players are free to use any size forces they desire.

After determining the size of each force, determine its weight class. For lance-sized forces, roll 2D6 and consult the Lance Type section on the Random Weight-Class Table. For company-sized forces, roll 1D6 and consult the Company Type section of the table. If a company-sized force contains more than three lances, use the Lance Type section to determine the weight class of the extra lances.

After determining the weight classes of the lance(s) in each force, use the Lance Composition Table to determine the weight classes of the BattleMechs in each lance.



YES



NO

RANDOM WEIGHT-CLASS TABLE

Random Lance Type

2D6 Roll	Weight Class
2-4	Light
5-6	Medium
7-9	Heavy
10-12	Assault

Random Company Type

1D6 Roll	Lance Weight Classes
1	1 Light, 2 Medium
2	1 Light, 1 Medium, 1 Heavy
3	2 Medium, 1 Heavy
4	1 Light, 2 Heavy
5	3 Heavy
6	2 Heavy, 1 Assault

LANCE COMPOSITION TABLE

Light Lance Composition

1D6	'Mech Weight Classes
1	4 Light
2–3	3 Light, 1 Medium
4–5	3 Light, 2 Medium
6	2 Light, 1 Medium, 1 Heavy

Medium Lance Composition

1D6	'Mech Weight Classes
1	1 Light, 2 Medium, 1 Heavy
2–3	4 Medium
4–5	3 Medium, 1 Heavy
6	3 Medium, 2 Heavy

Heavy Lance Composition

1D6	'Mech Weight Classes
1	1 Medium, 3 Heavy
2–3	4 Heavy
4–5	1 Medium, 2 Heavy, 1 Assault
6	3 Heavy, 1 Assault

Assault Lance Composition

1D6	'Mech Weight Classes
1	3 Heavy, 2 Assault
2–3	2 Heavy, 2 Assault
4–5	1 Heavy, 3 Assault
6	4 Assault

ASSIGNING 'MECHS

After determining the weight classes of the BattleMechs in each force, use the Random 'Mech Assignment Table to determine the specific 'Mech designs.

To use the table, the players must first set the equipment ratings (A, B, C, D or F) of their forces. If playing lances or companies from specific mercenary regiments, consult **Unit Briefs Database,** p. 124, to determine the equipment rating of each force. Alternatively, the players may simply set equipment ratings for their forces (Equipment Rating C is average). Or the players may each roll 1D6 to determine the equipment rating; a result of 1 provides a rating of "A", a result of 2 a rating of "B," and so on. On a result of 6, repeat the roll. Keep in mind that using similar equipment ratings for both sides will increase the likelihood of an evenly matched battle.

After determining the equipment rating, roll 2D6 to find the specific 'Mech. If the result indicates two 'Mechs separated by a slash, roll an additional 1D6. On a result of 1-3, use the first 'Mech; on a result of 4-6, use the second 'Mech.

Though players can use the Random 'Mech Assignment Table in this book to determine the composition of any Inner Sphere force, it is designed specifically for use with mercenary units. When playing scenarios with other types of units, use the Random 'Mech Assignment Table from the appropriate **BattleTech Field Manual** for more accurate force composition.

Assigning 'Mechs in MechWarrior

The Random 'Mech Assignment Table can also be used to assign the starting 'Mech for a new **MechWarrior** character who joins a mercenary unit. In this case, use the table below instead of the standard **MechWarrior** 'Mech-assignment table (p. 20, **MW II**). Base the character's equipment rating on the unit with which the character last served.

If the character has not served in a unit, assume he has an Equipment Rating of F. Increase the rating by one level for each of the following advantages the character possesses: Land Grant or Title.



RANDOM 'MECH ASSIGNMENT TABLE: MERCENARIES

Light 'Mechs			Equipment Rating		
2D6	A	B	C	D	F
2	HM-1 Hitman	OW-1 Owens	SCB-9A Scarabus	SDR-7M Spider	OTT-7J Ostscout
3	OW-1 Owens	HMR-3M Hammer	PNT-10K Panther	OTT-7J Ostscout	FS9-H Firestarter
4	PNT-10K Panther	SDR-5V Spider	VLK-QD Valkyrie	LCT-1V Locust	LCT-1E Locust
5	JR7-D Jenner	JR7-D Jenner	SDR-5V Spider	COM-2D Commando	WSP-1A Wasp
6	FLE-17 Flea	SDR-7M Spider	COM-2D Commando	UM-R60 UrbanMech	LCT-1V Locust
7	RVN-3L Raven	PNT-9R Panther	LCT-1V Locust	STG-3R Stinger	UM-R60 UrbanMech
8	SDR-9K Venom	PNT-10K Panther	JR7-K Jenner	JR7-D Jenner	STG-3R Stinger
9	DRT-3S Dart	WLF-2 Wolfhound	OTT-7J Ostscout	SDR-5V Spider	LCT-1S Locust
10	SPR-5F Spector	SDR-9K Venom	SDR-7M Spider	FS9-H Firestarter	UM-R60 UrbanMech
11	Puma/Dasher	DRT-3S Dart	FS9-S Firestarter	VLK-QA Valkyrie	WSP-1A Wasp
12	Vixen	Uller/Koshi	WSP-3M Wasp	JR7-K Jenner	FS9-H Firestarter

Medium 'Mechs			Equipment Rating		
2D6	A	B	C	D	F
2	TR1 Wraith	END-6Q Enfield	SNK-1V Snake	GRF-3M Griffin	SHD-2H Shadow Hawk
3	SR1-0 Strider	STH-1D Stealth	BJ-2 Blackjack	WVR-6R Wolverine	GRF-1N Griffin
4	TBT-7M Trebuchet	HCT-3F Hatchetman	HBK-5M Hunchback	BJ-1 Blackjack	SCP-1N Scorpion
5	ENF-4R Enforcer	GRF-1N Griffin	VND-1R Vindicator	TBT-5N Trebuchet	CDA-2A Cicada
6	HCT-5S Hatchetman	VT-5M Vulcan	CN9-A Centurion	ASN-21 Assassin	WTH-1 Whitworth
7	PXH-3M Phoenix Hawk	PXH-1 Phoenix Hawk	GRF-1N Griffin	WTH-1 Whitworth	SCP-1N Scorpion
8	STH-1D Stealth	BJ-2 Blackjack	CN9-D Centurion	GRF-1N Griffin	CDA-2A Cicada
9	NGS-4S Nightsky	CN9-D Centurion	PXH-1 Phoenix Hawk	CLNT-2-3T Clint	ASN-21 Assassin
10	END-6Q Enfield	APL-1M Apollo	ENF-5D Enforcer	DV-6M Dervish	BJ-1 Blackjack
11	Fenris/Ryoken	TR1 Wraith	CDA-3M Cicada	HBK-4G Hunchback	WTH-1 Whitworth
12	Goshawk	Dragonfly/Black Hawk	VT-5M Vulcan	ENF-5D Enforcer	CN9-A Centurion

Heavy 'Mechs			Equipment Rating		
2D6	A	B	C	D	F
2	WHM-7M Warhammer	DGR-3F Dragon Fire	GAL-1GLS Gallowglas	WHM-7M Warhammer	CRD-5M Crusader
3	AV1-O Avatar	TMP-3M Tempest	WHM-7M Warhammer	CRD-3R Crusader	JM6-D JagerMech
4	MAD-5M Marauder	MAD-3R Marauder	CRD-5M Crusader	ARC-2R Archer	CPLT-C1 Catapult
5	ON1-K Orion	AXM-1N Axman	ARC-2R Archer	CPLT-C1 Catapult	JM6-S JagerMech
6	CES-3R Caesar	ON1-K Orion	OTL-4D Ostsol	RFL-3N Rifleman	OSR-2C Ostroc
7	OTL-5M Ostsol	WHM-6R Warhammer	JM6-DD JagerMech	WHM-6R Warhammer	RFL-3N Rifleman
8	PTR-4D Penetrator	WHM-7M Warhammer	ARC-4M Archer	ON1-M Orion	WHM-6R Warhammer
9	TMP-3M Tempest	RFL-5M Rifleman	MAD-3R Marauder	TDR-5S Thunderbolt	TDR-5S Thunderbolt
10	DGR-3F Dragon Fire	THR-1L Thunder	GHR-5J Grasshopper	RFL-3N Rifleman	ARC-4M Archer
11	MadCat/Thor	PTR-4D Penetrator	QKD-5M Quickdraw	CPLT-C1 Catapult	TDR-5SS Thunderbolt
12	Viper	Vulture/Loki	MAD-5D Marauder	GJR-5J Grasshopper	GJR-5H Grasshopper

Assault 'Mechs			Equipment Rating		
2D6	A	B	C	D	F
2	T-IT-N10M Grand Titan	NSR-9J Nightstar	GUN-1ERD Gunslinger	VTR-9K Victor	AS7-D Atlas
3	SD1-O Sunder	ALB-3U Albatross	BNC-5S Banshee	ZEU-6S Zeus	ZEU-6S Zeus
4	AWS-9M Awesome	STK-3F Stalker	SHG-2F Shogun	BNC-3E Banshee	CGR-1A1 Charger
5	AS7-D Atlas	VTR-9B Victor	ZEU-6S Zeus	CP-10-Z Cyclops	CP-10-Z Cyclops
6	ANH-2A Annihilator	MAD-5A Marauder II	BLR-1G BattleMaster	BNC-3E Banshee	GOL-1H Goliath
7	MAD-5A Marauder II	BLR-1G BattleMaster	STK-3F Stalker	CGR-1A1 Charger	VTR-9B Victor
8	BRZ-A3 Berserker	AS7-K Atlas	AWS-9M Awesome	ZEU-6S Zeus	BNC-3E Banshee
9	MR-V2 Cerberus	VTR-9K Victor	GOL-1H Goliath	VTR-9B Victor	CGR-1A1 Charger
10	EMP-6A Emperor	MR-V2 Cerberus	VTR-9K Victor	CGR-1A1 Charger	GOL-1H Goliath
11	Masakari/Daishi	BRZ-A3 Berserker	BLR-3M BattleMaster	BLR-1G BattleMaster	AWS-8Q Awesome
12	Behemoth	Man O' War/Gladiator	MAL-1R Mauler	AWS-9M Awesome	BLR-1G BattleMaster

EXPERIENCE LEVEL AND SKILLS

After determining the 'Mech designs employed by each force, the players determine the experience levels (Green, Regular, Veteran or Elite) of their forces. If the players are using units from specific mercenary regiments, they can consult the **Unit Briefs Database** (p. 124). Alternatively, the players may simply set any experience levels they wish, or use the Random Experience Level Table. (Players can help ensure a balanced battle by setting the same level for both forces.)

After determining his forces' experience level, each player determines the Gunnery and Piloting Skills of his MechWarriors. If the players agree, they can simply assign all MechWarriors the standard starting skill levels (Piloting 5, Gunnery 4). Alternatively, each player may use the Random Skills Table to randomly determine the skill levels of his MechWarriors. To do so, each player makes two 1D6 rolls for each MechWarrior in his force. (Add 2 to each roll result for Clan MechWarriors.) The first die roll result determines the MechWarrior's Piloting Skill; the second, the MechWarrior's Gunnery Skill.

RANDOM EXPERIENCE LEVEL TABLE

2D6	Experience Level
2–5	Green
6–9	Regular
10–11	Veteran
12	Elite

RANDOM SKILLS TABLE (EXPANDED)

1D6 (Green)	1D6 (Regular)	1D6 (Veteran)	1D6 (Elite)	Piloting	Gunnery
1	—	—	—	7	6
2–3	—	—	—	6	5
4–5	1–2	—	—	6	4
6–7	3–4	1–2	—	5	4
8	5–6	3–4	1–2	4	3
—	7–8	5–6	3–4	3	2
—	—	7–8	5–6	2	1
—	—	—	7–8	1	0

FINISHING TOUCHES

If all players agree, they can fine-tune their units by shifting 'Mechs between lances after they have generated all their 'Mechs and MechWarriors, though MechWarriors may not be removed from their assigned 'Mechs. Fine-tuning a force in this manner enables a player to group 'Mechs with similar movement capabilities in lances and arrange effective C^3 networks.

Commanders

In some cases, players may wish to designate lance, company, battalion or regiment commanders within their forces. Usually, the MechWarrior with the highest skills and/or heaviest BattleMech in each unit is the unit's commander, but players may use any criteria they want when designating commanders. After selecting commanders, each player should identify command units as such on those units' record sheets.

MERCENARY COMMANDS

Each mercenary command possesses certain specialties and skills based on its experience and the abilities of its commanders. The regiment descriptions in the **Unit Briefs Database** discuss these characteristics in detail. The following game rules simulate these characteristics, and are intended to supplement existing **BattleTech** and **MW II** rules. They should add variety to and enhance game play, but not give unfair advantage to players, and so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules, and are inappropriate for tournament play.

Many of the following rules are specifically designed for use with the **Creating Scenarios** rules (p. 116). Players should feel free to use them in other game situations if appropriate. Unless otherwise stated, the following rules apply to **BattleTech** games only.

USING HIDDEN UNITS RULES

Certain regiments can use the **Hidden Units** rules (p. 89, **BTC:RoW**) to set up part or all of their forces when scenario circumstances allow. If a scenario offers no such opportunity, the regiments cannot exercise this option. In a chase scenario, for example, both sides move right from the start, so neither side can employ these rules. In a stand-up fight scenario, however, one side can use the **Hidden Units** rules. Players must decide for themselves if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario type already call for hidden units, ignore the regiment's special ability to set up hidden units.

OVERLAPPING ABILITIES AND ADVANTAGES

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing units both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine entrance edges using standard rules.

OFF-MAP MOVEMENT

Some mercenary units are proficient in tactical movement behind the lines of combat. Commands with the *off-map movement* ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may only be used if the scenario type allows for it. For example, an offen-

sive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating (rounding fractions up). The result is the *minimum* number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for **Point Blank Shots from Hidden Units** (p. 89, **BTC:RoW**). This attack does not restrict the attacking unit's ability to make attacks in the following turn.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

EQUIPMENT RATINGS

The name of each of the following mercenary commands is followed by a letter in parentheses. This letter is the unit's equipment rating, which represents the unit's access to advanced BattleMechs and other equipment. This includes access to refit kits, exceptional salvage, the purchase of new designs and preserved Star League-era technology. Players can use the rating when assigning 'Mechs to a unit with the Random 'Mech Assignment Table, or when building a mercenary unit according to the rules starting on page 135.

If using an alternate generation method (see **Commander's Option,** page 143) or if exercising a commander's prerogative to choose 'Mechs, the equipment rating can serve as a guideline for those choices.

NAMED MERC UNITS EQUIPMENT RATING TABLE

Rating	Description	Example
A	Heavy Upgrades	Barber's Marauder IIs
B	Good Upgrades	Blue Star Irregulars
C	Fair Upgrades	Avanti's Angels
D	Average Upgrades	Mobile Fire
F	Poor Upgrades	Canopian Highlanders

UNIT BRIEFS DATABASE

Ace Darwin's Whiplts (F)

No enemy unit may fire at the Whiplts' designated commander if that unit has a line-of-sight to a closer Whiplt 'Mech (regardless of whether or not modifiers make hitting the closer 'Mech impossible). Warriors or mercenary commands with a special ability to identify and target enemy commanders are exempt from this rule *only* if modifiers make hitting the closer BattleMech impossible.

Warriors who participate in three missions with Ace Darwin and put the Whiplt insignia on their machines may consider Ace a 1-point contact per **MWC** rules.

Avanti's Angels (C)

Any merc unit fighting against this command must inform the Angel commander of any specialties its members have, after which the tailored fighting style of the Angels gives its commander two options. The first option allows the commander to take a +2 initiative bonus. The second option allows him to take a +1 initiative bonus, *and* apply a one-point penalty to any special ability possessed by the opposing unit that generates a modifier.

If forced into a defensive position—by losing more than half of their starting units, rounding down—the Angels lose all bonuses *and* suffer a –2 initiative penalty. This penalty is cumulative with any bonuses the enemy unit receives.

Barber's Marauder IIs (A)

This command may choose to field a force consisting entirely of *Marauder* BattleMechs (any desired Inner Sphere configurations, including *Marauder IIs*) rather than generating 'Mechs in the usual way. This choice must be made before the scenario type has been selected.

In a conflict where conventional vehicles are part of the Marauder II command, and each side contains more than one lance, the Marauders player may use one lance of vehicles to "divert the enemy." This lance stays off the map for up to three turns, during which time one lance of the opponent's 'Mechs or vehicles may not enter the scenario. The opponent's lance enters through its home map edge in the turn following the return of the Marauder vehicles, which also enter through their home map edge.

Battle Magic (A)

Battle Magic has one of the Inner Sphere's premier technical-support crews, renowned for their customization and repair skills. The unit therefore receives a +3 bonus to dice rolls when using Scavenging and Repair rules (see pp. 94–95, **BTC:RoW** or pp. 56–63, **Maximum Tech**). Also, garrison and cadre duty pays twice the standard fee for this mercenary command. Additionally, all warriors automatically receive the Technician/'Mech Skill at Level 1. If a character already has the skill, this advantage does not apply.

The Black Omen (D)

The Black Omen is adept at night fighting, and so this unit's members suffer a +1 penalty for night combat instead of the usual +2. Additionally, if any enemy unit fires a point-blank shot using the **Hidden Units** rules (see p. 89, **BTC:RoW**), the Black Omen gains a +2 initiative bonus for the next 2 rounds of combat.

Clan Ghost Bear warriors receive a +2 initiative bonus when fighting the Black Omen.

Blackstone Highlanders (C)

When fighting this unit, the opposing force gains no bonuses for terrain or mission type unless the normally appropriate bonuses exceed +3; in this case, apply a –2 modifier and recalculate the bonus. If the opposing force suffers any numerical penalty because of the terrain or mission type, add an additional penalty of –1 to reflect the Highlanders' ability to exploit this weakness.

Blue Star Irregulars: 1894th Light Horse (A)

The 1894th gains a +2 initiative bonus when fighting against any Jade Falcon units, and a +1 initiative bonus against any other Clan. They have incredible staying power and cannot be intimidated. If infantry units are part of the force, the Light Horse commander may veto any single dice roll result or choice by the opposing commander with regard to terrain selection and force a re-roll or a different choice.

In any scenario in which the Light Horse is the attacker, the Light Horse commander may use the unit's rapid strike advantage. The Irregulars move onto the map as normal, but only half the opposing starting forces may deploy in the first turn. The remaining enemy forces are divided into two equal-sized groups that move onto the map from their home edge on Turns 3 and 5. The group moving onto the map is chosen at random. The controlling player chooses the specific units that do not deploy in the first turn, as well as the composition of the two undeployed groups.

Blue Star Irregulars: 21st Rim Worlds (A)

The 21st Rim Worlds receives a +2 initiative bonus against the Jade Falcons and a +1 initiative bonus against any other Clan. As with the 1894th Light Horse, they do not succumb to intimidation.

The First Battalion gains a +1 initiative bonus for night combat. In any given turn, units of the Second Battalion can choose to take a +1 to-hit penalty for weapon attacks in order to gain a corresponding –1 to-hit modifier for physical attacks. Third Battalion receives no modifiers.

Brion's Legion: First Regiment (A)

Because of ComStar's involvement with this unit, the Legion possesses several Star League-era 'Mechs. For every 4 'Mechs in the Legion player's starting force, the player randomly exchanges one of them for a Star League 'Mech of the same weight class.

First Regiment receives a +2 initiative bonus against Green or Regular troops, which drops to +1 against Veteran or Elite commands. Because of the Legion's historical disgrace (see **Mercenary Unit Briefs**, beginning on p. 44), Legion units will not retreat and cannot be intimidated until they have taken at least fifty percent casualties. The unit suffers a –1 initiative penalty when playing on Hill, Mountain or Wooded Terrain maps (see Terrain-Specific Mapsheet Tables, beginning on p. 119).

Brion's Legion: Second Regiment (A)

As with the First Regiment, the Legion's Second Regiment possesses several Star League-era 'Mechs. For every 4 'Mechs in the Legion player's starting force, the player randomly exchanges one of them for a Star League 'Mech of the same weight class.

Against Regular or Green troops, this command can employ a special intimidation tactic. At the beginning of each turn, count the total 'Mechs on each side. If the Legion 'Mechs outnumber the opposing 'Mechs by two-to-one or better, or if the opposing side includes no 'Mechs, the Legion player may intimidate the opposing force during the turn. If he chooses to do so, the Legion's 'Mechs may not move faster than Walking speed. However, the opposing forces cannot combine fire, and so only one opposing unit can attack each Legion 'Mech. Also, opposing units cannot move more than one hex closer to the Legion's home map edge from the hex in which they began the turn.

Bronson's Horde (D)

If the Horde destroys more than one-sixth of the opposing force's 'Mechs in a particular turn, during the following turn the opposing force suffers a –2 initiative penalty. If, during any turn, half of the remaining enemy 'Mechs are destroyed, the remaining enemy force must either retreat directly toward that player's home edge at maximum movement or move normally, but at only half MP (rounding down). This retreat continues for the rest of the scenario. The controlling player can only stop it or regain full movement by an enemy commander's successful rallying of the troops. If playing **MechWarrior,** the enemy commander uses his Leadership Skill; the controlling player may make one Skill Roll per End Phase. **BattleTech** players must make a 2D6 roll and achieve a result of 8 or better.

Bronson's Horde may use off-map movement.

Burr's Black Cobras (D)

The Black Cobras may use off-map movement. The required travel time is double that of normal off-map movement calculations, however, to account for the Cobras' lack of expertise. Also, the Cobra commander must move at least one-third of his forces onto the map during Turn 1 from his home edge and thereafter maintain at least a third of the Cobra forces on the map. This amount is determined *only* at the end of a Movement Phase in which unit(s) leave the map, before weapons fire, so battle attrition during that turn and thereafter does not affect it.

Canopian Highlanders (F)

The First Battalion gains a +1 initiative bonus when acting as the defenders in a scenario. The Second Battalion prefers drawn-out engagements, and in a refereed campaign gains a +1 initiative bonus for every battle fought immediately after the first. The maximum bonus is +3, gained in the fourth battle. If there is a break of more than twelve hours between two battles, begin counting the bonus again from 0.

21st Centauri Lancers (B)

The Lancers gain a +2 initiative bonus for all terrain types except wetlands, mountains and woods; these types of terrain limit the bonus to +1. This unit also receives an additional +1 initiative bonus in night or non-standard gravity conditions.

Crimson Crusaders (A)

The warriors of this command can fire at long range almost as well as at medium. Instead of the usual +4 long-range attack modifier, apply a +3 modifier. However, they are correspondingly less skilled at close-in fighting. Crusaders suffer a +2 modifier for all physical attacks; also, the minimum range of a Crusader's weapon is extended by one hex. If more than half the Crusaders or the Crusader commander are engaged at close quarters (within six hexes of an enemy 'Mech), the command suffers a –1 initiative penalty.

The Dioscuri (C)

The warriors of this unit's Second Battalion may employ erratic piloting, making them harder to hit. For the cost of 1 Movement Point, a 'Mech takes a +1 weapon attack modifier but also increases its target movement modifier by +1. The controlling player may spend up to 2 Movement Points in this way, except for the command lance. For that lance, the player may spend 3 Movement Points, but must immediately make a Piloting Skill Roll to keep his units from falling.

If the Dioscuri contains any VTOLs in its forces at the beginning of the scenario, these units may use off-map movement at double the standard travel time.

The Furies (F)

The Furies can use their exceptional skill at outflanking their opponents to aid them in choosing the battlefield. In any randomly generated scenario, the Furies player may choose the placement of all mapsheets (but not the mapsheet types) or choose which map edge to use as his home edge.

If Chris Fury's Second Company is in play, then the unit containing the enemy commander is always known, even if the Furies normally would not have that information.

When using **MW II** rules, every warrior in the Furies has the Technician/Mechanic skill at Level 1.

Gray Death Legion (B)

When using the Random 'Mech Assignment Table, the Gray Death's controlling player may exchange any Clan 'Mech rolled for another Clan 'Mech of the same weight.

The Legion gains a +1 initiative bonus on any terrain, and can never be intimidated. When the Legion is outnumbered, the designated command unit may forgo half its Movement Points (rounding down) in order to make its weapon attacks at the end of Movement Phase instead of during the Weapon Attack Phase.

If at any time the number of Legion 'Mechs destroyed is greater than the number of enemy 'Mechs destroyed, the Legion warriors make all Consciousness Rolls with a +1 modifier to the die roll result. (In **MW II,** Legion warriors perform as if they have the Toughness advantage.)

The First Gray Death Armored Scout Detachment may use off-map movement.

Grim Determination (F)

The Grim Determination may create a reserve unit. At the beginning of the game, the Grim Determination's controlling player may designate any number of units as a reserve; these units do not deploy in Turn 1. In any subsequent turn, the controlling player may move the reserve unit onto the map during the Movement Phase, anywhere along his home map edge. The entire reserve unit must move onto the mapsheets in the same turn.

If the Grim Determination is the defender, its commander may place up to one-fourth of his available units using **Hidden Units** rules.

Hansen's Roughriders (D)

The Roughriders gain a +1 initiative bonus for every edge of the map they *control.* Control is defined as having at least one-sixth of the surviving Roughrider forces (round up to the nearest whole unit) between the map edge and the enemy unit closest to that map edge. (The Roughriders usually start out with a +1 initiative bonus for their home edge.)

If fighting in urban terrain with infantry as part of the initial Roughrider force, the unit gains an additional +1 initiative bonus. Additionally, pointblank shots may not be fired against the Roughriders.

Hell's Black Aces (B)

If deployed with two or more wings of fighters, or a single wing backed by the *Titan* carrier, the Aces intimidate the opposing force and automatically win the initiative for the first three turns. Additionally, Hell's Black Aces intimidate others whenever



the Aces outnumber their opponents *and* they destroy two enemy units in the same turn. If both these conditions are met, the opposing force suffers a +1 to-hit modifier against the Aces in the following turn.

First Wing and Second Wing gain a +1 initiative bonus when fighting in vaccuum. Third Wing gains a +1 initiative bonus in atmosphere. When making strafing attacks against ground targets, members of Third Wing receive a –1 target number modifier.

Jacob's Juggernauts (D)

The Juggernauts may use **Hidden Units** rules for armor units unless the scenario precludes it (for example, breakthrough scenarios). Captain McDaniels' tactical ability grants the command a +1 initiative bonus, providing that the starting force at the beginning of the scenario is no larger than a strengthened company.

Kell Hounds: Unit Command Lance (A)

When using the Random 'Mech Assignment Table, the Kell Hounds player may exchange any Clan 'Mech rolled for another Clan 'Mech of the same weight class.

If the Hounds' command unit is on the map, the Hounds automatically win initiative for the first two turns.

When choosing maps randomly, allow the opposing commander to make all the necessary dice rolls. The Unit Command Lance allows the Kell Hounds commander to add or subtract 1 from any die roll result. If not using the Random Mapsheet Tables, the Command Lance player gets to choose the mapsheets; however, home map edges are still randomly determined.

Kell Hounds: The Wild Hunters (A)

When using the Random 'Mech Assignment Table, the Kell Hounds player may exchange any Clan 'Mech rolled for another Clan 'Mech of the same weight class.

The Wild Hunters have a variety of special abilities. Beginning in Turn 5, the opposing force loses any initiative bonus it may have had, unless it outnumbers the Hounds two-to-one at the start of a turn. When the Wild Hunters are two battalions strong or better, they may send out flanking units using off-map movement, though it may never so deploy more than one-third of its current force.

The third company of First Battalion are expert fighters in urban environments, and so no pointblank shots may be fired against them in urban terrain. The third company of Second Battalion gains a +1 initiative bonus when fighting on any wetlands terrain (see Terrain-Specific Mapsheet Tables, p. 119), or when fighting underwater. The third company of Third Battalion gains the same +1 bonus in wooded terrain. The company's 'Mechs may also choose to torso twist at any time during a turn, even between shots during the Weapon Attack Phase. However, each 'Mech may only make the standard single torso twist per turn.

Kell Hounds: The Scrapping Pack (A)

When using the Random 'Mech Assignment Table, the Kell Hounds player may exchange any Clan 'Mech rolled for another Clan 'Mech of the same weight class.

If fighting the Scrapping Pack at night, an opposing force loses any initiative bonuses it normally receives for terrain or mission type. Also, every warrior of the Scrapping Pack takes a +1 to-hit modifier instead of the usual +2 penalty for night fighting.

The 213th Company gains a +1 initiative bonus in zero-G or low-G combat. In standard gravity, this unit receives a +2 to-hit modifier rather than the usual +3 for jumping.

When the 223rd company is the attacker in a scenario, it automatically receives initiative for the first three turns, and also receives a +1 initiative modifier so long as its numbers equal more than half of the opposing force. Additionally, enemy units can only move at Walking/Cruising speed during those first three turns, except for Elite troops.

The 233rd gains a +1 initiative bonus in harsh weather conditions (see p. 11, **Maximum Tech**), such as fog or heavy rain, and an additional +2 bonus if fighting in a non-standard hostile environment such as swamp, jungle or ultra-heavy woods (see p. 10, **Maximum Tech**).

The 251st Pathfinders may use off-map movement.

1st Khorsakov's Cossacks: Warriors of the Steppes (C)

Mikhail Khorsakov's tactical guidance gives the Warriors a –1 initiative penalty on mountain, hill, badlands and wooded terrain. If at any time the Warriors field more 'Mechs than the opposing force, however, they gain a +1 initiative bonus from sheer intimidation. If they destroy three enemy BattleMechs in a single turn, they automatically win initiative in the next turn. The fighter wing also gains an intimidation bonus if matched against less-experienced pilots; in this case, the opposing force suffers a +1 to-hit modifier.

2nd Khorsakov's Cossacks: Rubinsky's Light Horse (C)

Any Light Horse unit that does not use its full MP (whether walking or running) during the Movement Phase gains a +1 bonus to any Piloting Skill Rolls made that turn. If a Light Horse 'Mech runs *and* does not use 2 or more MP, the Light Horse player can trade this bonus for an additional +1 target movement modifier applied to enemy units attacking it.

The First Battalion's second company can use off-map movement.

Kristen's Krushers (C)

Kristen Marik has a sixth sense on the battlefield; she instinctively recognizing dangers and tactical advantages, which negates any ambush or surprise advantages listed in opponents' unit descriptions. Also, Kristen's 'Mech does not count for purposes of order of movement. She may move whenever her controlling player wishes, regardless of initiative. However, the Krushers' commander may not interrupt the movement of another unit.

In low-visibility conditions, such as night combat, fog or dusk, the Krushers receive only half the usual to-hit modifier for these conditions, rounded up.

Lindon's Battalion (A)

When using the Random 'Mech Assignment Table, the Battalion's controlling player should re-roll any time a dice roll result indicates a 'Mech design created later than 3050. The second roll result is valid, regardless of the 'Mech acquired. For this purpose, the year of a 'Mech design's creation is the date of the **Technical Readout** in which the 'Mech appears, and is also listed on the 'Mech's record sheet.

When using the Random Mapsheet Tables (p. 119), the commander of Lindon's Battalion may alter any dice roll result by 1 or 2 points. The result to be changed must be chosen before the roll is made. Before play commences, the Battalion player may hide up to half of his or her forces using **Hidden Units** rules. In scenarios that normally preclude hidden units, such as a chase scenario, the player may hide up to one-fourth of the force, but the concealed units must be the fastest units available (i.e., have the highest Running MP). Hidden units are forbidden only in breakthrough or similar scenarios that specifically describe the enemy as trapping or getting ahead of Lindon's Battalion.

Lindon's Battalion may hide BattleMechs in Clear hexes, but not Paved ones. A unit hidden in a Woods hex cannot be found unless the enemy attempts to move through that hex. For the purpose of finding a Lindon's Battalion 'Mech hidden in a Light or Heavy Woods hex, the effective range of a Beagle active probe is halved (rounding down).

Little Richard's Panzer Brigade (D)

The rough tactics for which the Panzer Brigade is infamous gives them an ability to intimidate opposition that cancels any opposing force's initiative bonus whenever the Brigade destroys more enemy 'Mechs than it loses to the opposing side. Once the opposition loses its bonuses, the Brigade player can generate his own bonuses through total 'Mech "kills." For every lance of BattleMechs destroyed by the Brigade in excess of those destroyed by their opponents, the Brigade receives a +1 bonus.

Enemy units may not fire point-blank shots against the Brigade on any Flatlands Terrain (p. 119), and the First Battalion may also ignore the standard +1 modifier for firing at multiple targets.

The Brigade player can give up initiative in Turn 1 in exchange for selecting his home map edge. The Second Battalion wins the initiative automatically for the first three turns in any urban terrain if its intial force includes VTOLs.

Third Battalion may use off-map movement.

Longwood's Bluecoats (D)

Provided the scenario type allows for it, the Bluecoats may deploy any of their units hidden if the scenario takes place in urban terrain. If, at the end of any turn, no enemy has a valid line-of-sight to a given Bluecoat 'Mech, that 'Mech may hide in any building within three hexes of its current position so long as that position is also out of the enemy's line-of-sight. Have an independent observer verify that the movement is legal, or write down the starting hex and the hiding hex so that line-of-sight can be checked when the 'Mech is revealed. Units hidden this way even in the middle of combat may make pointblank shots per the rules on p. 89, **BTC:RoW.** If the Bluecoats have infantry deployed in the city at the start of play, the enemy may not set up hidden units or pointblank shots.

In wetlands or flatland terrain, the Bluecoats suffer a –2 initiative penalty and a +1 modifer to all their to-hit numbers.

Mobile Fire (C)

First Division may deploy up to half its units using the **Hidden Units** rules, within the restrictions set by the scenario type.

Second Division may ignore the to-hit modifiers for night combat, fog and heavy rain. In daylight operations on flatland terrain, an enemy gains a –1 to-hit modifier against Mobile Fire's Second Division.

Third Division gains a +2 initiative modifier if they are the defenders in a scenario, which rises to +3 if the unit is also operating in urban terrain. The unit receives a –1 modifier to the Piloting Skill Roll target number required to avoid skidding after turning on pavement.

Narhal's Raiders (B)

The Raiders gain a –1 to-hit modifier for all physical attacks. However, their long range to-hit modifer is +5 rather than the standard +4.

Quint's Olympian Groundpounders (F)

When using the Random Mapsheet Tables, the commander of this unit may reject any single map or map type. Opposing forces may not use **Hidden Units** rules unless they are Veteran or Elite, and then may set up only half as many hidden units as normal. If armor and infantry are part of the initial Groundpounders force, those units may be placed as hidden units rules unless the scenario type precludes it.

Ramilie's Raiders (D)

If more than twelve 'Mechs are part of the initial Raiders force, the commander may chose to have up to 20 percent (rounding down) of his force enter along any map edge during the Movement Phase of Turn 5, rather than deploying them as normal for the scenario.

Romanov's Crusaders (C)

The Crusaders cannot be intimidated unless the designated commander's 'Mech is destroyed. If this happens, the unit also automatically loses initiative for the next two turns. Thereafter, the unit suffers a –1 initiative penalty.

Rubinsky's Renegades (C)

If the scenario allows for it, the Renegades may place up to a third of its initial forces as hidden units.

Anyone attempting to fire on a Renegades machine that has partial cover or anything obscuring the line-of-sight to it (such as trees) suffers an additional +1 to-hit modifier. At any range less than seven hexes, this penalty no longer applies. At six hexes or closer, the Renegades gain a –1 modifier for weapon and physical attacks.

If the designated commander's 'Mech is destroyed, the Renegades suffer a +1 modifier to all attack and Piloting Skill Roll target numbers for the remainder of the game.

Smithson's Chinese Bandits (B)

The Bandits cannot acquire Clan 'Mechs. When using the Random 'Mech Assignment Table, re-roll any result that indicates a Clan 'Mech.

In wetlands or wooded terrain, the Bandits gain a +1 initiative bonus, and the total to-hit modifier for any terrain such as woods or partial cover is reduced by 1. However, for every two Bandits 'Mechs destroyed in battle, the unit suffers a –1 initiative penalty as the commander tries to hold the force together.

Stalwart Support (C)

The troops of this command cannot be intimidated so long as two-thirds of its force remains operational. If VTOL units are directing artillery fire, once a target hex has been successfully hit, any of the six adjacent hexes may also be hit automatically by subsequent artillery attacks, in addition to the target hex per the **Targeting** rules (p. 78, **BTC:RoW**).

Storm's Metal Thunder (B)

Elements of Third Battalion may be held in reserve and enter the game during any subsequent Movement Phase, but must enter the map from the controlling player's home edge.

Any time Storm's Metal Thunder beats the opposition in an Initiative Roll, the Thunder player may move one 'Mech after all other units have moved in the Movement Phase, or fire one 'Mech's weapons before all other units fire during the Weapon Attack Phase, for every 2 by which that player's result exceeds his opponent's. (Damage from weapon attacks takes effect immediately.) One unit may use both of these options; for example, if the Thunder player's Initiative Roll result exceeds his opponent's roll by 4, the Thunder player can move a single unit last and also have it fire first.

4th Tau Ceti Rangers (B)

At company strength or stronger, the Tau Ceti Rangers receive a +1 initiative bonus. Unless the designated commander's 'Mech is destroyed, no Ranger can be intimidated.

Enemy units cannot fire pointblank shots against First Battalion in flatland terrain, and First Battalion units may ignore the usual +1 attack modifier for firing at multiple targets. In mountains, badlands or woods, any pointblank shot that destroys a First Battalion 'Mech throws the entire battalion into confusion, and the unit suffers a –1 initiative penalty the next turn. During that turn, First Battalion MechWarriors can move no faster than Walking speed and suffer a +1 to-hit modifier to all attacks. However, their increased alertness means that enemy units cannot fire point-blank shots at them.

While Second Battalion is in the field, any advantages an enemy possesses (or gains late in the battle) that confer initiative bonuses no longer apply after one turn's use. Also, the Rangers player may choose one Second Battalion 'Mech to fire at the end of a turn's Movement Phase, provided that the 'Mech spent no MP that turn. Damage from this attack applies immediately.

The Hard Air wing gains initiative automatically for the first turn of aerospace combat, and receives a +1 initiative bonus for every turn thereafter. When firing at an enemy craft for the first time, the Ranger fighter receives a –1 to-hit modifier to all weapon attacks that turn.

12th Vegan Rangers: Alpha Regiment (D)

So long as half of Alpha Regiment's initial force remains intact, the unit cannot be intimidated.

Alpha Regiment receives a +1 initiative bonus regardless of terrain type and may torso twist at any time, including between shots during the Weapon Attack Phase. Per standard rules, Alpha 'Mechs may only make one torso twist per turn. In urban terrain, the initiative bonus increases to +3 and enemy units may not fire pointblank shots against them. In addition, Alpha MechWarriors receive a –2 modifier to all Piloting Skill Rolls to avoid skidding when turning on pavement.

Up to one-third of the Alpha force may use off-map movement. However, the departing hex must be along the 12th Rangers' home map edge.

12th Vegan Rangers: Beta Regiment (D)

So long as half of Beta Regiment's initial force remains intact, the unit cannot be intimidated.

Beta warriors receive a –1 to-hit modifier to all weapon attacks made at medium range, and may ignore the standard +1 modifier for firing at multiple targets. Like Alpha Regiment, Beta 'Mechs may torso twist at any time, including between shots during the Weapon Attack Phase.

Third Battalion may use off-map movement. The battalion's conventional vehicles suffer a +1 to-hit modifier for attacker movement, even if the attacker is running or jumping.

12th Vegan Rangers: Gamma Regiment (D)

So long as half of Gamma Regiment's initial force remains intact, the unit cannot be intimidated.

The First 'Mech Battalion and First Armor Company take only half the standard modifier from the following visibility conditions: Night Combat, Smoke and Light or Heavy Woods. Add up all such modifiers and divide the total in half, rounding down. To

gain this advantage, Gamma 'Mechs and vehicles must move at Walking/Cruising speed or slower, and must have a valid LOS to their chosen target.

The Third Armor Company gains a +1 initiative bonus in mountains and woods. Any weapon fired by a Third Company vehicle at short range receives a –1 to-hit modifier; additionally, weapons with minimum ranges have that range reduced by one hex.

Vinson's Vigilantes (F)

First and Third battalions suffer a –1 initiative penalty.

Waco Rangers (D)

The Waco Rangers can never be intimidated. At the beginning of any turn, the Rangers may choose to go on an all-out offensive for the rest of the scenario, which gives them a –1 to-hit modifier for all weapons attacks. However, the target movement modifier for attacking Ranger units is reduced by 1, to a minimum of 0.

Wannamaker's Widowmakers (F)

Cheryl Wannamaker is an instinctive tactician in small-scale conflicts. To reflect this, if a scenario involves no more than a company (12 units) on each side at the start of play, the Widowmakers gain a +1 bonus to initiative rolls. Members of this command receive one extra Advantage point during **MW II** character creation.

Wilson's Hussars (F)

The Hussars have developed several close-range combat specialties. By spending two Movement Points at the end of a turn's Movement Phase, a Hussar 'Mech can deny any enemy 'Mech the ability to move into or through any of the three hexes adjacent to the Hussar 'Mech in its front arc. This advantage does not work against jumping units, however, unless the blocking Hussar 'Mech has functioning jump jets.

The Hussars receive a –1 to-hit modifier to all attacks made at a range of less than three hexes.

Wolf's Dragoons (A)

When using the Random Mapsheet Tables, the Dragoons player may alter his or her dice roll results by up to 2, and may alter an opponent's roll result by 1. Dragoons units may also ignore the standard +1 to-hit modifier for firing at multiple targets. The Dragoons cannot be intimidated unless more than three-quarters of their initial force is destroyed.

When using the Random Mech Assignment Table (p. 122) to determine forces for a scenario, the Dragoons player may add +1 to the die roll result. If the total result is 13, the Dragoons player may choose any Inner Sphere or Clan 'Mech from the same weight class.

Wolf's Dragoons: Alpha Regiment (A)

Alpha Regiment automatically wins the initiative for the first turn of combat, and has a +1 initiative bonus for each turn thereafter regardless of terrain type. Enemy units may not fire point-blank shots at Alpha Regiment in flatland terrain. Alpha always selects its home map edge, and up to a third of its initial force may use off-map movement.

The Brush Stalkers Elemental unit receives a –2 to-hit modifier when making swarming attacks.

Wolf's Dragoons: Beta Regiment (A)

Beta Regiment may use off-map movement. Opposing units may only leave the map through the Dragoons' home map edge.

The Kneecappers Elemental unit receives a –1 to-hit modifier for anti-'Mech leg attacks.

Wolf's Dragoons: Gamma Regiment (A)

Enemy units may not fire point-blank shots against Gamma Regiment under any circumstances. The regiment's Able Battalion receives a +1 initiative bonus in night combat, fog and/or heavy rain, and the total to-hit modifiers for these conditions are also reduced by 1.

Wolf's Dragoons: Delta Regiment (A)

Any initiative bonuses gained by an enemy beginning in Turn 4 do not apply against Delta Regiment. If using 'Mechs, VTOLs and infantry assets combined, Delta receives a +2 initiative bonus from Turn 4 onward.

The command company specializes in close-range assaults, receiving a –1 to-hit modifier for any weapon attacks made within a range of six hexes.

Wolf's Dragoons: Epsilon Regiment (A)

Epsilon units may use off-map movement.

Any negative initiative modifier that applies to an opposing force is further reduced by 1 when fighting against Epsilon Regiment; for example, a –2 initiative penalty becomes –3. If Epsilon's designated commander's 'Mech is destroyed, Epsilon forces suffer a –2 initiative penalty for the following four turns.

Able Battalion receives a +1 initiative bonus when fighting with combined-arms forces.

Wolf's Dragoons: Wolf Spider Battalion (A)

Before play commences, the Wolf Spider Battalion player may set up as many hidden units as he or she wishes, regardless of the scenario type. Wolf Spider units may also use off-map movement.

Wolf's Dragoons: Zeta Battalion (A)

If the designated commander's 'Mech is destroyed, Zeta Battalion receives a +1 initiative bonus for the remainder of the game. Unlike most units, Zeta Battalion does not succumb to shock upon its commander's defeat; instead, the unit fights with

cold, contained fury against the enemy. If Zeta Battalion destroys the opposing commander's 'Mech, the opposing side suffers a –1 initiative penalty.

Zeta MechWarriors receive a –1 to-hit modifier for punching, clubbing and charging attacks.

Wolverton's Highlanders (F)

The Highlanders may use off-map movement at double the required travel time.

TRAINING

The following rules supplement the standard MechWarrior Skill Packages provided in **MW II** and **MechWarrior Companion (MWC)**. These rules enable a player to accurately simulate the skills a character may learn from the Dragoons at the Outreach Mercenary Training Center, and also include guidelines for the Dragoons proving grounds. The OMTC and proving grounds are described in detail in **Outreach,** beginning on page 15.

Before using these rules to create a character, a player should perform Steps 1 and 2 (Assign Priorities and Assign Attribute Points) of the standard character-design process (pp. 13–15, **MW II**). The player should also calculate Attribute Saving Rolls and Characteristics as they may be needed to advance to certain courses. Gamemasters must ensure that characters meet all requirements for a course.

Consider the standard academy and university package rules (p. 18, **MW II**) as a guideline when using the Skill Packages in this section. The MOS skill lists in the following entries combine the skills from Basic Training, Advanced Individual Training and Fields of Study for each program. A character should pick only one MOS and choose skills from that list.

Some programs described below grant a character extra skills upon graduation. Players cannot increase these skills beyond their stated level during character creation unless otherwise noted.

OUTREACH MERCENARY TRAINING COMMAND (OMTC)

All OMTC programs except for the BattleMech program require that a character purchase an Advanced Academy Package or one of the university packages (pp. 16-19, **MW II**). However, bonus skills and abilities often depend on the actual package bought.

Most packages contain at least one special elective. These are open slots that allow the player to choose any single MOS or FOS skill from any other package.

Advanced Training Package

In addition to the three Training Packages that players may purchase in accordance with **MW II** rules, the OMTC offers a special Advanced Training Package. It costs 6 Skill Points and 1 Advantage Point, but nets the character +1 bonus levels in any three skills as well as a free Edge Point. These bonus levels may not be combined with other bonuses and cannot be used to purchase new skills, but they *may* raise existing skills above the usual maximum starting level of 3. The Edge Point may be traded for a minor (1-point) contact, per the Contact advantage (p. 12, **MWC**). This contact is with the Dragoons and useful for most anything a character might need to do on Outreach.

Characters who have graduated from an OMTC program must make a Mental Saving Roll in order to purchase this advanced package, but with a -2 modifier to the target number. Characters who received their training elsewhere must also make the Mental Saving Roll, but without benefit of the modifier.

OMTC Advanced Training Package	**6 pts**
+1 level to any three skills	
1 extra Edge Point or a 1-point Contact	

AEROSPACE PROGRAM

A potential aerospace fighter pilot must purchase an Advanced Academy Package or any university package for the Aerospace Pilot MOS. The DropShip MOS and JumpShip MOS require a Basic or Advanced University Package.

All aerospace program students automatically receive the Special Interest/Naval History Skill at Level 1, which can be raised per standard rules if the player desires. If the player purchased an Advanced University Package, his character receives this free skill at Level 2.

Aerospace Pilot MOS

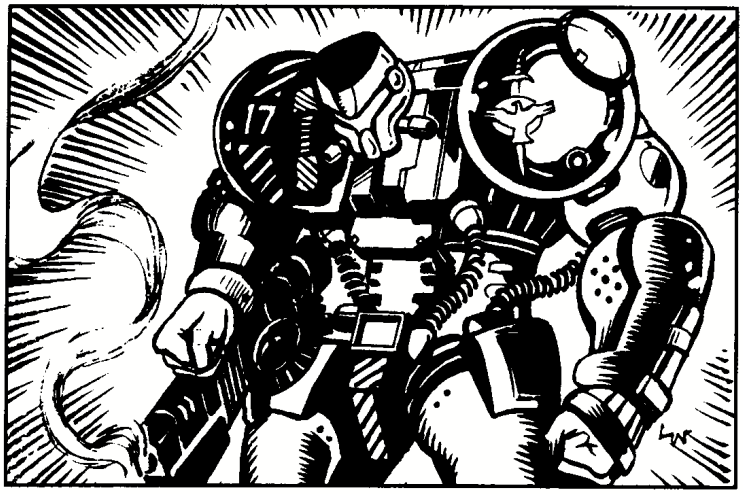
Required: Gunnery/Aerospace, Medtech, Piloting/Aerospace, Small Arms
Electives: Gunnery/Spacecraft, Special Elective, Survival, Technician/Aerospace, Unarmed Combat, Zero-G Operations
Bonus: A character choosing this MOS may purchase Extra Edge at 2 Edge Points for 1 Advantage Point.

DropShip Pilot FOS

Required: Leadership, Medtech, Piloting/Spacecraft, Zero-G Operations
Electives: Communications/Conventional, Computer Gunnery/Spacecraft, Small Arms, Survival, Tactics
Bonus: If the player purchases the OTMC Advanced Training Package and uses its benefits only to raise the skills listed for this FOS, his character is considered to be skilled in tactics against WarShips.

JumpShip Pilot FOS

Required: Computer, Leadership, Navigation, Zero-G Operations
Electives: Gunnery/Spacecraft, Piloting/Spacecraft, Strategy, Tactics



Bonus: If the player purchases the OTMC Advanced Training Package and uses its benefits only to raise the skills listed for this FOS, his character is considered to be skilled in tactics against WarShips. If the character has at least Level 2 skill in all electives, he also has a working familiarity with WarShip piloting, combat tactics and strategy.

BATTLE ARMOR PROGRAM

To qualify, an applicant must have a Build Attribute of 5 or better, an Athletic Characteristic of 7 or better, and a Physical Characteristic of 8 or better. The player may purchase the Advanced Academy Package or better for the Armored Infantry MOS. The Armored Infantry Command MOS requires a university package.

All students in this program automatically receive the Special Interest/Military History Skill at Level 1.

Armored Infantry MOS

Required: Gunnery/Battlesuit, Medtech, Piloting/BattleSuit, Small Arms, Technician/Battlesuit
Electives: Blade, SI: Military History, Survival, Tactics, Unarmed Combat
Bonus: If the player purchases the OTMC Advanced Training Package and uses its benefits only to raise the skills listed for this MOS, the character may trade the free Edge Point for a +1 bonus to his or her Build Attribute, to a maximum of BLD 7.

Armored Infantry Command MOS

Required: Gunnery/Battlesuit, Leadership, Medtech, Piloting/BattleSuit, Small Arms, Tactics
Electives: SI: Military History, Special Elective, Strategy, Survival, Unarmed Combat
Bonus: All graduates automatically receive the Training Skill at Level 2. If the player purchases the OTMC Advanced Training Package and uses its benefits only to raise the skills listed for this MOS, the character may trade the free Edge Point for a +1 bonus to his or her Build Attribute, to a maximum of BLD 7.

BATTLEMECH PROGRAM

The BattleMech program is by far the largest program administered by the OMTC. Applicants may purchase any of the four regular Skill Packages, even the Basic Academy Package, at 1 Skill Point less than the normal cost. The BattleMech Officer FOS requires a university package.

All graduates of this program automatically receive the Tactics Skill at Level 1, thanks to the heavy amount of simulator time required to complete the course.

BattleMech Pilot MOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms
Electives: Leadership, SI: Military History, Special Elective, Tactics,Technician/BattleMech
Bonus: If a player purchases the Advanced Academy or Advanced University packages, his or her character receives two extra skills at Level 1. Characters may also spend an Advantage Point to increase their Reflexes by 1, up to a maximum of 7.

BattleMech Officer FOS

Required: Gunnery/BattleMech, Medtech, Piloting/BattleMech, Small Arms, Strategy, Tactics
Electives: Protocol, SI: Military History, Special Elective, Training
Bonus: If the player purchases the Advanced University Package, his or her character receives two extra skills at Level 1. If the player purchases the OMTC Advanced Training Package and uses its benefits only to raise the skills listed for this FOS, the character receives four +1 skill bonuses rather than three.

CAVALRY PROGRAM

Because this program is not yet fully developed, the Advanced University Package cannot be used with it. All program participants automatically receive the Special Interest: Military History and Tactics skills at Level 1.

Cavalry MOS

Required: Drive/Ground or Piloting/VTOL, Gunnery/Conventional, Medtech, Small Arms
Electives: Gunnery/Artillery, SI: Military History, Special Elective, Survival, Tactics

INFANTRY PROGRAM

The OMTC is not set up to handle infantry training for the hundreds of thousands who typically pass through the doors of a regular infantry academy. Instead, the OMTC trains specialists in recon, demolition and artillery—the kind of soldier who can work alone or in small groups. The OMTC therefore offers a basic infantry program that each warrior can tailor to his or her own desires.

The Infantry Specialist MOS requires the Advanced Academy Package or Basic University Package. The Officer Specialist requires the Advanced University Package.

Infantry Specialist MOS

Required: Medtech, Small Arms, Unarmed Combat
Electives: Stealth, Survival, Tactics, up to 2 Special Electives
Bonus: Graduates of this MOS receive a +1 bonus in any one skill. However, this bonus may not raise a skill above the standard starting level of 3.

Officer Specialist MOS

Required: Leadership, Medtech, Small Arms, Tactics, Unarmed Combat
Electives: SI: Military History, Special Elective, Strategy, Training
Bonus: This MOS automatically grants the character the Special Interest: Military History Skill at Level 2.

TECHNICAL PROGRAM

Of all the OMTC programs, this one is the most selective. Every merc unit—and every Successor State military, for that matter—wants Dragoons-trained techs with their knowledge of Clan equipment. Applicants from mercenary units must make a Mental Saving Roll with a +1 penalty applied to the target number. For other applicants, this penalty rises to +3. A character may bypass the Mental Saving Roll by spending 2 Advantage Points. Spending 3 Advantage Points also gains the character a 1-point Contact (see p. 12, **MWC**) in the Dragoons technical branch.

Characters must purchase the Advanced Academy Package to join this program. As the field of study does not involve combat, it includes no officer program, and so university packages may not be used. Players may, however, use the OMTC Advanced Training Package. For required courses, the term "Technician" refers to any Technician Skill that the character wants to study. Graduates automatically receive the Special Interest: Technology Skill at Level 2.

Technician Specialist MOS

Required: Medtech, Small Arms, Technician, Tinker
Electives: Computer, Communications, Engineering, Security Systems, SI: Technology, Special Elective, Training
Bonus: If the player purchases the OTMC Advanced Training Package and uses its benefits only to raise the skills listed for this MOS, the character is considered expert in Clan as well as Inner Sphere technology. Otherwise, the character only has a reasonable working knowledge of Clan tech and must apply a –2 modifier to all results of dice rolls dealing with Clan technology.

PRACTICE FIELDS

The practice fields on Outreach are open to all and provide no special benefit to player characters. They are, however, a good place for unaffiliated warriors to catch the eye of hiring commanders, and for new merc units to impress the headhunters who watch from the observation towers. A Dragoons contact or a well-placed bribe to the Field Coordinator will ensure that a character or unit is observed by whoever is there on a given day. It is then up to the character or unit to show their mettle.

TETSUHARA PROVING GROUNDS

The Tetsuhara Proving Grounds are reserved for the Dragoons and their invited guests. Getting on the guest list takes some doing; a unit or character must somehow favorably impress the Dragoons before obtaining such a privilege.

Characters can impress the Dragoons in two ways. They may do favors for them, directly or indirectly. Direct favors can only be arranged through a contact within the Dragoons. Indirect favors stem from the fortunes of war—for example, being on the right planet at the right time to save a Dragoons command from ambush. The second method of impressing the Dragoons is to accomplish something so noteworthy in battle that word of it reaches Outreach and impresses the upper levels of the Dragoons' command. Gamemasters and referees should remember that when a character or unit receives a favor from the Dragoons, whether through a contact or not, that character or unit is effectively spending any favor it may have earned. The Dragoons are more apt to invite a unit to the proving grounds that first proves it can stand on its own feet.

MERCENARY BATTLE ARMOR

Currently, only three mercenary commands are known to employ battle armor troops in any significant quantity: Wolf's Dragoons, the Kell Hounds and the Gray Death Legion. In most cases, these battle armor units function like standard Inner Sphere battle armor (pp. 66–69, **BTC:RoW**, and p. 98, **MWC**). The Kell Hounds normally field standard four-man squads of battle armor, though they are experimenting with the Clan-style formation of five-trooper Points. In either case, treat Kell Hounds battle armor like the standard Inner Sphere model.

The Dragoons' Clan origins has given them a good supply of Clan battlesuits, as well as Clan-bred Elementals to wear them. Unless a scenario specifically states otherwise, treat Dragoons battle-armor units like standard Clan models, deployed in Points of five troopers.

The Gray Death Legion has been fielding battle armor longer than any other Inner Sphere mercenary unit (apart from the Dragoons). Their own techs have tinkered with the basic design acquired from the Federated Commonwealth, and they have developed two models of battle armor to suit their needs.

The standard Gray Death battlesuit has recently acquired an anti-infantry weapon on the left arm, to more closely match the firepower of Clan battlesuits. This suit functions identically to standard Inner Sphere battle armor in **BattleTech** games, and its wearers operate in squads of four troopers. In **MechWarrior** play, the suit is equipped with an additional secondary weapon, which adds the cost of the secondary weapon to the cost of the armor.

The second type of Gray Death battlesuit, light scout armor, is significantly different from standard Inner Sphere armor, and is described in detail on page 134.



GRAY DEATH LIGHT SCOUT ARMOR

The Legion's redesigned "scout suit" strips away half of the protection and the anti-'Mech weapon of standard battle armor in exchange for increased mobility and a complex sensor array.

The Legion organizes its battle-armor troops into four-man squads and three-squad platoons.

BattleTech Game Rules

Gray Death scout armor units can jump up to 4 MP. Every light scout suit has an Armor Value of 4 points, plus 1 additional point that represents the trooper inside.

Scout armor units do not carry anti-'Mech weapons, but rather are armed like standard infantry. Therefore, they attack in the same way as unarmored infantry units, making a single attack with a single damage amount based on the unit's armaments and the number of surviving troopers. Scout armor units can carry any standard infantry weapon. Scout armor units are also equipped with long-range communications gear and a sensor pack that functions like a Beagle active probe.

Battle Values (Anti-'Mech Trained)*

Rifle/Flamer	63
Machine Gun	65
Laser/SRM	74

*For a complete explanation of Battle Values, see p. 99, **Maximum Tech.**

MechWarrior Game Rules

Tech Level: 3
Availability: D
Legality: C
Cost: 275,000 C-bills
Energy: 1/2
Ballistic: 1/2
Melee: 3/4
Coverage: Full
Damage Capacity: 50
Movement: Full, with jump
Physical: +0
Athletic: +1
BLD: +1

Unlike most types of battle armor, a Gray Death light scout suit has no integral weapons. Instead, it has two fully functioning, five-fingered hands. A character wearing such a suit can therefore use any weapon that a character not wearing battle armor can. Use the appropriate skill (Small Arms, Support Weapons, Blade and so on) rather than Gunnery/Battlesuit when making attacks with such weapons.

The sensor package in light scout suits functions as a combined portable radar sensor and portable heat sensor (see pp. 104–105, **MWC**).

CREATING A MERCENARY UNIT

The following system enables a player or group of players to create a mercenary command from scratch. The system lets players determine all the components of a unit, including its 'Mech complement, secondary air and ground assets, technical and support staff, and any special skills possessed by its pilots.

This unit-generation system is designed to simulate the "organic" process of mercenary-unit creation depicted in numerous **BattleTech** novels and sourcebooks. Rather than starting with a large sum of money and simply purchasing the different components of the unit, one founding player-character sets the ball rolling by proposing a new mercenary group and persuading other founding members to join him and serve as his sub-commanders. The commander's background—his military service, friends and family—determine whom he attracts. Similarly, the founding members spread the word of the new unit and bring in their own former unit mates, friends and family members. Next, these founding members begin open recruiting—hiring outside troops to bolster the group's strength and assemble the unit they want. Then the unit's commanders purchase any equipment still needed (generally, recruits supply their own 'Mechs, vehicles and aerospace fighters), acquire DropShips and/or JumpShips for the unit, and hire support personnel.

In addition to simulating the organic unit-generation process described in **BattleTech** fiction, this system also lets players create units that better reflect the backgrounds and abilities of their characters.

For guidelines on operating a mercenary unit after its formation, see **Running a Mercenary Unit** (pp. 149–59).

UNIT CREATION

The general procedure for creating a new mercenary command is outlined below. The system is designed to work with **BattleTech** and **MW II** games. However, **MW II** rules should only be used in gamemastered roleplaying campaigns.

Players should read through the entire system at least once to get a basic idea of how it works before using it, and gamemasters should feel free to modify any rules to produce fair and believable campaigns for their playing groups.

PROCEDURE OUTLINE

Step 1: Create a Leader
Step 2: Assemble Founding Members
Step 3: Open Recruiting and Battlefield Experience
Step 4: Obtain Equipment
Step 5: Buy DropShips/JumpShips
Step 6: Determine Payroll, Maintenance Costs and Support Requirements
Step 7: Name the Mercenary Command and Establish Standing Funds

In **Step 1,** the controlling player of the unit's commander determines his character's background, which in turn affects the character's ability to assemble the unit's founding members.

In **Step 2,** the commander assembles the founding members of the unit. This step provides the first opportunity for other player-characters to be incorporated into the group. The commander may also create *special recruits* or assign special-recruit status to unit members. Special recruits may in turn recruit new members. This provides the second opportunity for other player-characters to join the new command.

In **Step 3,** the unit's commander and his staff organize the unit. The commander and the unit's special recruits also conduct open recruiting to fill vacancies. Players may provide the unit with mission experience at this time, which provides a chance to advance their troops' Quality Ratings and expand the unit roster. This step provides two more opportunities for player-characters to join the group if they have not already done so.

In **Step 4,** the players determine the overall technology level of the unit. The unit may acquire additional equipment and machines may be upgraded or customized. The unit's player-characters acquire transportation assets in **Step 5,** and support personnel in **Step 6.** Finally, **Step 7** concludes the unit-creation process by naming the unit and establishing its starting funds.

UNIT PAPERWORK

The Standard Form 3068 (Simplified) is used on Outreach to provide a brief description of the personnel, assets and history of a mercenary command or any of the unit's battalions, regiments or other component units.

A blank SF 3068 (Simplified) is provided at the back of this book. Players can use it as a worksheet to keep track of a unit's personnel, assets and history while creating a mercenary command, and as a convenient reference during game play.

RESOLVING CONFLICTS

When a group of players join together to form a single mercenary command, disagreements often arise over such issues as who will command or the order of recruiting. Players can resolve such conflicts with one-on-one simulator battles using the map and unit quick-generation procedures beginning on page 120 of the **Rules** section.

LEVELS OF BATTLETECH

At various points in the unit-creation process, it will be necessary to distinguish between levels of BattleTech and the technology associated with them.

All **BattleTech** rules now carry a Level One, Level Two, or Level Three designation. Level One **BattleTech** rules represent

the basic level of play described in **BattleTech, Fourth Edition,** and use the technology available in 3025, including all 'Mechs and weapons described in **Technical Readout 3025.** BattleMechs, conventional vehicles and aerospace fighters are considered to use Level One technology if they are equipped only with weapons and other equipment found in the **BattleTech, Fourth Edition** rules. Generally, the machines described in **Technical Readout 3025** and **Technical Readout 3026** have only Level One equipment and may therefore be used regardless of technology available.

The table at right summarizes Level One equipment. For purposes of the technology base, vehicles with cargo space may be considered Level One.

LEVEL ONE EQUIPMENT

AC/2, AC/5, AC/10, AC/20
Armor (standard)
Cockpit (standard)
Engine (standard)
Flamer, Flamer (vehicle)
Gyro (standard)
Hatchet
Heat Sink (standard)
Internal Structure (standard)
Jump Jet (standard)
Large Laser, Medium Laser, Small Laser
LRM 5, LRM 10, LRM 15, LRM 20
Machine Gun
PPC
SRM 2, SRM 4, SRM 6

Level Two **BattleTech** represents the rules used in most **BattleTech** tournaments and MechForce-level competition. Level Two **BattleTech** is defined by the rules contained in **BTC: RoW,** which includes all Level One rules and the technology available in 3059—the 'Mechs, vehicles, equipment and other technology described in **Technical Readouts 3026, 3050, 3055,** and **3058.**

Level Three **BattleTech** play may include any of the optional rules presented in various **BattleTech** products, as well as in the **MechForce Quarterly** magazine. These rules are always specifically identified as Level Three. Players may use Level Three rules as they see fit. Generally, Level Three rules are not used in tournament play.

STEP 1: CREATE A LEADER

A mercenary command typically begins as the aspiration of a single character, who must persuade others to join his or her new group. To do so, the potential leader must "sell" recruits on the proposed command, convince them that he or she is a competent commander, that joining the group will be beneficial and profitable to them, or that the cause that has inspired him to form the group is worth fighting for. The main criteria new recruits use when judging these matters are the backgrounds of the commander and other important unit officers.

Keep in mind that only one character may lead a group. Even if several players are jointly creating the mercenary command, they must select a single commanding officer. If necessary, the players can fight it out in simulator battles. Once the leader is determined, the player controlling the leader character should run through the rest of this step alone. Other players come back in to the process at **Step 2: Assemble Founding Members.**

COMMANDER'S BACKGROUND

First, the commanding officer's controlling player determines the character's background by selecting the desired training and service from the Training and Service Table. These choices will determine the character's age and Piloting/Gunnery Skills, as well as his effectiveness at recruiting new members to the mercenary unit. If the character already has an established background, simply select the options that most closely reflect that background.

Training

The character may choose one, two or three types of training. Each type may be chosen only once. A warrior *must* choose at least one, and may choose three provided that one of them is Family-trained. Academy Dropout denotes a short term at a state academy and precludes any additional training except for Private Academy or Family-trained. The State Academy selection requires a minimum six-year term in a House army. To choose University training, a character must have previously graduated from an academy and served as least one term of military service.

MWII players who purchased an academy or university package during character generation must select State or Private Academy and University training as appropriate.

TRAINING AND SERVICE TABLE

Training	Age Modifier	Piloting/Gunnery Target Numbers	Member Modifiers	Influence
Family-trained	+2 yrs.	7/6	+3 Family	+0
Academy dropout	+2 yrs.	6/5	–1 Family/+1 Friends/–1 Unit	–1
Private academy	+3 yrs.	6/5	+1 Friends/–1 Unit	+0
State academy	+4 yrs.	6/5	+1 Friends	+0
State university	+2 yrs.	5/4	–1 Family/+1 Friends/–1 Unit	+1

Military Service	Age Modifier	Piloting/Gunnery Modifiers	Member Modifiers	Influence
One term	+6 yrs.	–0/–0	–1 Family/+1 Friends/+4 Unit	+1
Two terms	+8 yrs.	–1/–1	–1 Family/+1 Friends/+3 Unit	+2
Three terms	+10 yrs.	–2/–2	–2 Family/+2 Friends/+2 Unit	+3
Four terms	+12 yrs.	–3/–3	–3 Family/+2 Friends/+2 Unit	+4

Military Service

The player may choose only one Military Service listing, indicating duty in a regular House army, an established mercenary command or both. State Academy and University graduates must complete at least one term of service in a regular House army. Otherwise, military/mercenary service is not required.

MWII players should select a term of service that produces the closest possible match with their characters' **MWII** Piloting and Gunnery Skill target numbers.

Age Modifier

Initial training for MechWarriors begins at age sixteen. **MW II** players may make a Mental Saving Roll to reduce this age. A success reduces the character's starting age to fifteen. A Critical success—a total of 12 on any two dice—reduces the starting age to fourteen. **BattleTech** players may roll 2D6 to reduce the starting age of their characters. On a result of 8–10, the starting age is reduced to fifteen; on a result of 11 or better, the starting age is reduced to fourteen. Add the age modifier for each selected training and service option to the starting age to determine the character's age at the start of play (or at the start of **Step 3: Open Recruiting and Battlefield Experience**, if that step is used).

Piloting/Gunnery

Piloting/Gunnery Skills generate target numbers for **BattleTech** players. These ratings are also useful when determining the quality of recruited troops. If using **MW II** rules for character creation, disregard the Piloting/Gunnery target numbers and modifiers in the Training and Service Table.

Member Rating

To determine the Member Rating of a character, combine all the Member Rating values for each training and service option the controlling player selects. The Member Rating is used when determining the founding members of the mercenary group in **Step 2**.

Influence Rating

A character's Influence Rating reflects the character's prestige, network of military contacts and overall persuasiveness. It is used throughout the unit-creation process for such purposes as recruiting special command members and searching for DropShips and JumpShips. To determine the Influence Rating of a character, add the Influence values listed for each training and service option selected for the character.

Quality Rating

To determine the expertise of a character, consult the Quality Rating Equivalency Table. For **BattleTech** characters, use the quality rating that corresponds to the character's final Piloting/Gunnery Skills. For **MW II** characters, combine the character's Piloting and Gunnery skill *target numbers* (not Skill ratings) and check the total against the table.

BattleTech gamemasters may also allow players to create special characters by finding the character's quality rating, then using the table to set appropriate combined Piloting/Gunnery target numbers. The player can then split the combined numbers' value between Piloting and Gunnery in any way he desires.

QUALITY RATING EQUIVALENCY TABLE

Quality Rating	Piloting/Gunnery Skill Ratings	Combined Piloting/Gunnery Target Numbers
Green	6/5	10 or greater
Regular	5/4	8–9
Veteran	4/3	6–7
Elite	3/2	5 or less

SPECIAL ADVANTAGES

When using the **MW II** rules or the **BattleTech** Level 3 Advanced Abilities rules (p. 46, **Maximum Tech**), players can provide their commander characters (or any other characters) with special advantages that give them unique abilities on the battlefield.

Even if players are not using the Advanced Abilities rules in their games, a player may still acquire abilities for his character solely for the purposes of unit creation. In such cases, every character receives 3 points to purchase advantages; controlling players may obtain additional spending points by raising the Gunnery or Piloting Skill Ratings of their characters. For each point by which one of these skills is raised, a character receives 1 additional advantage point to spend. The cost of each advantage is listed on the Advantage Modifiers Table, p. 138.

After determining a character's special advantages, consult the Advantage Modifiers Table to find the modifiers that correspond to each advantage possessed by the character. Apply the appropriate modifiers to the character's Member and Influence Ratings. When determining special-advantage modifiers for multiple advantages, negative modifiers are cumulative but positive modifiers are not. Instead, select the single highest positive modifier from each column. For example, a character with Bull's-Eye Marksman and Sixth Sense would receive a +3 advantage modifier to his Family Member Rating.

If desired, the commander character may hide his or her special advantage from other characters. In this case, the commander does not receive any positive modifiers provided by the advantage, but all negative modifiers still apply. For example, a commander character might choose to conceal his Sixth Sense from his potential recruits. Consequently, he receives the –1 Friends modifier but does not receive the +3 Family modifier or the +2 Unit modifier.

Clan Origins

This special advantage applies to Clan characters who have defected to the Inner Sphere. If the character is a MechWarrior, the character starts play with a second-line Clan 'Mech. Reduce by half all age modifiers from the Training and Service Table; additionally, Clan characters may only select Academy Dropout or State Academy for their initial training. Apply all appropriate member modifiers from the Advantage Modifiers Table. A character with Clan origins also suffers a –1 modifier to his Initiative Rolls when facing Clan opponents.

For **MW II** characters, the Clan Origins advantage automatically applies if the character's controlling player selects any Clan affiliation or package during character generation.

STEP 2: ASSEMBLE FOUNDING MEMBERS

The core of any mercenary group consists of the commander character's family members or friends he has made during his training, previous military service or even childhood. Additionally, potential commanders who are currently serving in military units may also attract members of those units to defect and join their new merc groups. In fact, most new mercenary commands require such support if they are to establish themselves and remain viable military forces.

The following rules allow players to generate these founding members and incorporate player-characters into the group. First, the commander recruits founding members using the Founding Members Table. Then the commander creates the unit's special recruits. Next, special recruits may recruit new members. Finally, **Identifying Forces** covers the rules for determining the abilities and specialties of new recruits without training and service records.

RECRUITING FOUNDING MEMBERS

Make three 1D6 rolls, one for each Member Rating category on the Founding Members Table. Each roll result determines the number of warriors the commander character recruits from his family, friends and former unit.

Apply all appropriate modifiers from **Step 1** to the results. If a modified result is lower than 1, the character receives no recruits from that category.

Player Assignment #1

If additional players are helping to form the new mercenary group, they can join now or wait until later player assignments. If added now, they should determine their connection to the unit commander—through family ties, friendship or joint membership in a former military unit—and work that connection into the unit's history. These characters are subtracted from the commander's appropriate member categories. Extra recruits beyond those controlled directly by players become the first of the unit's non-player characters (NPCs).

FOUNDING MEMBERS TABLE

Modified Roll Result	Family	Friends	Unit
0 or lower	0	0	0
1	0	1	1
2	0	1	2
3	1	2	3
4	1	2	3
5	2	3	3
6	2	3	7
7	3	4	7
8	3	4	7
9	3	5	11
10	4	5	11
11	4	6	23
12 or higher	4	8	35

ADVANTAGE MODIFIERS TABLE

Advantage	Cost	Source	Member Modifiers			Influence
			Family	Friends	Unit	
Bull's-Eye Marksman	1	MT	+1	+2	+2	—
Clan Origins**	0	—	–2	–2	–4	–2
Combat Sense	2	MWC	—	—	+1	—
Edge*	1–3	MT/MWII	—	—	+X	—
EI Neural Implant	1	MWC	—	–2	+1	—
Land Grant	1	MWII	+1	—	—	+1
Maneuvering Ace	1	MT	+1	—	+1	—
Reputation	1	MWC	+1	+2	+2	+1
Sixth Sense	2	MT/MWII	+3	–1	+2	—
Tactical Genius	1	MT	—	—	+1	—
Title: Baron	3	MWII	+3	+2	+2	+2
Title: Baronet/Baron heir	2	MWII	+2	+2	+1	+1
Title: Knight/Baronet heir	1	MWII	+1	+1	+1	+1
Toughness/Pain Resistance	2	MWII/MT	—	+1	+2	—
Well-Connected*	1–3	MWC	+1	+1	+X – 1	+X – 1

MWII: MechWarrior, Second Edition
MWC: MechWarrior Companion
MT: Maximum Tech
*The value "X" indicates the number of points spent on the advantage.
**Apply if character has Clan origins as part of his history.

SPECIAL RECRUITS

Special recruits are new unit members who can help the commander recruit additional members or recruit new members themselves. Additionally, special recruits may possess Special Advantages, as described in **Step 1.** Generally, special recruits are other player-characters in the unit, but NPCs may also serve as special recruits.

For each special recruit he adds to his unit, the commander character must spend 1 Influence Point. Special recruits with special advantages cost 2 Influence Points. The commander's Influence Rating determines how many Influence Points he may spend per step.

Generate training and service backgrounds for all special recruits by using the background-generation system described under **Commander's Background** in **Step 1.** If a character already has an established background, simply select the options that most closely reflect that background.

Commander characters must spend the required Influence Points for all special-recruit characters controlled by players before they can create special-recruit NPCs. Once a commander has spent all his Influence Points, no more characters may receive training or service records or special advantages.

Special recruits are not restricted to quality ratings below those of their commander, a very useful exception to later rules that will make such recruitment difficult. When creating training and service records for their characters, controlling players should record all modifiers per **Step 1** rules. Determine and record a character's Influence Rating by adding all appropriate Influence modifiers.

Special recruits who have been assigned special advantages and subordinate command positions (executive officer, battalion commander and so on) roll on the Founding Members Table (p. 138) to determine how many additional recruits each character brings into the command. For all other special recruits, reduce by half the modified roll result before determining the number of new members those characters bring in.

If the commander does not have enough Influence Points to pay for all player-character special recruits, he may spend his last remaining Influence Point to allow all remaining characters to join the unit. However, player-characters purchased in this manner may not record any modifiers and cannot bring in additional recruits.

MechWarrior Characters

All **MW II** player-characters are automatically considered special recruits and may purchase advantages per standard **MW II** rules.

Player Assignment #2

After all eligible special recruits have rolled on the Founding Members Table, additional players again have an opportunity to join the mercenary command—this time as family, friends or recent unit-mates of the special recruits. These players and all



additional recruits do not receive training and service records. Instead, their abilities are determined by consulting the Identification Table (p. 140).

IDENTIFYING FORCES

Use the Identification Table to generate quality ratings and equipment for all recruits without service and training records. The commander character makes a dice roll for each such character he recruited personally, and each special-recruit player-character rolls for the new troops he recruited. For ease of identification and organization, organize these recruits into groups of four. "Leftover" recruits are placed in a single group of 1–3 soldiers, and the lance or platoon is filled out in the next step.

The controlling player for each four-warrior group makes three 1D6 rolls for each group. The first roll identifies the recruited unit's Type. *Same* simply means the troops are the same type of warrior as the character rolling—MechWarrior, armored infantry, aerospace pilots and so on. *Complementary* means that the lance's specialty complements the rolling player's specialty. For example, an armor commander who rolls a 2 or 3 has recruited an infantry platoon. A MechWarrior who rolls a 2 or 3 has recruited a four-member aerospace unit. On a *Distant* result, the specialty of the new unit may be more distantly related to the controlling player-character's specialty. For example, an aerospace pilot who rolls a Distant result would have to decide between an armor or infantry platoon.

The second roll determines the recruited unit's quality rating. A Veteran commander may add 1 to his roll result, and an Elite commander may add 2. However, the quality rating of a recruited unit may not exceed that of the special character who recruited it. If the roll result indicates a higher quality rating, the recruited unit receives the same quality rating as its recruiter. After determining the quality rating of a recruited unit, consult the Quality Rating Equivalency Table (p. 137) to determine the Piloting and Gunnery Skills of these units.

The third roll determines the weight class or infantry type of the recruited lance/platoon. (For aerospace fighters, consider a result of Assault as Heavy.) After determining the type of a recruited infantry platoon, consult pages 66–69 and 75–77 of **BTC: RoW** and randomly determine the platoon's equipment with the aid of the gamemaster or referee. Jump infantry platoons are comprised of three squads, not four, so if jump infantry is indicated on the table, move one trooper from this group to another group of less than four or roll separately for the single squad.

IDENTIFICATION TABLE

Roll	Warrior Type	Quality Rating	Weight/Infantry Type
1	Distant	Green	Light/Foot
2	Complementary	Green	Light/Foot
3	Complementary	Regular	Medium/Motorized
4	Same	Regular	Medium/Jump
5	Same	Regular	Heavy/Anti-'Mech*
6	Same	Veteran	Assault/Battlesuit
7	—	Veteran	—
8	—	Elite	—

*If rolled, roll again to determine the specific type of infantry.

STEP 3: OPEN RECRUITING AND BATTLEFIELD EXPERIENCE

At this point, the mercenary unit most likely consists of disparate forces and is nowhere near as large as the commander desires. Furthermore, some player-characters may still be waiting to join the unit. The commander can expand the size of his unit and sign up remaining players through open recruiting. After open recruiting, the unit may enter regular game play. Or the commander may decide to provide the unit with mission experience by rolling on the Mission Experience Table (p. 142). This second step provides an opportunity to increase the number of personnel in the unit and advance the members' Quality Ratings. If desired, the commander may continue to build the unit by repeating the open recruiting/mission experience step.

ORGANIZATION

Before open recruiting, the commander and his staff should organize the recruited troops into sub-units. Generally, this means combining the lances and platoons from **Step 2** into companies and perhaps battalions. Assign player-characters or special NPCs subordinate command positions (lance or company commanders) as desired. At this point, do not be concerned if companies or lances are undermanned—vacant positions can be filled later in the unit-creation process. Use copies of SF 3068 (Simplified) to record the composition of each battalion or company. Then proceed to **Open Recruiting,** below.

If the commander character feels that his group is ready for action, the players may bypass open recruiting/mission experience and proceed to **Step 4**.

OPEN RECRUITING

There are always warriors on Outreach looking for employment, so recruiting troops is a simple job of screening applicants to find those with the capabilities desired. Most new units post WARRIOR WANTED notices on the screens at the Hiring Hall and then slog through scores of applications and dozens of combat records. After selecting perhaps ten warriors for tests on simulators and/or the local proving grounds, the recruiters generally hire the top three or four. Less discerning commanders could conceivably hire more, but doing so can weaken unit cohesion and seriously lower the general expertise of the unit because most warriors-for-hire are discipline cases or desperate, Dispossessed MechWarriors looking for a break.

During open recruiting, any character in a command position with the unit can recruit new members for his sub-unit. The group's overall commanding officer can recruit members for any sub-unit within the command. The commander may also veto the hiring of any individual recruited by one of his sub-commanders.

To recruit a new member, the recruiting character must spend 1 Influence Point and make a Recruiting Roll. Influence Points spent for this purpose are replenished at the beginning of every recruitment period. Company and battalion (or squadron/wing) commanders without Influence Points may make a single attempt to recruit. Any unit member with Influence Points can "loan" points to his immediate superior or to any unit member below him on the chain of command for the purpose of Recruiting Rolls. However, loaned points are worth only half their value; therefore, 2 loaned points are required for a single Recruiting Roll.

Before creating new sub-units within the command, all vacancies in under-strength units should be filled. Once this has been accomplished, the commander or sub-commanders can start new lances or companies by reassigning a warrior or lance of warriors to form the core of the new unit. (Replacements for these reassigned personnel should be hired before they take their new posts.)

The Recruiting Roll

To recruit a new member, the recruiting character rolls 2D6 against a Target Number of 8. (**MW II** players make a Social Saving Roll.)

Before making the roll, the recruiting player must specify the characteristics of the warrior being sought. These characteristics determine the target modifiers for the roll, as shown on the Recruiting Modifiers Table, p. 141. Also, the recruiting character may spend Influence Points to lower the target number. For each Influence Point spent, reduce the target number by 1. Any special recruit can "loan" Influence Points to his immediate superior or to any unit member below him in the chain of command for this purpose. However, 2 loaned Influence Points are required to reduce a target number by 1.

RECRUITING MODIFIERS TABLE

Type	Modifier
Infantry	–2
Vehicle Crewman	+0
MechWarrior	+1
Fighter Pilot	+2
Weight Class	
Dispossessed	–4
Light	+0
Medium	+1
Heavy	+2
Assault	+3
Technology Level	
Inner Sphere Level 1	+0
Inner Sphere Level 2	+1
Inner Sphere Level 3	+2
Clan Level 2	+3
Clan Level 3	+4
Specific Design	+1
Infantry Type	
Foot	+0
Motorized	+1
Jump	+2
Battlesuit (Inner Sphere)	+4
Battlesuit (Clan)	+6
Anti-'Mech Trained	+2
Quality Rating	
Three Levels Lower	–4
Two Levels Lower	–2
One Level Lower	–1
Same Level	+0
One Level Higher	+3
Two Levels Higher	+6

If the roll fails, the recruiting character fails to find a suitable recruit. All subsequent Recruiting Rolls made by that character must have lower target numbers.

Recruiting Modifiers

Recruiting modifiers are divided into four categories—type, weight class, infantry type and quality rating.

Type refers to the type of recruit—infantry, vehicle crewman, MechWarrior or fighter pilot. Battle-armor units are considered infantry.

Weight class denotes the weight class and technology level of the recruit's 'Mech, fighter or vehicle. Recruits with Clan technology have second-line 'Mechs, not OmniMechs. The Specific Design option provides the recruit with any desired 'Mech, vehicle or fighter design within the weight class and technology selected.

Infantry type provides modifiers for infantry recruits, based on the type of infantry unit in which the recruit will be serving. Remember to apply the Anti-'Mech Training modifier to battle armor-equipped infantry if the squad is anti-'Mech trained (they usually are).

Finally, **quality rating** denotes the recruit's quality rating relative to the rating of the company commander to whom the new recruit will report, regardless of who is doing the actual recruiting. For example, if a new Green recruit will be reporting to a Veteran company commander, the recruit's quality rating is two levels lower than the commander's Veteran level, so the quality-rating modifier is –2. The modifier to add an Elite recruit to the company would be +3, because Elite is one level higher than Veteran.

Consult the Quality Rating Equivalency Table (p. 137) to set skill ratings for new recruits, based on their quality ratings.

Optional Rule: Settling for Less

If the roll fails, the recruiting character may "settle for less." In this case, the system works in reverse—the commander starts with the actual Recruiting Roll result, then chooses new weight class, infantry type and quality rating options from the Recruiting Modifiers Table that produce a target number equal to or lower than the roll result. Note that the recruiting character may not change the type of the desired recruit. Furthermore, the recruiting character must spend 1 Influence Point. If the unit has no Influence Points available for the step, then the recruitment attempt simply fails.

This system intentionally makes hiring experienced warriors difficult. When a unit wants to build itself up quickly, it is generally forced to rely on Green or Regular troops.

A Veteran company commander attempting to recruit a Veteran MechWarrior with a Heavy, Level 2 Inner-Sphere 'Mech will need to make a successful Recruiting Roll against a Target Number of 12 to recruit the MechWarrior:

Base Target Number	*8*
MechWarrior	*+1*
Heavy 'Mech	*+2*
Inner Sphere Level 2 technology	*+1*
Same Quality Rating	*+0*
Modified Target Number	***12***

If the roll produces a result of 10, the recruitment attempt fails. However, the recruiting player could settle for less by accepting a recruit with a Light, Level 2 Inner-Sphere 'Mech, or a Medium Level 1 machine, or a Green MechWarrior.

Player Assignment #3

Additional **BattleTech** players may assume the character of any warrior recruited during this step. If the commander is satisfied with the combat personnel he has accumulated at this time,

he can proceed to **Step 4.**

Alternatively, the command staff can provide mission experience for the unit. This provides another opportunity for recruiting additional combat personnel, as well as a chance to improve the unit members' quality ratings.

MISSION EXPERIENCE

After initial recruiting, a mercenary command goes to work. Most new mercenary groups can't afford to spend long periods on Outreach recruiting personnel and training—they need to earn money. And that means going on missions.

Mission experience provides an opportunity for a mercenary group to gain experience—reflected by improvements to the quality ratings of unit members—and do some battlefield recruiting. Of course, every mission is potentially dangerous, and a unit may lose personnel. All of these factors are simulated with dice rolls on the Mission Experience Table.

The unit commander rolls 2D6 for each mission and consults the table to determine the assignment and outcome. Next, the unit's company and squadron commanders make 2D6 Personnel and Quality rolls for their sub-units. (The overall unit commander makes these rolls for companies and squadrons led by NPCs.) The target number ranges for these rolls are listed in the Mission Experience Table, below.

If a company/squadron's Personnel Roll fails, the sub-unit loses personnel. Reduce the company/squadron's personnel by the roll's margin of failure. For example, if a sub-unit's roll fails by 4, that sub-unit loses 4 members. Re-roll any result that would kill off a **MW II** player character, unless the only characters left in the company/squadron are player characters. In this case, the gamemaster decides what happens. Player-character deaths at this stage are certainly undesirable, so gamemasters may rule that player-characters suffer injuries and must sit out the next unit mission while they recover.

If the Personnel Roll result is higher than the target number range, the company/squadron gains personnel. Increase the company/squadron's personnel by the roll's margin of success. For example, if a sub-unit's roll succeeds by 4, that sub-unit gains 4 members.

Assume that BattleMechs and other equipment are lost or gained with each warrior. Determine the characteristics and equipment of new personnel by using the force-identification process and Identification Table described in **Step 2** (p. 140).

The results of Quality Rolls determine how much a company/squadron improves during a mission. A roll's margin of success determines how many unit members advance to the next Quality Rating level (advancement has no effect on Elite warriors). Failed Quality Rolls have no effect.

MW II player-characters do not advance in quality rating. Instead, they receive 3 Adventure Points and 10 Skill Points which may be used however the character's controlling player desires.

MISSION EXPERIENCE TABLE

Roll Result	Mission Type/Outcome	Personnel Roll Target Number	Quality Roll Target Number
2	Contract Default	—	—
3	Assault/Defeat	5–10	8
4	Garrison/Loss	5–11	10
5	Raid/Defeat	6–11	9
6	Garrison/No action	—	11
7	Garrison/No action	—	11
8	Garrison/No action	—	11
9	Raid/Victory	5–9	8
10	Garrison/Victory	3–10	9
11	Pirate Hunting	4–9	10
12	Assault/Victory	4–8	7

Player Assignment #4

Battlefield recruitment offers the last chance for players to join the mercenary command during its formation. Players may assume the characters of any recruits gained as a result of successful Personnel Rolls.

Repeating the Cycle

If desired, the mercenary unit may return to Outreach and repeat the open recruiting/mission experience cycle. Each repetition is considered a new step and all unit-member Influence Ratings are replenished. The cycle may be repeated until the unit's desired strength is reached.

Each cycle takes 1 year to complete. Keep track of the years spent in this process—this information can be used when fleshing out the unit's history and determining characters' ages. The information will also be used in later unit-creation steps.

Beginning in the second "year," the mercenary command can search for a DropShip or JumpShip in place of open recruiting. See **Step 5: Buy DropShips/JumpShips** (p. 144) for more information.

STEP 4: OBTAIN EQUIPMENT

To speed up and simplify the unit-creation process, all troops are considered fully equipped with their own BattleMechs, vehicles, aerofighters, infantry weapons and so on when they join the mercenary unit. Weight classes and technology ratings of all equipment are set during **Step 2** and **Step 3.**

UNIT TECHNOLOGY RATING

The technology rating refers to the percentage of a command's machines that are equipped with advanced equipment as designated under Level 2 **BattleTech** rules. (Even if the players agree to use Level 3 equipment, do not include such equipment in the unit's start-up forces. The following rules assume that any

Level 3 equipment is acquired after initial unit creation, if at all.)

To calculate a unit's technology rating, start by determining the entire unit's average quality rating (exclude infantry assets) with the method described in **Dragoons Rating** (**Running a Mercenary Unit**, p. 149). Regular infantry units do not require technology ratings, and Inner Sphere battle-armor units use standard battlesuits (p. 69, **BTC: RoW**) unless the unit has recruited armored infantry with Clantech per the rules in **Step 3**.

After determining the unit's average quality rating, consult the Technology Rating Table to determine the base technology rating. Then find the appropriate technology modifier, based on the unit's mission-experience years from **Step 3.** Add the base technology rating and the technology modifier to find the unit's overall technology rating. If the unit commander has the Title or Well-Connected advantage, add an additional +5 percent modifier to the rating.

TECHNOLOGY RATING TABLE

Average Quality Rating	Base Technology Rating
Green	10%
Regular	20%
Veteran	30%
Elite	40%

Mission Experience	Technology Modifier
0–2 years	+0%
3–5 years	+5%
6–10 years	+10%
11+ years	+20%

Optional Method

If desired, separate technology ratings may be generated for a unit's component battalions, aerospace wings, companies and squadrons. To do so, start by determining the entire sub-unit's average quality rating (exclude infantry assets) with the method described in **Dragoons Rating** (p. 149).

If a sub-unit's commander has the Title or Well-Connected advantage, the sub-unit receives an additional +5 percent modifier to its rating. Subordinate officers with either of these advantages gain another +5 percent modifier for sub-units directly under their command. This bonus is cumulative, to a maximum of 10 percent. For example, an aerospace wing led by a commander with the Title advantage would receive the +5 percent modifier. If a squadron within that wing is led by an officer with the Well-Connected advantage, that squadron receives an additional +5 percent modifier, for a total modifier of +10 percent. The squadron's bonus may not exceed this, even if it belongs to a mercenary group led by a Well-Connected commander.

When using this method, the technology ratings of all supporting forces are *reduced* by 10 percent to reflect the natural bias toward the command's main force. For example, if the command considers its BattleMech assets its main force, all of its aerospace and armor forces suffer this penalty.

BATTLEMECH ASSIGNMENT

To assign the actual 'Mechs owned by a new command, first consult the Equipment Rating Table. (For fighter and vehicle assignments, create your own fighter or vehicle Equipment Rating Table modeled after the one supplied below or use the **Commander's Option** rules.) Locate the listed technology rating that most closely matches the unit's or sub-unit's overall technology rating. Record any difference between the two figures—this number will be used later in the unit-creation process. If the unit's or sub-unit's overall rating falls exactly between two ratings listed on the Equipment Rating Table, the unit's or sub-unit's commander may choose between them. Then find the corresponding equipment rating. Using this equipment rating, consult the Random 'Mech Assignment Table (**Rules,** p. 122) and roll for BattleMechs by weight class.

For MechWarriors recruited with advanced technology or a Clan upgrade during **Step 3,** simply select an appropriate BattleMech design from the table. If a MechWarrior was assigned a specific design during recruitment, simply add the machine to the unit's equipment profile. Pay attention to the various 'Mechs' deployment histories in the **Technical Readouts** when selecting designs—some machines are simply not available to the average mercenary as of 3059.

EQUIPMENT RATING TABLE

Technology Rating	Equipment Rating	Description
80%	A	Heavy Upgrades
60%	B	Good Upgrades
40%	C	Fair Upgrades
20%	D	Average Upgrades
10%	F	Poor Upgrades

Commander's Option

If desired, commanders can take a more hands-on approach to choosing the unit's war machines. However, this option should only be used in conjunction with the optional method for generating technology ratings.

Divide the command into the same battalions, aerospace wings, companies and squadrons used while generating technology ratings. Each sub-unit's technology rating indicates the percentage of that sub-unit's total number of 'Mechs (not specific machines) that may be equipped with advanced Level 2 technology. (This distinction prevents commanders from designating all their heavy BattleMechs as upgraded designs and leaving their

light machines as Level 1 designs.) The tonnage breakdown for a unit with a Technology Rating of 50 percent would look like this:

Level 2 Inner Sphere technology	50 percent
Level 1 Inner Sphere technology	50 percent
(total = 100 percent)	

If desired, a commander may designate a portion of his unit's advanced BattleMechs as Clan designs instead (doing so will reduce the unit's total percentage of advanced technology, however). To do so, the commander assigns a portion of the technology rating to Clantech. This portion is divided by 4 and then used normally.

If the commander of a unit with a Technology Rating of 50 percent decided to use 20 percentage points of that rating for Clantech, the unit's tonnage breakdown would look like this:

Level 2 Inner Sphere technology 30 percent	
Level 2 Clantech	20 ÷ 4 = 5 percent
Level 1 Inner Sphere technology	65 percent
(total = 100 percent)	

If a MechWarrior with advanced technology, Clantech or a specific design was recruited in **Step 3,** consider his BattleMech a standard-technology design for this purpose.

UPGRADES AND CUSTOMIZATION

Any mercenary command will gradually amass a stockpile of salvaged equipment that unit personnel can use to customize their machines. Generally, such stockpiles are created during game play, but if the unit has amassed mission experience during **Step 3,** it may start with a stockpile. The stockpile's base value is 10,000 C-bills times the total number of BattleMechs and vehicles in the command, times the number of years the mercenary command has been in operation.

To find the actual amount of value in salvage, multiply the base size by a modifier of 15 percent plus or minus the percentage the command lost or gained when rounding its technology rating to the nearest one listed on the Equipment Rating Table (p. 143). For example, say a command has an overall Technology Rating of 55 percent. The closest technology rating listed on the Equipment Rating Table is 60 percent (Equipment Rating B). The difference between the two technology ratings is 5 percent, and so that amount is subtracted from the 15-percent modifier for a final modifier of 10 percent.

After determining the stockpile's final value, the unit can use this money to buy any desired equipment. (Prices appear on p. 124, **BTC:RoW**). Any Clantech equipment must be purchased at double its listed cost. Stockpiled equipment can be installed immediately in any of the command's machines with no dice rolls required. Alternatively, the equipment can be kept for later use in repairs or refits. If the players agree, they can use the customization rules in **Maximum Tech** (p. 62).

Any C-bills left over from this process are added to the unit's war chest at the end of **Step 7.**

STEP 5: BUY DROPSHIPS/JUMPSHIPS

Hiring a DropShip or JumpShip is one of the largest expenses a mercenary command faces. Furthermore, the need to hire transport makes a mercenary unit dependent on outsiders and reduces its control over its own fate. Therefore, a mercenary unit may want to buy its own DropShips and JumpShips despite the high cost of doing so.

DROPSHIPS

An attempt to locate and buy a DropShip must be substituted for an open recruiting session in the recruitment/mission cycle described in **Step 3** (p. 140). This simulates the time and money needed to obtain a DropShip. Instead of making Recruiting Rolls, the Influence Points of all the unit's commanders and special recruits are transferred to a single unit member, who makes a DropShip Acquisition Roll. (Other unit members eligible to recruit may each make a single attempt to recruit a new member at this time, but without the help of their Influence Points.)

Before making the dice roll, the players should consult the DropShip Availability Table to determine the target number for the DropShip the unit desires. In the case of a split target numbers, the first number refers to the obsolete variant of the ship and the second number refers to the current variant (see **Technical Readout 3057**). The players MUST select the DropShip variant they want before the player of the selected unit member makes the DropShip Acquisition Roll.

The target number may be reduced if the unit's members possess any of the following advantages: Title, Well-Connected or Reputation. Each advantage is worth a –1 target modifier per Advantage Point spent to acquire it, up to a maximum of -7. If two characters have the same advantage, the advantage counts only once. Furthermore, any character who loans an advantage to the designated DropShip buyer for this purpose may not make any Recruiting Rolls during the DropShip search.

After determining the appropriate target number, the selected unit member makes the DropShip Acquisition Roll by rolling 2D6 against it. If the roll succeeds, the unit aqcuires the DropShip in one of the two following ways. If the roll would have succeeded with only half of the modifiers applied to the target number (rounding down), the unit has purchased or acquired the DropShip as spoils of war, and the vessel belongs to the unit. If the roll matches the target number or exceeds it only because it was reduced by more than half of the modifiers, the ship actually belongs to its own captain and is considered part of the unit's auxiliary forces rather than a unit asset.

Crew requirements for DropShips are listed on the DropShip Availability Table as a convenience. For complete information about these spacecraft, see **Technical Readout 3057.**

JUMPSHIPS

JumpShip purchases follow the same procedure as DropShip purchases, with the following exceptions.

First, a unit may make only one attempt to obtain a JumpShip during the unit-creation process. Second, a JumpShip search requires three recruiting/mission cycles rather than one. During this time, the Influence Points of all unit members are consumed by the search, and each unit battalion and company commander may make only a single Recruiting Roll without aid of Influence. Furthermore, any character who loans an advantage to reduce the JumpShip Acquisition Roll target number may not make any Recruiting Rolls during the JumpShip search. These restrictions simulate the difficulty of acquiring one of these rare vessels.

The selected unit member makes the JumpShip Acquisition Roll during the third recruiting/mission cycle of the JumpShip search. If the roll succeeds, the unit acquires the JumpShip in one of the two following ways. If the roll would have succeeded with only half of the modifiers applied to the target number (rounding down), the JumpShip is purchased or acquired as spoils of war and belongs to the unit. If the roll matches or beats the target number only because it was reduced by more than half the modifiers, the ship actually belongs to its own captain is considered part of the unit's auxiliary forces rather than a unit asset.

A unit may also modify a JumpShip Acquisition Roll by offering one of its DropShips as a bargaining chip. The DropShip must belong solely to the unit—DropShips that are auxiliary forces cannot be used for this purpose. Offering a DropShip adds a +3 bonus to the roll result. If the JumpShip Acquisition Roll succeeds, the unit acquires the JumpShip but loses its DropShip. If the roll fails, the unit retains the DropShip.

Crew requirements for JumpShips are listed on the JumpShip Availability Table below as a convenience. For complete information about these spacecraft, see **Technical Readout 3057.**

DROPSHIP AVAILABILITY TABLE

DropShip Class	Target Number	Crew Requirement
Achilles	12/14	30
Avenger	11/15	15
Behemoth	14	50
Buccaneer	9	12
Claymore	16	15
Condor	9/12	24
Excalibur	12/15	50
Fortress	13/16	42
Fury	10/14	8
Gazelle	9/12	10
Hamilcar	12	36
Hannibal	15	40
Hercules	14	28
Intruder	11/14	30
Kuan Ti	15	25
Leopard	9/10	9
Leopard CV	10/14	9
Lung Wang	15	18
Mammoth	13	35
Model 97 "Octopus"	14	40
Monarch	10	34
Mule	9	20
Nagumo	16	28
Okinawa	15	26
Overlord	12/15	43
Rose	16	47
Seeker	11/13	20
Triumph	11/13	15
Union	10/14	14
Vengeance	13/15	9

Advantage	Target Number Modifier
Title	–1 per Advantage Point spent to acquire each Advantage, to a maximum of –7
Well-Connected	
Reputation	

FREE DROPSHIP SEARCH

If the mercenary command did not make any rolls for a DropShip *or* a JumpShip during **Step 3** in place of recruitment, the unit may make a single roll for a DropShip at this point. Follow the rules given above for DropShip acquisition, but the unit receives an additional –2 modifier to the target number.

JUMPSHIP AVAILABILITY TABLE

JumpShip Class	Target Number	Crew Requirement
Invader	14	24
Merchant	12	20
Monolith	16	30
Scout	11	18
Star Lord	15	30
Tramp	13	21

STEP 6: DETERMINE PAYROLL, MAINTENANCE COSTS AND SUPPORT REQUIREMENTS

The following section outlines how to determine the unit's payroll, maintenance costs and support requirements. All costs listed are in C-bills.

PAYROLL

To determine the salaries of unit members, multiply the appropriate base salary and Quality/Expertise multiplier from the Salary Table. For example, the yearly salary for a Veteran MechWarrior is 39,000 C-bills (19,500 x 2). Record the salaries of all personnel in the appropriate spaces on the unit's or sub-unit's SF 3068 (Simplified).

The number of crew members required to effectively operate a ground vehicle is equal to the tonnage of the vehicle divided by 15 (round fractions up). More information about vehicle crews appears in **Maximum Tech**.

In the case of artillery crews, assume that each artillery piece requires a squad of seven troopers to operate it. Therefore, a lance of four artillery pieces is crewed by a 28-man infantry platoon.

Specialist Infantry is a catch-all category for personnel who do not fit into the other categories, such as combat engineers.

SALARY TABLE

Position	Base Salary Yearly	Base Salary Biweekly
MechWarrior	19,500	750
Aerospace Pilot	19,500	750
Vehicle Crewman	11,700	450
Regular Infantry	9,750	375
Artillery Crew	11,700	450
Specialist Infantry	12,480	480
Scout Infantry	13,650	525
Vessel Captain	19,500	750
Vessel Crew	10,400	400

Quality/Expertise	Multiplier
Green	x 0.75
Regular	x 1
Veteran	x 2
Elite	x 3
Anti-Mech Infantry Training	x 2

(In addition to Quality Rating modifier)

MAINTENANCE AND SUPPORT

Military forces require constant attention from technicians, mechanics and engineers. Though mercenary contracts may include some indemnity for technical support, they rarely cover full expenses. Therefore, mercenary units usually have to pay for their maintenance and support requirements.

The Maintenance Cost Table lists the maintenance costs and support requirements for **BattleTech** combat units. These costs include the replacement of tools and all materials needed to keep equipment in good working order. They do not include technician salaries or the cost of repairing battle damage. All maintenance costs are for single machines, except for the Infantry Platoon cost. To determine the maintenance costs of motorized infantry units, combine the Ground Vehicle and Infantry Platoon maintenance costs.

The formulas given under Weekly Support Requirement are used to calculate the required weekly tech support in man-hours for each type of **BattleTech** unit. Standard infantry have no support requirement because infantrymen take care of their own equipment. Only special types of infantry units require support. Similarly, DropShip and JumpShip crews perform maintenance on their vessels.

Record the maintenance costs and support requirements for the unit on SF 3068 (Simplified).

MAINTENANCE TABLE

Sub-Unit Classification	Biweekly Maintenance Cost (in C-bills)	Weekly Support Requirement (in man-hours)
BattleMech	150	40 + (tonnage ÷ 5)
OmniMech	200	40 + (tonnage ÷ 5)
Aerospace Fighter	125	40 + (tonnage ÷ 2.5)
OmniFighter	250	40 + (tonnage ÷ 2.5)
Ground Vehicle	50	20 + (tonnage ÷ 5)
Infantry Platoon	50	—
Battle Armor Suit	100	5 + (armor value x 2)
VTOL	125	30 + (tonnage ÷ 5)
Conventional Fighter	100	20 + (tonnage ÷ 2.5)
Navy Vessel (water)	125	10 + (tonnage ÷ 2.5)
Space Craft	1,000	—

Hiring Technicians

After determining the unit's support requirements, the unit must hire technicians to perform the required man-hours of labor. Units must hire at least enough technicians to provide 30 percent of the weekly requirement of man-hours to prevent breakdowns. (Technicians rotate so that every machine is inspected every three weeks.) However, commanders may want to hire more technicians to meet the expanded support needs created by combat (see **Maintenance**, p. 157 of **Running a Mercenary Unit**).

TECHNICIAN PRODUCTIVITY/SALARY TABLE

Quality Rating	Skill Roll Target	Man-Hours per week	Salary Yearly	Salary Biweekly
Astech	10	20	6,240 (5,200)	240 (200)
Green	9	30	8,320 (7,280)	320 (280)
Regular	7	40	12,480 (10,920)	480 (420)
Veteran	6	45	16,640 (14,950)	640 (575)
Elite	5	50	24,960 (22,360)	960 (860)

The weekly man-hours of service provided by technicians vary according to the technicians' quality ratings, as shown on the Technician Productivity/Salary Table. Skill Roll target numbers and salaries vary as well.

Technicians are required for BattleMechs, aerospace and conventional fighters and battle-armor units. Conventional vehicles may be maintained by mechanics, whose base salaries are listed in parentheses.

To operate at full effectiveness, a technical staff must include at least one astech for every two technicians. Reduce by fifteen man-hours the productivity of any technician who does not have an astech's assistance in a given week.

After determining a unit's technical staff, record all technicians, mechanics and astechs, as well as the man-hours they produce and their salaries, on the unit's SF 3068 (Simplified).

Double Duty

Combat personnel often have some expertise in the maintenance and repair of their machines and equipment. To simulate such abilities, **MW II** characters must acquire the appropriate Technician Skill in accordance with standard **MW II** rules.

BattleTech players may simply assign an Astech or Green tech rating to any warrior. However, combat personnel expected to act as techs must be paid one-half the appropriate technician salary, in addition to their warrior pay. These individuals must receive their biweekly technician salaries even if their services are not required. In a combat theater, these individuals can produce only half of their standard man-hour output of work before the quality of their work begins to deteriorate and they risk causing a breakdown (see **Breakdowns,** p. 157 of **Running a Mercenary Unit**).

PERSONNEL SUPPORT

For convenience, non-combatant, personnel-support staff is divided into three categories: Administrative, Specialist and Medical.

Administrative personnel are the secretaries and accountants who handle the unit's routine bureaucratic business and paperwork. Every command should have one administrative officer per company or platoon, and one for every ten technicians.

Specialists include high-level administrators and contract negotiators. Commands should always have one high-level administrator per battalion, and at least one negotiator for the unit. (A unit without a skilled negotiator surrenders bargaining power to the employer during contract talks, which will become particularly important in **Operations.**) Multiply the appropriate base salary by the appropriate quality-rating multiplier to determine the salary of a specialist.

Medical personnel help keep the unit in good physical condition. Without them, the command can expect serious problems with illness cutting into the unit's normal operations. One medic for every twenty unit members is a good rule of thumb.

Double Duty

Combat personnel may also perform administrative, contract negotiating or medical tasks. **MW II** characters must acquire the appropriate skills per **MW II** rules to do so. Under **BattleTech** rules, only battalion commanders may perform high-level administrative duties. However, any personnel with a Green or Regular Quality Rating may serve as a negotiator. Add one-half of any appropriate salary to the standard pay rate for such characters. However, in combat theaters these characters do not perform their secondary jobs.

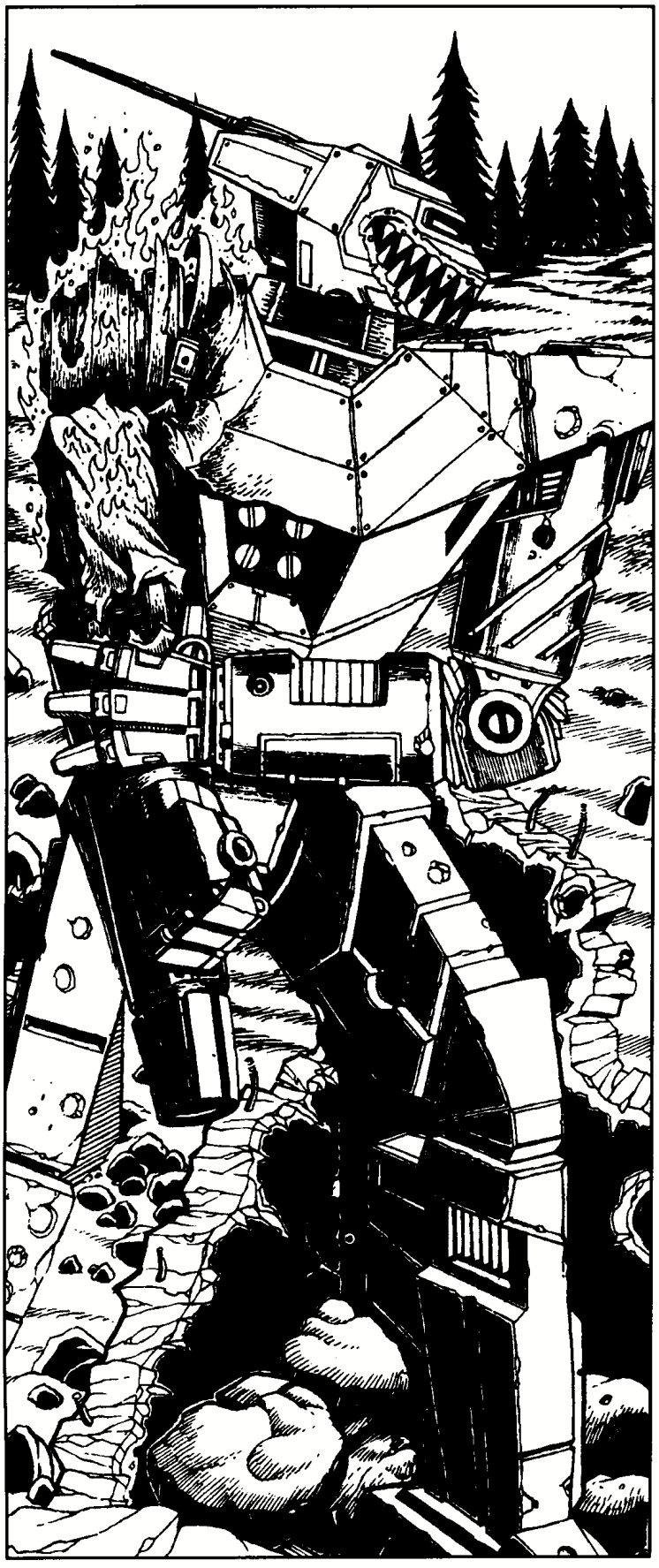
PERSONNEL SALARIES

Position	Yearly	Biweekly
Administrative	8,320	320
Specialist	15,600	600
Medic	8,320	320

Quality Rating	Multiplier
Green	x 0.75
Regular	x 1
Veteran	x 2
Elite	x 3

STEP 7: NAME THE MERCENARY COMMAND AND ESTABLISH STANDING FUNDS

After determining the support staff for the unit, the commander and his officers can name the unit and calculate their standing funds, or *war chest.* Once these tasks are accomplished, the unit is ready to begin regular game play.



NAME

Many commands take at least part of their names from their commanders, and those that are former House units often retain their former military designations. In any case, a unit's name should inspire confidence in potential employers and fear in enemies. A moniker such as David's Daffodils is unlikely to accomplish either aim.

If stuck for ideas, take a look at the mercenary unit names listed on page 160 and use them as models.

WAR CHEST

Any profits left over after paying for supplies, repairs and salaries goes into a unit's war chest. These funds are used to support the command between contracts.

The initial value of a unit's war chest depends on the unit's size and experience. Use the following formula to calculate a unit's war chest:

(Number of combat companies) x 10,000 x War Chest Multiplier

To determine a unit's War Chest Multiplier, first calculate the average quality rating of the unit's main body of troops per the **Dragoons Rating** rules (**Running a Mercenary Unit,** p. 149). The main body of a BattleMech command is its 'Mech assets; the main body of an aerospace group would be its aerospace assets. Then consult the War Chest Multipliers Table.

WAR CHEST MULTIPLIERS

Average Quality Rating	War Chest Multiplier
Green	.75
Regular	1
Veteran	2
Elite	3



RUNNING A MERCENARY UNIT

Creating a mercenary command takes a professional soldier only halfway to independence. Once a unit has been formed, its commanders must deal with the small matter of survival—and the battlefield cares nothing for honorable intentions or a command's bottom line.

This section sketches out the basic considerations of running a mercenary unit. **Dragoons Rating** provides guidelines for generating this important rating, while **Contract Offers** (p. 150) and **Contract Negotiations** (p. 151) lists rules for generating and negotiating contracts. **Missions** (p. 156) explains such considerations as contract advances, preparations and transportation rates, and **Maintenance** (p. 157) provides rules for maintaining the combat readiness of the unit's machines between contracts. Finally, **Unit Specialization** (p. 159) offers rules for generating unit-wide game advantages and specializations like those found in the **Unit Briefs Database** (**Rules**, p. 124).

DRAGOONS RATING

The Dragoons Rating indicates a mercenary command's state of readiness and its ability to respond to different situations. The rating system employed by Wolf's Dragoons employs three main components—Mercenary Unit Descriptions (MUDs), Unit Briefs and the Dragoons Rating. Explanations of all three appear in the **Outreach** section. The following paragraphs explain how to determine a mercenary command's initial Dragoons Rating and update it during the unit's career.

DRAGOONS RATING TABLE

Total Points	Rating
0–45	D
46–85	C
86–120	B
121+	A

FINDING THE RATING

To calculate a unit's Dragoons Rating, add the appropriate point values for the following categories as shown in the formula. (Explanations for calculating each point value follow.) Then consult the Dragoons Rating Table to find the letter rating that corresponds to the total. Exclude independent units when calculating the Dragoons Rating of a mercenary command; instead, calculate separate Dragoons Ratings for such units. Recalculate the rating any time one of the category values changes.

Dragoons Rating Formula

Quality Value + Command Value + Combat Record + Transportation + Technology + Support = Dragoons Rating

Quality Value

Allocate a unit's quality value based on the *average* quality rating of the command's component fighting units, as follows:

Average Quality Rating	Quality Value
Green	5 points
Regular	10 points
Veteran	20 points
Elite	40 points

If the quality rating of a fighting unit has not been determined during unit creation, calculate it as follows. First, assign all personnel in the unit a numerical value based on their individual quality ratings. Green warriors receive a 0; Regular warriors, a 1; Veteran warriors, a 2; and Elite warriors, a 3. Add all the values, then divide the sum by the total number of warriors in the unit. Round to the nearest whole number to find the unit's average quality rating.

Recalculate a unit's average quality rating after any mission or campaign that creates a change in the quality ratings of individual unit members or alters the unit's personnel roster.

Command Value

To determine the command value, multiply the unit commander's Influence Rating by 3. If using **MW II** rules, add the commanding officer's Leadership, Tactics and Strategy Skill levels (not the skill target numbers).

Recalculate the command value if the commander's Influence Ratings or **MechWarrior** skill levels change.

Combat Record Value

To calculate a unit's combat record value, add 5 points for every mission the unit has successfully completed. Subtract 10 points from the sum for each failed mission, and 25 points for any breach of contract. If the unit-creation system was used to create the unit, count missions from the unit's mission experience in **Step 3 (Creating a Mercenary Unit,** p. 142) when calculating the combat record value.

To successfully complete a mission, a unit must achieve all the *primary* objectives defined in the mission contract. If the unit achieves *none* of the primary objectives, the mission has failed. If the unit achieves some but not all of the primary objectives, the mission is considered a partial success and does not affect the combat record value. Secondary mission objectives also do not affect the combat record value.

Only the Mercenary Review and Bonding Commission (in game terms, the gamemaster) can determine if a unit has committed a breach of contract. If playing without a gamemaster, the players involved should select a neutral judge or panel of judges to decide the matter, present their cases to the judge or panel and then abide by the judge's decision.

Every three years of uneventful garrison duty counts as one 5-point completed mission, regardless of how long the contract actually runs. If a contract covers several missions, treat each mission as a separate contract for purposes of determining a unit's combat record value. However, a breach of contract on any single mission of a multi-mission contract nullifies the entire contract.

Recalculate the combat record value any time a unit successfully completes or fails a mission or commits a breach of contract.

Transportation Value

To determine a unit's transportation value, allot 5 points for every 10 percent of the unit's *total* DropShip transport capability that exceeds fifty percent. (For example, a unit with 70-percent DropShip capacity would have a Transportation Value of 10.) Add 10 points for any JumpShips or WarShips the unit possesses.

A unit's DropShip capacity is simply the percentage of the command's component sub-units that the unit's DropShips can carry (BattleMech, aerospace and vehicle lances and infantry platoons). For example, a mercenary command that consists of one standard-size BattleMech company, one standard-size aerofighter lance and one standard-size infantry company consists of 7 sub-units:

3 'Mech lances + 1 aerofighter lance + 3 infantry platoons = 7 sub-units

If the unit's DropShips can accommodate the 'Mechs and fighters but not the infantry platoons, the unit would have a DropShip capacity of 57 percent (4 ÷ 7 = .57). The percentage is rounded off to the nearest ten (60 percent), which gives the unit a Transportation Value of 5. A unit cannot receive more than 25 points for its DropShip capacity, even if that capacity exceeds 100 percent.

Add 10 points to the transportation value if a unit possesses any JumpShips (the award remains the same no matter how many JumpShips the unit has). Add another 10 points if the unit has any WarShips without DropShip-carrying capacity. Increase this award to 20 points if the unit has any WarShips with DropShip-carrying capacity.

Technology Value

To calculate a unit's technology value, allot 5 points for every 10 percent of the unit's technology rating that exceeds 30 percent. For example, a command with a Technology Rating of 100 percent would receive a Technology Value of 35.

A unit's technology rating is the percentage of a unit's BattleMech, vehicle and fighter tonnage that is constructed with advanced technology (Inner Sphere Level 2 or Level 3, or mixed-tech Clan and Inner Sphere). See **Step 4: Obtain Equipment** (**Creating a Mercenary Unit,** p. 142), for more information on determining a command's technology rating.

For the purposes of this award only, full Clantech designs count for double the standard percentage in determining a unit's technology rating.

Support Value

To determine a unit's support value, allot 5 points for every 10 percent of required maintenance support the command can generate in excess of 60 percent.

To find the command's support percentage, first divide the total support the command's technicians can generate during a standard work week by the total required weekly maintenance. Then multiply the result by 100. These totals should be written down on SF 3068 (Simplified) for new units, or can be calculated using the rules in **Step 6** of **Creating a Mercenary Unit** (p. 146). The maximum award for a command able to support 100 percent of its regular weekly maintenance is 20 points.

CONTRACT OFFERS

Contracts are set with a series of three dice rolls. The first is made on the Contract Offers Table (p. 151) to determine how many offers a unit receives in a given month. The second, which may involve one or two dice rolls, is made on the Master Employer Tables (p. 151) to determine who is offering the contracts. The third is made on the Master Contracts Table (p. 151) to determine the mission of each contract. After these rolls are completed, the unit's commander must decide which contract, if any, to accept.

If a mercenary command declines all offers, it may not roll again for a contract for a full month. However, the unit incurs all standard maintenance and payroll costs during its month of inaction.

OFFERS

To determine how many contract offers a mercenary command receives in a month, roll 2D6 and consult the Contract Offers Table. Apply the Dragoons Rating modifier to the roll result.

CONTRACT EMPLOYER

To determine a contract's employer, first roll 2D6 and consult Master Employer Table A. If the roll result indicates a Periphery or Inner Sphere employer, roll 2D6 again and consult Master Employer Table B to determine if a Periphery or Inner Sphere state is offering the contract.

If the initial roll result indicated a corporation, either create one or select one from any **BattleTech** product. Alternatively, players can generate a corporate employer by rolling on any random 'Mech-generation table, then looking up the manufacturer of the generated 'Mech design in the **Technical Readouts.**

CONTRACT OFFERS TABLE

Modified Roll Result	Offers
2–3	0
4–5	1
6–9	2
10–12	3
13+	4

Dragoons Rating	Modifier
A	+3
B	+2
C	+1
D	+0
F	–2

MASTER CONTRACTS TABLE

Roll	Inner Sphere	Periphery	Corporation	Special
2	Special	Special	Cadre/Garrison	Guerrilla*
3	Cadre	Security	Cadre/Garrison	Guerrilla
4	Security	Planet Assault	Objective Raid	Cadre/Garrison
5	Planet Assault	Objective Raid	Objective Raid	Recon Raid*
6	Garrison	Objective Raid	Extraction	Extraction
7	Objective Raid	Garrison	Security	Retainer
8	Objective Raid	Garrison	Security	Recon Raid
9	Defense	Pirate Hunting	Objective Raid	Relief Duty
10	Pirate Hunting	Pirate Hunting	Garrison	Diversion*
11	Special	Riot Duty	Garrison	Riot/Garrison
12	Special	Special	Cadre/Garrison	Riot/Garrison

*Offered with Planetary Assault contract, to begin immediately at termination of first contract.

MASTER EMPLOYER TABLE A

Roll	Employer
2	Periphery
3	Periphery
4	Periphery
5	Inner Sphere
6	Inner Sphere
7	Inner Sphere
8	Inner Sphere
9	Inner Sphere
10	Inner Sphere
11	Corporation
12	Corporation

MASTER EMPLOYER TABLE B

Roll	Inner Sphere State	Periphery State
2	Free Worlds League	Independent World
3	Free Rasalhague Republic	Independent World
4	Word of Blake	Marian Hegemony
5	Lyran Alliance	Marian Hegemony
6	Capellan Confederation	Magistracy of Canopus
7	Federated Commonwealth	Magistracy of Canopus
8	Draconis Combine	Taurian Concordat
9	ComStar	Taurian Concordat
10	St. Ives Compact	Outworlds Alliance
11-12	Chaos March	Small Periphery Realm

THE MISSION

To determine a contract mission, roll 2D6 and consult the Master Contracts Table. Locate the mission type that corresponds with the contract employer and roll result. If the initial result is "Special," roll again and refer to the Special column for the contract mission.

Select mission targets within the closest Successor State, Clan occupation zone, Periphery realm or corporation that is hostile or potentially hostile toward the contract employer. Consider the mission type and political conditions when setting targets. Corporate employers are most likely to authorize missions against other corporations.

See **Contracts** (**Employment and Contracts,** p. 20) for descriptions of mission types.

Responsibilities

Primary responsibilities for the various contract missions are fairly standard (see **Contracts,** page 20). Gamemasters should create more specific responsibilities based on the particular contract. For example, if a mercenary unit will be serving as part of a larger planetary-assault force, the unit's contract might specify particular targets.

CONTRACT NEGOTIATIONS

After accepting a contract, a mercenary command must negotiate contractual rights with the employer. Contractual rights include the length of the contract and payment, as well as the other rights explained under **Contractual Obligations** (p. 22). A mercenary command lives and dies by the contracts it negotiates, so players should read and understand this system before using it in an ongoing campaign.

The Contract Worksheet (p. **167**) provides a convenient way to keep track of contract offers, payment and other contract details.

The employer negotiation tactics and typical mission contracts described in **Employment and Contracts** (p. 17) are simply suggested roleplaying guides for gamemasters. That information is not part of the following bargaining system.

BARGAINING SYSTEM

Bargaining is a give-and-take process in which both negotiating parties must compromise—neither can get everything it wants, so each side must give in on certain points to persuade the other party to grant concessions on others.

To reflect this give-and-take, mercenary contracts are negotiated with a Bargaining Pool. First, a mercenary unit receives a fixed pool of Bargaining Points. Then the unit's negotiator and the employer's negotiator bargain over the contract rights, one at a time. The negotiators add to or reduce the Bargaining Pool to win particular terms governing each contract right.

Bargaining Pool

A unit's Bargaining Pool is equal to the unit's Dragoons Rating point total plus or minus 10 percent per point difference between the skill *targets* of the mercenary and employer negotiators. For each point by which the mercenary unit negotiator's skill target exceeds the employer negotiator's, increase the unit's Bargaining Pool by 10 percent. For each point by which the employer negotiator's skill target exceeds the mercenary negotiator's, reduce the unit's pool by 10 percent.

For example, a mercenary command whose negotiator's target is 2 higher than the employer negotiator's, increase the Bargaining Pool by 20 percent.

Negotiators

The skill target of the mercenary unit's negotiator is based on the negotiator's quality rating. If the unit has its own staff negotiator, the negotiator's quality rating is set during the unit-creation process (see **Personnel Support,** p. 147).

Mercenary units may also hire freelance negotiators. The fees these individuals charge to negotiate a single contract are listed on the Negotiator Table. However, freelance negotiators are not as motivated as staff negotiators, so apply a +1 penalty to their skill targets before determining the Bargaining Pool for a contract.

The quality rating and skill target of an employer's negotiator is based on the quality rating of the mercenary unit. For example, an employer dealing with a Green unit will use a Green negotiator, while an employer dealing with an Elite unit will use an Elite negotiator.

Additionally, an employer's negotiator may receive a modifier to his skill target based on the employer's negotiation practices and experience. These modifiers are listed in the Employer Negotiator Modifiers Table.

NEGOTIATOR TABLE

Quality Rating	Skill Target	Freelance-Negotiator Fee
Green	6	1,800
Regular	5	2,400
Veteran	4	4,800
Elite	3	7,200

EMPLOYER NEGOTIATOR MODIFIERS TABLE

Employer	Negotiator Skill Target Modifier
Lyran Alliance	+1
Periphery states	+1
Free Worlds League	–1
Federated Commonwealth	–1
ComStar	–1

Setting the Agenda

Any time a negotiator subtracts or adds to the Bargaining Pool to obtain a particular contract term, he reduces his bargaining power for the remaining contract rights. Therefore, the order in which contract rights are negotiated becomes extremely important.

Generally, the two negotiators take turns deciding which contract right they will bargain over. The mercenary negotiator selects the first contract right, the employer negotiator selects the next, and so on.

However, the mercenary negotiator may "seize the agenda" and make a consecutive selection by spending 5 Bargaining Points. The mercenary negotiator can retain control of the negotiations and continue to make consecutive selections, but the cost increases by 5 points for each contract right. The mercenary negotiator can release control of the negotiation and let the employer negotiator select a right at any time. If the mercenary negotiator decides to seize the agenda again, the cost starts back at 5 points and increases by 5 for each consecutive right.

Marla Tomasen, the negotiator for Hell's Black Aces, wants to negotiate salvage rights near the end of the bargaining process. She believes, however, that the Lyran Alliance's negotiator will want to bargain command rights and then salvage rights up front. So she decides to seize the agenda right away. She spends 5 points and dictates that payment rights be discussed first. After the payment issue is settled, she relinquishes control of the negotiations, and the Lyran negotiator dictates the discussion of command rights. Marla then chooses transportation rights, which they quickly settle. She then seizes the agenda again, paying 5 points to negotiate remuneration rights. After remuneration rights are set, she pays another 10 points retain control of the negotiations and dictates that they set the contract length.

At this point, Marla considers paying 15 points to keep control of the negotiations and bargain for support rights, but she decides against it and relinquishes control. That leaves the Lyran negotiator in a tricky situation as he selects salvage rights. To win the rights to all salvage, the Lyrans will have to add considerable points to the Bargaining Pool—and that will give Marla plenty of points when bargaining for support rights. In fact, the

mercenary negotiator may have enough Bargaining Points remaining at the end of the process to re-open the negotiations on salvage rights and bargain from a position of strength.

Length of Service

The employer initially sets the length of service based on the contract descriptions in **Employment and Contracts** (pp. 20–25). Note that the length of service does not include the mercenary unit's travel time. Typically, a contract does not start until the mercenary command reaches the destination world or, in the case of raids and assaults, until it reaches a secure staging area. An employer may reimburse a unit for some travel expenses under transportation rights, but contract payment is based on a length of service that starts after arrival.

If an employer sets the length of a contract under one year, the mercenary representative may negotiate it. By spending 5 Bargaining Points, the mercenary negotiator can add or subtract a month to or from the contract. Each additional month's change costs another 5 points, but the negotiator cannot change the contract length by more than three months. Employer negotiators can negate any or all of this change by paying 10 points back into the Bargaining Pool per month.

On combat contracts, longer lengths benefit mercenary commands because they produce good payment modifiers during extra months of preparation beforehand or months of repair afterward. Employers usually bargain for shorter contracts and rely on the Emergency Powers Clause (**Employment and Contracts,** p. 24) to extend contracts if necessary. An employer can use the Emergency Powers Clause to extend a contract for one month at a time, and can invoke the clause only three times per contract. During the first month's extension, the employer must pay the unit 110 percent of its monthly payment. On the second extension, he must pay 120 percent. On the third extension, he must pay 130 percent.

Payment

Payment is initially determined in accordance with the standards set by Wolf's Dragoons in the Outreach Accords and then modified, based on the employer and the mission type.

To calculate the monthly contract pay, first add the monthly salaries for all combat personnel in the command or in the sub-units that are actually taking the contract. (Biweekly salaries are listed on the Salary Table, p. 146 of **Creating a Mercenary Unit.** Double these figures to calculate monthly salaries.) Do not include the salaries of support or administrative personnel. However, do include the salaries of support or administrative personnel who perform double-duty in combat positions.

Next, multiply this base pay by a multiplier based on the unit's Dragoons Rating, as follows:

Dragoons Rating	Multiplier
A	3.0
B	2.7
C	2.4
D	2.1

Then consult the Contract Payment Multiplier Table. Find the multipliers that correspond to the contract employer and mission type and add them together; the result is the Contract Payment Multiplier. Multiply the combat personnel salaries by the Contract Payment Multiplier to determine the unit's monthly contract payment. In the case of a corporate employer, roll 1D6 and refer to the appropriate multiplier.

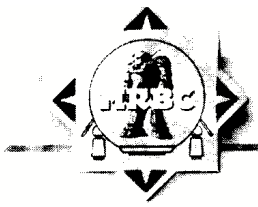
Add .5 to the multiplier of any mission against the Clans to reflect the added danger and the Clans' hatred of mercenaries.

By subtracting 5 points from the Bargaining Pool, an employer can raise the Contract Payment Multiplier by .2. The employer cannot increase the multiplier by more than 1 in this manner. Such pay increases provide a convenient way for the employer to "buy down" the Bargaining Pool and reduce the mercenary unit's bargaining power.

Once the employer negotiator has modified the multiplier, the mercenary negotiator can increase or reduce the Contract Payment Multiplier. By subtracting 5 points from the Bargaining Pool, the mercenary negotiator can increase the multiplier by .1. By adding 2 points to the pool, he can reduce it by .1. However, the mercenary negotiator cannot change the multiplier by more than 1.

CONTRACT PAYMENT MULTIPLIER TABLE

Employer	Multiplier	Mission	Multiplier
Federated Commonwealth	1.2	Cadre	.75
Lyran Alliance	1.4	Cadre/Garrison	1.3
Draconis Combine	1.3	Defensive Campaign	1.5
Capellan Confederation	1.4	Diversion	1.8
Free Worlds League	1.3	Extraction	1.6
ComStar	1.3	Garrison	.9
St. Ives Compact	1.1	Guerrilla	2.1
Rasalhague	1.1	Objective Raid	1.6
Word of Blake	1.4	Pirate Hunting	1
Mercenary Unit	1	Planetary Assault	1.5
Corporation (1D6 roll: 1-4)	1.1	Recon	1.6
Corporation (1D6 roll: 5-6)	1.4	Retainer	1.3
Magistracy of Canopus	1.2	Relief	1.4
Taurian Concordat	1.1	Riot Duty	1
Other Periphery Realm	1	Security	1.3
		Against Clans	+.5



Command Rights

For purposes of negotiation, Bargaining Point values have been assigned to the different command arrangements—independent, liaison, House and integrated. (See the **Command** section in **Employment and Contracts,** p. 22, for a full explanation of the various arrangements.)

The employer negotiator makes the opening offer. When offering liaison, House or integrated command, the listed points are added to the Bargaining Pool. If the employer negotiator offers independent command, subtract 30 points or one-half of the pool's remaining points, whichever is less. Make these adjustments to the pool before the mercenary negotiator makes his counter-offer.

COMMAND RIGHTS TABLE

Command Level	Cost	Buy-Back Multiplier
Independent	–10*	x 1
Liaison	+0	x 5
House	+5	x 3
Integrated	+15	x 2

*See preceding text.

If the mercenary negotiator wants a different command level, he must spend Bargaining Points to "buy back" the level. To calculate the buy-back cost, subtract the base cost of the mercenaries' desired command level from the base cost of the level offered by the employer. Then multiply the difference by the buy-back multiplier that corresponds to the command level offered by the employer.

For example, if an employer offers integrated command, the mercenary negotiator would have to spend 20 Bargaining Points to buy back the right to House command ([15 – 5] x 2 = 20). Buying back liaison command would cost 30 points ([15 – 0] x 2 = 30), and independent command would cost 50 points ([15 – 10] x 2 = 50).

Mercenaries may surrender command rights for bargaining power on other rights, but mercenaries cannot force an employer to provide a commander. But if an employer offers independent command, mercenaries may request a liaison to have a representative of the employer along. No employer can refuse this request; however, it only adds 10 points to the Bargaining Pool.

Remuneration Rights

Remuneration covers the 5-percent overhead reimbursement that employers normally provide for out-of-pocket expenses. If this right is received in a contract, do not make the deduction.

This is a minor right, so whichever side elects to negotiate remuneration simply decides if remuneration is included in the contract or not. If it is, reduce the Bargaining Pool by 10 points. If it is not, add 10 points to the Bargaining Pool. The other side cannot reverse this decision.

Salvage Rights

The four levels of salvage rights—none, exchange, shared and full—are each assigned a point cost for purposes of negotiation. The employer makes the initial offer. For exchange rights and no rights, add the appropriate cost to the Bargaining Pool. Offering full rights allows the employer to subtract 30 points from the pool *or* half of the remaining points, whichever is less. These additions or subtractions are made before the mercenary negotiator makes his counter-offer.

SALVAGE RIGHTS TABLE

Level	Cost	Buy-Back
Full	–10*	x 1
Shared	+0	x 5
Exchange	+5	x 3
None	+15	x 2

*See preceding text.

If the mercenary negotiator wants more favorable salvage rights, he must spend Bargaining Points to buy back the desired level. To calculate the buy-back cost, subtract the base cost of the mercenaries' desired salvage level from the base cost of the level offered by the employer. Then multiply the difference by the buy-back multiplier that corresponds to the salvage level offered by the employer.

For example, if an employer offers no salvage rights, the mercenary negotiator would have to spend 20 Bargaining Points to buy back exchange rights ([15 – 5] x 2 = 20). If the employer offered exchange rights and the mercenaries want shared rights, getting them would cost 15 points ([5 – 0] x 3 = 15). Buying back full rights after an initial offer of shared rights would cost 50 points ([0 – 10] x 5 = 50).

If the mercenaries are in need of Bargaining Points in other areas, their negotiator can accept less favorable salvage rights than those offered by the employer. In this case, the mercenaries add to the Bargaining Pool a number of points equal to the cost difference between the offered level and the desired level. No multipliers are applied. For example, if the employer offers full salvage rights, the mercenaries can accept no salvage rights instead and add 25 points to the Bargaining Pool.

Support Rights

The employer may offer straight support, battle-loss compensation or both. If the employer offers both types of support rights, subtract 20 points from the Bargaining Pool or one-half the remaining points, whichever is less.

If the employer offers only one type of support rights, the mercenary negotiator can change the type by spending 10

points. By spending 15 points, he can add both types of rights to the contract. Alternatively, if the employer offers both types of support, the mercenary group can reject one type and add 10 points to the pool.

Straight Support. An offer of straight support assumes that the employer will supply 50 percent of the unit's straight-support costs. To find those costs, determine the total amount spent by the merc unit on maintenance for one month. This includes the regular maintenance costs for all machines and equipment and the salaries of the support staff. Include medic salaries, but exclude salaries for administrative personnel and specialists. (See **Step 6** in **Creating a Mercenary Unit,** p. 147, for personnel salaries and maintenance costs.) Salaries and costs are listed in biweekly figures, so double them to calculate monthly expenses. If any member of the support staff receives extra pay for an auxiliary duty, include that amount here.

By subtracting 1 Bargaining Point from the Bargaining Pool, the employer can raise the standard 50-percent offer by 2 percentage points, up to a maximum of 70 percent of the unit's straight-support costs. The mercenary negotiator can also raise the percentage by subtracting 1 Bargaining Point for every 5 percentage points. Alternatively, the merc negotiator can lower the percentage by 4 for every 1 Bargaining Point added to the Bargaining Pool.

Battle Loss Compensation. Battle-loss compensation sets the amount of reimbursement the employer agrees to pay for equipment destroyed or damaged and ammunition expended in combat. Battle-loss compensation may cover anywhere from 2 to 50 percent of the cost of equipment and ammo.

The mercenary negotiator makes the initial offer, spending half a Bargaining Point for each battle-loss percentage point. By adding Bargaining Points to the Bargaining Pool, the employer may reduce this amount by up to half. Each Bargaining Point added reduces the battle-loss percentage by 1.

The employer may reduce the compensation by an additional quarter, to a minimum of 25 percent of the mercenary unit's original offer, by adding 2 Bargaining Points for each 1-point reduction in the compensation amount. However, in this case the mercenaries may raise the battle-loss percentage by 1 for every 3 Bargaining Points they subtract from the Bargaining Pool.

Transport Rights

The range of transportation reimbursement depends largely on whether the employer offers transportation and whether the mercenaries are using chartered vessels or their own vessels. The reimbursement percentages for owned and chartered vessels are different and must be negotiated separately.

Before proceeding to negotiation, first determine the *optimum number* of DropShips it takes to move the entire command, and the *optimum cost* for any combination of DropShips. To determine the optimum number of DropShips, calculate the *fewest* DropShips needed to transport one-third of the command (or the portion that is accepting the contract), whether or not such ships are available. Multiply this number by 3. Compare the result to the actual number of ships that *will be* transporting the command (whether chartered or owned). The lower of the two numbers is the optimum number.

To determine the optimum cost, find the *lowest* cost for a combination of DropShips capable of transporting the entire command. Consult the standard DropShip transport rates (DropShip Transportation Rates Table, p. 157 of this section); when calculating optimum cost, players need not confine themselves to the DropShips used for the optimum number. Remember to account for a 50-percent increase in cost per DropShip per jump needed for estimated travel to the assignment, travel while under contract, and travel back to Outreach.

Once the players have determined the optimum DropShip number and optimum DropShip cost, both sides may proceed to negotiate transport rights.

Owned Transport Vessels: A mercenary command can always use its own DropShips or JumpShips at no Bargaining Point cost. However, the reimbursement the employer offers for the use of such ships is a negotiable point.

Reimbursement for the use of owned JumpShips is based on the number of DropShips they will carry or the optimum number of DropShips it takes to move the command, whichever is less. The full rate is 50,000 C-bills per DropShip per jump. Remember to count the jumps necessary to reach the assignment post, the estimated jumps while under contract, and the jumps back to Outreach. For DropShip reimbursement, compare the optimum cost with the actual cost as if chartering the owned DropShips (see DropShip Transportation Rates Table). The full rate is the lower of those two costs. Once you have determined the DropShip and JumpShip rates, add them together. Reimbursement is expressed as a percentage of this value.

If the employer did not offer full transport, the reimbursement starts at 30 percent. The mercenary unit may raise this amount by up to 25 percent (to a maximum of 55 percent), at a cost of 1 Bargaining Point per 1-percent increase.

If the mercenary unit rejects an offer of full transport, the reimbursement starts at 10 percent. The mercenary command my increase this amount by up to 25 percent (to a maximum of 35 percent) at a cost of 1 Bargaining Point per 1-percent increase. The employer may reduce the reimbursement rate by any amount desired, to a minimum of 10 percent, at a 1-percent decrease for every 2 Bargaining Points added to the Bargaining Pool. The mercenaries may then raise the reimbursement percentage again, to the 35-percent maximum, at a cost of 4 Bargaining Points for every 1-percent increase.

Chartered Transport Vessels: If the employer does not offer transport, add 15 points to the Bargaining Pool. However, the mercenary command must spend 10 Bargaining Points to charter private JumpShips or DropShips.

If the employer does not offer full transport, reimbursement starts at 40 percent. The mercenaries may raise this amount by up to 10 percent more, at a 1-percent increase for every 2 Bargaining Points subtracted from the Bargaining Pool.

If the employer offers full transport rights but the unit elects to contract its own private carrier, the employer must reimburse the unit for its transport costs at a base rate of 30 percent. The mercenaries may raise this amount up to 10 percent more, at a 1-percent increase for every 2 Bargaining Points subtracted from the Bargaining Pool. The employer may buy back any portion of the reimbursement rate increase, returning 1 Bargaining Point to the pool for every percentage bought back.

The actual C-bill costs of chartering transport are calculated as follows.

For chartered JumpShip costs, subtract the number of DropShips being carried by the unit's own JumpShips from the optimum number of DropShips previously determined (if the result is negative, the unit cannot charter private vessels). Compare the result to the number of DropShips being carried by the chartered vessels. Use whichever figure is lower to calculate the full JumpShip charter cost, according to the following formula:

Number of DropShips x Number of jumps x 50,000

For chartered DropShip costs, subtract the cost as if chartering the owned vessels (if any) from the optimum DropShip cost (if the result is negative, the unit cannot charter DropShips). Compare this with the cost to charter the private DropShip carriers. Add the lower of the two values to the cost for chartered JumpShips to determine the total charter reimbursement.

LEFTOVER BARGAINING POINTS

If any points remain in the Bargaining Pool after all rights have been negotiated, the mercenary negotiator has two options. He can re-negotiate one of four allowed contract rights per the following rules or convert all leftover Bargaining Points into a signing bonus for the mercenary unit.

To re-negotiate a contract right, first reduce by half the Bargaining Points remaining in the pool. Then select one of the following areas: command, salvage, support or transport rights. To improve command or salvage rights, the mercenary negotiator must spend a number of Bargaining Points equal to twice the standard improvement cost. (See **Command Rights,** p. 154, and **Salvage Rights,** p. 154.)

For support rights, the improvement rates are 5 percentage points per Bargaining Point for straight-support reimbursement and 1 percentage point per 3 Bargaining Points for battle-loss compensation. Transportation rights may be improved at a rate of 1 percentage point per 4 Bargaining Points (both owned and chartered vessels).

Any Bargaining Points remaining after re-negotiation are again reduced by half and converted into a signing bonus for the unit.

Signing Bonus

To convert leftover Bargaining Points into a signing bonus, divide the points by 2 and round up fractions. The resulting value becomes the signing bonus, which is a percentage of the full-contract payment that the employer pays the unit for signing a contract. The bonus is paid up front, directly to the mercenary command in addition to regular payments, so the unit can use the bonus to prepare for its mission if desired.

The Mercenary Review and Bonding Commission is not involved in signing bonuses, so it does not receive its usual 5-percent handling fee.

TOTAL PAYMENT

The unit's total payment consists of three parts: the total contract payment, total support payment and total transportation reimbursement.

To determine total contract payment, simply multiply the monthly contract payment (see **Payment,** p. 153) by the length of the contract in months. The total support payment equals the unit's monthly support costs multiplied by the number of months in the contract, further multiplied by any straight-support reimbursement percentage. To calculate the total transportation reimbursement, multiply the transportation costs for both owned and chartered vessels by the appropriate reimbursement percentages (see **Transport Rights,** p. 155).

The sum of these payments represents the total payment the command will receive for completing the contract, though battle-loss compensation payments, fees and overhead costs may alter the exact figure.

MISSIONS

After the contract is signed, the mercenary command must finish preparations, arrange for transport and get on the job. Fortunately for the mercenary commander (who, by now, may be ready to walk into the nearest recruitment office and join a regular military unit), these tasks are relatively simple.

ADVANCES AND PREPARATIONS

Once the total contract payment is placed in trust with the Mercenary Review and Bonding Commission, the commission immediately deducts a 5-percent handling charge. Another 5 percent of every contract payment is automatically deducted for overhead expenses such as port taxes, mundane supplies and ammunition for training exercises. (If a unit has remuneration rights, its employer covers these costs.) The mercenary command may also withdraw up to 25 percent of the full contract payment to pay for supplies, transportation expenses and salaries. Any signing bonus is also paid at this time.

After making sure all travel expenses can be met, many mercenary commands lay in a fresh supply of spare parts and extra ammunition. (No unit wants to run out of either halfway through a contract.)

During the second month of its contract, a unit can withdraw some additional funds for general upkeep and equipment maintenance. If the contract runs longer than six months, the com-

mand may begin to withdraw an amount equal to the remaining balance of the contract payment divided by the remaining months left in the contract. If more funds are required to meet expenses, the unit must take out a loan, the terms of which must be arranged through the Mercenary Review and Bonding Commission.

A-rated mercenary commands, however, can withdraw the entire remaining total contract payment by paying the commission an additional 2-percent handling fee.

TRANSPORTATION

The costs of chartering private JumpShips and DropShips are quite high. Even if an employer agrees to pay 50 percent of the bill, the mercenary unit will only see 25 percent of that reimbursement up front. Therefore, units can expect to foot considerable transportation bills. (The unit's "war chest" is designed to help meet these types of expenses, which provide a good reason for units to replenish or even increase their war chests after every contract.) If a unit cannot pay for its transportation after receiving its advance, it must take out a loan or go back to the negotiation table. In the latter case, the unit must automatically accept employer-offered transportation and receives a 25-percent loss in Bargaining Points as the entire contract is re-negotiated.

The following table lists the costs for chartered DropShip service, which includes transport to a JumpShip, a single jump and transport to a planet. Extra jumps raise the price an additional 50 percent of the normal charter cost. For example, hiring a *Union*-class DropShip for a two-jump run would cost 225,000 C-bills.

Regardless of DropShip type, JumpShips charge 50,000 C-bills per DropShip per jump. At the gamemaster's discretion, JumpShip fees may drop as low as 30,000 C-bills per jump when recharging space stations are available en route.

THE JOB

A contract is played out as a series of one or more **BattleTech** scenarios as determined by the gamemaster. If playing without a gamemaster, players can generate opponents using the unit generation tables in this or any other **Field Manual** (see **Unit Generation,** p. 135 of **Creating a Mercenary Unit**) or the point systems in **First Strike!** or **Maximum Tech.**

During each scenario, mercenary commanders should pay close attention to the losses their units are taking and remember that sometimes winning a battle is not worth the cost in casualties and damage. No merc unit stays in business by fighting for a lost cause.

MAINTENANCE

Between battles and contracts, mercenary commanders must keep their units fit. This generally involves repair time, purchasing parts and pieces for damaged equipment, and a lot of work for the command's technicians.

DROPSHIP TRANSPORTATION RATES

DropShip	Rate
Achilles	750,000
Avenger	500,000
Behemoth	8,400,000
Buccaneer	250,000
Condor	300,000
Excalibur	700,000
Fortress	4,000,000
Fury	30,000
Gazelle	40,000
Intruder	1,000,000
Leopard	60,000
Leopard CV	80,000
Mammoth	4,000,000
Monarch	225,000
Overlord	400,000
Seeker	105,000
Triumph	430,000
Union	150,000
Vengeance	150,000

The following rules govern the generation of man-hours by a merc unit's technical support staff for general upkeep of the unit's equipment. Exact prices and extensive rules for repairing units are provided in **BTC:RoW** and **Maximum Tech.**

KEEPING FIT

Man-hours are spent in much the same way as C-bills. A mercenary command's technical staff generates a set number of man-hours, which are spent on regular maintenance and battle repair. Maintenance can be put off in favor of repair, but at the risk of equipment breakdown (see **Breakdowns,** p. 158). Fortunately, the regular maintenance schedules are padded to take just such time-saving into account.

A mercenary command can also hire freelance technicians when the repair time stacks up, but these come at a premium price. (Units must return to Outreach to hire permanent staff technicians—units cannot hire local techs for a month's salary and fire them when repairs are completed.)

Employers may offer assistance in the form of technicians and sometimes equipment, but the costs of such support will be recorded and presented to the Mercenary Review and Bonding Commission, which deducts the amount from the unit's pay and returns it to the employer.

FREELANCE TECHNICIAN FEE SCHEDULE

Technician Quality Rating	Rate
Regular	10 C-bills per hour
Veteran	15 C-bills per hour
Elite	20 C-bills per hour

Technician Overtime

A unit commander can increase the man-hour output of his technical staff by extending the staff's work week to 60 hours or even 80 if the unit is in a combat environment.

To determine the productivity of such overtime, first find the average man-hours the support staff can generate per 10-hour period by dividing the normal weekly man-hour total by 4. Then consult the Overtime Table to find the Work Factor for each 10-hour block of time, *or fraction thereof,* greater than 40 hours the technicians will work during the week. Multiply the Work Factor by the average man-hours to determine how many man-hours of support the unit's technicians generate during each 10-hour period.

To generate overtime man-hours for a freelance technician, calculate the tech's average man-hour output for a 10-hour period. For every 10-hour block of time or fraction thereof greater than 40 hours worked in a single week, multiply the average man-hour production by the Work Factor to determine the increase in support for those 10 hours. Also find the corresponding Overtime Rate of each 10-hour period. Multiply the tech's standard fee by the rate to determine the tech's hourly rate for the overtime work.

No technician—staff or freelance—can work more than 10 hours of overtime in a single work day. And commanders who routinely extend their technicians' work weeks when not in combat will find their salaried technicians demanding better pay or quitting for better employment elsewhere.

OVERTIME TABLE

Time	Work Factor	Overtime Rate
+10 hours	.8	1.5
+20 hours	.6	1.5
+30 hours	.4	2.0
+40 hours	.2	2.5

BREAKDOWNS

If technicians are forced to work too much overtime, they may be unable to provide the unit's weekly maintenance requirements or may perform sloppy repair work. Any BattleMech, vehicle or aerospace fighter that does not receive required maintenance or is repaired by a technician working overtime is vulnerable to breakdown.

If overtime prevents a unit's technicians from providing the weekly maintenance requirements, the unit's commanding player may designate which machines do not receive maintenance. The players should already know the individual man-hour maintenance needs of each machine (see **Maintenance and Support,** p. 146), so the commanding player must select a machine whose combined man-hour requirements equal the man-hours of required maintenance not provided in a given week.

Battlefield Breakdown

To determine if a vulnerable machine breaks down, the unit's controlling player must make a 1D6 roll for each vulnerable machine the next time it enters combat. Add a +1 modifier to the roll result for each week the machine does not receive its required maintenance.

If the machine received a repair during a 50-hour work week (10 hours of overtime), add a +1 modifier. For machines repaired during a 60-hour week, add a +2 modifier; for machines repaired during a 70-hour week, add +3; and for machines repaired during an 80-hour week, add +4.

On a result of 9 or greater, the machine breaks down. A result of 9 denotes one breakdown; a 10, two breakdowns; an 11, three breakdowns, and so on. If a machine breaks down, the player must make a second 1D6 roll for the machine. The result of this roll indicates the turn in which the machine breaks down. For example, on a result of 2, the machine breaks down during Turn 2.

At the beginning of the breakdown turn, the controlling player must roll on the appropriate hit location table for the unit (use the "front" column of the table) to determine the effect of the breakdown. The rolled location is not destroyed, but it stops working as if it had received a critical hit and must be repaired by a technician per standard repair rules.

Gamemastered Breakdown

If playing with a gamemaster, the gamemaster may make the breakdown rolls for vulnerable machines and conceal the results from the players until the actual breakdown occurs.

Additionally, players need not wait until a vulnerable machine breaks down before repairing the machine in gamemastered play. If desired, a player can have his techs perform extensive maintenance checks on machines. To perform an extensive maintenance check, the controlling player must allocate extra technician man-hours to the machine. Allocating twice the weekly required man-hours reveals 1 potential breakdown; allocating three times the weekly required man-hours reveals 2 potential breakdowns; and so on.

Any potential breakdown discovered in this manner can be repaired by an average Technician Roll and ten man-hours. For detailed times and difficulty factors, consult the repair rules in **BTC: RoW** or **Maximum Tech.**

UNIT SPECIALIZATION

This section provides guidelines for generating command-wide specializations and advantages like those found in the **Unit Briefs Database** (p. 124). For the purposes of these rules, a "campaign" is defined as a contract in which *multiple* battles occur. A single assault or raid does not constitute a campaign.

COMMAND ADVANTAGES

Typically, command advantages take the form of initiative bonuses or similar bonuses a command receives when it fights in a specific terrain type (such as mountains or forest), in a general terrain type (restricted or open), under particular conditions (night or zero-G) or using particular tactics.

To gain a specialization or advantage, a unit must spend time developing it. For example, a unit that wants to specialize in mountain fighting must fight in mountainous terrain and experiment with tactics appropriate to that environment.

Whatever bonus the command is trying to gain is first applied as a penalty. After five campaign victories in which the penalty hampered the command, the penalty is eliminated. Another five victories generates the lowest bonus possible. If the command wishes to increase this bonus further, another five victories will increase the bonus by 1 point (see example). A unit may develop multiple advantages at one time, but only if they logically go together.

After gaining an advantage, a unit must use it at least once during every five campaigns or else lose the advantage.

After deciding to specialize in city fighting, the Granite Gang mercenary command spends five city campaigns running their BattleMechs on pavement nearly all the time, which adds a +1 penalty to their Piloting Skill Rolls. The unit also takes on a –1 initiative penalty. After five city campaign victories, those penalties no longer apply. After five more victories, they can run on pavement without making Piloting Skill Rolls, and they also receive a +1 initiative bonus. After another five victories, the group receives a +2 initiative bonus when fighting on pavement.



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UNIT ROSTER

MERCENARY COMMAND: _____

Dragoons Rating: _____ (_____ pts)
Commander: _____ Commander's Influence: _____ War Chest Funds Available: _____

SUB-UNIT NAME: _____

Commander: _____ Last Updated on: _____, 30__

BATTLEFIELD UNITS

(Use one line for each BattleMech, Vehicle, Fighter, or infantry Squad)

Warrior Name/ Unit Leader	Unit Type	Quality	Piloting/ Gunnery	Bi-Weekly Salary	Bi-Weekly Maintenance	Weekly Support Req.	Support Missed

UNIT ROSTER

TECHNICAL STAFF

Name	Technician Type	Quality	Skill Target	Bi-Weekly Salary	Weekly Man-Hours

TOTALS:

STANDARD FORM 3068 (SIMPLIFIED) - OUTREACH ADMINISTRATION BRANCH

UNIT ROSTER

SUPPORT PERSONNEL

Name	Staff Type	Quality	Skill Target	Bi-Weekly Salary

CONTRACT WORKSHEET

Notes: Bargaining Point (BP) *costs* are listed in parentheses. Negative values indicate an amount that is *added* to the Bargaining Pool. An asterisk (*) indicates that the cost can be either the listed cost or one-half of the current remaining BP pool, whichever is less, at the choice of the employer.

GENERAL INFORMATION

Date: _____ , 30__
Mission Type : _____
Employer: _____
Employer Negotiator: _____
Quality: _____
Skill Target: _____

Mercenary Unit: _____
Mercenary Negotiator: _____
Quality: _____
Skill Target: _____
Dragoons Rating: _____
Negotiator Skill Modifier +/– _____%

= _____ **BP Pool**

NEGOTIATIONS

Length of Service

Seizing the Agenda: _____ **BP**
Employer Offer: _____ months
Merc Counter: +/– _____ months (months x 5 pts) [max +/– 3 months] _____ **BP**
Employer Counter +/– _____ months (months x –10) _____ **BP**
Final Length of Service: _____

Payment

Seizing the Agenda: _____ **BP**
Base Contract Payment Multiplier: _____
Employer Offer: + _____ (5 pts per + 0.2) [max +1] _____ **BP**
Merc Counter: +/– _____ (5 pts per + 0.1) (–2 pts per –0.1) [max +/– 1] _____ **BP**
Final Payment Multiplier: _____

Command Rights

Seizing the Agenda: _____ **BP**

Employee offer	Mercenary counter-offer			
Independent (30 or 1/2*)	Liaison (–10)			_____ **BP**
Liaison (0)	Independent (50)			_____ **BP**
House (–5)	Independent (45),	Liaison (15)		_____ **BP**
Integrated (–15)	Independent (50),	Liaison (30),	House (20)	_____ **BP**

Remuneration Rights

Seizing the Agenda: _____ **BP**
Remuneration Included (10) or Not Included (–10) _____ **BP**

Salvage Rights

Seizing the Agenda: _____ **BP**

Employee offer	Mercenary counter-offer			
Full (30 or 1/2*)	Shared (–10),	Exchange (–15),	None (–25)	_____ **BP**
Shared (0)	Full (50),	Exchange (–5),	None (–15)	_____ **BP**
Exchange (–5)	Full (45),	Shared (15),	None (–10)	_____ **BP**
None (–15)	Full (50),	Shared (30),	Exchange (20)	_____ **BP**

Support Rights

Seizing the Agenda: _____ BP

Employee offer	Mercenary counter-offer	
Straight (0)	Battle Loss (10),	Both (15)
Battle Loss (0)	Straight (10),	Both (15)
Both (20 or 1/2*)	Straight (–10),	Battle Loss (–10)

_____ BP
_____ BP
_____ BP

Straight Support: Base 50%

Employer + _____% (1 pt per +2%) [max +20%] _____ BP
Merc Counter +/– _____% (1 pt per +5%) (–1 pt per –4%) _____ BP
Final Straight Support Rate: _____% [max 70%]

Battle Loss Compensation

Merc Base: _____% (1 pt per 2%) [min 2%, max 50%] _____ BP
Employer Counter: – _____% (–1 pt per –1%) [max 1/2 of Base] _____ BP
Employer Additional Reduction beyond 1/2 of Base:
– _____% (–2 pts per -1%) [max 1/4 of Base] _____ BP
Merc Counter: + _____% (3 pts per +1%) _____ BP
Final BLC Rate: _____% [max 50%]

Transport Rights

Seizing the Agenda: _____ BP
Employer offers Full Transport:
Accepted (0) _____ BP
Rejected (see below)
Owned Vessel Reimbursement: Base 10%
Merc Increase: +_____% (1 pt per +1%) [max +25%] _____ BP
Employer Reduction: – _____% (–2 pts per –1%) [min 10%] _____ BP
Additional Merc Increase: + _____% (4 pts per +1%) [max 35%] _____ BP
Chartered Vessel Reimbursement: Base 30%
Merc Increase: + _____% (2 pts per +1%) [max +10%] _____ BP
Employer Reduction: – _____% (–1 pt per –1%) [min 30%] _____ BP
Employer offers No Transport:
Owned Vessel Reimbursement: Base 30%
Merc Increase: +_____% (1 pt per +1%) [max +25%] _____ BP
Chartered Vessel Reimbursement: Base 40% (10) _____ BP
Merc Increase: + _____% (2 pts per +1%) [max +10%] _____ BP
Final Owned Vessel Reimbursement: _____%
Final Chartered Vessel Reimbursement: _____%

Re-Negotiation (optional)

Remaining Bargaining Points: _____ BP
Divide by 2 and consult p. 156.
Final leftover Bargaining Points: _____ BP

PAYMENT

Contract Payment: Monthly Payment _____ x Length of Contract _____ = Total Contract Payment _____
Support Payment: Monthly Support Cost _____ x Length of Contract _____ x Straight Support Reimbursement _____%
= Total Support Payment _____
Transport Payment: Owned Vessel Payment + Charter Payment = _____
Owned Vessel Rate Estimation _____ x Owned Vessel Reimbursement _____% = Owned Vessel Payment _____
Chartered Vessel Rate Estimation _____ x Chartered Vessel Reimbursement _____% = Charter Payment_____

Total Payment Due from Employer: Contract Payment + Support Payment + Transport Payment = _____
Signing Bonus: Final Leftover Bargaining Points divided by 2, rounded up. Apply as a percentage of Total Payment to determine additional Signing Bonus, with no handling charge or overhead: _____

Actual Payment

Modify for overhead and handling fees:
Total Payment Due x 90% (if no remuneration): _____
Total Payment Due x 95% (if remuneration included): _____

Advance Monies: up to 25% of Total Payment Due may be withdrawn from Actual Payment in advance: _____

no war too small, no fee too high



For nearly 300 years, war has raged across the Inner Sphere as the rival Successor States fought one another and fearsome invaders called the Clans. This maelstrom of conflict has created untold suffering and destruction—and a never-ending demand for the services of mercenary soldiers.

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BATTLE MAGIC



A technician watches carefully as a newly repaired fighter engine test-fires.



Rank Insignias



Captain-tech



Captain



Lieutenant



Sergeant



Corporal



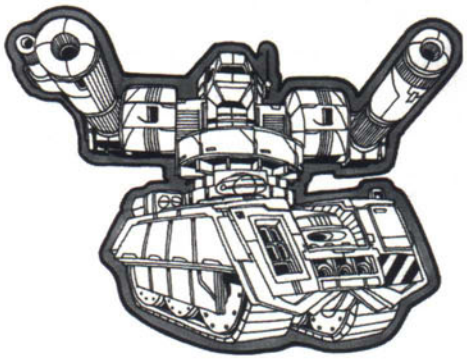
Technician

LITTLE RICHARD'S PANZER BRIGADE



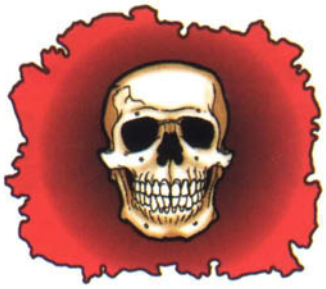
Lieutenant Colonel Malcom Powell prepares to form up the Brigade for parade review.

JACOB'S JUGGERNAUTS





After the Juggernauts' defeat on Nanking, this tanker takes no chances during her cigarette break.

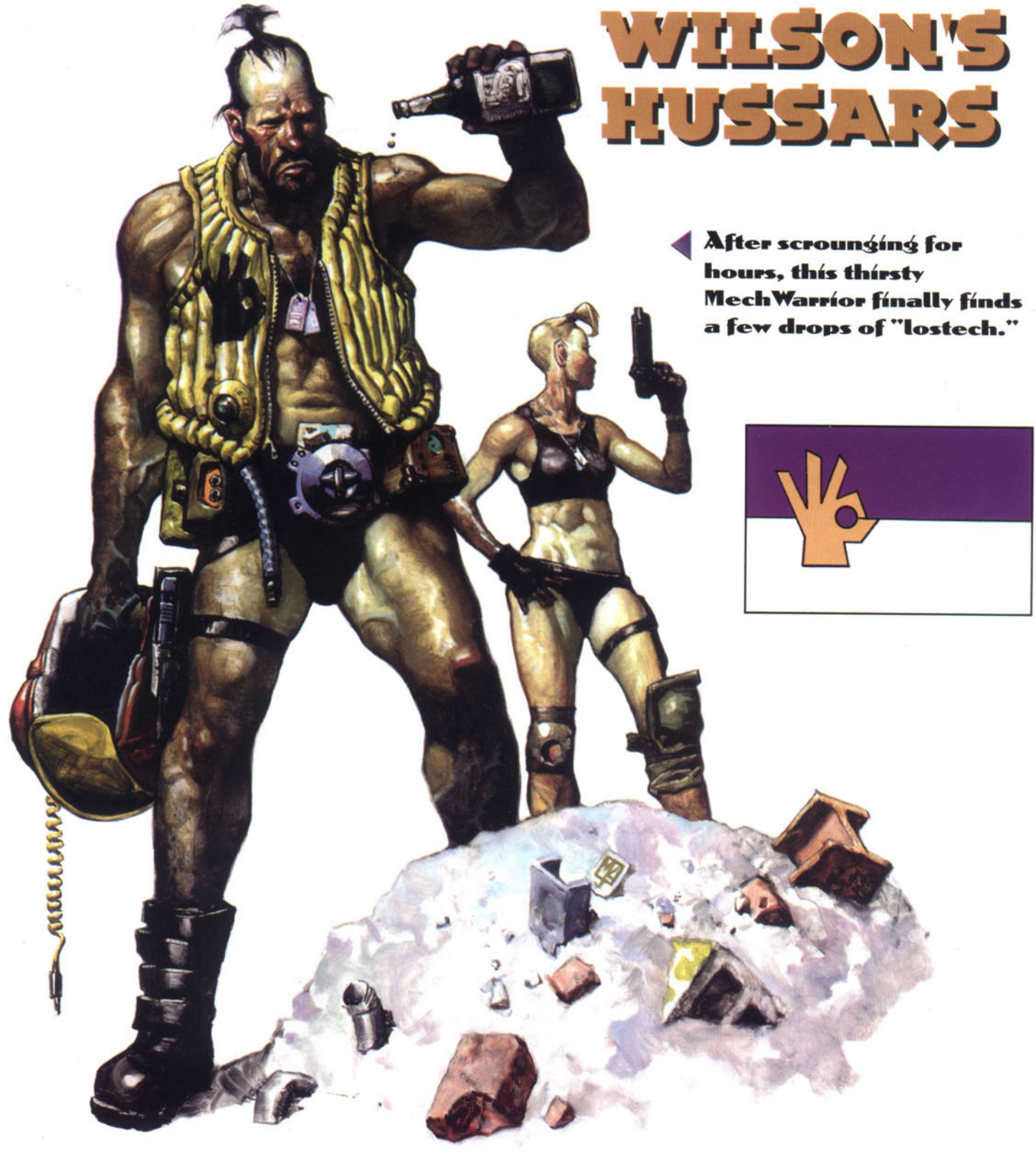


GRAY DEATH LEGION



A veteran sergeant clears out the Legion's latest lostech acquisition.

WILSON'S HUSSARS



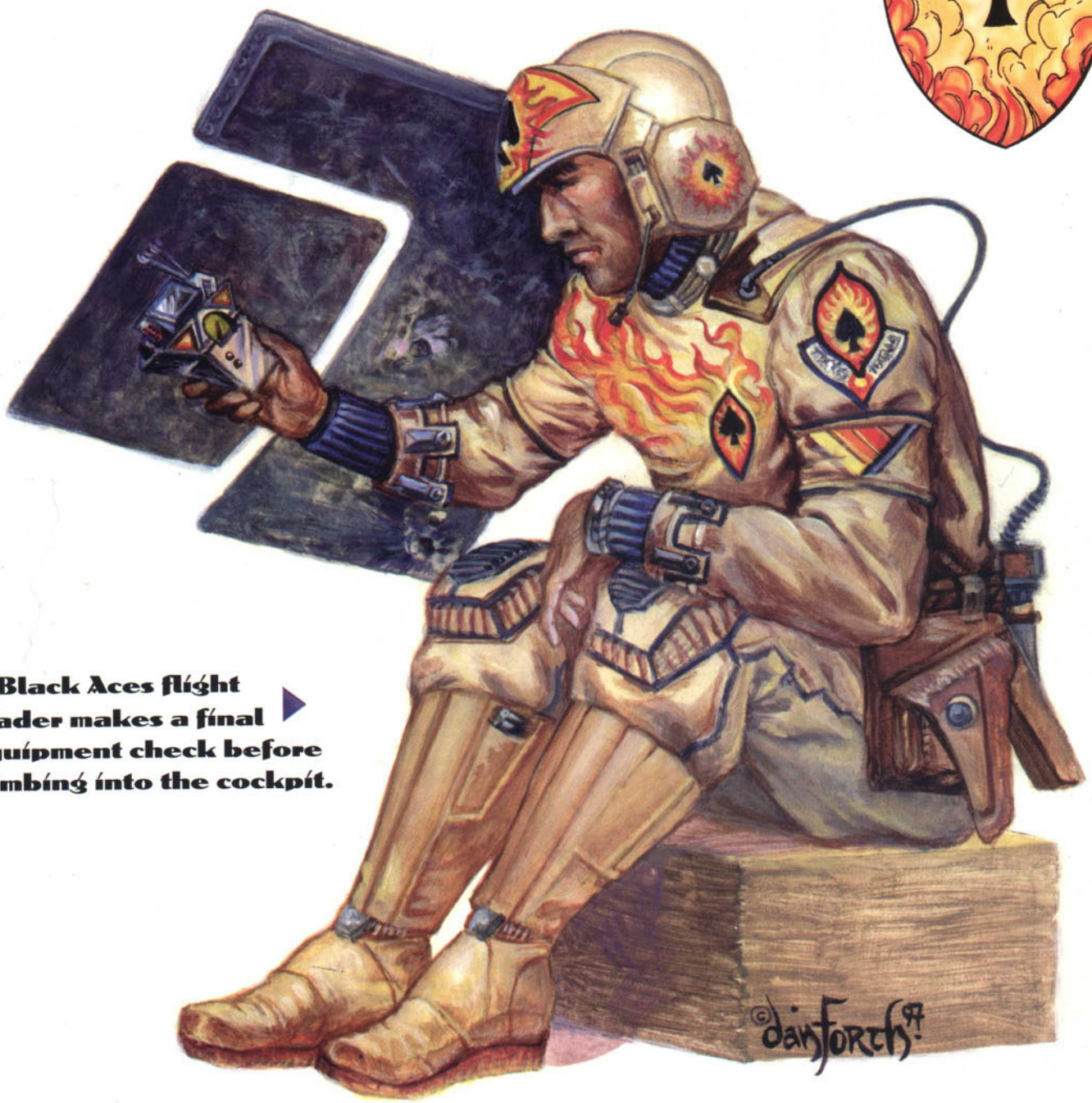
After scrounging for hours, this thirsty MechWarrior finally finds a few drops of "lostech."

21ST CENTAURI LANCERS



These Security Lancers troopers are vigilant even while taking a break.

HELL'S BLACK ACES



A Black Aces flight leader makes a final equipment check before climbing into the cockpit.

KELL HOUNDS



This Kell Hound's medals and combat experience have not prepared him for the matrimonial battlefield.

Rank Insignias



WOLF'S DRAGOONS

The extravagant dress uniform of the Dragoons clearly shows their elite status.



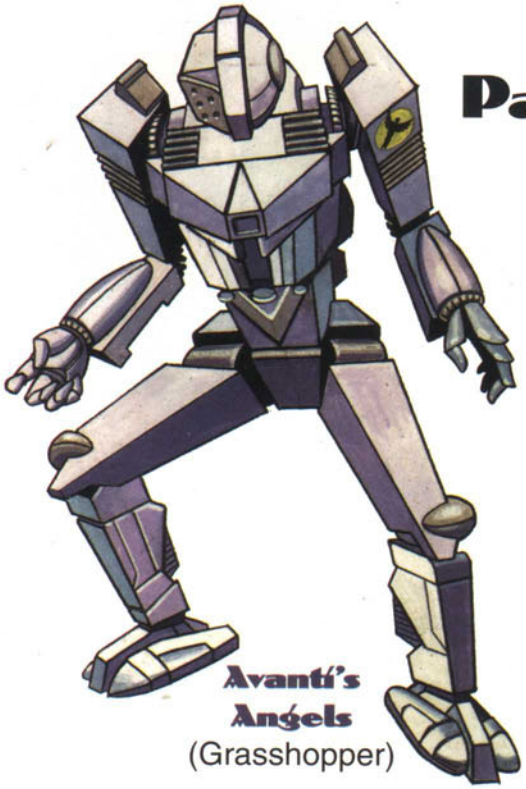


STALWART SUPPORT

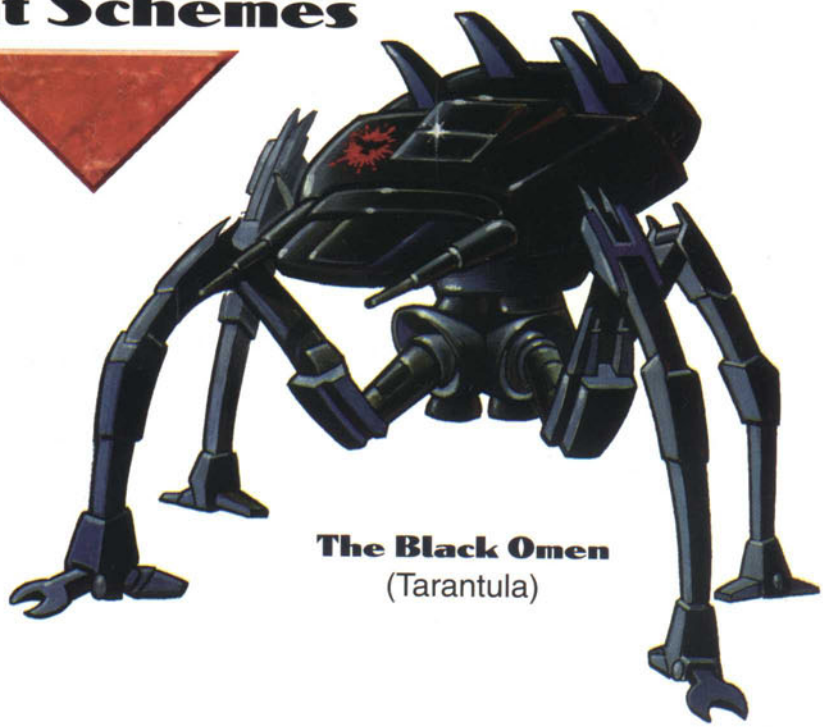


Stalwart Support's top-flight equipment and snappy uniforms never fail to impress potential employers.

Mercenary Paint Schemes



Avanti's Angels
(Grasshopper)



The Black Omen
(Tarantula)



Blue Star Irregulars
(Pillager)

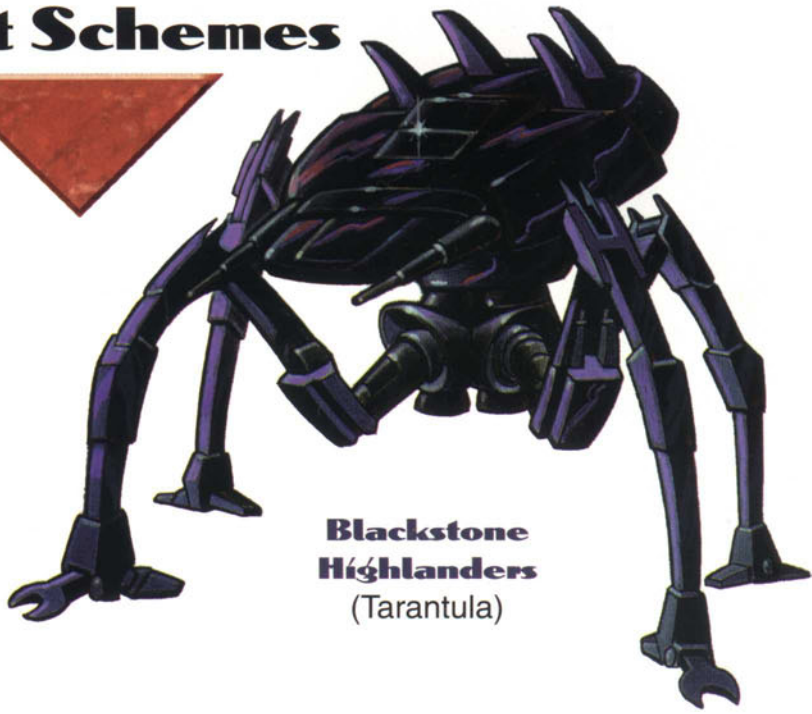


12th Vegan Rangers
(Berserker)

Mercenary Paint Schemes



Canopian Highlanders
(Grasshopper)



Blackstone Highlanders
(Tarantula)

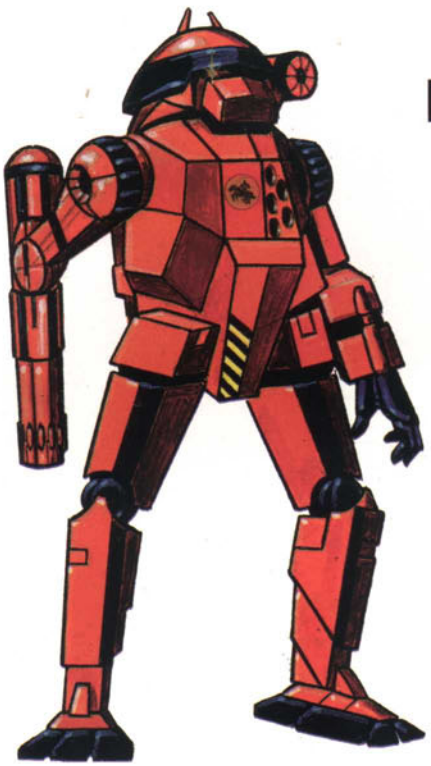


Hansen's Roughriders
(Pillager)

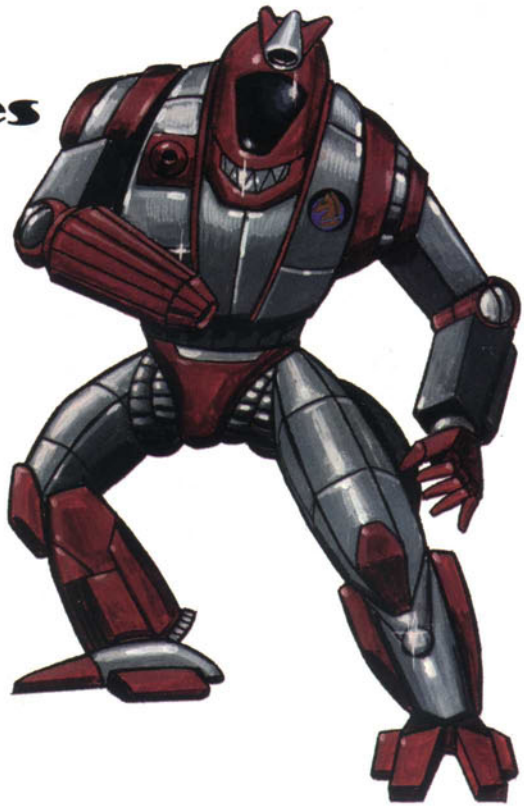


Wolf's Dragoons
(Berserker)

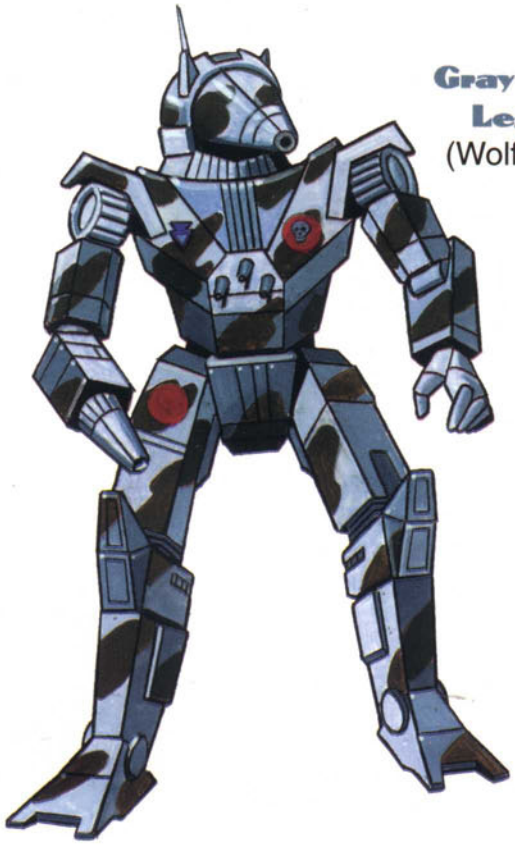
Mercenary Paint Schemes



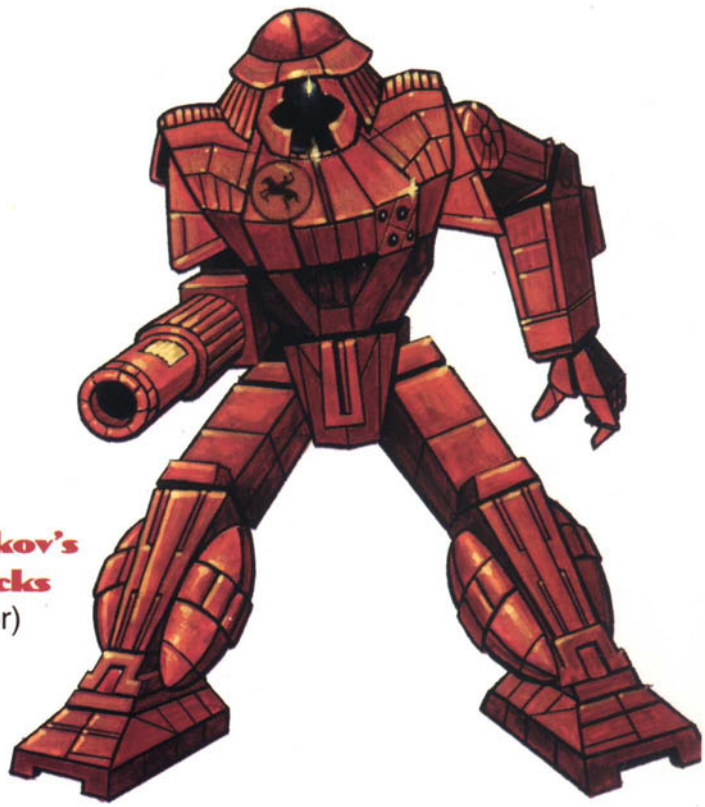
Bronson's Horde
(Vindicator)



Lindon's Battalion
(Spector)

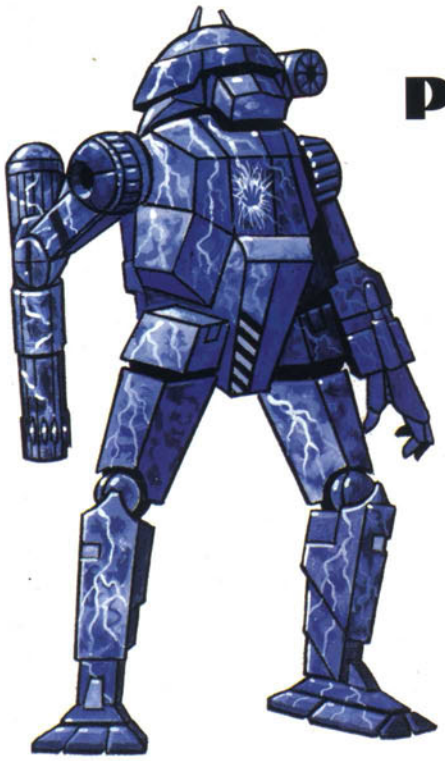


Gray Death Legion
(Wolfhound)



Khorsakov's Cossacks
(Victor)

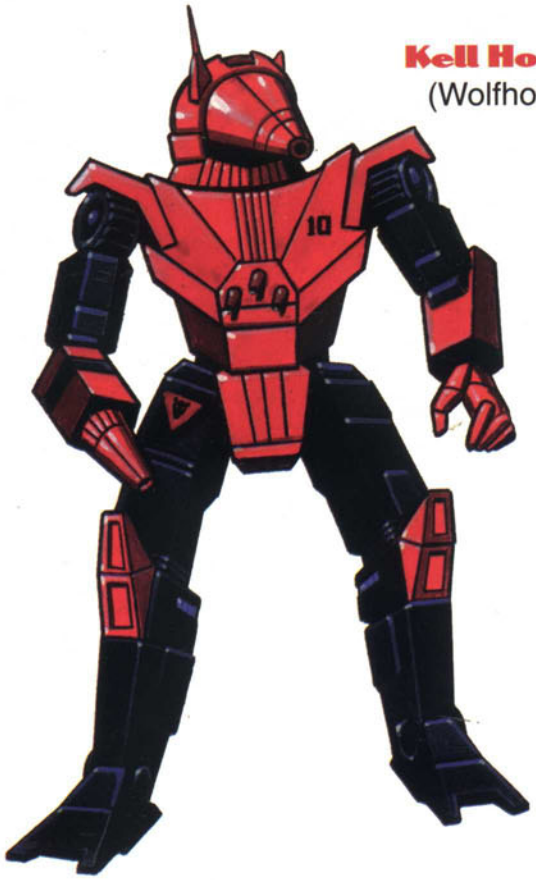
Mercenary Paint Schemes



The Dioscouri
(Vindicator)



Narhal's Raiders
(Spector)



Kell Hounds
(Wolfhound)



4th Tau Ceti Rangers
(Victor)



GRAY DEATH LEGION BATTLE ARMOR

Gray Death technicians have greatly refined standard Inner Sphere battle armor. This model boasts increased flexibility and comfort, vital for long-term missions.