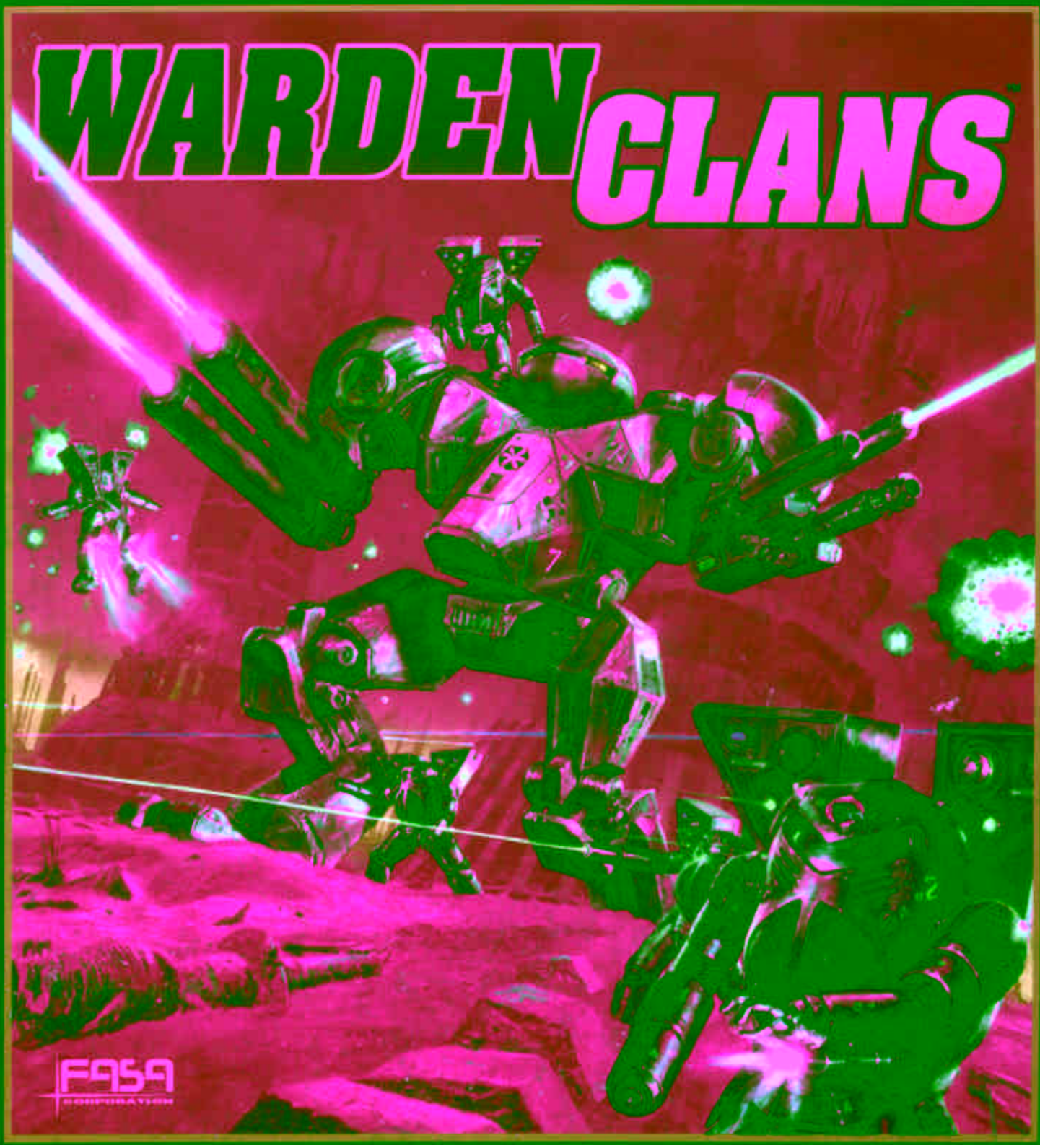
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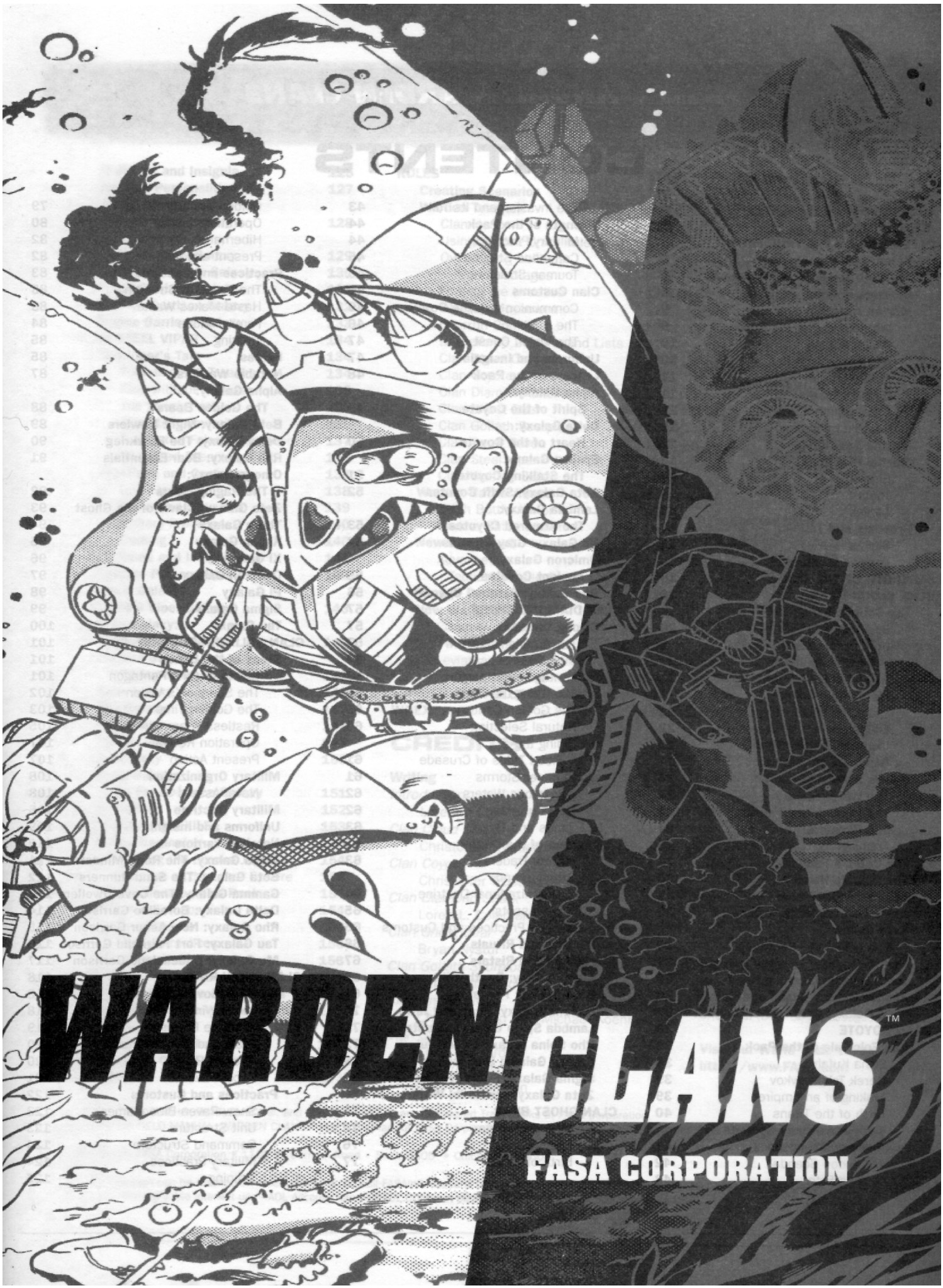
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WARDEN CLANS

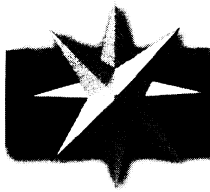


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FIELD MANUAL: WARDEN CLANS

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THE PURVIEW OF WARRIORS

Azure lightning flayed armor off the *Executioner's* right leg while a steady stream of autocannon slugs tore at its left side. Staccato pulses of ruby light splashed off the OmniMech's ferroglass viewscreen, melting several holes along the left edge before washing up into the ferro-fibrous armor protecting the OmniMech's head. Melted armor runneled down, some of it hardening over the viewscreen in thin, gray-black trails.

Thrown hard against her restraining straps, Star Colonel Sarah DelVillar of the Third Bear Guards ignored the scent of ionized air and scorched metal and lined up her return fire. Forbidden to use the *Executioner's* large-bore autocannon on a random shot, she pulled her reticule across the silhouette of the opposing *Dire Wolf,* trying to lock her targeting computer onto its torso or legs. The reticule flashed golden; Sarah DelVillar caressed her main triggers. The double-speed burst from her twelve-centimeter Ultra autocannon missed low, chewing impotently into the ground. Her LRMs fared better—the entire flight peppered the upper torso and shoulders of the Wolf-in-Exile assault 'Mech, giving the MechWarrior inside a good shaking as well.

The warrior Khan Jorgensson assigned me to bring down.

Ghost Bear Khan Bjorn Jorgensson had shown no surprise over Phelan Kell's arrival in the Utrecht system with his Fourth Wolf Guards, nor at the renegades' challenge for the contents of a newly arrived Ghost Bear *Leviathan* that contained prefab factories and production machinery. Upon reflection, it made sense to Sarah DelVillar as well; with their hastily arranged defection to the Inner Sphere, the Clan Wolf renegades had not the benefit of the Ghost Bears' years of preparation. Khan Jorgensson had chosen to honor their batchall. *That will win him no friends in the Grand Council if we lose.* And by all accounts passing over the combat frequencies, Clan Ghost Bear was losing this Trial of Possession.

Sarah DelVillar had no further chance to reflect, or to berate herself for her poor showing in the weapons exchange. Already she was moving, the *Executioner's* MASC system allowing the assault machine to cover ground at better than eighty kilometers per hour as she tried to circle in behind her opponent. The *Dire Wolf*-B was ill-equipped for dueling, but it boasted 50 percent more armor than DelVillar's *Executioner.* The *Executioner* relied on speed, and standing toe-to-toe with the *Dire Wolf* would negate her one real advantage. *Doing that would be a Smoke Jaguar tactic, and look where it got them. Clan Ghost Bear does not train stupid warriors.*

Neither, apparently, did these Wolf rivals, although the one facing her was freeborn. The Star Captain opposing DelVillar had staked out a light stand of elm early in the battle, then quickly put down two of DelVillar's better trueborn warriors while relying heavily on his own armor. Even now he twisted about to keep DelVillar in his forward firing quarter, ignoring the rest of the battle as their respective Trinaries dueled with each other. *This warrior is patient. Aff, he is dangerous. And my warriors continue to lose precious moments here, which would be better spent opposing their main force.* But Khan Jorgensson had personally ordered DelVillar's elite command Trinary to split off and engage the Wolves' flanking unit, passing the honor of facing Ranna Kerensky to Star Captain Ilsa Jorgensson, who now commanded the Bears' main force.

Sarah DelVillar gave up trying to second-guess her Khan and cut back inward at maximum speed for another exchange of weapons fire. She knew she was relying too heavily on her MASC system, risking a complete freeze-up, but there was no help for it. *On my next maneuver, I will cut in close enough to jump into the* Dire Wolf's *rear quarter or into the woods should the Wolf warrior finally move.*

But her opponent predicted the coming trap and moved from the stand of trees to cut the distance for his own weapons down to short range. The exchange of fire favored Sarah DelVillar this time. She rode out the *Dire Wolf's* heavy buffeting, losing more than four tons of armor but managing to lock onto the assault 'Mech's torso and deliver a stream of twelve-centimeter autocannon slugs. The second burst missed, but the exchange still left the *Dire Wolf* vulnerable. It was now or never, and with the woods standing invitingly open, Sarah DelVillar triggered her MASC circuitry.

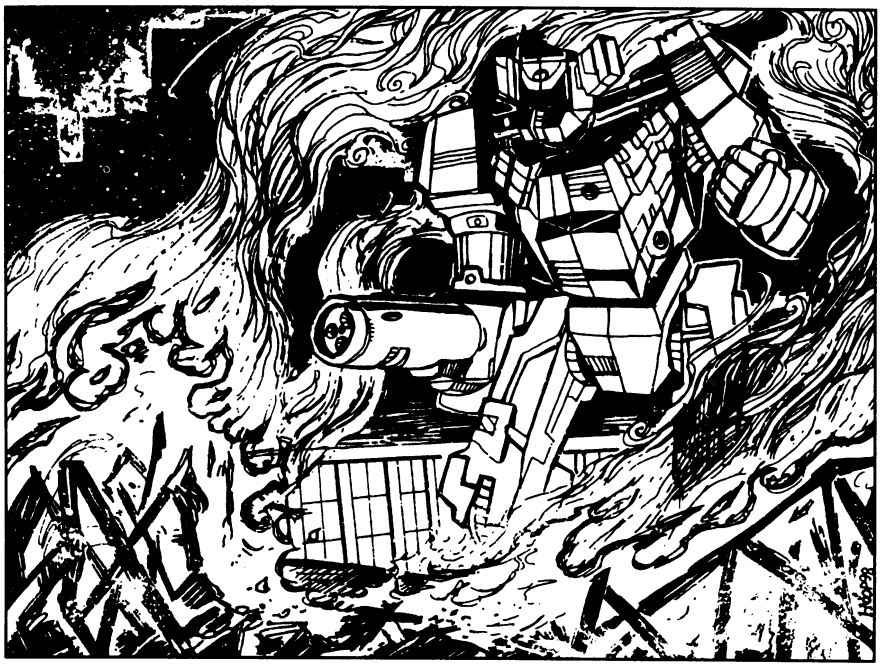
And it froze.

The *Executioner* was rooted to the ground, the MASC system finally betraying the Star colonel, its myomer musculature overtaxed to the point of complete failure. The Wolf Star captain had offered her the woods as bait, gambling on a MASC failure and winning. In reflexes honed during seven years of front-line duty, Sarah DelVillar abandoned any attempt at movement and quickly brought her autocannon to bear before the Wolf warrior could move further afield, ripping off two bursts. Both found their mark, directed by her targeting computer. They carved a deep hole where previous damage had weakened the armor over the torso, gutting the *Dire Wolf.* She watched its graceless fall to the earth.

Swallowing past the knot in her throat, DelVillar opened communications. "I claim you as bondsman, in the name of Khan Bjorn Jorgensson." She knew how easily their roles might have been reversed, and only then realized that her hands were locked around her own 'Mech's controls in a death grip. *For this one man, we have likely sacrificed years of production and resources. My Khan sees in him something I do not, and surely he is a warrior born.* The ceremony of the moment weighed on Sarah DelVillar; then inspiration struck. A compliment. The highest compliment possible, to recognize an Inner Sphere freeborn's full name. She keyed open her communications again.

"Welcome to Clan Ghost Bear, Ragnar Magnusson."

INTRODUCTION



FROM THE WATCH

The primary reason for the delay of this Field Manual is the Crusader loss in the Great Refusal. By necessity, the call for updates included the effects of the near-unbelievable events that followed: the loss of two Clans from the homeworlds and the Territory Wars. Only the recent calm settling over Clan space allowed this manual to be released and remain timely.

The body of this manual is divided into several different sections. *Defenders of the True Faith* describes noteworthy historical events and examines the general military infrastructure that applies to all Clans. *Birth of a Warrior* is a look through Warden eyes at the eugenics program and Clan training practices. To these summaries, the seven Warden Khans have each appended a military evaluation of their own Clan. An evaluation of the renegade Wolves, compiled by the Watch and the true Clan Wolf, is also attached.

Let no one ever charge the Watch with failing in its duty.

—Kael Pershaw, 17 January 3061

On this day, our long voyage is at an end. Let each among us set aside the old rivalries and work to forge a new civilization, never forgetting the mistakes of the past or our vision of a better future for mankind. That vision brought us here, together, and it shall endure until our time has come again.

—Aleksandr Kerensky, Founding Day Speech, 24 August 2786

Our victories here have proved the rightness of the Way of the Clans; let it always be so among those of the True Faith. Let these few words always announce our coming and portend our victory.

We have arrived.

—Nicholas Kerensky, at the conclusion of Operation Klondike, 26 May 2822

The Crusade is dead.

It was no mistake that Clans with strong Warden sentiments, opposed to pursuing and imposing a military solution over the entire Inner Sphere, were not featured in the first of the two Clan Field Manuals. Then-ilKhan Lincoln Osis had hoped to rally support with it from among the Crusader Clans. With the Truce of Tukayyid being cast aside, the Crusaders had thought to steal a march on the Wardens and drive forward, proving once and for all the dominance of their philosophy.

No one, save perhaps Nova Cat mystics, could have foreseen the changes that would rapidly befall the Clans before the invasion could resume: the discovery of the homeworlds by the Inner Sphere, swiftly followed by the final death of Clan Smoke Jaguar. And then the Crusaders failed to defend their call to invasion in a Trial of Refusal against the very Inner Sphere forces they had so long scorned as useless barbarians. What more need be said? Like it or not, we are at peace.

The Clans, however, do not suffer peace lightly. Our recent and ongoing territory disputes prove that. This is our Way, to prepare and grow stronger with each generation until we are truly needed. This is what the Crusaders forgot, in their misguided haste, and what most Warden Clans have always remembered. And as we continue to measure ourselves against each other in the tests and Trials to come, a Warden Field Manual may prove of greater importance than ever.

The time for self-examination and preparation for the future is upon us all, Warden and Crusader alike. We will hold ourselves ready against the day when we are called forth. And on that day, our enemies will tremble to see how we have grown.

—Khan Bjorn Jorgensson, Clan Ghost Bear, 5 January 3061

DEFENDERS OF THE TRUE FAITH

Slavish adherence to formal ritual is a sign that one has nothing better to think about.

—Natasha Kerensky, 2 February 3051

The Clans are not so easily defined that a single word, a sentence or even a volume could possibly suffice. As with any human-devised society, we are complex. We number fourteen distinct Clans (fifteen if one counts Clan Wolf in Exile), each comprised of five castes and further divided by Bloodname, specialty or clique. All of the Clans and their various factions have private desires and goals, and different methods for reaching them. Yet one Way—the Way of the Clans—underlies our variety. That Way honors the driving purpose of Aleksandr Kerensky, who first led us from the degraded Inner Sphere, and the vision of Nicholas Kerensky, who saw what we might become and shaped us into it. In doing so, he shaped the future.

But that future has not yet arrived. Misled—or perhaps distracted—by the naked ambition of some Crusader Clans, we moved too soon and became the thing we were created to protect the Inner Sphere against. Such has always been the Warden viewpoint. We have not failed, however. The great test, the invasion of the Inner Sphere, told us much about ourselves. Now it is time to move forward with the strength of purpose we have lacked. And it is the duty of every Clan, Warden and Crusader alike, to revive in our warrior hearts the immortal words of the Kerenskys, which will continue to shape us into all that we may yet become. Crusaders may resist, and it is their duty to challenge the great changes that will come, but in the end we will help them to see. For we, the Warden Clans, have arrived.

KERENSKY'S LEGACY

The day will come when our descendants
Return to claim what is our right.
With honor swelling their hearts, they will crusade
Against the dark emotions that have dimmed
The Inner Sphere for so long.
But with glory comes responsibility;
Without a pure soul we cannot give sight
To their blindness, but will only blind ourselves.

—*The Remembrance* (Clan Wolf), Passage 3, Verse 41, Lines 1–8

The Founder, Nicholas Kerensky, held the Return before the Clans as our duty and destiny, just as his father did before him in the Hidden Hope doctrine. But within these visions and hopes lay a caution that many forgot or chose to overlook.

As set down in *The Remembrance*, Aleksandr Kerensky's Hidden Hope was of how "their sons' sons would one day return to the Inner Sphere, bringing back the enlightenment of the Star League." Such was "our legacy of blood." *The Remembrance* is no call to arms; clearly, the self-exiled Star League Defense Force was to bring *enlightenment*, not military conquest. The Great Father's desire was always to spare us the dark times he saw approaching the Inner Sphere, a truth borne out by the violent Succession Wars that plagued our ancestral worlds for so long after our departure. Even we saw a measure of this, when old hatreds and alliances erupted in the Pentagon Worlds and forced upon us a second Exodus, led by Aleksandr's son and heir to his vision, Nicholas.

In a similar vein, the Way of the Clans that Nicholas Kerensky gave us was meant to be something greater than a plan of military conquest. His own words warned us that to shirk responsibility was to court our own destruction. He called us Guardians of the Peace, Defenders of the Vision. These were our duties; the sooner we acknowledge that truth and return to the path the Founder laid down, the better for the Inner Sphere and the Clans both.

For us, patience is more than a virtue. It is our charge.

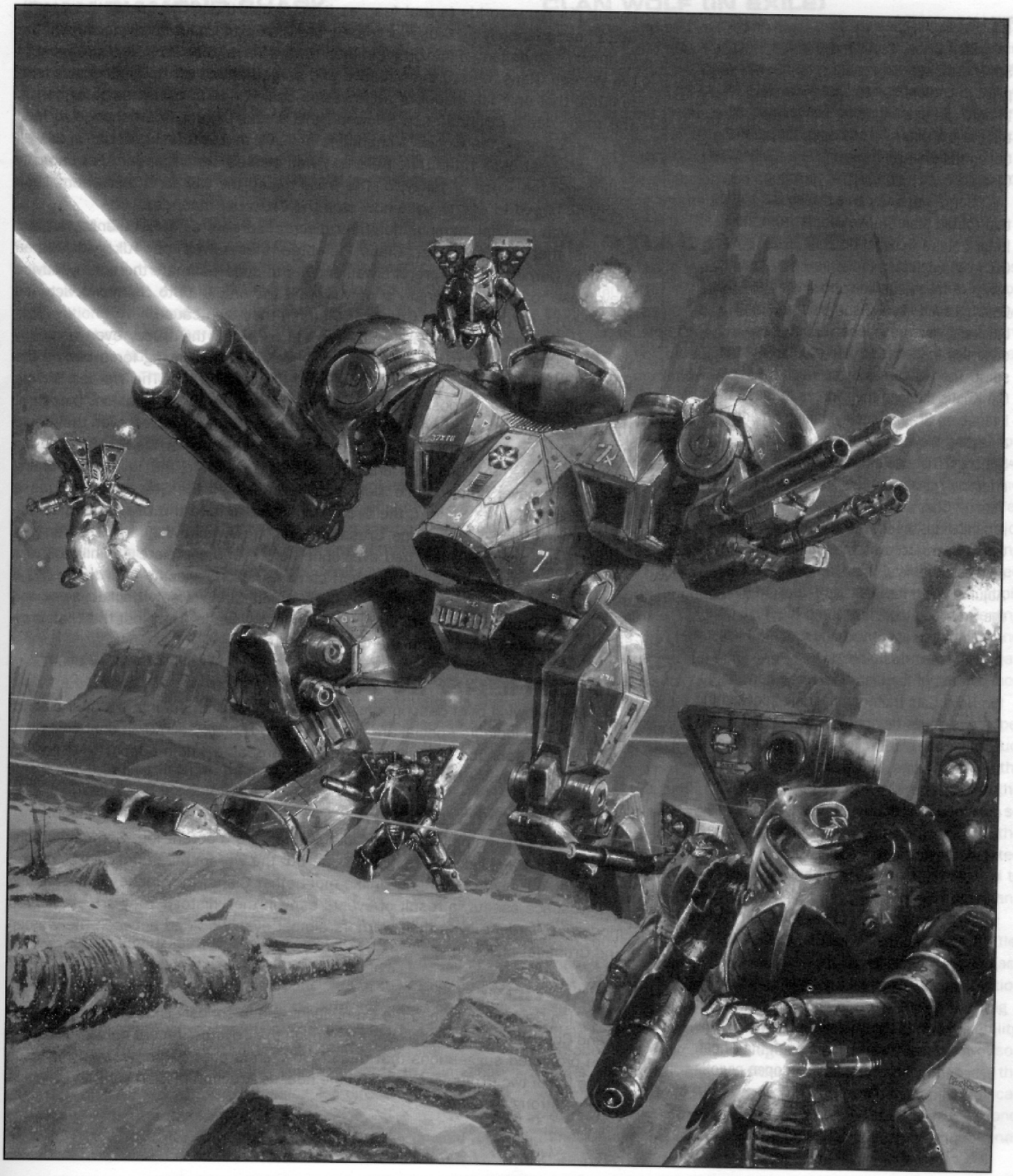
THE PATH TOWARD ENLIGHTENMENT

Beginning in the Golden Century, during which the Clans achieved many of their technological advancements, we began to argue over differing interpretations of Aleksandr Kerensky's vision and the Founder's ultimate plan. So fierce did the disagreements become that even warriors within the same Clan were often at odds with each other. Toward the end of the thirtieth century, the line between the two most prominent interpretations had been distinctly drawn, and almost every Clan chose sides for the great debate between Warden and Crusader.

The Wardens advocated patience—a difficult stand to take in a society bred for war—because they believed that the time of Return had not yet come. In the recorded words of the Kerenskys, they found validation for their belief that the Clans were to wait until called, by the arrival of some external danger that threatened all of humanity or an internal sundering severe enough to push mankind to the brink of destruction. The so-called Crusader Clans mistakenly believed that the Kerenskys had never meant us to wait for such dire circumstances. They insisted that the Inner Sphere had already fallen into barbarism from which only the Way of the Clans could save them.

The Crusaders suffered from blind arrogance in their attempts to reinterpret the very foundation of Clan society. Warden efforts to turn them from their goal managed to buy time, but then the unexpected occurred. An Inner Sphere ComStar JumpShip, lost among the stars, found its way into Clan space. Clan Smoke Jaguar seized upon this opportunity to force a vote for invasion, hinting that the Inner Sphere might

DEFENDERS OF THE TRUE FAITH



DEFENDERS OF THE TRUE FAITH

THE LOST WARDENS

Clan Ghost Bear's move to the Inner Sphere, though unexpected and unsettling, pales in comparison to Clan Nova Cat's choice to fight alongside the Star League against their fellow Clans. In so doing, they abandoned the Clan Homeworlds and their fellow Clans, a choice no one had foreseen.

Some warning came during the battles that routed Clan Smoke Jaguar from their Inner Sphere Occupation Zone, when Nova Cat forces defected to the new Star League Army. In those conflicts, however, the Nova Cats behaved like a Clan. Their preemptive batchalls were questionable, but they observed the letter of Clan ritual, if not the spirit. The final break came when the Nova Cat Khans pledged their forces to the Star League on Strana Mechty, taking on and defeating the Ice Hellions as part of the Inner Sphere's Trial of Refusal. With this act, they effectively shattered their ties to the Clans. Though Clan Star Adder called for a Trial of Annihilation, the Warden Clans, led by the Ghost Bears, blocked the motion. Clan Wolf suggested instead that Clan Nova Cat be Abjured. With no Khans to represent them in the Grand Council, in the end the Nova Cats were Abjured and given one month to leave their homeworld holdings.

Most of the Clans, however, considered the Nova Cats traitors and some attacked the Cat's enclaves before the grace period ended. Because the Clan lacked the preparation of the Ghost Bears, these attacks inflicted significant damage. Many Nova Cat warriors died to gain their civilians time to begin their journey to the Inner Sphere. Except for a few Clans who actively aided the Nova Cats in their withdrawal, most savaged the units they faced. In the end, very few Nova Cat warriors from Clan space lived to see the Inner Sphere.

Now that Clan Nova Cat is officially Abjured and has joined the new Star League, they will certainly make contact with Clan Wolf in exile. We cannot predict how the Cats' Abjuration will color relations between Clans Nova Cat and Ghost Bear, though the Ghost Bears are unlikely to engage in open negotiations with them.

invade our homeworlds (a real fear, as it turns out, though we drove them to it). Spearheaded largely by Crusader forces, the Clan juggernaut quickly occupied the Periphery and began an inexorable march toward Terra. Clan Wolf, the strongest of the Warden Clans, seized the initiative and surged ahead of their fellow invaders, realizing that only the leader of the invasion could hope to turn it aside or halt it. The tragic death of ilKhan Leo Showers, the Smoke Jaguar Khan chosen to lead the invasion, gave the Wolves a chance to assume that leadership in name as well as in conquest. Wolf Khan Ulric Kerensky was elected ilKhan, and in that capacity engineered the Truce of Tukayyid. The truce ended the war for fifteen years, time that Ulric hoped to use to somehow stop the Crusader madness.

Though political manipulation later discredited Ulric's achievements, the fact remains that the Crusader Clans defeated themselves on Tukayyid. IlKhan Kerensky warned them to prepare well and not to underestimate the enemy, advice they chose to ignore. Kerensky's Wolves were the only Clan to claim two victories on Tukayyid, surpassing the Crusader Clans in their own cause.

The Crusaders did whatever they could to break the truce, even as many Warden Clans worked to uphold it. This division was the driving force behind the Wolf-Falcon Refusal War that almost destroyed the Wolf Clan. The Warden Wolves accomplished their purpose in delaying the resumption of the invasion, though at the terrible cost of two Khans' lives and a sundered Clan. However, even they could not stop the conflict with the Inner Sphere. Only the rebirth of the Star League, an event none of the Clans had anticipated, put an end to the invasion. Coming together as never before since Aleksandr Kerensky led the Star League Defense Force from the Inner Sphere, the Great Houses re-formed the League and coordinated their efforts against one Crusader Clan, the Smoke Jaguars. They accomplished what only the Clans had ever done before: the complete Annihilation of a Clan. When the new Star League then came to Strana Mechty and demanded a Trial of Refusal to end the invasion, the Warden Clans wisely backed away and allowed the Crusader Clans to defend their right to invade. They lost the Trial, proving beyond doubt the error of the Crusader cause.

BROTHERS IN ARMS

The following brief descriptions of each Warden Clan summarize their distinct identities and indicate special areas of strength. Though each Clan contains some warriors who espouse Crusader views, the Clans as a whole support the Warden cause through their Khans and most of their warriors.

CLAN CLOUD COBRA

Despite their small size, the Cloud Cobras are a potent foe. Some might dismiss them for their deeply religious bent, but the warrior-priests of this Clan have never shied away from a fight. Unlike most other Clans, they make significant use of aerospace assets, a result of events early in their history. They are considered moderate Wardens, with their warriors almost evenly divided between the Warden and Crusader philosophies.

CLAN COYOTE

Clan Coyote developed the OmniMech, and in concert with Clan Wolf, led the Grand Council for well over a century. Though the Coyotes' recent military setbacks have prompted suggestions that this proud Clan is past its prime, by comparison to the fall of two Crusader Clans and the near-destruction of Clan Wolf, the Coyotes look as strong as ever.

CLAN DIAMOND SHARK

With a merchant caste powerful enough to rule alongside the warrior caste, the Diamond Sharks live up to their historical reputation as unconventional at best, and an outright challenge to the Way of the Clans at worst. Though alienated from many of their fellow Clans, including other Wardens, the Diamond Sharks maintain a strong military force and an influence in the merchant affairs of almost every Clan. It remains an open question which is more vital to the Clan's continued survival.

CLAN GHOST BEAR

Among the strongest of the Clans, the Bears have always been a bastion of stability. This stability has been called into question of late after their shift to the Warden camp during Operation Revival and the subsequent relocation of their entire Clan to the Inner Sphere. Cautious by nature, they adopt new ways slowly, but are as fierce as their namesake in defending what is theirs. They never rush into situations unprepared, and so are rarely surprised or defeated.

CLAN GOLIATH SCORPION

Staunchly devoted to the Warden cause, Clan Goliath Scorpion seeks to rebuild the once-mighty Star League like a jigsaw puzzle from its scattered pieces. Most enigmatic are the Seekers, modern knights errant steeped in the honor code of zellbrigen, charged with hunting for artifacts of that bygone age. Many Scorpion warriors claim they gain visionary guidance from *necrosia*, a potion derived from the venom of the goliath scorpion itself.

CLAN SNOW RAVEN

Dominated by aerospace and naval forces, Clan Snow Raven's military bias stems from their near destruction in the liberation of the Pentagon and their suffering at the hands of the Not-Named Clan. These tribulations have made them insular and unwilling to trust outsiders, prompting a high degree of self-reliance and making them unwilling to waste any resource or opportunity. Regarded as token Wardens, the Ravens follow their own path of self-advancement, and have supported Crusader initiatives that seemed likely to benefit their Clan.

CLAN STEEL VIPER

Arguably the weakest Clan remaining in the Inner Sphere, the Steel Vipers straddle the line between Wardens and Crusaders. Many Viper warriors are Crusaders, but the Clan as a whole is guided by the Warden principles of their revered former Khan, Sanra Mercer, who espoused the re-creation of the Star League through cooperation with the Inner Sphere rather than through conquest. The formation of a new Star League without the Clans has left the Vipers' dreams in ruins, and many of their warriors are pressing for direct action against what they term a false Star League.

CLAN WOLF (IN EXILE)

Rumor and fact are inseparably intertwined with regard to Clan Wolf (in Exile). Abjured from the Clans, most consider them traitors to the Clan Way at best, Dark Caste bandits at worst. Despite this, they stand ready to defend the Inner Sphere against Crusader predation, making them more Warden than any true Clan. The evaluation in this document, compiled by the Watch with assistance from Khan Vlad Ward's Wolf Clan, may help shed light on the question of what, if any, action to take regarding this renegade faction.

MARTIAL ASSETS

Just as each Warden Clan has its own identity, so does each Clan differ in the number of warriors deployed, ranges of experience, available resources, logistics and methodology. However, as with Crusader Clans, there exist generalities common to all—or serving as a foundation for specific individual strengths—in deployment and organizational doctrine.

WARRIORS

The Clans stem from the eight hundred soldiers who followed Nicholas Kerensky on the Second Exodus. They gave their names and their genes to establish a genetic program, the Bloodheritages from which the first trueborn warriors came. First created using recombinant DNA technology, these individuals were gestated in iron wombs and raised in sibkos (sibling companies). Such trueborn warriors exemplify the most valued traits of their genetic heritages. Most Bloodheritages apply specifically to a single branch of military service, conferring advantages that help that warrior to excel in it: large size and physical strength for the battle-armored infantry known as Elementals, quick reflexes and smaller size for aerospace pilots, and so on.

In general, the Clans regard trueborns as inherently superior fighters, their genetic heritage predisposing them to success. Every warrior is required to prove him or herself worthy on the field of battle before his or her genes are added to the program; inferior warriors never achieve such status, and so their weakness is bred out of future generations. Over the years, some Bloodheritages and the Bloodnames associated with them have been purged, judged too weak to be allowed to continue. The majority, however, continue to provide the Clans with the bulk of their warrior forces.

Though trueborn warriors dominate the order of battle, many Clans allow freeborn warriors to serve in varying capacities as well. Produced through so-called "natural" conception and birth, freeborn warriors attain warrior status by showing a predisposition to martial fields along with exceptional ability. Freeborns are typically relegated to second-line or garrison units, as most Clans consider them inherently inferior to the trueborn warrior. Those who prove themselves worthy can expect advancement to the rank of Star Captain in a second-line Galaxy, or even Star Colonel for the truly exceptional.

STANDARD CLAN 'MECH ORGANIZATION

Unit	Component Units	Total Strength
Point	—	1 'Mech
Star	5 Points	5 'Mechs
Binary	2 Stars	10 'Mechs
Trinary	3 Stars	15 'Mechs
Cluster	3–5 Trinaries/Binaries	30–75 'Mechs

Though Warden Clans tend to allow more freeborns to serve in front-line Galaxies than do Crusader Clans, when compared to the best of the trueborn, they rarely distinguish themselves or advance very far in rank.

'MECH ASSETS

The BattleMech has long been considered the pinnacle of military technology. The Clans, with their OmniMech version, have taken it to the next level, creating the ultimate war machine. Aerospace and powered infantry have their place in the order of battle—even armor and regular infantry are still in use, though to a lesser extent—but a Clan that does not possess a strong 'Mech corps clearly cannot hope to compete on an equal footing with the other Clans for long.

As a rule, Clan MechWarriors begin their careers in a lighter-weight OmniMech. Those who fail to demonstrate their worth to the Clan fall quickly to the ranks of second-line garrison duty piloting a standard BattleMech; such troops rarely return to front-line duty. Those who prove their value, by contrast, work up to heavier and better OmniMechs as their skills merit. At some point, most warriors discover an affinity with a single design or weight class and develop expertise in it. It is not unknown for a Cluster or Galaxy commander to pilot a light 'Mech, though heavy or assault Omnis are far more common.

The average Clan fighting machine is a heavy OmniMech, bristling with weapons thanks to the extralight engine technology that allows for the weapons' extra weight. The Clans prefer to keep 'Mechs of like capability together, at least at the Star level of unit organization. Grouping together machines of varying speeds is an invitation to the enemy to split a unit in the field, as is placing dedicated missile-carriers with close-range fighting designs. Binaries and Trinaries can also be organized in uniform weight classes, though just as often their Stars are of mixed weight. Many Clans organize Binaries and Trinaries of combined OmniMech and Elemental forces. A pure OmniMech Cluster is rare among the Clans as supporting elements become more necessary in large battles.

AEROSPACE ASSETS

Most Clans have severely curtailed armored vehicles in favor of the more versatile and deadly OmniMech, but air support remains highly valued for its tactical and strategic importance. Just as OmniMechs cannot be matched on the ground, Clan OmniFighters rule the skies.

Fighter craft are most often used for space warfare or upper-atmosphere operations such as flying cover for DropShip insertions. They are quickly bid away for ground engagements, however, turning the battle over to the OmniMechs. A commander typically keeps just enough fighters to provide cover from enemy aircraft. Single combat is the Clan way; MechWarriors and aerospace pilots dislike sharing kills.

Medium and lower-end heavy fighter craft dominate most Clan rosters, though not to the exclusion of lighter or heavier designs. Fighters, like 'Mechs, are organized in Points, Stars, Binaries and Trinaries. A typical Point consists of two fighters of the same design, though OmniFighter configurations may vary slightly. At Star level and above, mixed designs and weight classes are common. Dedicated fighter Clusters are rare, typically formed only for naval escort duty, though a few Clans occasionally organize a fighter Cluster as part of a front-line Galaxy. Because aerospace warfare is fast-paced and fluid, a Cluster may be assigned an independent command Star of fighters.

WarShips are a source of pride for the Clans. Nowhere else is so much raw military might concentrated in a single engine of warfare. It is difficult for individual warriors to distinguish themselves in starship combat, but such fighting remains the calling of a specialized few. Each Clan has its preferred WarShip, most often a workhorse destroyer or cruiser rather than a larger but less versatile heavy cruiser or battleship.

STANDARD CLAN AEROSPACE ORGANIZATION

Unit	Component Units	Total Strength	Naval Equivalents
Point	—	2 fighters	1 vessel*
Star	5 Points	10 fighters	5–6 vessels**
Binary	2 Stars	20 fighters	10–12 vessels
Trinary	3 Stars	30 fighters	15–18 vessels
Cluster	3–5 Trinaries/Binaries	60–150 fighters	—

* DropShip, JumpShip, or WarShip
** JumpShip and WarShip Stars often include an additional command vessel.

ARMOR ASSETS

All but forgotten among most Clans, armor has advanced least in terms of technological upgrades and warrior skill. Though advanced vehicles exist, most armored vehicles still in use are vintage Star League designs brought along on the long-ago Exodus from the Inner Sphere. Most Clans consider Omni technology wasted on such machines, and vehicle-crew training is inferior even by Inner Sphere standards.

Armored vehicles are typically deployed in solahma units, where aging warriors serve out their final days. More rarely, armor turns up in garrison Clusters, deployed as sacrificial units, or in even less honorable tasks such as crowd control or bandit hunting. Most armor units consist of light and heavy vehicles; few Clans make use of medium-weight armor.

Organization for armor units follows standard Clan practice. Two vehicles make up a Point, five Points a Star, and so on. Armor Clusters are virtually unheard-of, though a conventional Cluster may include some armor Trinaries.

STANDARD CLAN ARMOR ORGANIZATION

Unit	Component Units	Total Strength
Point	—	2 vehicles
Star	5 Points	10 vehicles
Binary	2 Stars	20 vehicles
Trinary	3 Stars	30 vehicles
Cluster	3–5 Trinaries/Binaries	60–150 vehicles

INFANTRY ASSETS

Conventional infantry exists within the Clans, but the extraordinary ability of Elementals has made such infantry units the province of solahma or freeborn warriors. Conventional infantry is rarely a part of a Clan's standard order of battle. Instead, Clan Elementals, with their suits of powered armor, have assumed conventional infantry's role with much greater lethality and flexibility. The suits are a natural extension of a warrior, enhancing his or her strength and effectiveness. Elementals can threaten OmniMechs, a feat that regular infantry units cannot claim.

Elementals are used in a variety of roles. As defenders, they safeguard important officers and locations, making the perfect compromise between a bodyguard and a 'Mech escort. They have the speed and stealth necessary to act as scouts, and the strength to attack without awaiting reinforcements. On the battlefield, they complement OmniMech forces as no regular infantry can, often riding into battle on friendly Omnis and throwing themselves against the enemy line. A few Clans have altered Elemental suits for more specialized assignments, but the versatility of the standard Elemental warrior is too useful an edge to completely disregard.

Elemental Stars are formed of five Elemental Points, each Point representing five armored warriors. To maximize lethality, Elementals are rarely deployed in anything less than a Point. They are regularly organized as a part of a Trinary with two OmniMech Stars, though many Clans have formed pure Elemental Binaries and Trinaries. Elemental Clusters are extremely rare, usually a short-term formation for special assignments. An independent command Star is usually attached to such Clusters. Some Clans assign a single OmniMech to an Elemental Cluster command Star for transportation and added protection in the field.

Conventional infantry organization begins with the squad, which consists of five soldiers. These units follow standard Clan organizational doctrine from then on, up to Binary level. Few Clans have organized conventional troops in any unit larger than a Binary, and command squads are always an integrated part of any infantry force larger than a squad.

STANDARD CLAN ELEMENTAL/INFANTRY ORGANIZATION

Unit	Component Units	Total Strength
Squad	—	5 infantry
Point	5 Squads	5 Elementals or 25 infantry
Star	5 Points	25 Elementals or 125 infantry
Binary	2 Stars	50 Elementals or 250 infantry
Trinary	3 Stars	75 Elementals or 375 infantry
Cluster	2–5 Trinaries/Binaries	100–380 Elementals

ORGANIZATIONAL DOCTRINE

Nicholas Kerensky created the basic Clan formations of the Point, Star, Binary and Trinary, Cluster and Galaxy. He considered the Point—one OmniMech, two OmniFighters or vehicles, or five Elementals—the smallest effective deployment of any military asset. In a testament to Kerensky's wisdom, this same organizational scheme remains standard Clan doctrine to this day.

Five Points working as a single unit, or a Star, provide maximum destructive power with minimum logistical demands. In general, Clans that experimented with mixed Points in a Star found such Stars' combat effectiveness severely weakened. Only Clan Wolf's preferred formation of a strategic command Star—four

OmniMech or Elemental Points and a single Point of aerospace fighters for escort and reconnaissance—has proven itself of lasting value. Several Clans have adopted this formation, but only in limited numbers.

The Nova, or double-Star formation, is the only major change in the order of battle that has become a standard feature in almost every Clan. A Nova is effectively a Binary consisting of one OmniMech Star and one Elemental Star. The difference between a Nova and a regular Binary lies in training and deployment. Novas are drilled in combined-arms combat techniques far more intensely than are similar Binary formations, and so generally outperform the Binary. However, when a Nova reverts to its constituent parts, its individual Stars are often less effective in combat than individual Stars from a typical Binary.

With Binary and Trinary formations—groupings of two or three Stars, respectively—the Clans begin to customize their fighting forces. These formations may be considered "pure," meaning that their component Stars contain similar types of forces, or "mixed." Pure formations tend to edge out mixed formations within the Clans, though both are in wide use. Binaries and Trinaries require only a modest increase in logistical support over Stars, making them the most common deployments of Clan forces. When comprised of Nova Stars, a Binary or Trinary is commonly referred to as a Supernova.

At Cluster level, the generalities begin to break down. The combined-arms approach becomes much more significant, as the scale of combat demands inclusion of OmniMech, Elemental and aerospace assets. How those assets are organized, however, varies from Clan to Clan. In general, Clusters are comprised of three to five Binaries or Trinaries, with the average between four and five Trinaries. A typical Cluster (insofar as there is such a thing) among the Clans as a whole consists of two pure OmniMech Trinaries, an Elemental Binary, an OmniFighter Binary and either a mixed Trinary or a Supernova.

The largest organizational formation among Clan forces is the Galaxy. Wisely, Nicholas Kerensky never attempted to set criteria for Galaxy formations. He recognized that, given the individual tailoring of Cluster-level formations and a typical Cluster's inherent strength, Galaxies would be organized more for logistical purposes than offensive capability. The average Galaxy consists of four Clusters and an independent command Trinary or Cluster, though some Galaxies include as few as two Clusters.

CONTEST OF STRENGTHS

The initial four invading Clans each fielded three to five front-line Galaxies, from the five-Cluster Galaxy common among the Jade Falcons to the four-Cluster Ghost Bear Galaxy. Despite the variations in numbers, all of the principal invading forces were roughly equal in ability, edging out the three supporting Clans later added to the invasion roster. The Clans not chosen to participate in the invasion are not quite as strong, though they should not be considered weak by any means. These Clans can typically muster two to four front-line Galaxies that average three to four Clusters each.

Second-line Galaxies are organized along the same lines as their front-line counterparts, though often with less emphasis on customization. These Galaxies are a mixture of second-line and Provisional Garrison Clusters (PGCs). In most Clans, a second-line Cluster is comprised of warriors one cut beneath front-line quality; many of these Clusters also have OmniMech technology and good logistical support. Such second-line forces are used to take less-important objectives or hold targets captured by front-line troops. Most PGCs, by contrast, are comprised of freeborn warriors and trueborns either disgraced or aging past the useful period of their lives. These troops remain in the rearward areas, holding less-important objectives and often cleaning up after the second-line and front-line forces. A few Clans make no meaningful distinction between second-line Clusters and PGCs, which gives them a more homogenous mixture of second-line troops but also widens the gap in quality between their front-line and reserve forces. The stronger Clans field between five and eight second-line Galaxies, while the majority field four to seven such Galaxies.

Finally, each Clan also possesses planetary militia forces. These units are the proverbial bottom of the barrel, consisting of solahma, less-talented freeborn and failed trueborn warriors poorly equipped with conventional vehicles and weapons. Except for the recent battles on Huntress, where even militia forces were employed, no Clan has ever called upon standing militia for real battle. Instead, these units are usually assigned the thankless task of controlling the lower castes. Their military strength, therefore, is irrelevant to the purposes of this document.

MARTIAL AESTHETICS

Let all warriors bear their mark proudly,
Taking what pride they can in their accomplishments;
For our lives should be full of glory, but short.
On the battlefield, we are alone.

—*The Remembrance* (Clan Wolf), Passage 74, Verse 26, Lines 1–4

Though the recent end to the invasion caused the Clans to retire the rank of ilKhan until it is needed once more, the Clans have never seen a need to alter the basic standards of rank as set down by Nicholas Kerensky more than two centuries ago. Rank devices may vary between Clans in design or placement on the uniform, but all are founded in *The Remembrance* and follow the general lines described in the following passages.

RANK AND INSIGNIAS

The Clans follow a simple, efficient rank structure. A warrior's rank clearly indicates his or her exact level of authority, the resources at his or her disposal and the general challenges that a given warrior has overcome.

DEFENDERS OF THE TRUE FAITH

One of the greatest changes from the old Star League military doctrine is the lack of distinction between officers and enlisted personnel. In the Clans, warriors simply are. Furthermore, no warrior attains new rank through verbal or written tests, or through time in service. Ranks are fought for in Trials, attesting to a warrior's personal combat expertise. Every warrior earns authority and respect for his or her rank through this show of strength and continued excellence on the field of battle.

Each Clan has its own Clan and ranking insignia, worn on the uniform as dictated by the Clan's individual dress code. The warrior insignia, common to each Clan, is an enameled eight-pointed star, with three cardinal points slightly enlarged and the southernmost point extending downward twice as far as the others. Also called a daggerstar, this insignia testifies that a warrior has tested out of his or her sibko and has earned a warrior's rights and privileges. MechWarriors wear a red daggerstar, which is slightly larger than the others. Aerospace fighters wear blue daggerstars, while JumpShip and DropShip pilots wear a black-and-blue star. Elemental daggerstars are green; armored vehicle crews allowed them wear white daggerstars. Warriors who have yet to achieve command rank wear warrior insignias in place of rank devices. Those with command rank typically wear their warrior insignias as a shoulder patch on utility uniforms, or as a pin on field and dress uniforms.

Khan

The Khan is a Clan's single most important warrior, having proven him or herself without peer in combat and also possessing political savvy. Elected by a majority vote of a Clan's Bloodnamed warriors, each Khan is a member of the Grand Council that meets on Strana Mechty. In this capacity, the Khan represents his or her Clan and helps determine policy for the Clans as a whole.

A Khan typically commands the Clan's premiere front-line Galaxy, leading the command unit known as a Keshik. A Keshik may range from a Binary to a Cluster in strength, though Trinaries are most common. As the command unit of the Clan's best Galaxy, the Khan's Keshik is considered the guardian of the Clan's honor. The Khan's Keshik may also assume command of another Galaxy as necessary, displacing or simply absorbing that Galaxy's own command unit.

The saKhan, a largely undefined position in many Clans, also serves as a Clan leader and sits on the Grand Council. The saKhan aids the Khan in whatever way the Khan deems necessary, with varying amounts of independence and authority, depending on the Clan. If the senior Khan is killed or steps down, the saKhan typically ascends to that position. The saKhan also commands an elite Keshik, either as the command unit of a particular Galaxy or an independent unit capable of assuming command of any Galaxy as necessary.

The ilKhan is a special position, filled only when the Clans face a significant external or internal threat. Elected from the roll of Clan Khans by a majority vote of the Grand Council, the ilKhan is the supreme ruler of the Clans and head of the combined Clan military. With the recent end to the invasion of the Inner Sphere and the death of ilKhan Lincoln Osis, the position has once again been set aside.

CLAN COMMAND STRUCTURE

Clan Warrior Rank	Equivalent Star League Rank
IlKhan	Commanding General
Khan	General
saKhan	Major General
Galaxy Commander	Lieutenant General
Star Colonel	Colonel/Major
Star Captain	Captain
Star Commander	Lieutenant
Point Commander	Master Sergeant*
Warrior	Sergeant*

* Star League equivalency begins to break down at this point because of the Point commander rank, which does not apply to Clan MechWarriors.

Galaxy Commander/Star Admiral

The Galaxy commander, or Star admiral in the case of naval forces, is a powerful and influential warrior, frequently with one eye on the Khanship. Winning command of a Galaxy or Star of WarShips requires great skill both on and off the battlefield; such a warrior must often excel at politics as well as warfare, and must be capable of inspiring troops under his or her command. The resources available to a Galaxy commander can amount to as much as a third of a Clan's front-line forces and supporting elements. Galaxy commanders and Star admirals are directly accountable to the Clan's Khans.

Star Colonel/Star Commodore

Star colonels command a Cluster made up of several Binaries and/or Trinaries, almost always comprised of mixed forces, though some Clans also deploy pure Clusters. The Star colonel often acts as supreme commander of a battle, unless bidding includes more than one Cluster, in which case the Galaxy commander may attach a command Star to the order of battle and direct it himself. A Star commodore, or naval Star colonel in some Clans, commands a single WarShip or a Star of DropShips or JumpShips.

Star Captain

In command of either a Binary or Trinary, including Supernova formations, the Star captain enjoys a great deal of authority and responsibility. Many, though not all, Binaries and Trinaries contain mixed forces, so most Star captains have

combined-arms expertise. An aerospace Star captain commands a Trinary or Binary of fighters. A naval Star captain serves on a WarShip as a senior officer, such as first officer or chief engineer, or commands a single JumpShip or DropShip.

In a Supernova, this officer may go by the rank of Nova captain. Though this rank is recognized among the Clans, some Clans see it as a violation of Nicholas Kerensky's original rank structure and so do not use this title. A Nova captain's rank device is the same as a Star captain's, but Nova captains typically wear a daggerstar whose four cardinal points are enameled with the color of their own military field, while the four minor points sport the color or colors of the subordinate warrior types under their control.

Star Commander

Warriors of this rank command a single Star; MechWarriors command five 'Mechs, aerospace pilots ten fighter craft, and Elementals twenty-five men. On naval vessels, Star commanders serve as department heads. The commander of a Nova is often referred to as a Nova commander, and holds only a bit more authority than a regular Star commander. Nova commanders use the same rank device as a Star commander, but enamel their own daggerstar's four minor points with the color appropriate to the Star under their command.

Point Commander

Aerospace pilots, Elementals and vehicle commanders whose Points consist of more than one warrior fill this command position. For pilots, a Point commander is the lead craft of a two-fighter Point. An Elemental Point commander leads a five-man team. A vehicle crew Point commander commands a two-vehicle Point.

Even though MechWarriors do not use this title, an Elemental or aerospace pilot Point commander should not be considered a MechWarrior's superior. Each MechWarrior is a Point of one, making him or her a de facto Point commander. By the strictest definition, a MechWarrior is equal to both a Point commander and to any individual Elemental or aerospace pilot.

Warrior

The lowest official rank in any Clan military is the warrior or pilot: MechWarrior, aerospace pilot or Elemental. Those who test out of their sibkos, meeting the minimum qualifications for combat, are referred to by this title until they earn higher rank in a Trial of Position. Warriors command only themselves, but still claim greater rights than members of any other Clan caste. The device for this rank is a daggerstar, worn in place of rank insignia.

Most freeborn warriors rarely rise above warrior rank. Even when they share a similar rank or when a freeborn holds a higher rank than a trueborn, the freeborn warrior is rarely treated with anything approaching equality or even respect. As a rule, a freeborn warrior is treated as if he were at least one step below his actual rank.

UNIFORMS

Clan warriors wear various uniforms, with cuts and styles varying widely between individual Clans along with distinctions between levels of dress and the attention devoted to uniform maintenance. As a general rule, every Clan has some form of ceremonial uniform, a field uniform, a utilitarian undress uniform and a battle uniform. Each Clan incorporates its rank insignias differently.

DECORATIONS AND AWARDS

The Clans give no empty decorations or awards to their warriors; the few that exist are well-earned by those who receive them. Throughout the Clans, the most coveted award is a Bloodname—a surname of one of the eight hundred founding warriors of the Clans, held by no more than twenty-five members of that name's Bloodheritage at a time.

In addition to Bloodnames, the Clans as a whole recognize only the Remembrance Insignia. Each Clan also has its own special awards, usually available only to members of that Clan.

The Remembrance Insignia is named for the heroic saga maintained by every Clan that describes the history of Clan society from the Exodus to the present day. The Insignia, as with *The Remembrance,* is slightly different for each Clan and is awarded to warriors who merit specific mention in their own or another Clan's Remembrance. Mention in another Clan's Remembrance is rare indeed, but it has been known to happen. Remembrance Insignia are traditionally worn on the right breast of a uniform.

FORMAL RITUALS

The Clans have numerous rituals in which warriors participate—some specific to a given Bloodheritage, some specific to certain units. The only formal ritual that exists in some form throughout the Clans is the ritual of adoption.

Adoption

In this ritual, an individual from outside a given Clan's warrior caste is adopted into that caste. The adoptee may be a bondsman taken in battle or a member of a Clan's lower castes rising to warrior status. In some Clans—in most Clans with regard to freeborn warriors—adoption is a matter of paperwork, and the ceremony is held only after the warrior has demonstrated his or her worth to the Clan. In the ritual, the adoptee must usually walk a gauntlet, being challenged three times and then defended by aerospace pilots, Elementals and MechWarriors. The order of challenges is set by the type of warrior the adoptee is becoming. When adopted, a freeborn warrior bondsman is traditionally given an honorname reflecting his or her new Clan. For example, a Clan Wolf adoptee is given the last name of Wolf.

MARTIAL PRACTICES

The Inner Sphere assumes, in its ignorance, that the Clans are a stagnant society because we have adhered to the words of Nicholas Kerensky throughout our history and thereby survived the evils that led to the downfall of the Star League. In truth, the Clans have evolved over time, but change lies lightly upon us because we have held close the ideals to which we were born.

Nicholas Kerensky set down most Clan martial practices based on the writings of the Great Father, Aleksandr Kerensky. A few standard practices have been added over the years as Clan society developed the need for them. Each Clan's distinctive nature has produced slight variations in the way these practices are followed, and the extent to which this or that Clan considers them important. The following material is based directly on the teachings of Nicholas Kerensky or extrapolated from the practices of a majority of the Clans.

BIDDING

Combat begins long before armed forces clash on the battlefield.

—Nicholas Kerensky

Clan bidding practices are designed first and foremost to preserve resources. In the early days especially, with the resources of our homeworlds still waiting to be found and tapped, the Clans learned to despise waste—a conviction that runs deep in Clan society. Even now, with the resources of Inner Sphere worlds to draw upon, the concept of wasteful action remains abhorrent. The Clans value what they own and will not cast it away lightly.

The Clans also have a much higher regard for personal honor and achievement than most in the Inner Sphere (though, in fairness, the Bushido philosophy of the Draconis Combine and the chivalric codes of the Knights of the Inner Sphere come close at times). Bidding satisfies the need for achieving honor in combat by promoting the use of fewer warriors, which allows each warrior to attain greater glory once battle is finally joined.

Batchall

Through the ritual of the batchall, Clan warriors issue a combat challenge. In the typical batchall, the challengers identify themselves and the forces at their command, state their objective and request the defenders to name the forces with which they will contest the challenge. The batchall gives the defenders some idea of what they are up against, allowing them to determine what resources they will risk in defense of the objective.

The simplest batchall is a personal challenge, often made as a Trial of Grievance. After the batchall, the challenged party may choose particulars of the combat, such as whether he will fight unarmored (unaugmented) or in his machine of choice (augmented), and the challenger decides the place and time. This occurs in lieu of real bidding; however, in Clans where augmented combat is assumed, a quick bidding session involves cutting down to personal combat.

The batchall implies a measure of respect for one's opponent. Against honorless warriors, this ritual is suspended and the Clan may bring its full strength to bear instead of allowing bidding to take place.

Cutdown

The cutdown is the minimum number of military forces considered necessary for the challengers to take the objective. Because military intelligence among the Clans is often accurate and available to all sides in a dispute, the cutdown bid is usually known before the batchall takes place. Comparing the final bid to the cutdown tends to set the mark for how much honor is to be won.

In a few battles against the Inner Sphere, Clan forces suffered setbacks or defeats because Inner Sphere commanders falsified their defending forces. This treacherous tactic at first caught the Clans unprepared; now, however, only the most naive Clan commander would bid without taking such behavior into account.

Bidding Strategies

Once the defenders have set their force strength, the challengers bid between themselves for the right to attack. Opposing commanders generally begin with whatever strength they personally command, though they may enter into a contract with another unit in order to field a combined-unit force. These commanders then bid away units, individual warriors or even specific weapons in order to outmaneuver their bidding opponent. The warrior who can take an objective while risking the fewest resources wins great honor. To win a substantial victory or one with supposedly inadequate forces as established by the cutdown confers even greater glory. In many bidding sessions, therefore, commanders tread a fine line between enough resources to win the battle and a small enough force to assure that the victory will be hard-won.

The winner of a bid enters the field with the agreed-upon forces, but may call on reserves equal to the strength of the opponent's last bid with only a small loss of honor. To bring in more forces requires the permission of the other bidder, and usually entails a severe loss of face.

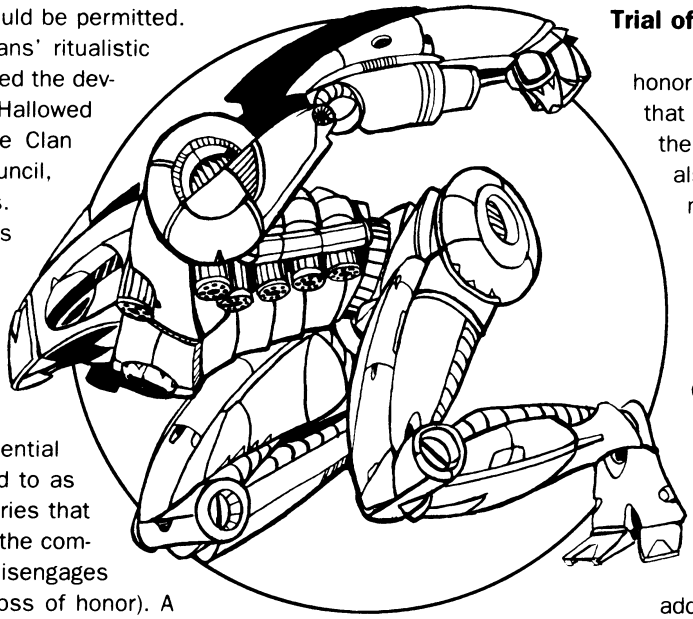
Bidding strategies vary between Clans and between warriors within a Clan. Some bid away large portions of their forces early on, hoping to undermine an opponent's confidence in his ability to keep up. Others bid away small portions early, then make one final, large cutdown to ensure themselves a healthy reserve. A clever bidder can sometimes force his opponent into making a bid well below the cutdown, thereby ensuring a loss in the field. Some Clan commanders use the flexible structure of Clan militaries to their advantage in bidding, counting their Clusters and Galaxies in such a way as

to either exaggerate or minimize their available forces and mislead their bidding opponents.

Bidding, though a strategic strength, has proved something of a tactical weakness for the Clans. It admirably conserves resources and promotes individual achievement, but some commanders easily get carried away and forget that the ultimate objective is victory. Against the Inner Sphere, such lapses cost the Clans dearly when opposing Clans bid too hard or did not properly assess the defenders' strength.

TRIALS

Nicholas Kerensky set forth six Trials to cover all situations in which combat would be permitted. The Trials established the Clans' ritualistic approach to combat and avoided the devastation of ongoing warfare. Hallowed by ritual and overseen by the Clan Councils and the Grand Council, Trials vary little between Clans.



Common to many Trials is the Circle of Equals, developed from the batchall tradition in which the challenger chooses the time and place of combat. Because the batchall implies respect, all contending warriors are potential equals. The battlefield referred to as a Circle of Equals has boundaries that no contestant may cross until the combat is over or one combatant disengages (an act that brings a severe loss of honor). A Circle of Equals is far more common in personal combat than in larger-scale engagements.

Trial of Position

The Trial of Position, in which a cadet attempts to test out of his or her sibko, is the first official Trial that a Clan warrior faces. Trials fought prior to this are generally considered training episodes, and in most Clans are not recorded in a warrior's codex. (A true Clan warrior need not accept any challenge from a cadet, though most will hardly refuse—and rarely lose one.) A Trial of Position may be required again at any time during a warrior's career whenever his or her ability to command is in question.

In the standard Trial of Position, two Clan cadets face six experienced warriors with weapons at full power. Each cadet must take on three opponents, who attack one at a time. To attack an enemy out of turn or to fire on another cadet's enemy promotes a melee in which all targets are legitimate. To become a Clan warrior, the cadet must defeat at least one opponent. Defeating two opponents brings with it the rank of Star Commander; defeating three, the rank of Star Captain. A few cadets have defeated four opponents in their Trial of Position, earning the rank of Star Colonel; this situation is extremely rare, however, because the second cadet must allow the Trial to become a melee.

A few Clans have revised their Trials of Position to allow failed cadets a second chance at warrior status. These cadets repeat the Trial facing garrison-quality troops. Victory allows the cadet to join the garrison Galaxies. To see front-line duty, such a warrior must win a Trial of Position against regular troops. This new policy has yet to be challenged in the Grand Council, largely because it does not seem to violate the principles set down by Nicholas Kerensky.

Trial of Bloodright

A Bloodname, among the greatest honors a Clan warrior can win, ensures that the warrior's genes will be added to the gene pool for the next generation. It also makes the warrior eligible for high military and political positions. No more than twenty-five living Clan warriors may hold the same Bloodname at one time. When one of them dies, a Trial of Bloodright is held among all potential candidates. Candidates must be able to trace their heritage matrilineally to the Bloodname's original progenitor.

Each living holder of a Bloodname may nominate one candidate. The leader of a Bloodname house nominates additional candidates to bring the total number to thirty-one. The final contestant is determined through a grand melee in which all candidates may fight. After the melee comes a series of one-on-one duels, often called a "Bloodname tournament," in which the final winner is awarded the Bloodname.

Trial of Grievance

Trials of Grievance settle matters of honor. Because this Trial usually involves a charge of dishonorable conduct against another Clan warrior, it is usually supervised by the Clan Council, or the Grand Council in the case of Bloodnamed warriors or those holding high rank. Strict rules govern Trials of Grievance to make sure the fight is evenly matched. Warriors of equal rank (and therefore supposedly equal skill) can fight in similar machines. Otherwise, the council must mediate a fair arrangement. Losing a Trial of Grievance often brings with it a taint difficult to erase; often, the losing warrior cannot be nominated for a Bloodname until the stain on his or her honor is purged. For a Bloodnamed warrior, the dishonor of losing affects all of that warrior's Bloodname and Bloodheritage, making the Bloodname less worthy in the eyes of the Clans.

Not all Trials of Grievance are matters for the councils' attention, however. Cadets may declare a Trial of Grievance, to be settled in a quickly arranged Circle of Equals under the supervision of a training officer. Some warriors of lesser stature may waive their right to Council supervision, using the bidding process to determine equal ground.

Trial of Possession

This Trial is the most common, used to decide anything from a difference of opinion to claims over a warrior's DNA. It always begins with a batchall and the bidding is often spirited. Combat rarely exceeds Cluster-scale engagements. In many Clans, promotions are held as Trials of Possession for the open command post. A recent and unprecedented use of this practice was Khan Vladimir Ward's Harvest Trials, in which he challenged or accepted challenges from the military units of other Clans and demanded possession of the unit if he won. By adding the defeated units to his Clan, Khan Ward has rebuilt the Wolf forces so badly mauled in the Falcon-Wolf Refusal War.

Trial of Refusal

When matters are settled by a political decision abhorrent to one party, or when an order does not sit well with warriors serving under the commander who gave it, the aggrieved party may demand a Trial of Refusal. This Trial forces those in positions of leadership to defend their decisions in combat, thereby preventing abuses of power.

Except in the case of a subordinate officer declaring a Trial against an order, the odds in a Trial of Refusal are set by vote tallies. Bidding tends to lower the odds, however, as Clans and units within a Clan bid against each other for the right to defend the decision or resolution. The most dramatic variant on this Trial is the ritual of Absorption. When the Absorption of a Clan is called for, the vote in the Grand Council must be unanimous (except for the Clan being Absorbed) in order for the motion to pass. It is expected that the Clan threatened with Absorption will declare a Trial of Refusal, after which the other Clans bid against each other for the right to defend the Grand Council decision and claim the assets of that Clan. The odds may begin as high as fifteen to one, but the actual Absorption usually comes down to one Clan against another.

Trial of Annihilation

This Trial, by far the most severe punishment designed by Nicholas Kerensky, is meted out only by a Clan Council for internal crimes and by the Grand Council for crimes that affect the Clans as a whole. Individual warriors, military units and entire Bloodnames are all viable targets for a Trial of Annihilation. The Not-Named Clan perished long ago in such a Trial, in one of the most traumatic moments of Clan history. It is a testament to Clan justice that a Trial of Annihilation has never been declared for anything less than the most heinous crimes against Clan society.

TACTICS

Shaped by the bidding and Trial system, Clan combat usually proceeds in a straightforward, honorable fashion. Both sides tend to know each other's strength up front, along with the battle history of any warrior whose achievements are significant enough to matter. Such tactics faltered during the invasion, however, when the Inner Sphere showed the Clans the weaknesses inherent in them. As a result, many Clans now hold to a separate code of honor when dealing with Inner Sphere units that refuse to acknowledge Clan ways.

Tactics begin even before bidding occurs, as commanders formulate battle plans that will allow them to bid low enough to win the right to battle. Commanders must also take into account the right of safcon, a Clan ritual in which defenders allow their opponents safe conduct to the field of battle.

Zellbrigen

Until the invasion of the Inner Sphere, Clan tactical doctrine revolved around the concept of zellbrigen, or formal dueling. In early Clan history, this meant that all combat was conducted in one-on-one battles, with supernumerary warriors waiting until an opponent was free to attack. It later evolved to include a process by which opposing commanders, through formal challenge, could decide the outcome of the battle by dueling each other. Though such a duel can mean abandoning a superior tactical position, it is considered highly honorable conduct among the Clans because it saves lives and material resources.

The dueling code lapsed during the invasion for several reasons. Chief among them was the Inner Sphere's lack of understanding of Clan ways, after centuries of practicing full-scale warfare. The annihilation of Clan Smoke Jaguar's warrior caste was the Inner Sphere's successful attempt to reacquaint the Clans with the true horrors of war. Zellbrigen remains a pillar of inter-Clan fighting, however, and has even found limited acceptance within the Inner Sphere.

BREEDING AND TRAINING

With each new generation of warriors, we can be certain their strength will equal our own. And when the task of returning to the Inner Sphere falls to our children, they will be ready because they carry the sum of what we are, what we have become and what every generation has since earned.

—Nicholas Kerensky, Strana Mechty, 2819

Warriors die. No matter how exceptional his codex, a Clan warrior's lifetime is measured up to the final battle in which he finally succumbs to his opponent. The gaps caused by inevitable death must be filled with new troops, ready to learn and fight and die for their Clan. As with any active military, the Clan armies require a steady influx of new recruits to maintain and improve the quality of warriors-at-arms.

DEFENDERS OF THE TRUE FAITH

No other military prepares new warriors as the Clans do. From conception to acceptance in the armed forces of their Clan, these warriors live a life of trials with one all-encompassing purpose: victory.

SIBKOS

Clan sibkos, or sibling companies, are groups of children produced from the same geneparents in the warrior caste eugenics program. A complete discourse on the eugenics program is beyond the scope of this document; suffice it to say that this method of reproduction assures a certain minimum level of quality among trueborn Clan soldiers. Through selective breeding for the best warrior traits, each new generation validates the exploits and honors of their ancestors. Born of heroes and legends, each cadet carries with him or her the legacy of those warriors who earned the right to propagate. Each new warrior's successes reflect directly on the value of his or her Bloodname and Bloodheritage; success can also earn for them the position of warrior and the immortality conferred by adding their genes to their Clan's genetic pool.

The sibkos, in which young warriors are born, raised and trained, serve to bring fledgling warriors to their full potential. Some Clans breed enough offspring of a prestigious Bloodname or a particular Bloodheritage to fill an entire sibko, though mixed sibkos that contain the offspring of several different Bloodnames are more common. Even though some Bloodnames produce excellent warriors of all types, each warrior type is trained separately to keep competition fierce yet balanced. The cadets in a sibko are raised together, indoctrinated in Clan history and philosophy and readied for the day when the trials begin in earnest.

Testing

The judging of a cadet's viability begins very early. Some may be removed from the training program early on, but the weeding-out process typically does not begin until the cadets reach maturity. Tests of intellect, reflexes and strength, command and tactical ability and, above all, martial skills, determine each cadet's future as a warrior. Intense competition between them determines that the strongest will continue, the truly talented will excel and the average will fail. Such is the Way of the Clans.

The overall severity of testing varies according to each Clan's training policy. Stricter tests mean fewer warriors produced from a single sibling company, though theoretically those warriors are of higher quality. Some Clans routinely whittle a sibko of more than twenty cadets down to two or three warriors, imposing severe limitations on their manpower but guaranteeing hardened fighters even among raw recruits. Other Clans start with even larger sibkos and conduct daily sibko life by less stringent rules; these Clans rely on a more difficult Trial of Position to ensure that only high-quality warriors advance to service in the Clan's Galaxies.

The Trial of Position serves as a cadet's graduation ceremony. Though some Clans hold additional rites either before or after a Trial, the Trial of Position truly transforms the cadet into a warrior.

Many Clans have altered the standard Trial of Position to better suit their training system. Some require that a single cadet face pairs of opponents, while others demand that the Trial be fought in harsh environments as well as against superior opposing 'Mechs.

TRAINING FACILITIES

The Clans typically maintain several training facilities, their exact number, size and use depending on each Clan's resources and its need for new warriors. Because of different testing practices and the variance in sibko performance from Clan to Clan, there is no general number or quality of warriors turned out by each facility in a given year. Clans with numerous large training facilities may hold a numerical edge over Clans that cannot train and test as many potential warriors, but those Clans that intentionally limit themselves to fewer warriors with more difficult qualifications may end up with better-quality troops. Only time and combat can truly tell.

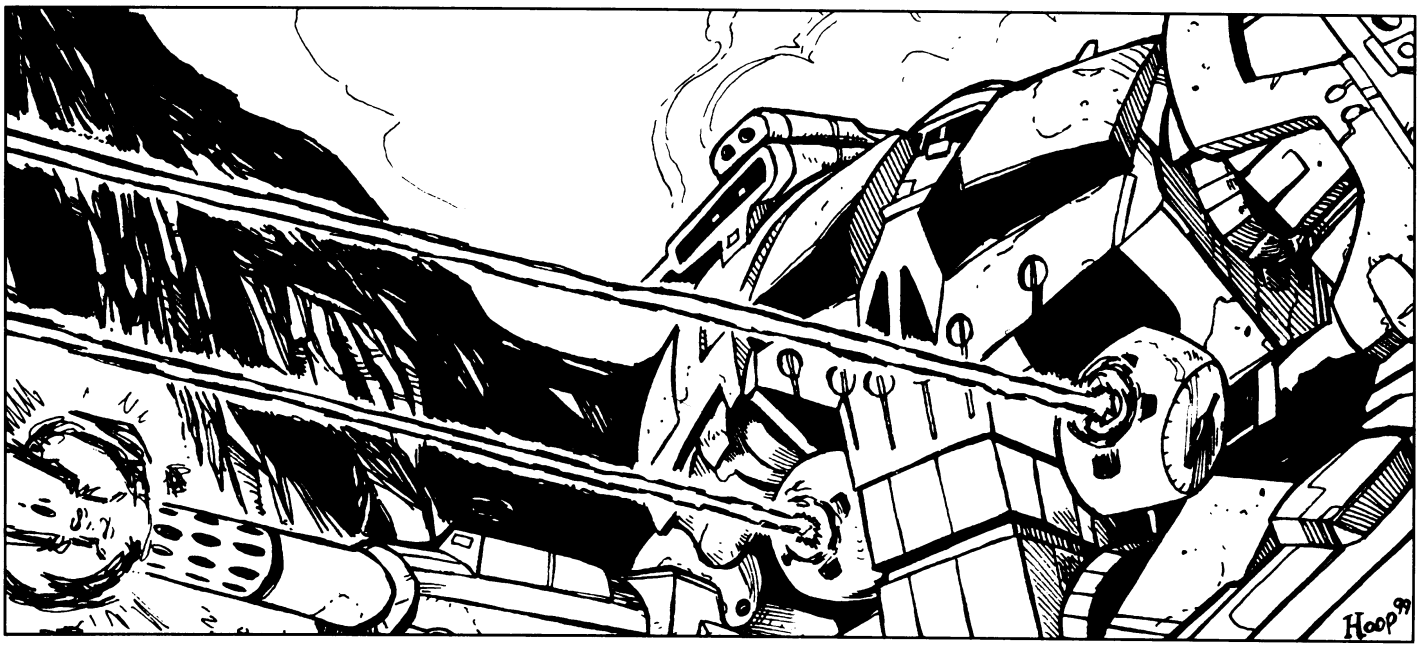
Primary Facilities

A primary facility is capable of training all warrior types intended for a Clan's front-line units: MechWarriors, Elementals and aerospace pilots. In most Clans, such facilities offer no training for armor crews, which are staffed with solahma or failed warriors who are given only rudimentary training. Primary facilities can handle more than eight sibkos at once; most graduate a new sibko every three to six months, depending on the individual Clan's training cycle. Handsomely supported by Clan resources, these facilities generally offer the best training available.

Secondary Facilities

Depending on the needs of a given Clan, secondary facilities typically handle the training of moderately successful trueborns, freeborns and specialized types of warriors. Also called satellite facilities, they sometimes share resources with a primary facility, with the understanding that the primary sibkos have precedence. Secondary facilities usually handle less than four sibkos at a time, turning out one per year, and may train only certain warrior types. Almost all Clans possess secondary facilities, though few rely heavily on them.

STRENGTH OF THE CLANS



The following sections provide the military histories and current military status of each Warden Clan, including common practices, force strength and inter-Clan relations. For every Galaxy under arms, these reports include significant historical engagements, data on officers or ristars within the unit, tactics where appropriate and the unit's strength and organization. All Galaxies conform to the general standards described in *Defenders of the True Faith* unless otherwise noted.

Each type of unit within a Galaxy is identified by one of the following symbols. Because most Clan units contain mixed forces, each unit's symbol represents the predominant type of forces within it: 'Mechs, Elementals, aerospace fighters and so on.



'MECH



AERO-SPACE



ARMOR



SPECIAL



INFANTRY

The unit descriptions for each Trinary or Cluster within a Galaxy include the unit's name and the name of its commanding officer, as well as its size, troop quality and loyalty.

Though the Trinary is a standard measurement for mixed units, the actual size of a Trinary or Cluster may vary. For example, a stated size of four Trinaries may indicate an actual size of two Trinaries and three Binaries or any other formation totaling approximately twelve Stars.

The quality rating reflects the unit's overall skill and combat experience, determined by the unit's Clan through testing and evaluation of the unit's performance over time. Clusters with similar quality ratings should be considered on par with each other warrior for warrior, though force mix and raw strength often make a difference in battle. Units are rated Green (Grn), Regular (Reg), Veteran (Vet) and Elite. Green units are comprised mainly of new cadets, and in most Clans are cadets of lower quality. Thanks to the eugenics programs and training techniques, Green troops are rare among the Clans. Regular warriors are of average quality, though still approaching the low end. Veteran units include highly skilled warriors whose mettle has been tested in several battles. Elite units, usually in the forefront of every front-line Galaxy, contain battle-hardened warriors of superior Bloodheritages and extensive experience.

Loyalty ratings do not indicate loyalty to the Clan; no true warrior holds anything less than fanatical devotion to his or her Clan's interests. Rather, loyalty represents a unit's devotion to the Warden ideals espoused by all the Clans described in this document. Questionable (Ques) units may be under close scrutiny, but in almost all circumstances can still be trusted to perform at their best for their Clan. Reliable (Rel) units are commanded by staunch Wardens or units that consistently demonstrate devotion to the Warden philosophy. Fanatical (Fan) units demonstrate an even deeper devotion; warriors in them promote the Warden cause in any forum and actively oppose Crusader policies.

CLAN CLOUD COBRA

When the late Lincoln Osis commissioned this Field Manual, he wanted two things: an objective view of each Clan to help develop strategies with which to defeat the Inner Sphere, and a treatise that would foster a better understanding among the remaining Clans. The Cloud Cobras were among the first to forward their summary to me for inclusion in this work. They have taken the bulk of it from an instruction manual used for warrior training after their cadets leave the sibko. The original draft was intended for those who had spent a lifetime in this Clan, and so in the interests of balance I have included incidents gleaned from the pages of their own history. I have also included excerpts from my own notes on the compilation of this manual, to better illuminate some of the more confusing aspects of this enigmatic Clan.

—Star Colonel Kael Pershaw, 22 August 3060

"The darkness is behind us, the light is ahead.
Strive toward it, for it is the Way,"
Said our Founder, Nicholas.
"Be ever vigilant
And rely on your strengths:
Faith, which preserves us;
Knowledge, which gives us power;
Understanding, which lets us know our foes;
Courage, which lets us face the darkness without fear."

—*The Remembrance* (Clan Cloud Cobra), Passage 10, Verse 9, Lines 1–10

Look to the future, for you *are* the future. The Way will guide you on your journey if you let it; heed its warnings, lest you fall into selfishness and ego. Our destiny is to again be as one with our wayward brothers and cousins across the stars. The Way shows us that we will lead.

THE COBRA'S STRUGGLES

Our history is balanced between destiny and hardship. The Way is not easy, nor is it meant to be. It is also unforgiving of those who refuse to learn from past mistakes. Therefore, study the following words with care. They tell what we are; they bind our Clan together.

BEGINNINGS OF A DREAM

Centuries ago, when the Usurper destroyed the Star League and left the Inner Sphere to chaos and degradation, General Aleksandr Kerensky—our revered Protector—led his faithful away from the broken fragments of humanity's dream to create it anew elsewhere. Among those who followed was Captain Windham Khatib, one of the last surviving members of the 335th BattleMech Division (The Joan of Arc Division), which had been destroyed early during the war against the Usurper. After witnessing firsthand the horrors wrought by the Usurper, including the brutal murder of his grandmother, Lanai Madonn, Pope of the Church of the Crucifix, the young chaplain who would one day found our Clan eagerly anticipated humanity's new beginning.

After a long Exodus filled with bitter hardship and bright hope, the Protector delivered his people to their new worlds, more than a thousand light-years away from the homes they had left behind. There they sank new roots and began anew under the Protector's watchful eye. But not even he could carry them away from their own ancient hatreds and petty rivalries. Within a generation, the darkness in humanity's heart tore the Pentagon worlds asunder in war.

This bloodshed shattered the Protector's heart, killing him and leaving his son Nicholas Kerensky to fulfill the dream another way. As his father had done before him, Nicholas brought the few remaining faithful away to the Land of Dreams, Strana Mechty. There, Nicholas called together his most devoted disciples, and from them forged the Twenty—ever after called the Clans. And Captain Windham Khatib was among them.

BORN OF NECESSITY, BAPTIZED IN FLAME

Though Windham Khatib performed well in the rigorous battery of tests administered to Nicholas Kerensky's followers, he was not a warrior born and bred. Knowing Khatib's strengths and weaknesses, Nicholas chose Vice Admiral Rafe Kardaan to complement Khatib and help build Clan Cloud Cobra.

The two Khans gathered together thirty-eight men and women, each proven to be pure of mind and body and holding to the highest ideals of the Star League. These Forty trained exhaustively together for more than five years; Khan Khatib prepared them mentally, while saKhan Kardaan sharpened their physical skills. By the end of their training time, the Forty had become one in spirit and form. When Nicholas Kerensky gave the word for the liberation of the Pentagon, our forefathers descended on the world of Babylon and drove the rebels before them like the wind.

Their initial successes soon turned to near-defeat at every turn, however. Though their cause was true and just, our first Khans underestimated the tenacity of Babylon's misguided defenders. At New Dineshane, the Forty were beset by more than three times their number while repairing and re-arming their BattleMechs. Only the determined counterstrike by saKhan Kardaan's fighter contingent and the timely intervention of Khan Stephen Cage's Ice Hellions prevented our Clan's extinction. As it was, the Forty lost almost half their number.

They persevered, however, and in concert with Clans Coyote, Ice Hellion and Sea Fox (now known as Clan Diamond Shark), they defeated the last of Babylon's faithless defenders. From the resulting turmoil, they fashioned a new order that encompassed the highest virtues. From the city of Hope, Khan

Khatib supervised the incorporation of Babylon's disenfranchised into our Clan, while saKhan Kardaan toiled to rebuild the Cloud Cobra Touman. Their old lives torn apart by the Pentagon Civil War, most of Babylon's people willingly submitted themselves to the wisdom of Nicholas Kerensky.

Not all did so, however. Some of those who should have been thankful for their rescue from hell turned their backs on the Way of the Clans. They began touting ideas incompatible with the Way—ideas that, if allowed to spread, would bring back discontent and hatred. They grew like a cancer among the Cloud Cobra warriors and citizens, until the first Khans forcibly removed the disease. We emerged from this crucible weakened in numbers, but stronger in spirit.

Ours was not the only Clan to suffer such problems in the years after the Pentagon campaign. Every Clan experienced resistance to the Way, reluctance among its own to see the Kerenskys' wisdom. Clans Jade Falcon and Steel Viper were both forced to deal with threats to Nicholas' life. Worst of all was the transgression of the Not-Named Clan, who dared to declare themselves above the Way of the Clans and were punished with destruction. In these terrible events, Khan Khatib saw a need for his leadership to quell the discord—a duty even higher than the one to his own Clan. He therefore stepped down as Khan in order to heed this higher calling, through which he hoped to heal the spirit of all the Clans.

EXCLUSIVE BLOODNAMES

General Bloodnames
Beckett
Khatib
Steiner

MechWarriors
Morales
Riaz
Telinov

Elementals
Mannix
Quong

Aerospace Pilots
Eaker
Hobbes
Kardaan
Spaatz

RAISED IN REVOLUTION

Khan Rafe Kardaan led our Clan for more than two decades before succumbing to the infirmities of age. During that time we flourished. Our scientists were without peer, as proved by our eugenics program. Though our scientists did not develop the technology that made trueborn warriors possible, they helped refine the program to the point where our brother Clans copied it widely. Many of our forebears balked at the notion of genetic manipulation, but they soon came to realize that without the eugenics program, our Clan could not survive. Our scientists also delved into weapons engineering, building on Star League-era research and making several breakthroughs in laser weaponry. To this day, no other Clan can match our innovations in laser technology. From early on, the Way provided for us.

Meanwhile, former Khan Khatib began his crusade for enlightenment among our own people and those of the other Clans. Strong in his own beliefs, he encouraged those with whom he talked to practice and profess their own faiths. Though he encountered stiff resistance from some of his fellow Khans, Khatib more than anyone else ensured that the Way would be clear for those who chose to look for and follow it. His early work formed the basis of the Great Cloisters that remain a part of our Clan.

The early decades of the so-called Golden Century brought Clan Coyote down upon us in attempts to claim our scientific advances. Still reeling from our crippling losses during and after the liberation of the Pentagon, our Touman initially wavered before the Coyotes' superior numbers. Our combined aerospace strength and greater faith in the Way eventually threw back the Coyotes, for which humiliation they never forgave us. Our two Clans have fought, often ruthlessly, for almost two centuries since.

The closing years of the Golden Century brought darkness with them. The dark caste, comprised of those who selfishly forsook the Way for the illusion of freedom, had begun to grow in numbers and audacity. They existed on the fringes of Clan space, eking out a meager existence. They often raided the Clans for supplies, but for a hundred years we had dealt easily with their pitiful attacks. By the middle of the thirtieth century, however, their attacks were becoming precisely coordinated. The Grand Council, then under the leadership of ilKhan Tobias Khatib, took the matter under consideration. Before the council reached a conclusion, however, several thousand Burrock men, women and children, led by two BattleMech Trinaries, forsook their Clan to become dark caste. This shocking event compelled the Grand Council to action. The council chose two Clans to bring the dark caste back to the Way: Clan Cloud Cobra and Clan Burrock. Our Clan's devotion to the Way made us the natural choice, and the mission was Clan Burrock's only hope for redemption.

Hunting down each of the dark caste bands took two years, and proved far more difficult than anyone had anticipated. The dark caste were like thieves in the night, never setting down roots and always fading into the black of space. Eventually, however, we succeeded in our objective. Those of our captives who refused to embrace the Way were slain.

During the operation, the Burrocks found their wayward brethren and claimed to have destroyed them. With information gleaned from that encounter, the Burrock force and our own together eradicated two dozen dark caste bands. When the task force returned home, Burrock Khan Tabari Danforth declared the dark caste exterminated. He lied, though no one knew it until many years later.

MATURATION AMID THE RENAISSANCE

Along with its difficulties, the Golden Century also offered Clan Cloud Cobra many opportunities. New technologies found their way to us, including the OmniMechs created by Clan Coyote. By 2868, our Galaxies fielded several Trinaries of OmniMechs. Several

years later, the first Cloud Cobra Elementals came out of the iron wombs. Our scientists continued to innovate; our path was set and the Way provided for us.

The year 2868 provided our Clan an even greater opportunity with the Absorption of Clan Mongoose. That Clan, which for years had demonstrated disdain for the Way, finally earned the condemnation of the Grand Council. Clan Smoke Jaguar petitioned for and won the right to Absorb them, and afterward Jaguar Khan Theodore Osis declared that the Smoke Jaguars "will never use the tainted genes of these schemers" in their eugenics program. Cloud Cobra Khan Josef Mannix then initiated a bold plan. Over the next three years, Cobra warriors fought a series of Trials for the genetic legacies of some of the best warriors of Clan Mongoose. These Trials brought to our genepool more than seventy legacies belonging to eleven Bloodname Houses. Over the protests of Clan Smoke Jaguar, we put those legacies to use, and our Touman soon tripled in size. Once again, the Way had rewarded us for our faith. Soon afterward, we learned the reason for our good fortune.

Since the time of Khans Windham Khatib and Rafe Kardaan, the Cloud Cobras had explored Clan space and beyond, searching for additional resources and holdings with which to boost our Clan's power. In 2965, our exploration vessel *Thoth* jumped into what we believed was an unexplored star system just five light-years off the Exodus Road and fifty from the Pentagon. The system contained three inhabited worlds, the primary of which was called Tanis. The explorers discovered that these inhabitants were descended from a group of early Star League-era colonists. Our merchant caste soon opened up trade with them, enabling our Clan to learn more about them.

When the time was right, Khan Tharan Kon-Dakar heeded the beckoning of the Way and made an agreement with Burrock Khan Liene Hutchinson to assist in garrisoning our worlds. Meanwhile, saKhan Carter N'Buta took two Galaxies and set out to bring the Way to the Tanites. They initially refused to see the wisdom of the Way, and forcibly defended themselves against us. They eventually succumbed, however, and became part of Clan Cloud Cobra.

Unwilling to let our Clan suffer from frequent Tanite rebellions, Khan Tharan again contracted with the Burrocks, this time to lighten the burden of administering the three Tanite worlds. Khan Hutchinson agreed to garrison the Tanite worlds in exchange for resource rights on those planets, a contract upheld by her Clan until their recent Absorption at the hands of Clan Star Adder.

ENLIGHTENMENT BY CRUSADE

For the next century and beyond, Clan Cloud Cobra followed the Way through its shifting currents of possibilities and ideals. The Way moved slowly and deliberately, and usually with subtlety. Few noticed any change in course, and even fewer sensed the destination toward which our Clan was headed.

At the end of the thirtieth century, the slow current became a tidal wave that ushered in the so-called Political Century, and with it the Great Debate—the grand argument over whether to invade the Inner Sphere and rebuild the Star League. Concurrent with the rise of the Crusader and Warden factions across Clan space, the organizations known as the Great Cloisters developed and made themselves felt within Clan Cloud Cobra. Since the time of Khan Windham Khatib's wanderings upon his retirement from power, our Clan had held groups of warriors dedicated to different spiritual beliefs. In accordance with Khatib's teachings, they had kept devotion to their creeds and practices alive through generations of sibkos. As the Great Debate caught fire, these groups of warriors began to come together in informal conclaves. As the conclaves grew in membership, they formalized their structures and elected leaders. These Great Cloisters came to the forefront among us, even as the Warden and Crusader factions became prominent within other Clans. Upon the ascension of Terrell N'Buta to the Khanship in 2996, his Tongo Cloister began a period of dominance that would last for six decades.

The Cloisters, like warriors throughout the Clans, took sides as the Great Debate raged in the Grand Council. The Josian and Ka'an Cloisters threw their combined weight behind the Crusader faction, but could not sway Khan N'Buta from the Wardens' conviction that the call for invasion was wrong. The Cloisters argued as heatedly among themselves as any Khans on the Council over the issue, until Wolf Khan Kerlin Ward temporarily halted the discussion with the famed Dragoon Compromise. All the Clans, and all the Cloisters within Clan Cloud Cobra, saw the wisdom of obtaining intelligence about the Inner Sphere enemy before engaging them. When the freeborn soldiers of the Wolf Dragoons departed for the Inner Sphere, they did so with Clan Cloud Cobra's enthusiastic support.

But the issue of invasion refused to die within our Clan, as the various Cloisters debated the question of what would happen when the Dragoons had gathered all the intelligence they could about each of the Inner Sphere's Houses. The only thing that all the Cloisters could agree upon was that Clan Cloud Cobra lacked sufficient resources and combat units to proceed with the invasion, should it come to pass.

The Ka'an Cloister worked to overcome that deficiency by trading technology and resources for OmniMech designs with Clans such as the Diamond Sharks, Star Adders and Jade Falcons. The Clan raised nearly a Galaxy in this manner, but it was not enough in the end.

The appearance in 3048 of the ComStar exploratory vessel *Outbound Light* near the Smoke Jaguar world of Huntress rekindled the Great Debate. When Jaguar Khan Leo Showers revealed the ship's arrival to the Grand Council, he shattered the delicate balance between the Crusader and Warden factions. One by one, Khans from both sides rallied behind Showers' call for invasion. If we did not invade now, he warned, the Inner Sphere might send an army to invade Clan space. For the first time in our Clan's history, the Cloud Cobra Khans were divided in their interpretation of where the Way was leading us.

CLAN CLOUD COBRA

Khan Din Steiner steadfastly refused to hear Cobra warriors who longed for a return to the Inner Sphere. SaKhan Leighton Khatib, by contrast, believed that the Way led with the Jaguar Khan, all the way to our distant home of Terra.

For several weeks, proponents and opponents of the invasion battled in our Clan Council. In the end, the saKhan prevailed. The true Way made itself known to our Khan, who together with saKhan Khatib, voiced his support for the invasion in the Grand Council. Seeing this change of heart, most of the few Khans who still doubted voted in favor of the invasion, leaving only the Wolves to vote against it.

The Way did not lead to our participation in this crusade, however. Our resolve was strong, but our warriors were not. Early on in the Trials for a place on the invasion force, Khan Din Steiner withdrew our Clan from the bidding. A great many warriors, especially those belonging to the Tongo and Ka'an Cloisters, angrily protested. To have championed the invaders' cause and then be denied a chance to lead the crusade was more than many could bear. A flurry of challenges inundated the Khan, until saKhan Leighton calmed the tempest by counter-challenging each warrior to a Trial of Grievance. His fervor broke down the barriers of misunderstanding and ego, and the challengers saw that the Khan had acted in accordance with the Way. We soon learned why our path lay elsewhere.

The initial invasion went well, and Clan Cloud Cobra was not alone in anticipating a glorious return to the Inner Sphere. As world upon world fell to the Crusaders, the Warden faction diminished. The Inner Sphere lordlings showed their true colors; they cared only for their own petty existences. Our invading Clan brothers swept like a whirlwind through their inconsequential kingdoms and baronies. We did not know, as the invasion dragged on, that the Way was giving us a warning through this crusade. In our own ignorance and arrogance, we could not see the truth—not even when an Inner Sphere aerospace pilot killed ilKhan Leo Showers above the world of Radstadt and the staunch Warden Ulric Kerensky was chosen to replace him.

IlKhan Ulric ended the crusade by playing a game of chance with the Com Guards, ComStar's military arm—the only fighting force in the Inner Sphere that came close to matching the Clans in terms of equipment and skill. Ulric agreed to a proxy battle for Terra on the planet Tukayyid, which would end in a fifteen-year truce if the Clans lost and would bring us Terra if we won. The Way led the invading Clans to defeat, halting the invasion. This respite gave Clan Cloud Cobra the chance we needed to renew ourselves and become what we were always meant to become.

SETTING HAND TO THE PLOW

—From the personal journals of Khan Windham Khatib, 26 August 2824

I look back on my life, on my service, and I wonder if there was anything more I could have done. In retrospect, there are many blunders I would like to correct. I think the greatest error was in trusting Nicholas' vision above and beyond what my own senses told me. I truly thought Nicholas was the Messiah come again, come to take us all away to Paradise. After all I had been through, I was not naive. But perhaps I wanted to be ... or needed to be? It does not matter any more. We cannot change the past. The future will have to do.

I think I have guided this Clan for long enough. I was never a soldier, and they need one in these turbulent times. They need Rafe, not this doddering old cleric.

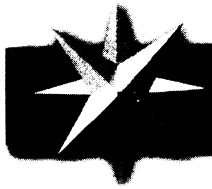
No—it is time I do what I should have done fifteen years ago. We are all still enough what we were—the Star League Defense Force—that many in the Clans still see me as Chief Chaplain. I've heard that some are even calling me the "Pope-in-Exile." I am not sure I like that ... but perhaps it is time for Nicholas' new order to experience an ecumenical shake-up. Seyla. His will be done.

ILLUMINATION FROM RUIN

The Way demonstrated the widening cracks in the Clans' foundation, which only increased after the Peace of Tukayyid. Refusing to accept what the Way decreed, Khan Elias Crichell brought the full force of his Jade Falcons against Ulric Kerensky and his Wolves in attempt to repudiate the truce. Crichell paid for his mistake with his own life and the lives of thousands of Falcon warriors—and still the Falcons could not see their folly. Khan Phelan Ward led the few Wolves who saw the true path away from Clan space, to do what the Clans were always meant to do—safeguard the Inner Sphere from harm. The Wolves he left behind, their eyes clouded by their own arrogance and hatred, cling as hard as the Falcons do to mistaken notions of their own righteousness.

The clearest sign of the Clans' decay, however, led to the Burrock Absorption. Star Adder Khan Cassius N'Buta uncovered evidence of Clan Burrock dealings with the dark caste, dealings that had begun during the bandit-hunting operation decades ago. The Grand Council condemned the Burrocks' treason, and the Cloud Cobras joined the Star Adders and the Blood Spirits in calling for the erring Clan's Absorption. The Burrocks had been among our closest allies, but forfeited our friendship forever by their crimes.

Within a year, another Clan—the once-mighty Clan Smoke Jaguar—was toppled from its pedestal by the very Inner Sphere forces they had lately ground under their heel. Unlike the Wolves and the Falcons, who survived their so-called Refusal War, the Jaguars could not recover. This same action caused a third Clan to disappear; Clan Nova Cat fought for the Inner Sphere against its Clan brethren, and has been Abjured for that offense. The Cats have subsequently relocated to the Inner Sphere and formally joined the new Star League.



CLAN CLOUD COBRA

GLIMPSES OF PARADISE

With the end of the misguided invasion of the Inner Sphere, a new day is dawning for the Clans. The long night of discord is ended, and the Way now demands that we pick up the pieces. Already Clan Cloud Cobra has reclaimed territory once held by others on our homeworld of Homer, as well as on Brim. As always, the Way provides.

In the wake of the Burrock Absorption, Clan Star Adder has agreed to uphold that Clan's contract with us to garrison the Tanite worlds. Though that concession cost us dearly in resource rights, we look forward to forging a closer relationship with the Star Adders. In light of our coordination in first seizing the Nova Cat enclave on Brim and then driving the Coyote whelps from the planet, the possibilities offered by such an alliance are strong indeed. Surely the numbers of former Burrocks in the Star Adders' ranks will help us forge new ties.

The Way is a dangerous path, littered with pitfalls and populated by predators. Precisely where it will take us, we do not know. Hazards loom around each turn. More may befall us before our journey ends, but the horizon promises greatness. We, the faithful followers of the Kerenskys, will soon triumph over those who reject the wisdom of the Way.

BELIEFS AND PRACTICES

Our forefathers came from a time and a place in which justice and fairness had given way to greed and folly. Tired of the petty squabbling of the Inner Sphere lords and anguished at the horrors wrought by the Usurper, they elected to make their own way under the guidance of The Protector. But all their hopes could not extinguish the flames of discontent among their comrades. So our forebears traveled to Strana Mechty, the Land of Dreams. Our Clan was born there in 2810, given life by Nicholas Kerensky and helped to grow by Khans Windham Khatib and Rafe Kardaan.

From the moment of our birth, we Cloud Cobras were set apart from the rest of the Twenty. Unlike them, we desire things other than war. We also strive for peace and justice, and combat is but one method of reaching those goals. Our Clan values integrity and loyalty as much as combat skill or political deftness. But the Way takes precedence above all.

THE WAY

Call it God, or Time or Fate. Whatever its name, most would agree that our lives are overseen by something greater than ourselves. No matter what title we use for it, the Way gives meaning to our existence. It is the path we tread. It shapes our lives and gives us the means we need to survive and flourish.

Few recognize the Way for what it is, and even fewer can begin to comprehend its machinations. It beckons us, but we must tread it with caution. It offers us multiple paths, each running parallel until the end. The horizon shows us the hint of paradise. But step carefully, lest the path veer off at the last to certain doom.

THE HONORARIUM

Each life has value and meaning, whether the life of one of the faithful or of a mere bandit. Khan Windham Khatib taught us long ago that every life we take, no matter the justness of the cause, detracts from the whole.

The Honorarium symbolizes and honors the lives lost in our course along the Way—those of our own warriors and those who have fallen before us. The Honorarium is a garden, in which we plant a new life—a tree or shrub or flower—for every life snuffed out. Each Cluster or Galaxy tends its own Honorarium, giving that unit's warriors a place to contemplate those who went before them and what the Way may yet have in store for them. Some Honorariums are meticulously laid out and cared for; others are wild and unkempt. Each displays the character of the unit that tends it and tells that unit's history.

The Cobra Honorarium in Svoboda Zemylya, the area surrounding the Hall of the Khans on Strana Mechty, paints the full picture of our Clan's existence. Several square miles of intricately crafted landscape honor all those who have come and gone, whether they fought for or against us, sculpted among the tombs of our Bloodnamed. Whenever possible, we spread the ashes of our fallen in this Honorarium, where they can live on in spirit and in service to the Way.

THE CLOISTERS

Few dare to follow in our footsteps. The path we tread is a special one, for we alone recognize the truths of the Way. Our enlightenment comes from our diversity. We do not discourage or ban the practice of any religious belief, as some of our brother Clans do. Each is free to live by his own interpretation of the Way.

Inspired by our first Khan, Windham Khatib, many Cobra warriors have chosen to become ordained disciples of their own doctrines. Over the years, these warriors banded together to form the groups that we now call the Cloisters. Nineteen Cloisters now exist, mostly within the confines of our Clan, each representing a different major spiritual tradition. The Cloisters range from a few dozen to well over a thousand warriors, as well as countless numbers of lower-caste citizens.

Cloister members also come from outside Clan Cloud Cobra. More than five hundred warriors from almost all of our fellow Clans have joined our Cloisters, along with untold millions from these Clans' other castes. Clan Star Adder holds the greatest concentration of Cloister members outside our own Clan, due to the addition of many Burrocks to its ranks. The Rossei Cloister practices a brand of mysticism based heavily upon that of its Nova Cat members.

Our Cloisters occupy a revered place within the Clan. Where others rely on their Bloodname Houses for counsel, we look to those who truly understand the way of things. The chosen leader of each Cloister, the ecKhan, is a proven warrior who has demonstrated extraordinary comprehension of the Way in commanding his own disciples. The votes of our Bloodnamed warriors in the Clan Council often split down the lines of Cloister loyalties.

CLAN CLOUD COBRA

Though warriors from outside Clan Cloud Cobra may claim fellowship in the Cloisters, such association does not impart leadership positions within our Clan to outsiders. A warrior owing allegiance to another Clan may rise to lead a Cloister, but no more. Though some of our misguided Clan brothers have tried to exert pressure on us through Cloisters that include their people, we have consistently resisted this. Invariably, we root out those who would use the Cloisters to advance anything but the Way.

The warrior-priests of these Cloisters are schooled heavily in theology as well as in martial practices. They are masters of combat and ordained clerics in whatever dogma they hold to. It is not uncommon for warriors to meditate or study their Cloister's scriptures before and after battle, and many can quote from their chosen holy books as well as any Loremaster can recall passages from his Clan's Remembrance.

Five of the nineteen Cloisters wield the greatest influence and military and political power. Each of these Cloisters is a powerful political entity, wielding power roughly corresponding to that of a Clan Wolf Bloodname House or a Fire Mandrill Kindraa. Two things set the Cloisters apart from the former examples, however. First, loyalties are pledged on shared faith rather than blood relation. Second, the lower castes lend their voices to the Cloister's power. Even though these Cloisters share many similarities with the fractious Fire Mandrill Kindraa, the Cloud Cobras preserve an order unheard-of in that Clan or most others. The civility and unity of the entire Clan owes something to the Cloisters. Though they sometimes criticize each other for belief in false deities, this occurs rarely, and they generally maintain close ties with each other—especially when the fate of their Clan is in question.

Anasaz

Taking their name from an ancient Terran civilization that died out twenty centuries ago, these warriors revere their greatest fallen forebears as gods or divine messengers. Their Supreme Being is a triumvirate, with Aleksandr Kerensky as the first, Nicholas as the second and the Way as the third component. The Anasaz are strident Wardens and isolationists. Their insignia is a cloud cobra coiled around a yellow-orange disk that represents a sun.

Josian

The Josian Cloister traces its origins back to the Clan's first Khan, Windham Khatib. After he relinquished the title of Khan, he focused his energies on rebuilding the Clans' spiritual backbone. An ordained minister in what was once known as the Church of the Crucifix, Windham gathered those of like beliefs around him into a group that evolved into the Josian Cloister. The Josians are among the most ardent Crusaders in the Cobra Touman, espousing a desire to spread their ways among the rest of the Clans in addition to a return in force to the Inner Sphere. The Josian Cloister insignia shows two crossed swords over a Cross of Lorraine.

Ka'an

Another Cloister that can trace its existence back to the early twenty-ninth century, the Ka'an also owe their existence to Windham Khatib. Based on the Judaic tradition, one of humanity's oldest recorded religions, these warriors were the first to take up the Crusader banner in Clan Cloud Cobra, and remain the most vociferous advocates of a larger and stronger Touman. A stylized six-pointed star made of six outward-facing daggers is the Ka'an Cloister's insignia.

Quarani

Often perceived as quiet and unassuming, this largest of the Cloisters plays an important part in their Clan's politics. They take their name from their unifying dogma's most sacred text, the Quran of Islam. Their mild temperament and Warden views apparently also come from that source, though when enraged they become virtually unstoppable. A red-and-orange sunburst is this Cloister's insignia.

Tongo

The most powerful of the Cloisters politically, the Tongo Cloister has dominated Clan Cloud Cobra since Khan Terrell N'Buta took command of the Clan in the waning years of the thirtieth century. The Cloister came into existence fifty years earlier, when Santana N'Buta, a captured Star Adder warrior, began the slow process of converting his comrades to his unique beliefs.

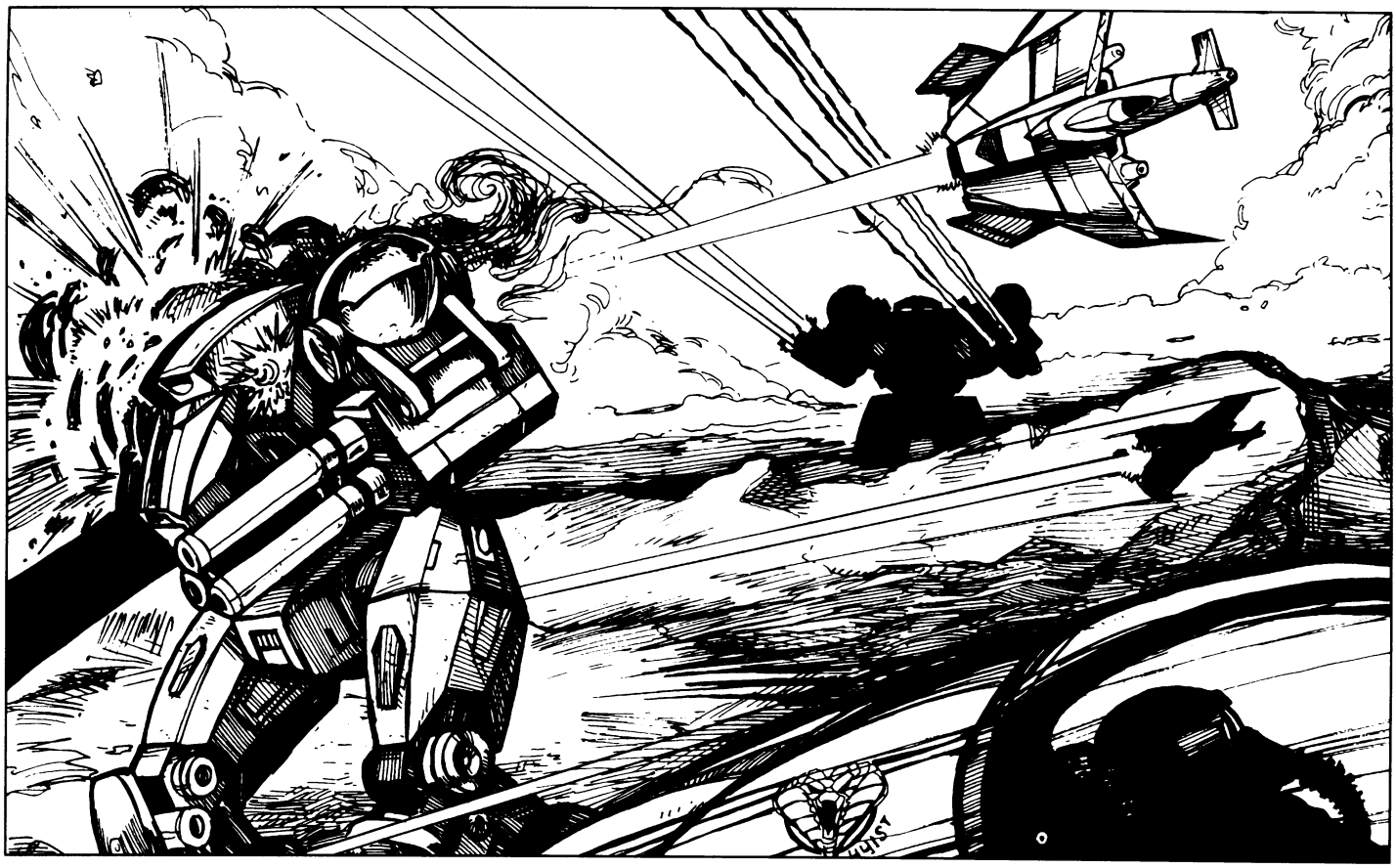
Worshipping the universe itself as a deity, the Tongo maintain strict adherence to this viewpoint, which most often leads them to espouse Warden positions. They wish to bring no more war to the universe than necessary, yet will vehemently defend their stance with force. The Cloister's insignia shows an intricately carved Zulu shield flanked by two spears.

TRAINING

In most respects, our training customs differ little from those of other Clans. Our training cycle lasts somewhat longer than the average, as our warriors generally do not see their first Trial before the age of twenty-two standard years. As a result, we graduate a higher percentage of warriors. A few of our most powerful Cloisters administer their own primary training camps. There, sibkos bred from a select reserve of exclusively controlled legacies learn to become warriors in a strict theological atmosphere.

The warriors of the Way must possess finely honed skills, a noble spirit and the highest of virtues. Those who wish to gain warrior status must prove much more than combat prowess. During a candidate's martial training, he or she is under constant evaluation. The candidate must continually demonstrate integrity, fidelity, fighting ability and an unswerving devotion to the Clan. Finally, the candidate must also make an act of self-sacrifice, a deed freely done in hopes of bettering the Clan and advancing the Way.

CLAN CLOUD COBRA



The Calling of the Way

In addition to their primary training camps, several large Cloisters operate secondary training facilities, while smaller Cloisters operate colleges in concert with two or three other Cloisters. After four years of service in the Clan Touman, warriors may petition for entrance into a college or secondary facility corresponding to their own inclinations. Petitioners must be recommended by at least two of the Cloister's warriors and pass a rigorous battery of tests overseen by their ecKhan. Those who pass undergo two years of intensive study, meditation and additional training. At the end of the course, the candidate is inducted into the sacred rolls of the Cloister as a fellow, consecrated by and into the Way.

THE COBRA'S FANGS

The Way tells us to have regard for the lives of our fellow humans. But we also have a sworn duty to follow the Way wherever it may lead us. We therefore field a powerful Touman, ready to battle those who would stand against the Way.

BATTLE PHILOSOPHIES

Though the Way has provided for us, it has given us neither easy nor abundant victories, for we must always be mindful of our proper place in the universe. We have suffered greatly for each victory—sometimes the costs have been devastating. But we have always rebounded, always prepared anew for the adversities along our path. We have also developed unique methods for dealing with those who would stand in our way.

Early in our history, during the long campaign to reunite the Pentagon worlds, our forebears sustained heavy losses. Hit hardest were our MechWarriors, who were wiped out nearly to a man. Still, in the midst of our campaign on Babylon, Khans Windham Khatib and Rafe Kardaan persevered, relying heavily on aerospace assets to bring victory.

Since then, we have rebuilt our Touman countless times. Though we have tried to increase our ground forces, they remain small when compared to our brother Clans. We therefore make do with what we have been given, as the Way dictates.

Whenever possible, we use our superior numbers of aerospace fighters and assault ships to soften up an enemy. We rarely have need to conduct operations under conditions that prevent us from using these assets. Patience, a virtue well worth learning, has snatched success from the jaws of defeat many a time. Rage is another tool of combat, though the wise warrior uses it only in dire need; it is difficult to control, and can turn against you.

Aerospace assets can weaken an enemy, but taking and holding an objective is a job for 'Mechs. Array your enemies before you and let your artillery shatter their resolve, then swiftly move in and crush the last resistance as the cloud cobra crushes its prey. A Cloud Cobra warrior does not fight for personal honor, but for the honor of preserving the Way.

When facing an enemy that can field greater numbers, we heed the wisdom of Nicholas Kerensky, who decreed no waste of potential resources. The bid is an art form in Clan Cloud Cobra; judicious use of bidding spares us from needless loss and allows us to heal quickly. We strive for balance, however, taking care not to commit too few assets. There is little honor in a Pyrrhic victory, and even less in needless defeat. The Way must prevail in all that we do.

Not all battles are fought on solid ground. Though we seldom use them, our WarShips and assault DropShips are fearsome weapons. A foe rendered helpless by them before he can strike is a foe that cannot harm us. Our Clan makes use of all its assets when necessary.

Above all, we remember who we are, who our enemies are and who our allies are. Lethal combat between our own warriors injures us as surely as if another Clan had attacked us, and so such conduct is not permissible. The Way provides enough chances to win glory in its service; we need not cripple or kill our own over petty concerns.

FANGS OF FIRE

In numbers, the Cloud Cobras are far from the strongest Clan. Many of our brothers can field a Touman more than twice the size of ours. Our true strength lies in our courage, our determination, our belief in the Way.

Of our warriors who graduate from the sibkos, only the best are assigned to the front-line Galaxies. Most serve first in second-line Galaxies. The rest act as reserve warriors, ready to step in and fill the place of a fallen or injured comrade.

Each Galaxy is assigned its own reserve contingent. The warriors assigned to the reserve units fight mock Trials to determine a line of ascension. Whenever a billet opens up in the unit to which the reserve is attached, the top reserve warrior may fill that position, or—in the case of a reserve attached to a second-line Galaxy—the warrior may choose to wait for a slot to open up in a front-line Galaxy's reserve. When new warriors graduate, they fight their own mock battles against the best of the reserves. These battles determine a line of ascension to Galaxy and reserve slots, continuing the placement cycle Khan Samson McCloud first devised in 2894.

Those assigned to the reserves rotate frequently between different reserve units, allowing them the most opportunities to advance their training. They diligently train in simulators to keep their skills fresh, and are allowed to briefly operate the machinery they may someday be called upon to pilot. The reserve contingents also perform several other necessary duties, such as supervising technical, logistical and administrative details. Though many in our brother Clans would scorn them for performing tasks supposedly beneath their caste, we remember that each act done in service to the Way is honorable. In times of dire need, reserve warriors may be required to augment technical crews, pilot standard tanks or even act as conventional infantry.

The reserve system precludes the need for solahma units equipped with advanced technology. Those deemed unfit or too old for service even in a reserve capacity are assigned to solahma infantry units. These infantry Clusters are assigned mainly to planetary garrisons, but may be called upon to serve the Way by bolstering front-line units.

REGARDING OTHER CLANS

We are not alone in our journey along the Way. Of the Twenty whom Nicholas forged from the darkness, only fourteen Clans remain. Each is unique, embodying its own interpretation of the Way.

Clan Blood Spirit

Their years of isolation have made them delusional. Their interference in the Burrock Absorption proves them unstable.

Clan Coyote

Clan Coyote has long been the predator in the shadows. Now they are a shell of the Clan they once were. Someday they will see the true Way or die. We do not care which.

Clan Diamond Shark

An enlightened Clan, they provide much that is necessary for all Clans to survive. The Diamond Sharks are our honored comrades.

Clan Fire Mandrill

Though they bear striking resemblance to our Clan, they cannot function as one. They may never truly see the Way.

Clan Ghost Bear

The Bears are an island of tranquillity in an ocean of tumult. They remain strong partners even after their wholesale relocation to the Inner Sphere homeland.

Clan Goliath Scorpion

This Clan sees things much as we do. We have had little contact with them thus far, a trend we should strive to change.

Clan Hell's Horses

Though relatively weak in MechWarriors, the Horses make up for that in passion.

Clan Ice Hellion

As fierce as its namesake, and as foolish. Blinded by their dream of returning to the Inner Sphere, they are unaware of the dangers that surround them.

Clan Jade Falcon

Staunchly critical of all who do not hold to their misconceptions, they must now use words where they once used force.

Clan Snow Raven

An ally worthy of respect. When the time is right, we will unite with them and raise the banner of the true Star League.

Clan Star Adder

The Adders are turning out to be valuable allies. Their newfound strength, however, is tempered by their warriors' disparate backgrounds. The Absorbed from Clan Burrock do not always mesh well with their new brothers.

Clan Steel Viper

The Vipers tread a fine line, caught between the ravenous Wolves and the relentless Falcons. They show signs of understanding the Way, however, and deserve our counsel.

Clan Wolf

Those who follow the quisling Wolf Vladimir Ward lack honor and loyalty. Khan Phelan's exiles are another matter. So few come close to true understanding, but Phelan Kell sees curves in the path before us all, and may be a powerful ally as we near our journey's end.

Line Forces

Though Clan Cloud Cobra fields perhaps the smallest BattleMech force among the Clans, our Clusters are organized to take advantage of our greatest strength: aerospace superiority. Additional combat elements are formed around that nucleus to make up our combat Clusters. Each type of combat Cluster is defined below.

Front-line and second-line Clusters follow the same organizational scheme, but use different types of equipment. Front-line Clusters are equipped almost exclusively with OmniMechs and OmniFighters, while second-line units have far more standard BattleMechs and aerospace fighters. Additionally, second-line Clusters and Galaxies are often assigned conventional armor and infantry to complement the defensive responsibilities they often take on.

Battle Clusters: The single battle Cluster, part of Alpha Galaxy, is composed of three Trinaries of mostly heavy OmniMechs, a Trinary of Elementals and an aerospace Trinary. The battle Cluster offers maneuverability balanced by withering firepower.

Coil Clusters: The coils are the backbone of the Cobra Touman. In most, three Trinaries of aerospace fighters furnish the main hitting power while a Binary or Trinary of mixed BattleMechs and Elementals provides ground security and relief for other ground-based Clusters.

Dragoon Clusters: Just one dragoon Cluster exists in the Touman. Its three Supernova Trinaries of medium and heavy OmniMechs, coupled with two Trinaries of medium OmniFighters, make it the Touman's quickest and most versatile Cluster.

Fang Clusters: Fang Clusters are similar to coils, with most of their firepower coming from three or four Trinaries of aerospace fighters. Those Trinaries are backed by a Trinary of fast, medium and light OmniMechs, a full complement of assault DropShips and a corvette-class WarShip.

Grenadiers Clusters: The grenadiers Cluster is the heaviest of the ground-based Clusters, with two heavy to assault OmniMech Trinaries, an Elemental Trinary and one or two aerospace Trinaries. These Clusters rely on their firepower rather than maneuverability, which is limited.

Guards Clusters: Guards Clusters vary widely in composition. On average, they contain two 'Mech Binaries, one or two Stars of Elementals and three Binaries of aerospace fighters.

Naval Forces

For a Clan of our size, we field a considerable navy. We owe a debt of gratitude to Khan Rafe Kardaan for this, as he recognized early on the benefits of a strong space fleet. Again, the Way provided for our future. All fifteen Cobra WarShips are on active duty. Half are assigned to the two Naval Reserves. The *Cameron*-class *Incense*, the *Lola III*-class *Cataclysm*, the *York*-class *Brimstone* and *The Protector*, and the *Carrack*-class *Blind Faith* make up Alpha Reserve. The *Potemkin*-class *Wisdom of Ages* and *True Sight* and the *Fredasa*-class *Hell Fury* belong to Beta Reserve. The remaining seven ships are assigned to four of our Galaxies. The *York*-class *Nebulous* belongs to Alpha Galaxy; the *Aegis*-class *Consequence* to Beta; the *McKenna*-class *Second Coming*, the *Vincent Mk. 42*-class *Trump* and *Hertzog's Staff*, and the *Fredasa*-class *Perdition's Flame* to Delta; and the *Aegis*-class *Inquisitor* to Zeta Galaxy.

UNIFORMS AND INSIGNIAS

We do not concern ourselves with narcissistic trappings. We need not wrap ourselves in sparkling threads or showcase our deeds with garish ornaments. Such displays are for the arrogant and foolish. Our uniforms and insignia serve our needs in that regard.

Field Uniform

Simple and functional, the field uniform generally consists of a jumpsuit or pants and shirt, printed with a camouflage pattern when circumstances warrant. Light body armor is often worn with this uniform, along with other protective gear and equipment harnesses as needed for the environment or situation.

Warriors who pilot BattleMechs or wear Elemental battle armor don a specialized, lightly armored suit that contains integral cooling systems and medical sensors. Aerospace pilots wear a similar suit and helmet that acts as an environment suit.



Dress Uniform

Based on the field jumpsuit or fatigues, the dress uniform adds a ceremonial mantle, worn over the base uniform and clasped by a belt. The shin-length mantle is a light blue-green, the color of the cloud cobra, trimmed with a color denoting the warrior's status: gold for front-line troops; silver for second-line troops; red, highlighted in gold or silver as appropriate, for reserve-status warriors; and dark green for solahma warriors. Daggerstars are worn on the collar of the uniform, which rises above the mantle's neckline. The few awards given to Cobra warriors are worn around the neck. Rank insignia is worn directly below any awards, generally on the breast of the uniform. Fourragéres denote additional positions and responsibilities within the Clan.

The insignia of the warrior's Cluster is imprinted across the front of the mantle at chest height. Additional unit insignias are worn on the shoulders of the underlying uniform. Warriors without a Bloodname wear a black leather belt with a silver buckle embossed with the Clan insignia. Bloodnamed warriors wear a dark blue/green belt, highlighted by silver threads, fashioned to resemble a cloud cobra; the buckle resembles the head of the snake, which appears to be eating its own tail.

Ceremonial Uniform

We wear this sacred uniform in response to a decree by our Founder, Nicholas Kerensky. A tight bodysuit, shaped to resemble the scales of the cloud cobra and woven with ballistic cloth, forms the basis of Cloud Cobra ceremonial garb. Rank insignias and awards may be worn, displayed as they would be on the dress uniform. An enameled mask shaped like a cloud cobra's head completes the uniform. Only Bloodnamed warriors may wear ceremonial uniforms. The uniform is presented to the warrior upon the winning of his or her Bloodname.

Rank Insignia

In addition to the standard daggerstars worn on the uniform collar, all warriors wear a device that denotes their positions as warriors in service to the Way. Rank insignia is worn on all uniforms, roughly centered below the neck. Warriors with no other rank wear a black Botonee cross, enameled with the color indicating their branch of service; Elemental and infantry Point commanders wear the same cross in silver instead of black. Star commanders wear the same insignia as Point commanders, but with two horizontal crossbars of equal size. Star captains wear an insignia with three horizontal crossbars, the center bar longer than those above and below it. Star colonels wear a Botonee cross set on a silver diamond. Galaxy commanders replace the silver diamond with a gold diamond. The insignia of the saKhan replaces the diamond with a silver sunburst, and the Khan's insignia has a golden sunburst. Small blue-enameled stars within a Botonee cross denote position within a Star.

Unit Loremasters wear a fourragére in addition to the rank insignia. A deep blue cord highlighted with red thread indicates a Cluster-level assignment; the same cord with silver highlights indicates Galaxy-level. The Clan Loremaster's fourragére has gold highlights.

THE WAY AND ITS POWER

—From the journals of Star Colonel Kael Pershaw, 5 August 3059

I have studied the Cloud Cobras in depth during the preparation of this manuscript. After my examination of their history and practices, I am in some ways even more perplexed than when I began. They are a Clan of paradoxes and inconsistencies ... though there may be a method to their madness.

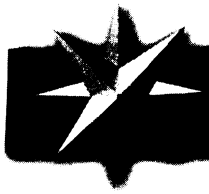
The Cobras tend to keep to themselves. Clan Coyote, which they see as a mortal enemy, is the only Clan that has managed to draw them out for any length of time. Few others have had much contact with them since the Clans' inception. Those who know anything about the Cloud Cobras tend to disregard them, because of their small numbers or their rumored fanaticisms, which border on the insanities of Clan Nova Cat. I see something deeper in them now, however. Their apparent regard for life is laudable. Few can match their ferocity and skill when finally provoked to combat, especially aerospace combat. Their devotion to what they call "the Way" is the thing that makes my head ache. No two sources can agree on what the Way is, and many contradict themselves. Sometimes it is a supernatural being, sometimes it is destiny. In certain contexts it is a rigid code of conduct that somehow, under some circumstances, manages to be flexible. Sometimes it is all three of these, and more.

The Cloud Cobras are far more clever than most give them credit for, and this Way of theirs proves it. A great many Cobras genuinely believe in and follow their own version of the Way. A few, however, use it to their own advantage. They spout the proper words, but twist them to make the Way—whatever it is—follow their own vision. Add to that the political acumen their Khans have consistently displayed over the years, and I think the title that best fits the Cloud Cobras is opportunists.

Decorations

The Cloud Cobras have few decorations. We recognize only the grandest feats, performed in service to and enhancing the Way. Anything else would lead to the same preoccupation with trappings that ultimately caused the fall of the Star League.

The most common decorations are medallions signifying fellowship in a Cloister. Upon ordination within a Cloister, a warrior may wear the Cross of Fellowship. Each Cloister uses a slightly different cross, though most resemble a Maltese cross emblazoned on the Cloister's emblem.



CLAN CLOUD COBRA

Those honored by mention in *The Remembrance* wear a Remembrance Bar. Inscribed with the passage and verse in which the warrior is named, the bar is mounted above a Maltese cross set over the Clan insignia. Those who also wear the Cross of Fellowship or the Cross of Devotion mount the bar above those awards.

The Cobras' highest honor is the Cross of Devotion, a rare award given for the noblest service to the Clan and to the Way. Upon completion of the service in question, all Bloodnamed and current bearers of this award in the warrior's Cluster must unanimously voice their approval of the warrior in question. The warrior's Galaxy Commander, his or her ecKhan if the warrior is a Cloister fellow, the saKhan and the Khan must also approve the award. Only the Khan, saKhan or the warrior's ecKhan may present this esteemed award, and then only among the gathered members of the recipient's Cluster or Cloister. The award consists of a star cluster emblazoned on a Maltese cross, set over the Clan insignia. If the recipient is a fellow of a Cloister, the star cluster is emblazoned on his or her Cross of Fellowship. Each supplementary award is denoted by the addition of one more star cluster, the clusters balanced evenly on the cross.

THE COBRA'S HEAD

Though the Cobras have sworn allegiance to the Way above all, we acknowledge the authority of our Khans to lead us on our path, with direction from the ilKhan and the Grand Council. Our Khans alone command our Touman, directing our Galaxy commanders and Star colonels. Our front-line Galaxies take the Way to our enemies, while our second-line Galaxies protect us from scavengers intent upon robbing us.

As no one or two individuals can lead our entire Clan effectively, our Khans rely on those who have proven themselves worthy to command the masses. Military governors rule over our civilian castes, often the Galaxy and Cluster commanders assigned to protect a given world. In other cases, respected older warriors are assigned this important task. Former Beta Galaxy Commander Ronas Kingston is the most powerful of this breed, ruling all Cobra holdings on the planet Homer from our capital city of El-Ghaza.

KHAN DIN STEINER

Khan Din Steiner hails from the Bloodline of Kailen Steiner, the illegitimate child of the Lyran Commonwealth's Paul Steiner, whom Nicholas chose as one of his original eight hundred warriors. Once saKhan and protégé to Khan Tova N'Buta, Din Steiner ascended to the Khanship upon Tova's death in 3037. Though a fellow of the Tongo Cloister, Din has exerted considerable energy distancing himself from its machinations. Instead, he prefers to wield his own extensive political power, a trait common to the offspring of Kailen Steiner. He believes that the invasion of the Inner Sphere was a mistake, that the Clans were not yet meant to tread that hallowed ground again.

Tall and gaunt, Din looks older than his fifty-eight years. His frail image belies a keen intellect and a ferocious temper. Though he has not led a military operation for more than two decades, his combat scores show that he remains a consummate warrior. His sharp political skills have made it unnecessary for him to enter the field of combat.

SAKHAN KIERAN TELINOV

Protégé of Khan Din Steiner, Kieran Telinov took office after Leighton Khatib was killed defending his legacy from Clan Burrock in 3051. In many respects Kieran is a foil to his Khan, strongly committed to the Josian Cloister and its Crusader leanings. During the final stages of the Great Debate, as a Cluster Commander in Beta Galaxy Kieran was elected ecKhan of his Cloister, and subsequently led the vociferous throng that finally convinced Khan Steiner to vote for the invasion. His skill and temerity made Kieran a natural choice for saKhan. Many mistake his slight build and short stature as signs of weakness, but none who have fought him have made the same mistake twice.

LOREMASTER ELENI RIAZ

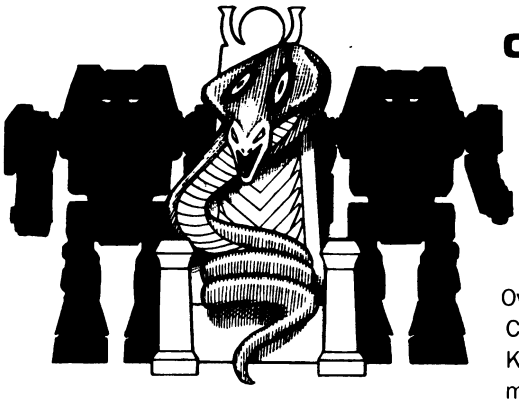
Khan Din Steiner plucked Eleni Riaz from Gamma Galaxy when she was a young ristar Star commander and made her his attaché. Two years later, after winning the Riaz Bloodname, she was unanimously chosen by a conclave of ecKhans and Galaxy commanders as Clan Cloud Cobra's Loremaster, a position she has held for thirteen years. She is not a clever tactician and has seen no real combat during her tenure as Loremaster, but she has a keen sense of order and long-term strategy. In addition to serving as ecKhan for the Tanacle Cloister—a group that claims a fellowship of thirty-five Cobra warriors—she has taken charge of organizing the Clan's logistics and training needs. Of average height, she has piercing violet eyes, their startling color a side effect of her genetically enhanced vision.

ECKHAN JAALI N'BUTA

One of only three holders of the N'Buta Bloodname in Clan Cloud Cobra, Jaali N'Buta never progressed beyond the rank of Star captain. Instead he devoted his life to the Cloister founded by his genefather, Santana N'Buta. Upon the death of Khan Tova N'Buta in 3037, Jaali took up the reigns of the Tongo Cloister, "retiring" from active service as a warrior. He secured new alliances from within and outside the Clan, which firmly cemented his Cloister's power base even in light of its opposition to the Crusader call for invasion. His high position within his Clan even allows him some say over affairs in the N'Buta Bloodname House, of which Clan Star Adder claims the remaining twenty-two Bloodnamed.

Considered old even among Cobra solahma troops, the seventy-four year old Jaali has lost none of his faculties. He wears what remains of his hair in a long ponytail that accentuates his baldness.

CLAN CLOUD COBRA



CLOUD COBRA KESHIKS AND RESERVE

Unlike the Khans of other Clans, who often lead a Galaxy or more into battle personally, the Khans of Clan Cloud Cobra long ago understood the true necessities of command. They recognize that the leaders of nearly sixty million people, warriors and subcastes alike, cannot command troops in every fight. In the words of Khan Rafe Kardaan, when he split his fledgling Keshik from Alpha Galaxy in 2832, "True leadership calls for delegation, for trust in subordinates."

Over time, the Cloud Cobra Touman has increased to six Galaxies, numbering twenty-two Clusters. Each Khan has a personal guard, just short of a standard Cluster. The two Keshiks have been grouped with the Clan's Naval Reserve units into a demi-Galaxy formation. Each component unit of this formation, all the way down to Star level, can be immediately reassigned to bolster or relieve other elements of the Touman. Many a warrior of Clan Coyote has had cause to rue the Cobra Touman's unique flexibility. More recently, several Keshik Stars have seen action against Clan Steel Viper forces on the Cobra homeworld of Homer.

The Alpha Reserve, among the best of the Cloud Cobra units, patrols the three Cobra systems in the Kerensky Cluster as well as the outlying Tanite system. Though vital to the Clan's security, this mission has lately offered little action. Except for a few easily dispatched bandits, this unit fought its last major engagement against Clan Smoke Jaguar just after the defeat at Tukayyid. A small Jaguar flotilla jumped into the Tanis system, demanding service and repairs from the Cobra recharge station. Star Admiral Hollyann Kardaan, also in-system, brought her *Liberator*-class *Incense* and four of its six assault ships against the three-WarShip Jaguar force. Ten minutes into the engagement, the Jaguar commander accepted *hegira*, leaving as isorla a *Fredasa*-class corvette and two of the Jaguars' new *Miraborg*-class DropShips.

OFFICERS

Star Admiral Hollyann Kardaan commands the Alpha Naval Reserve Trinary. The youngest warrior ever to command a WarShip, and the youngest Star admiral in Cloud Cobra history, Hollyann Kardaan is a ruthless opponent. Whether commanding from the bridge of her cruiser or piloting a *Turk* OmniFighter, she pauses in her unrelenting assaults only to renew the attack from an unexpected angle. Such tactics also serve her well in the Cloud Cobra Clan Council, where she fights with words for the best interests of her Clan. Her four Crosses of Devotion and the backing of Star Admiral Tor Kardaan give her additional support, which she uses to her best advantage.

TACTICS

Both Keshiks are intimately familiar with the hills and wadis that surround the Cobra enclave on Homer. As a result, they excel in maneuvering through hilly and mountainous terrain. The pilots and crews of the Alpha Naval Reserve have trained extensively in high-G combat maneuvers.

Cobra Pharaoh Keshik
3 Binaries/Elite/Fanatical
CO: Khan Din Steiner

Since Din Steiner took command as Khan, the Pharaoh Keshik has not seen combat as a complete unit. Khan Steiner has broken the Keshik into several smaller battlegroups numerous times to reinforce his Galaxies. The Khan's honor guard consists of a Supernova Trinary and two aerospace Binaries.

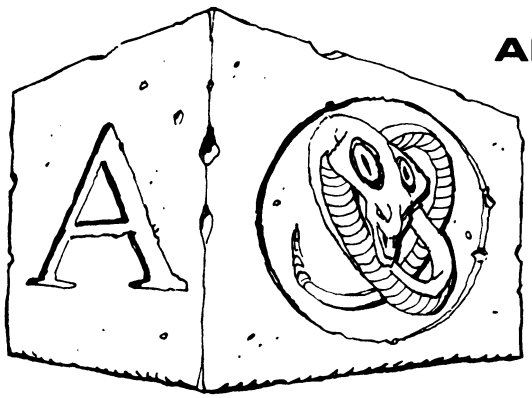
The Pharaoh Keshik's insignia shows a coiled cloud cobra on a throne, flanked by two BattleMechs.

Cobra Temple Keshik
2 Trinaries/Elite/Reliable
CO: saKhan Kieran Telinov

In contrast to Khan Steiner and his Keshik, saKhan Telinov has led his personal guard on several operations in the past nine years, almost all in response to Clan Smoke Jaguar incursions into Cobra territory on the planet Homer. The Temple Keshik consists of two Trinaries, one a Supernova and the other an aerospace unit.

The insignia of the Temple Keshik shows a Point of aerospace fighters streaking across the sky above a large pyramid, inscribed with the Cloud Cobra Clan insignia.

CLAN CLOUD COBRA



ALPHA GALAXY: THE KEYSTONE

Rebuilt nearly from the ground up three times over the past 250 years, Alpha has long been the backbone of the Cloud Cobra Touman. After the liberation of the Pentagon worlds, hundreds of new warriors joined its rolls. Just a few years later, when a large number of these same warriors openly rebelled against the Clan Way, Khan Rafe Kardaan purged more than 70 percent of the Galaxy and tried the soldiers for treason. Only those troops who held steadfastly to the Way of the Clans were allowed to remain in service.

Time and again Alpha has borne the brunt of combat in the Kerensky Cluster. In 2872, Clan Coyote attacked the recently settled planet Priori in force. Two of Alpha's three Clusters, assigned to garrison the new colonies, were virtually wiped out in the Coyote onslaught. Barely three Trinaries escaped with a few hundred of the twelve thousand colonists. The tragedy brought some good to the Clan, however, as the departing Trinaries managed to salvage several fallen Coyote OmniMechs. Within five years, Alpha Galaxy had recovered and expanded, deploying OmniMechs and several OmniFighters designed with the captured technology.

Eighty-two years later the Coyotes came again, this time to the Cloud Cobra homeworld of Homer. Reeling under an 80-percent casualty rate, Alpha Galaxy nonetheless repelled the Coyote attack and drove them from their enclave on the planet.

Alpha Galaxy's insignia shows a large brick inscribed with the Greek letter alpha and the Cloud Cobra insignia.

OFFICERS

Aldrich Spaatz has led Alpha Galaxy for the past nine years, since the appointment of former commander Kieran Telinov as saKhan. A fellow of the Warden-minded Quarani Cloister, Spaatz has infused his command with Warden views. Alpha's morale and skill levels have risen significantly under Spaatz's command, making it one of the toughest opponents in the Clan Touman.

TACTICS

In a shift from standard Cobra combat doctrine, Alpha Galaxy uses its generous OmniMech assets to overwhelm an opponent. The aerospace fighters of the 214th then deliver a rain of fire as the coup de grace.



33rd Battle Cluster (Thor's Hammer)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Sixto Turiza

Spurred by the recent collapse of Clan Smoke Jaguar, Khan Steiner ordered Alpha to take the small Smoke Jaguar enclave on Homer. With the Thirty-third as the spearhead, the few defending Steel Vipers fell easily before the Cobra onslaught.

The unit's insignia is a large war hammer crushing several BattleMechs.



149th Cobra Guards (The Azure Guard)
5 Trinaries/Elite/Reliable
CO: Star Colonel Dondi Beckett

The warriors of the 149th Guards have held a grudge against Clan Coyote ever since the loss of Priori nearly two centuries ago. Tales of the trickery used against them on the battlefield have been handed down the generations, and the routing of Clan Coyote by Clan Burrock on Priori seventy-five years ago has done nothing to diminish the 149th's long-simmering anger.

The 149th's insignia shows a cobra coiled around the planet Tamaron.



214th Cobra Fangs (Black Sheep)
5 Trinaries/Elite/Reliable
CO: Star Colonel Carl Eaker

The 214th is perhaps the single largest aerospace unit among the Clans, with a skill and tenacity that have earned them respect throughout Alpha Galaxy. The unit nonetheless retains a less-than-flattering nickname, bestowed on it because of its preference for massive strafing attacks during the 214th's early years.

The unit's insignia is a black sheep in a fighter, dive-bombing an enemy position.



243rd Cobra Guards (The Emerald Guard)
4 Binaries/Regular/Fanatical
CO: Star Colonel Ejau Steiner

Originally part of Gamma Galaxy, the 243rd joined Alpha Galaxy at the instigation of Khan Patrick McCloud to shore up Alpha's numbers in the wake of disastrous losses in 2954. Because it originally came from a second-line Galaxy, the 243rd is the last to receive new equipment, and replacement warriors for Alpha's other three Clusters are often recruited from its rolls.

The 243rd's insignia shows the head of an emerald-green cobra superimposed over a Maltese cross.

CLAN CLOUD COBRA



BETA GALAXY: SCOURGE OF THE PENTAGON

Commissioned in 2859 to help defend the Clan's expanding frontiers, Beta Galaxy started life with just six Binaries. Its size more than doubled within two decades, as Clan Cloud Cobra developed and mass-produced OmniMechs and OmniFighters.

Though often overshadowed by Alpha Galaxy, Beta has made a name for itself in battle. The Galaxy's accomplishments are somewhat diminished, however, by the fact that it fought its two most successful engagements against opponents unable to defend themselves against so large and well-armed a force.

SaKhan Mabel Turiza led Beta in the first of these in 2953—a joint operation with Clan Burrock's Alpha Galaxy aimed at wiping out the dark caste. Twenty-four years later, Beta led the invasion of the three Tanite worlds and absorbed those planets into the Cobra fold.

In recent years Beta has seen little action. For the past half-century, the Galaxy has rotated between the Tanite worlds and the Kerensky Cluster on five-year assignments. While on Tanis, Beta troops participated in crowd control and anti-terrorist actions. Things may change with the unit's most recent return to the Kerensky Cluster, however. A new commander and the rapidly changing face of the Clan society may lead Beta to play a pivotal role in Clan Cloud Cobra's future.

Beta Galaxy's insignia shows a constellation shaped like the Grim Reaper holding a scythe, hovering behind the Pentagon stars.

OFFICERS

Galaxy Commander Yishai Hobbes took charge of Beta Galaxy after the death of its former commander in a Circle of Equals against the current saKhan. He inherited a disorganized command to begin with, and his status as ecKhan of the small Takkes Cloister has compounded the difficulties of keeping Beta together. The Ka'an and Josian Cloisters enjoy a large following among Beta's warriors, and four smaller Warden-minded Cloisters account for most of Beta's remaining numbers. Though Cloister rivalries had been relatively subdued, Hobbes' xenophobic views have recently brought them to the forefront.

Opposing Hobbes is Star Colonel Adelia Kardaan, Beta Galaxy's senior Cluster Commander. The Star colonel vehemently objected to the appointment of Yishai Hobbes as Galaxy commander, but saKhan Telinov refused her challenge on the grounds that the dishonor of former Galaxy Commander Halstead Jamal tainted his subordinates as well.

TACTICS

With near-open feuding between Beta's three Clusters, unit cohesion is almost nonexistent. The 121st Fangs are adept at pressing ground attacks, even in the huge Sakros Mountains that separate the continents of Amis and Ortin on the planet Homer.

45th Cobra Grenadiers (Spitting Serpents)
5 Trinaries/Veteran/Questionable
CO: Star Colonel Haru Kaczuk

More than 70 percent of the Forty-fifth's warriors belong to the Ka'an Cloister. Ka'an ecKhan Ekko Mannix once commanded the Forty-fifth, making this Cluster the driving force behind the Ka'an and their voice in the Council. The Forty-fifth's insignia is a fire-breathing cobra.

97th Cobra Guards (The Crimson Guard)
5 Trinaries/Regular/Questionable
CO: Star Colonel Chuong Telinov

Four Trinaries of heavy and assault OmniMechs, one of which is a Supernova, and a fifth Trinary of aerospace fighters make the Ninety-seventh one of the heaviest units in the Clan Touman. Split evenly between the Josian and Tongo Cloisters, the Ninety-seventh's warriors have been severely hampered by factional unrest in their ranks.

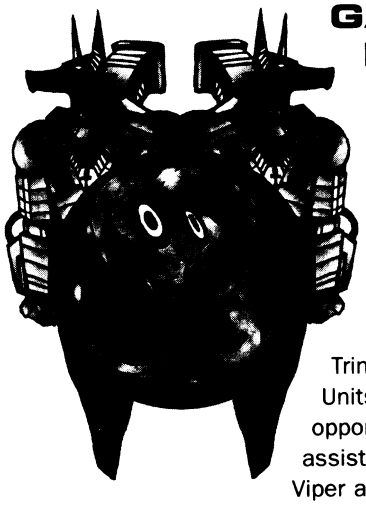
A medieval knight armored in a suit of red mail and holding a long pike is the Ninety-seventh's insignia.

121st Cobra Fangs (Dragonscales)
5 Binaries/Regular/Reliable
CO: Star Colonel Adelia Kardaan

The 121st is the lone Warden Cluster in Beta Galaxy. The Crusader-minded Forty-fivth Grenadiers and Ninety-seventh Guards fortunately recognize that the 121st is necessary to their own survival, which has kept them from expressing their contempt for Warden views too openly, and has allowed Beta Galaxy to retain the semblance of a cogent unit.

The unit's insignia is a silhouette of a flying dragon.

CLAN CLOUD COBRA



GAMMA GALAXY: PHARAOH'S SENTRIES

Recognizing the need for at least one Galaxy to defend the planets under his Clan's control, Khan Josef Mannix gave a young Star Colonel named Samson McCloud the daunting task of organizing just such a force. Within two years, Galaxy Commander Samson had raised two fledgling Clusters, outfitted with equipment cast off from Alpha and Beta Galaxies and staffed with warriors fresh from the sibkos. Within three years, Samson's Galaxy was regarded as a veteran unit, thanks to countless drills and impromptu training sessions. A year later, in 2884, Samson was elected saKhan.

Since that time, Gamma Galaxy has seen to the defense of Cloud Cobra homeworlds. One Cluster is assigned to Babylon, while the rest of the Galaxy protects Homer. In recent years, one Trinary has nominally been awarded the distinction of serving as an honor guard on Strana Mechty. Units are rotated throughout these assignments every few years, giving the Galaxy more than enough opportunities to prove its combat prowess. Most recently, while stationed on Homer, the 254th Guard assisted elements of Alpha Galaxy in taking the former Jaguar enclave, and then countering the Steel Viper advance toward the captured territory. Khan Din Steiner personally praised the troops involved in that operation, noting that Clan Cloud Cobra had regained control of almost all of its homeworld thanks to their efforts.

Gamma Galaxy's insignia shows two BattleMechs that resemble the Egyptian god Anubis, flanking the Cloud Cobra Clan insignia.

OFFICERS

Findlay Khatib officially took command of Gamma Galaxy on 12 November 3059, exactly nine years after emerging from his sibko. Though not the best warrior in the ranks, his innate tactical and logistical abilities brought him to the attention of his Khan while he was still a cadet. Khan Din Steiner's quiet support allowed Findlay to win the Khatib Bloodname at the age of twenty-two and fueled his subsequent meteoric rise to the rank of Galaxy commander.

TACTICS

In its 180-year history, no Cluster of Gamma has fought alongside a Cluster from another Galaxy. Gamma has therefore developed strategies that rely on no outside support. While Gamma's Clusters are sometimes assigned to a planet or operation in conjunction with other Cloud Cobra units, more often than not they fight alone. When supported by others, they prefer to act independently. This freedom allows them to practice their unique blend of feints and surprise attacks that make the Galaxy seem much larger than it is.



59th Cobra Guards (The Silver Guard)
5 Trinaries/Regular/Fanatical
CO: Star Colonel Shika Mannix

The Fifty-ninthth Guards consists of three Supernova Trinaries, the largest single concentration of armored infantry in the Cobra Touman, supported by two aerospace Binaries. More than 70 percent of its Elementals, including Star Colonel Shika, belong to the Anasaz Cloister. The Fifty-ninth's insignia is a suit of power armor wielding a long sword.



254th Cobra Guards (The Ivory Guard)
4 Trinaries/Veteran/Questionable
CO: Star Colonel Moira Telinov

The 254th Guards came into existence in the latter half of the thirtieth century after the 243rd Guards were transferred to Alpha Galaxy. Throughout this unit's history, its warriors have seen more combat than any other Gamma Cluster. Their crowning achievement came in the recent clashes against Clan Steel Viper on Homer, where they won victories that earned them personal praise from their Khan.

Two crossed kris blades serve as the 254th's insignia.



441st Cobra Guards (The Ruby Guard)
4 Trinaries/Green/Reliable
CO: Star Colonel Karlen Zeira

Formerly the Ninety-seventh Cobra Guards stationed on Homer, this Cluster was reassigned briefly to Tanis before returning to garrison Babylon. Upon reaching Babylon, the unit was redesignated the 441st and its roster changed; it lost one BattleMech Trinary but gained an aerospace Binary. A red-jeweled cobra head is the unit's insignia.

CLAN CLOUD COBRA



DELTA GALAXY: OLYMPUS HEAD

Considered by many outside the Clan to be an experimental unit, much like Clan Ghost Bear's all-Elemental Zeta Galaxy, Delta Galaxy is regarded by the Cloud Cobras as the epitome of their Clan's strengths. The Galaxy as a whole has never included more than fifty BattleMechs, less than a full Cluster. Instead, its backbone is the aerospace fighter and the assault ship. Ground combat units are included in this Galaxy out of necessity, but its heart lies in aerospace combat.

The idea of constructing an entire Galaxy of aerospace fighters and their support elements came to Ward Kardaan in the final years of the twenty-ninth century, when he commanded the 214th Fangs. His dream did not reach fruition until more than a year after he became Khan, however. Delta Galaxy officially became active on 24 August 2911, the 125th anniversary of Founding Day, fourteen weeks after Khan Kardaan signed its commissioning order. It owed its remarkably swift creation to the preparations Khan Kardaan had made during the previous seven years, most of which he initiated while serving as saKhan.

Initially lacking ground forces, Delta gained BattleMechs soon after its inception, in response to a crippling defeat suffered at the hands of Clan Nova Cat. While temporarily assigned to Brim, the Fifth Coil was accosted by a single Nova Cat Trinary. Severe weather prevented the Cobra Cluster from using its fighters to repel the attackers. More than fifty fighters were captured, while the unit's grounded pilots fought with conventional armor. The remainder of the Cluster's fighters, sitting in orbit, could not penetrate the storms. Though the Cobras subsequently punished the Nova Cats for their actions, the damage had been done and the lesson learned. It took the Fifth Coil almost five years to fully recover.

The unit insignia shows a mountain peak rising above a cloud layer, highlighted by lightning strikes.

OFFICERS

Star Admiral Tor Kardaan is considered one of Clan Cloud Cobra's finest naval commanders. He maintains close ties with several members of Clan Snow Raven's McKenna Bloodname house, and has even participated in a few exercises with them. The undisputed leader of the Kardaan Bloodname house, the Star Admiral wields significant power in the Clan Council and in the Josian and Anasaz Cloisters, to which many holders of the Kardaan Bloodname belong.

TACTICS

Delta Galaxy's aerospace units are often assigned away from the Galaxy to reinforce other Clusters or Galaxies. While they prefer to engage enemy units in space or in the upper atmosphere, they also excel at providing close air support.

1st Cobra Coil (Wild Kaards)
5 Trinaries/Veteran/Reliable
CO: Star Commodore Ira Spaatz

The personal aerospace unit of Khan Rafe Kardaan during the Pentagon campaign, the First Fangs became the First Coil upon leaving Alpha Galaxy in 2911. The *Vincent*-class *Trump* serves as the First Coil's mothership.

A "joker" playing card sitting atop a smoking pistol is the Wild Kaards' insignia.

5th Cobra Coil (Arm of Ares)
4 Trinaries/Regular/Questionable
CO: Star Commodore Achmed Bar-Fetstein

Stripped from Beta Galaxy, redesignated the Fifth Coil and assigned the *Vincent*-class corvette *Hertzog's Staff*, the Arm of Ares became one of Delta's two backbone units in 2911. The Fifth's insignia shows a hand crushing a planet.

84th Cobra Fang (Wings of Pharaoh)
4 Trinaries/Elite/Reliable
CO: Star Colonel Rolf Hedemeyer

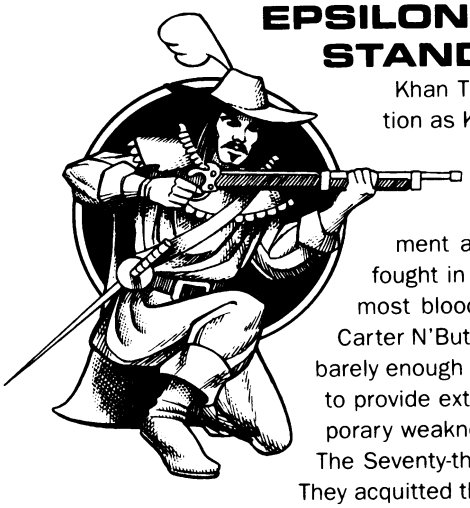
The Eighty-fourth Fang is Delta Galaxy's quick-response unit, capable of swiftly breaking into any size combat command to strengthen a faltering unit or bombard an objective.

The Eighty-fourth's insignia is a large bird with its wings spread wide, standing in front of a pyramid.

170th Cobra Coil (Little Green Men)
5 Binaries/Veteran/Reliable
CO: Star Commodore Antoinette Kardaan

The 170th Coil has had its own flagship since the unit's inception in 2955: the *Perdition's Flame*, a *Fredasa*-class corvette. The unit's insignia is a caricature of a short Roman centurion standing atop a saucer-shaped craft.

CLAN CLOUD COBRA



EPSILON GALAXY: STAND AND DELIVER

Khan Tharan Kon-Dakar commissioned Epsilon Galaxy in July of 2973, a month after his election as Khan. Reacting to the heavy Coyote and Smoke Jaguar raids perpetrated against his Clan over the previous five decades, the Khan raised Epsilon as another Galaxy devoted to the defense of Cloud Cobra territories.

Though its second-line status often makes it the last to receive replacement equipment and personnel, Epsilon Galaxy is nevertheless a formidable opponent. The Galaxy has fought in nearly every Clan Cloud Cobra engagement during the past nine decades. The first and most bloody of those operations came against Clan Jade Falcon in 2977. When Cobra saKhan Carter N'Buta led his forces in the Absorption of the three Tanite worlds, he left Khan Kon-Dakar with barely enough troops to effectively garrison Cobra-held worlds, even after contracting with Clan Burrock to provide extra defense. Jade Falcon Khan Ackerley Hazen took advantage of the Cloud Cobras' temporary weakness and launched a furious attack against the Cobra enclave on the planet Gatekeeper. The Seventy-third Guards and the nascent 185th Fang were the only Cloud Cobra units on the planet. They acquitted themselves well under the heavy Jade Falcon assaults, but ultimately were pushed off the planet. Since that first, disastrous fight, the warriors of Epsilon Galaxy have generally fared better. Near-constant raiding by several different Clans has allowed Epsilon to maintain its combat edge.

The Galaxy's insignia shows a musketeer, kneeling, firing his weapon.

OFFICERS

Elena Norris has led Epsilon for more than fifteen years, and before that commanded both Delta and Alpha Galaxies. She appeared destined for the Khanship until she became ecKhan of the Halidon Cloister, to which she has since devoted much of her energies.

A mere Star commander in the Seventy-third Guards, Senalda Quong has become the voice for the many Crusaders throughout Clan Cloud Cobra who yearn for a chance to return to Terra. So far, Senalda's views have not interfered with the performance of her Cluster, but her rising popularity among warriors who lack a Bloodname or a fellowship in a Cloister may soon prompt her superiors to take action to restrain this fiery-tempered Elemental.

TACTICS

The warriors of Epsilon Galaxy are mainly deployed as garrison units, and so have become proficient at urban combat. Outside the confines of towns and cities, the unit seeks out tight terrain with abundant cover. Epsilon's 'Mechs and other ground elements then use the cover and their excellent mobility to corral enemy units long enough for the Galaxy's fighters to pummel them from the air.

73rd Cobra Guards (The Ebony Guard)
5 Trinaries/Green/Reliable
CO: Star Colonel Arthur McCloud

The Seventy-third Guards began as a part of Gamma Galaxy. Since the unit's move to Epsilon Galaxy, it has slowly received more and newer BattleMechs, including the recent assignment of a full 'Mech Trinary. The Seventy-third's TO&E currently includes three BattleMech Trinaries, one a Supernova, and two fighter Trinaries.

The Seventy-third's insignia shows a missile inscribed with the Cloud Cobra Clan insignia, bearing down on an enemy 'Mech.

185th Cobra Fang (Heaven's Gate)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Lewis Jamal

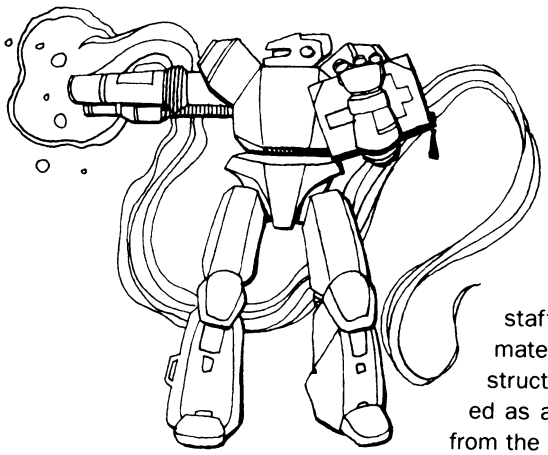
A hundred and thirty light fighters, most of them Omnis, comprise the majority of the 185th Fang. Complementing the unit's four fighter Trinaries and command Star is a Trinary of fast and maneuverable BattleMechs.

A barred golden gate, standing open in front of a radiant cobra sitting on a throne, is the 185th's insignia.

268th Cobra Fang (Titanium Wind)
4 Trinaries/Regular/Fanatical
CO: Star Colonel Lucinda Kardaan

The *Titanium Wind* was the name of an *Aegis*-class cruiser, the flagship of Khan Rafe Kardaan's destroyer squadron prior to the Exodus Civil War. Though the vessel was lost during the initial stages of that war, the ship's name lived on in *The Remembrance* as the protector of Khans. Khan Felipe Kardaan gave the name to the 268th Fang after the unit sacrificed itself in 2992, fighting to protect the Khan from a Clan Coyote attack.

The unit's insignia shows two hands cradling the Cloud Cobra insignia.



ZETA GALAXY: PROPHETS OF BABYLON

Neither a front-line nor a second-line unit, Zeta Galaxy is designated as a reserve Galaxy—a unique position in the Cloud Cobra Touman. Seeing the need for a stronger Touman if the Clan was to participate in the anticipated invasion of the Inner Sphere, the leaders of the Josian and Ka'an Cloisters began to petition their Khans for a new Galaxy early in the thirty-first century. They finally convinced Khan Tova N'Buta, who promised them the freedom to build, equip and staff this new Galaxy as they desired. The Cloister leaders then began stockpiling materiel, earmarking young warriors and setting up the administrative and logistics structures necessary to keep the Galaxy functioning. For almost five years Zeta existed as a shell, with all of the needed pieces in place. All it needed was the final word from the Khan to make its existence official.

That word came from Khan Tova on the first of April, 3021. Hoping to tip the balance of power between Crusader and Warden to the Crusader side, the two Cloister leaders had encouraged many of their own warriors to petition for transfers into Zeta. Upon signing the order to form Zeta, however, Khan Tova encouraged several warriors of his own Warden leanings to request positions in the new Galaxy. By August, the Galaxy was fully operational, with a majority of Crusader warriors presided over by heavily Warden officers. Most of the Galaxy's initial officers owed allegiance to Khan Tova's Tongo Cloister.

Zeta has remained stationed in the Kerensky Cluster for its entire forty-year existence, the only Galaxy that has not made a rotation to the three outlying Tanite worlds. It has largely performed garrison duty, though in several cases Khan Tova, and later Khan Din Steiner, sent a Zeta Cluster on punitive raids against another Clan. Zeta's most recent loss did not occur in combat, however. Its 286th Grenadiers, a mostly BattleMech Cluster, were decommissioned by order of the Khan.

Zeta's insignia shows a stylized BattleMech, firing a weapon in its right arm while holding a book in its left.

OFFICERS

Once deemed "unproductive ... with no chance to progress," Cynthia Beckett rose to the rank of Galaxy commander in just four years. One of the oldest warriors still on active duty, she is also one of the Cloud Cobras' most gifted strategists. Her terse manner and scathing commentary have made her unpopular with her peers and many of her subordinates, but she has not lost a single battle in her five years in command of Zeta.

TACTICS

When challenged to combat, Zeta will not engage in defensive operations even if its forces are at a disadvantage. Under Galaxy Commander Beckett's leadership, Zeta continuously presses the attack, and revels in rough terrain that would slow or stop most other units.

57th Cobra Guards (The Golden Guard)
4 Trinaries/Regular/Questionable
CO: Star Colonel Jonas Steiner

In contrast to his sibkin, Khan Din Steiner, Jonas Steiner is a staunch Crusader and a leader in the Josian Cloister. In keeping with the unit's unofficial nickname of the Devil Clowns, the Fifty-seventh's insignia shows a demonic jester holding a smoking pistol.

116th Dragoon Cluster (Last Stand)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Wainani N'Buta

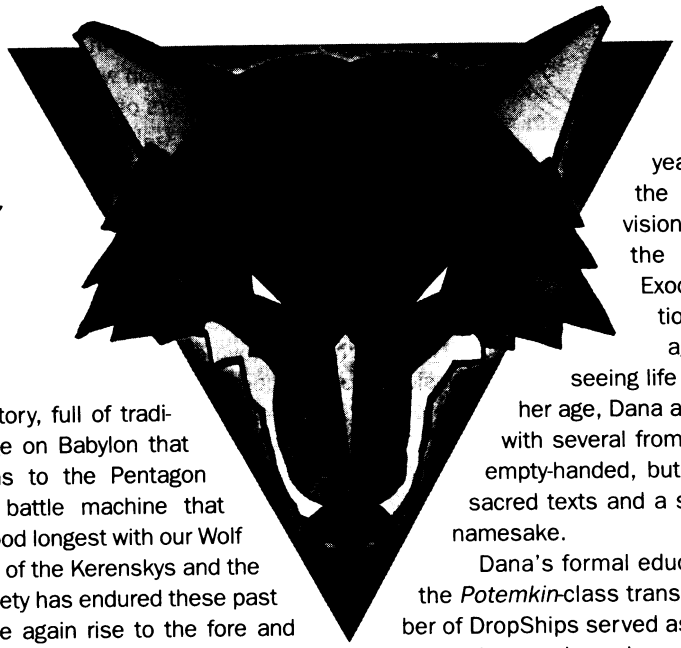
The forty 'Mechs of the 116th Dragoons, mostly heavy OmniMechs, make them Galaxy Commander Beckett's choice of command for most operations. The 116th's insignia is a BattleMech with its weapons blazing, standing on a hill littered with the remains of other 'Mechs.

222nd Cobra Fang (Iron Butterflies)
4 Binaries/Veteran/Reliable
CO: Star Colonel Rowland Spaatz

Consisting of mostly light and medium fighters, the Iron Butterflies excel at precision dive-bombing in support of their ground-based comrades. A stylized butterfly sheathed in armor plates with bombs mounted beneath its wings is the 222nd's insignia.

CLAN COYOTE

Master of man and machine,
servitor to none,
The Coyote awaits.
Skilled and tenacious,
a predator without peer,
The Coyote strikes:
Fear in the hearts of its enemies,
Pain at their sides,
Death at their throats.
—*The Remembrance* (Clan Coyote), Passage 44, Verse 2, Lines 25–31



Clan Coyote has a proud history, full of tradition and honor. We led the charge on Babylon that marked the coming of the Clans to the Pentagon worlds, and we developed the battle machine that cemented Clan dominance. We stood longest with our Wolf brothers, upholding the true ideals of the Kerenskys and the Clans. With the upheavals our society has endured these past few years, Clan Coyote must once again rise to the fore and guide our fellow Clans through the troubled waters ahead.

To you, Star Colonel Kael Pershaw, and to our fellow Clansmen, we entrust this report. Many of you have despised us for who we are, or for whom we chose to stand with, or for what we choose to believe. Others have stood beside us for purely political reasons, without truly knowing us. This report is the key that will unlock the door to a genuine understanding of Clan Coyote. You must choose to turn the key and finally unlock the knowledge that has eluded you for so long.

THE EPIC TALE OF THE PACK

We all know the vile deeds of Stefan Amaris the Usurper and the response they forced from our Great Father, Aleksandr Kerensky. Likewise, we can recite from memory the barbaric behavior exhibited by those the Great Father rescued from the dying Inner Sphere. As with other Clans, Clan Coyote's true history begins with our founders. To know them is to know us.

DANA KUFAHL

Born on Terra in 2772, Dana Kufahl spent her early years in the southwest deserts of the North American continent. Her parents, former members of the Terran Security Force, were among a group of resistance fighters waging a guerrilla war against the Usurper's reign of terror. Their resistance cell included survivors from a dozen broken Star League Defense Force units, along with members of several Native American tribes. Shortly after her birth, Dana's parents and most of the resistance cell were killed in an ambush by the Usurper's 141st Dragoons. Orphaned but not alone, young Dana was taken in by the surviving members of a tribe who called themselves "The Spirit of the Coyote."

Dana spent her first twelve years with the tribe, studying under the "Spirit Walkers"—the mystics and visionaries of her adopted family. When the Great Father prepared for his Exodus, he extended a special invitation to all those who had fought against the Usurper on Terra. Already seeing life through the eyes of someone twice her age, Dana accompanied the Great Father, along with several from her tribe. They did not leave Terra empty-handed, but brought with them copies of their sacred texts and a small pack of coyotes—their tribe's namesake.

Dana's formal education began eight months later on the *Potemkin*-class transport ship *Netanyahu*, where a number of DropShips served as classrooms for the children of the Exodus. Later, when she and her fellow tribesmen settled on the Pentagon world of Dagda, she enrolled in one of the first military academies established in the Pentagon. Though she was far behind her classmates in general studies, she excelled in the martial sciences. Her calm demeanor and sharp mental abilities, a result of her years of meditation and mystic study, made her a natural pilot and leader.

At the academy she met Andery Kerensky, son of the Great Father and brother of the Founder, Nicholas Kerensky. Andery had finished his formal military training several years earlier, and was assigned as an instructor to Dana's class. The two immediately forged a close bond, and soon thereafter became lovers.

After Dana entered service with the SLDF, the call of duty often kept her and Andery apart, though their love never faded. They pledged themselves to each other and their lives in service to the Great Father and his new society. The failings of humanity that even the Exodus could not escape soon come crashing down around them, however. Forgetting the precious unity forged in the first years of colonization, the people of the Exodus began to assemble with others of like nationality. Old prejudices soon reared their heads, becoming the spark that set the Pentagon worlds aflame. First Eden and then the entire Pentagon erupted into civil war, and there was little anyone could do to stop it.

Dana was part of an exploration team scouting the recently discovered planet of Foster when war erupted on Eden. According to her diaries, she was standing atop a plateau overlooking a vast desert reminiscent of her childhood home when she had her first true vision. She saw "... a knight of old,

resplendent in his armor and wielding a long sword, standing on a hill. Darkness suddenly enveloped him, swallowing him up. The darkness grew until it consumed first the glen, then the whole continent. And still the darkness did not stop ... ." Frightened by what she had seen, Dana contacted her ship and learned of the growing hostilities in the Pentagon.

She returned home too late to do any good. The Great Father was dead, his dream falling into ruin. The Founder rallied a chosen few around him and led them on a second Exodus, once again leaving behind those intent on destroying themselves. Dana and Andery remained by the Founder's side as he led his faithful to their new homeworld, Strana Mechty. When the Founder created the Clans, he chose Dana to lead Clan Coyote, whose totem was the namesake of her adopted tribe.

GEREK TCHERNOVKOV

Gerek Tchernovkov was a sixth-generation SLDF armor officer, descended from Ivan Tchernovkov, one of the first non-'Mech pilots to command a regular Star League Army unit. Ivan went on to serve as Deputy Commanding General of the SLDF under General Nicholas Kinnol. Gerek and his twin brother Richard were born in January of 2777, just as the Great Father was massing his forces for one last push against Amaris-held Terra. That operation left Gerek fatherless, and his mother took her two sons on the Exodus.

When they were old enough, Gerek and Richard entered the fledgling military academy on Babylon. Though both were extremely intelligent and inquisitive, Richard's early test scores showed that he did not possess the instincts required of a warrior. He left the academy to pursue engineering, a field in which he excelled. Gerek stayed on and graduated with honors.

Though he could have had his choice of assignments, in deference to his family's tradition he chose to enter service as an armor officer. He became a member of the Founder's 146th Royal BattleMech Division, and by the time of the Second Exodus was commanding one of that division's twelve regiments. Despite his heavy responsibilities, he always found time to communicate with his brother; the two became even closer after the death of their mother in 2799.

When civil war broke out in the Pentagon, Gerek accompanied the Founder to Strana Mechty. Unable to locate Richard before the last DropShips left Babylon, Gerek made the long journey feeling truly alone for the first time in his life.

Upon reaching Strana Mechty, the Founder reorganized his followers under the banner of the 146th Division. Many officers chose to abandon the Founder at that point, leaving several command slots open. Citing his years of faithful service, the Founder promoted Gerek to Lieutenant General and Brigade Commander. When forming the Clans, the Founder chose Gerek to complement Khans Dana Kufahl and Kesar Jerricho as one of Clan Coyote's new leaders. Clan Coyote's own warriors chose Gerek to serve as their Pack Master, a position that soon evolved into the Loremaster post.

MAKING OF AN EMPIRE

From the beginning of the second Exodus, Nicholas Kerensky and his followers set themselves a single task: the liberation of the Pentagon worlds. Each of the twenty Clans had several years in which to prepare for the operation, dubbed Operation Klondike by one of the Founder's trusted advisors. In her first action as Khan, Dana Kufahl led her Clan's warriors into the Broken Sea, a vast desert on Strana Mechty's equator. There the Coyotes engaged in several tribal rituals, which Dana hoped would cleanse their spirits and bind them as one.

During their three-month desert sabbatical, Khan Kufahl and her Clan witnessed a portent none could fail to recognize. While tracking a group of five tallasi, a bovine-like animal indigenous to Babylon, the Coyote warriors reached a nearby rise and saw two packs of predators approach the tallasi. Most of the predators rushed ahead of the tallasi, while a smaller pack stalked the bovines at a distance. Then the smaller pack charged the tallasi, driving them toward a dried-up riverbed. The larger pack emerged from hiding places amid the rough terrain and descended toward the riverbanks. With the precision of a military unit, the two packs converged and destroyed their prey. The pack's coordination and skill astonished the Coyotes, but they discovered something even more startling upon venturing closer: the pack contained coyotes and wolves. The two groups of animals had worked in concert to bring down the larger prey, and were sharing the kill.

Upon her return from the Broken Sea, Khan Kufahl recounted the episode to Andery and the Founder. They recognized the significance of her experience and related it to the leaders of Clan Wolf. The Coyote and Wolf Khans soon set plans in motion for their Clans to train extensively together. Coyote and Wolf fought thousands of mock battles with and against each other over the next several years, and their warriors mingled openly off the field and on it, forging a bond between the two Clans that would last for centuries.

Soon enough, the Founder gave the word to retake the Pentagon. The Coyotes dropped onto the planet Babylon, attacking in concert with Clans Cloud Cobra, Ice Hellion and Sea Fox. Piloting mostly heavy and assault BattleMechs, the Coyotes became the

EXCLUSIVE BLOODNAMES

General Bloodnames
Nash
Steele
Tchernovkov

MechWarriors
Jerricho
Koga

Elementals
Heller

Aerospace Pilots
Levien
McTighe

vanguard of the Babylon advance. Khan Dana encouraged her own warriors, as well as those of the other Clans assigned to Babylon, to fight their foes in single combat (a style that would eventually become zellbrigen). Even in light of the crippling losses sustained by Clan Cloud Cobra in an ambush at the town of New Drineshane, Khan Dana continued to exhort her forces to fight with honor.

The Clan coalition force reached the center of rebel activity on Babylon far more quickly than anyone expected. The ensuing siege of the fortified city, however, went badly for the attacking Clans. The defending Babylonians refused to fight with the honor shown them, and more than half of the Cloud Cobras, Coyotes and Ice Hellions were cut down before they could enter the city. Then an impetuous Clan Sea Fox pilot led her fighters on several strafing runs against the rebel stronghold, disregarding battlefield honor entirely. Dismayed at this action, Khan Kufahl ordered the advance halted. She left the completion of the siege to the Sea Foxes, allowing them to regain some measure of the honor lost by their rogue commander.

Meanwhile, Star Captain Gerek Tchernovkov received a message requesting him to meet with a representative of the rebel leadership outside of Versailles, another reported stronghold. Tchernovkov led a small Coyote contingent to the city, while his Khan took time to repair and regroup the coalition force before following. Fearing a rebel trap, Tchernovkov approached cautiously, only to be greeted by his brother Richard.

After the second Exodus, Richard had found sanctuary with a group of colonists who wished to live in peace. Fearing the war to come, they recruited a military force to protect them and fortified themselves in Versailles. Though not a warrior, Richard shared many of his brother's qualities and eventually took over the leadership of Versailles.

During their reunion, Tchernovkov convinced his brother of the righteousness of the Founder's campaign. Richard subsequently surrendered Versailles, demanding only that his people be treated as equals rather than conquered rebels. In the name of his Khan, Tchernovkov accepted that condition and claimed Versailles for his Clan. Using the city as a base of operations, the Clan coalition quickly pacified the rest of the planet.

Overall, Operation Klondike was a brilliant success. Many in the Clans suffered personal losses during the year-long campaign, however—including the Founder, whose brother Andery died in one of the final battles for the planet Eden. Khan Kufahl took her beloved's death particularly hard, and soon fell into alternating fits of depression and mania. SaKhan Kesar Jerricho, unwilling to see his Clan suffer from Kufahl's loss but equally unwilling to disgrace his friend and Khan, offered her an honorable solution. He challenged her to a Trial of Possession for the Coyote Khanship. Though Kufahl lost the Trial, the battle allowed her to retain the respect of her Clan. She withdrew to the Broken Sea on Strana Mechty, looking to her old tribe's mystic ways to heal her spirit. She remained there for a number of years before returning to her Clan, after which she served as an ambassador to Clan Wolf and unofficial advisor to both Clans until her death in 2855.

BIRTH OF THE TITANS

Building on the ties forged by Dana Kufahl and Andery Kerensky, Clans Coyote and Wolf maintained a close relationship in the Grand Council and on the battlefield. Coyote Khans Kesar Jerricho and Gerek Tchernovkov stood beside their Wolf comrades in demanding the Annihilation of the Not-Named Clan and the Absorption of Clan Widowmaker. Likewise, the two Clans fought valiantly side by side against Clan Smoke Jaguar and others during the many Trials of Possession that followed Operation Klondike.

In those decades, every Clan experienced significant growth. Clan Coyote soon fielded the largest Touman among the Clans and almost outstripped the colonial gains made by Clan Wolf in the same period. Coyote JumpShips and WarShips explored the star systems surrounding Strana Mechty and quickly established colonies in nearly a dozen of them, which they fortified with their rapidly expanding Touman.

The Coyote gains did not go unnoticed, however. The Khans of several Clans, including Clans Cloud Cobra, Mongoose and Sea Fox, hastily sent out their own exploration missions, intent on seizing the initiative from the Coyotes. Coyote warriors fought hundreds of Trials of Possession and Refusal against these ill-prepared forces, which wore down the attacking Clans' limited resources without slowing Coyote expansion.

During this time, Clan industry experienced explosive growth as well. With the reconstruction of the Pentagon Worlds a top priority, Clan scientists and technicians quickly rebuilt a booming industry from the burned-out shell left by the civil war. Spurred on in part by the exponential growth of Clans Coyote and Wolf, an arms race erupted throughout the Clans, as each attempted to make itself stronger than its fellows. The revival and expansion of industry and colonization gave rise to the time of prosperity known as the Golden Century, with its phenomenal technological developments.

Clan Coyote reached the height of its achievements during the mid-twenty-ninth century. As the Coyote Touman grew, Khans Jerricho and Tchernovkov recognized the need to produce new and more capable BattleMechs and aerospace fighters. They commissioned the first new 'Mechs in 2829, but these were little more than refits and upgrades of several classic Star League designs. By the time Gerek Tchernovkov became saKhan in 2845, a few completely new designs had begun to serve in the Touman, but even they fell short of what the Coyote warriors required.

Two years later, Khan Tchernovkov's brother Richard made a fantastic breakthrough, based in part on Star League-era research. Working with several engineering teams, he developed a BattleMech with modular-based weapons and equipment. The project continued for six years under scientist Richard's guidance as he and his teams perfected the first

OmniMech. After learning of the new technology, Clan Sea Fox scientists offered their services to the Coyote development team, speeding its progress. The first prototype OmniMechs began combat trials in February of 2853, with the first production models entering service a year and a half later.

THE RENAISSANCE SPREADS

Within a few years of the OmniMech's debut, the total number of Coyote OmniMech designs increased to four, one in each weight class. Few warriors in other Clans took notice, until Clan Coyote demonstrated to all the power and potential of the OmniMech in 2859.

After equipping most of Alpha Galaxy with Omnis, the Coyotes embarked on a campaign that swiftly won them exclusive control of five worlds. That campaign prompted the Khans of four Clans, led by the Jade Falcons, to demand that the Omni technology be given to all the Clans. The Coyote Khans, backed by the Wolves, refused. If the other Clans wanted OmniMechs, honor demanded that they obtain them the Clan way—by proving their worthiness in combat. After a week of deadlock, the Council compromised by electing an ilKhan to be a neutral party in overseeing the Trials of Possession fought for the revolutionary technology.

Over the next several years, the Coyotes used their creation to defend themselves against challenges from almost every other Clan. In the interests of fairness, each Clan was allowed to forward only one challenge per year to the Coyotes for the OmniMech technology. This constraint also applied to other Clans that obtained the technology and thus became targets.

Clan Jade Falcon was the first to win the OmniMech, which they did in 2863. Though dishonored by that loss, the Coyotes soon turned the situation to their advantage. In recognition of their many years of comradeship, Khan Tchernovkov gave the leaders of Clan Wolf details about the attacking Falcon unit that had bested his warriors. This information allowed the Wolves to gain the new technology without having to fight their closest allies for it, and also to deliver a shaming defeat to one of the two Clans' most loathed mutual foes. The Wolves immediately issued a challenge to the Falcons, and after a short battle returned to Strana Mechty with the technical data for OmniMechs.

By the end of 2864, nine Clans possessed OmniMech technology. Those without it now had a number of opponents from whom to take it, and by the close of the decade the technology belonged to virtually every Clan that desired it. Before any of the recipients could field their own designs, however, Clan Coyote had produced a new generation of OmniMechs.

In 2868, after completing their own lengthy development and deployment process, Clan Wolf deployed the first Elementals. As with the OmniMechs, the ilKhan presided over the Trials fought for Elemental technology and breeding protocols. Once again, Clan Jade Falcon won this revolutionary technology early. The Wolf Khans returned Khan Gerek Tchernovkov's favor, providing pertinent details about the victorious Falcon unit that allowed the Coyotes to capture Elemental technology from them.

RIGHTEOUS VENGEANCE

The years of the OmniMech Trials uncovered a distressing tendency toward falsehood on the part of certain Clan Fire Mandrill warriors. After seeing their fellow Kindraa lose all their previous bids, members of Clan Fire Mandrill's Kindraa Smythe-Jewel launched their own Trial and won the OmniMech. To do so, however, the Mandrill commander rearranged his force composition and deliberately led his opponent to believe she was going up against a much smaller force. Clan Coyote lodged a protest with the ilKhan, but the fight was eventually deemed fair. The Coyotes offi-

CRUSADE OF THE VALIANT

—From the journals of Chief Scientist Richard (Remer)

12 May 2847

Gerek gave me the go-ahead today. He promised me unrestricted access to and use of the Drennan Industriplex on Tamaron. That will likely make the construction process easier. For the development phase, I would rather have my own facility dedicated to this project. Of course, Drennan is always expanding. I shouldn't have much difficulty talking the Khan into letting me build my own laboratory and fabrication plant. He *is* my brother, after all.

Assembling the right research teams—now *that* will be difficult. The Star League engineers had no idea what they could do with modular construction. I doubt even the Star League could have pulled off a project like this. They would have needed literally a thousand independent manufacturing plants to produce ten thousand components to exacting technical specifications. Knowing how difficult it is to get just *five* engineers to agree on a set of specifications, I don't know if *we* can do it.

For this OmniMech technology to work, we must construct weapons and equipment that are readily interchangeable. Then we have to develop processors and software that can automatically configure themselves each time a piece of equipment is added or removed.

The gyroscope is likely to be the biggest problem. Users will have to come up with design modifications in minutes. Every time a configuration changes, the 'Mech's center of gravity will change with it, and not even the largest gyro can compensate for that. The software work is starting to look easy . . . .

27 October 2850

I have had five teams of ten engineers each working on the gyroscope problem for nearly fourteen months, and still we cannot find an acceptable solution.

But we *have* been making progress—just not spectacular progress. We got the 'Mech to stand on its own power for 47 seconds after swapping pods from one arm to the other. Of course, when the hangar's climate control system kicked in, it came crash-

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ing down . . . . But we are on the right track.
12 February 2853

The first live-fire trials are tomorrow, followed by nine days of intensive tests, and we still have several problems to correct. The processor networks that control the gyro are still unreliable—my people remain convinced that there is not enough bandwidth. Worst of all, the "snap and go" software tends to lock up, but only when it is *not* performing any functions! Three teams have been working on that one night and day for the past week, and still their best answer is to develop a virus to keep the software busy! A hundred more problems will crop up before tomorrow, I know, at least ninety-nine of them major—but I am still giddy with excitement. I *know* in my heart it will work.

Once it does, then maybe Gerek will honor his bet and stop bothering me about my labname.

cially dropped the matter, but kept a close eye on the Smythe-Jewel bloodline.

A few years later, Kindraa Smythe-Jewel used a similar tactic against Clan Hell's Horses, prompting a punitive response. Upon learning of the impending action, Coyote Khan Manfred Hollifield offered to help the Horses punish the upstarts. After some discussion, the Khans agreed that their Clans would cooperate in the destruction of Kindraa Smythe-Jewel and share the isorla. The ensuing battle on Foster in November of 2872 lasted more than a day, but ended in a Coyote and Horse victory. Their lust for revenge sated, the Horses withdrew with the lion's share of the salvage, leaving the Coyotes to take possession of the dead Kindraa's enclave.

Over the next century, Clan Coyote experienced only sporadic combat, until the incident that sparked the Coyote–Cloud Cobra feud occurred in 2948. Just a few years earlier, Coyote Khan Corian Tchernovkov had been elected ilKhan; not long afterward, she died in a training accident, and was replaced by Cloud Cobra Khan Tobias Khatib. Evidence uncovered many years later by the Snow Ravens showed Khatib's complicity in the death of Tchernovkov, a crime for which he was executed.

Clan Coyote took that act of justice as a good beginning. To further satisfy his Clan's desire for revenge, Coyote Khan Judas Levien ordered punitive assaults against the Cloud Cobras on half a dozen worlds. The unrelenting attacks lasted nearly a year and a half, during which time zellbrigen was frequently discarded in the heat of battle and both sides sustained heavy casualties. Though the Cobras took far greater losses in men and materiel than the Coyotes, the Coyotes ended up losing territory, including their sizable enclaves on Homer and Brim. Refusing to allow Levien to decimate his Clan over actions more than fifteen years removed, saKhan James Kielman ended the costly campaign by challenging his Khan to a Trial of Grievance. Khan Levien lost his life, which only added fuel to the conflict. The Cobra–Coyote feud rages on to this day.

THE BLOOD SCANDAL

In the waning years of the Golden Century, warriors from certain conservative-minded Clans began to long for a return to their long-lost home—the Inner Sphere. They called themselves Crusaders, and though their movement started slowly, their call to take back the Inner Sphere from the barbaric people unworthy of it resonated in the hearts of many across Clan space. The promise of a return to the Inner Sphere and the rebirth of the Star League seemed no longer out of reach of the Founder's children. As with any philosophy, the Crusaders soon developed their opposites—the Wardens, who believed that to invade the Inner Sphere was to violate the Founder's vision of the Clans as the Inner Sphere's protectors. Before long, each Clan's warriors had chosen to embrace the Crusader or the Warden mindset. Clan Coyote's leadership, however, split between the two camps. The resulting political tug-of-war lasted for more than twenty years, as entire Bloodname Houses competed for dominance.

The situation came to a head in 2976, when a Crusader saKhan of the Rosanske Bloodline (who is no longer named among us) was ousted and replaced by a staunch Warden, Gunnar Koga. As Khan Tatiana Steele was also a Warden, the furious Rosanske warrior felt that the balance of power had tilted too far in the Wardens' favor. Still the leader of her Bloodname House and a powerful entity in the Coyote Clan Council, the former saKhan conspired with the leaders of several other Bloodname Houses to end Warden dominance of Clan Coyote.

The plot soon expanded to involve Star Adder saKhan Carson Graves and a number of warriors loyal to him. Though the former Coyote saKhan hoped to keep her operation an internal matter, relying on the Adders only for support and possible reinforcements, Graves had other designs. He planned to call for Clan Coyote's Absorption, hoping to boost his own Clan's strength with that of the Coyotes.

Through her many contacts in Clan space, Khan Steele discovered this plot, now known as the Blood Scandal, and quashed it before it could begin. During the longest Clan Council session in Coyote history, Khans Steele and Koga, along with thirty other Bloodname House leaders and respected warriors, presented detailed evidence against the former saKhan and her co-conspirators. Already aware that a majority of her Warden-minded warriors would support her, Steele called for Annihilation of the conspirators. With the entire Crusader leadership implicated, and the rest of the Crusaders facing the threat of guilt by association, Khan Steele's motion passed unanimously. Nearly two thousand warriors and their offspring were executed, and Khan Steele punished the eight major Bloodname Houses involved in the conspiracy, effectively Annihilating those Bloodlines.

After taking care of the internal problem, Steele turned toward the Star Adders who had conspired against her Clan. She demanded the execution of Graves and all of his fellow plotters, and a similar Reaving of their Bloodlines. Star Adder Khan Eamon Phoushath refused, handing over only his former saKhan and Graves' genetic legacy as his Clan's surkairede. Steele executed Graves and

destroyed his legacy in front of her diminished Council, but exhorted them to action against the Adders for that Clan's complicity. These incidents became the basis of a major feud between the Coyotes and the Star Adders.

STALLING FATE

By the time the Clan Jade Falcon Khans called for a return to the Inner Sphere, Clan Coyote had recovered from the Blood Scandal. The Coyote Khans displayed renewed vigor in the Grand Council, knowing they could once again trust all their warriors. As they had for so long, the Coyotes and Wolves stood together to oppose the Crusaders' call, rallying the weaker Khans around them in the Grand Council. Together, the two Clans formed a political bloc that the Jade Falcons, Smoke Jaguars and Star Adders had spent nearly a century failing to defeat.

The united front of the Warden Clans was beginning to crumble, however. The Dragoon Compromise was a stopgap measure that postponed the invasion for half a century, but the Warden Khans' support kept eroding in the face of continued Crusader pressure.

The Coyotes felt more than political pressure. By the beginning of the thirty-first century, they had settled in twenty star systems across Clan space, their colony worlds protected by a dozen BattleMech-equipped Galaxies. After the Coyotes backed the Dragoon Compromise, some of the more vocal and antagonistic Crusader Clans began to take their frustrations out on those who had thwarted them—and Clan Coyote's rich holdings made tempting targets. The Cloud Cobras, in particular, chose to take advantage of assaults on the Coyotes to regain territory lost long ago.

The Coyotes put up a valiant fight, but in the face of such concentrated opposition were forced to give ground. Matters continued this way for more than two decades, and though the Coyotes always dished out more punishment than they received, the constant combat cost them dearly. By 3045, Clan Coyote's sphere of influence had shrunk to nearly a quarter of its size fifty years earlier.

Realizing that a turning point was approaching and cognizant of her waning power in the Grand Council, Khan Robin Steele set her Clan on a course she hoped would rebuild its lost strength. In 3047, she led the Coyotes in a number of Trials against Clan Snow Raven, with the aim of regaining some measure of the prestige and territory her Clan once held. In the end, the fighting cost both Clans any hope of positions in the invasion force that would soon head toward the Inner Sphere.

THE INVASION AND ITS TOLL

The revelation by Smoke Jaguar Khan Leo Showers in 3048 that an Inner Sphere vessel had drifted into Clan space sent ripples of shock through every Clan, Crusader and Warden alike. The Wardens' power in the Grand Council finally crumbled, allowing Showers' invasion motion to pass.

Like most other Clansmen, the Coyote warriors anxiously followed news of the invasion as it progressed through the Inner Sphere. But as word trickled back of defeats at the hands of the Inner Sphere "barbarians," the initial euphoria of conquest wore off. In 3052, just after the Truce of Tukayyid, the Coyote Clan Council elected two new Khans, both resolute Wardens.

In the tumultuous years that followed, circumstances beyond their control relegated the Coyotes to the position of spectators. They sided with the Wolves in the Grand Council when charges of high treason were brought against ilKhan Kerensky, but could only watch as the Trial of Refusal raged through the Wolf and Falcon occupation zones far away in the Inner Sphere. During the Burrock

THE COST OF TREASON

—Transcript of a transmission by Khan Tatiana Steele, beamed to every Clan Coyote member following the Annihilation vote in the Clan Council. Later, the address was transcribed and posted beside General Order 137 in every common area in Clan Coyote, where it remains today.

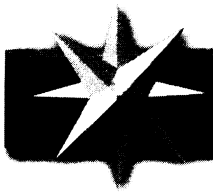
My friends and comrades, today was perhaps the most difficult in our history. We have enacted a Trial of Annihilation against many of our own—not out of rage, or prejudice, or because they believe in a different cause than ours, but because they conspired to destroy our entire Clan. Such treachery carries with it grave consequences.

We did not wish to do what we have done. But the guilty chose their own destiny, and forced us to act. The seriousness of the crimes committed demanded justice, of a kind that will prevent such terrible things from ever occurring again.

In the interests of justice and preserving our way of life, we executed several hundred Coyote warriors, each of whom was proven to be a leader or an active participant in this conspiracy. In accordance with the demands of our society, the lineage of each will also be destroyed to prevent the taint of treachery from spreading to a new generation. Unfortunately, this was not the end of it.

A majority of eight separate Bloodname Houses and their leaders were involved in this crime. This is no mere coincidence. Those House leaders cultivated a hatred of their own Clan among their members. Were they the leaders of a Clan, that Clan would also be wiped out, as has happened three times in our past. Did we not follow that precedent, our brother Clans would rightly see us as no more worthy of life than those we have found guilty.

I therefore call down a Reaving upon these eight Bloodname Houses: Christofferson, Gruber, Kautz, Kielman, Masino, Rosanske, Smith and Tangen. Many sons and daughters of those lines have served our Clan well, and they rightfully deserve the honor we still give them. Because of them, their Bloodlines have been spared outright Annihilation. But the transgressions of the guilty demand an appropriate action. Therefore, these names will live on in our history, preserving the honor of those who now deserve it. But no one of the next generation will carry any of these Bloodnames. This punishment will testify to those who come after us to the true price of treason.



CLAN COYOTE

REGARDING OTHER CLANS

Clan Blood Spirit

Trapped in an isolation of their own making, they are the blood enemies of our own adversaries. Unfortunately, they are unwilling to forgive us the justice we enacted upon the Fire Mandrills so long ago.

Clan Cloud Cobra

Ever a thorn in our side, they have apparently taken up with the Star Adders. We will deal with both Clans soon enough.

Clan Diamond Shark

Our Clan has enjoyed a long and prosperous relationship with the Diamond Sharks since the days of our joint development of the OmniMech. Let us continue that friendship.

Clan Fire Mandrill

Fractured by their Kindraa, the Mandrills are an impossible ally. We enjoy good relations with their Kindraa Payne, however.

Clan Ghost Bear

Even though all but a token few have departed for the Inner Sphere, the Bears remain Clan, and their strength will doubtless make them the new power in the Grand Council. They will inherit the burden of leading the Warden way; we should offer them our counsel.

Clan Goliath Scorpion

A weak Clan, they imitate others' strengths and call them their own. We will extend them our hand in friendship only when they prove themselves worthy of it.

Clan Hell's Horses

We remember the joint action between our two Clans so long ago. Though the Horses may not share our views, we call them our honored comrades.

Clan Ice Hellion

An incessant annoyance on all fronts, this Clan may yet learn wisdom from the near-death of their foolish Khan against an adversary they should have taken more seriously.

Absorption that pitted three Clans against each other, and later when the resurrected Star League prosecuted its Trial of Annihilation against the Smoke Jaguars, the Coyotes chose not to interfere in actions destined to weaken or destroy their long-time adversaries.

In the wake of the Annihilation of the Smoke Jaguars and the end of the Inner Sphere invasion, the Coyotes once again took an active role in the events unfolding around them. When the Star League army came to Strana Mechty, the Coyote Khans sided with the Ghost Bears, declaring that the Trial of Refusal demanded by the Inner Sphere was a matter for the Crusader Clans to decide. Some months later, the Coyotes initiated operations to take territory formerly under the control of Clans Smoke Jaguar and Nova Cat, on the worlds of Brim, Huntress and Londerholm.

On Londerholm, the Coyotes captured a portion of the planet and are still wrestling with Clan Ice Hellion for control of the world. The Coyotes landed only briefly on Huntress, withdrawing after winning the Jaguars' ProtoMech technology.

On Brim, the landing Coyotes discovered that the Nova Cats had already been driven from the planet by the Cloud Cobras and Star Adders. They nevertheless pushed on, hoping to win territory from the Adders. Several weeks of skirmishes followed, but the Adders continually brought up fresh reinforcements, which prevented the Coyotes from maintaining strategic initiative. Despite this, the Coyotes held their own until the Cloud Cobras entered the fray, threatening to cut them off from their landing zone. Khan Koga finally ordered her Coyotes to withdraw from Brim six weeks after landing, satisfied that she had bloodied two of her Clan's most hated enemies.

Beyond the Twilight

The future remains uncertain, even to those who have undertaken vision quests. With the decimation and destruction of so many Clans in such a short time, the situation looks bleak for the Clans in general. For the Coyote, however, and for the Warden cause, the coming days hold the promise of new success. The Crusaders have borne the brunt of the recent losses, forcing them to acknowledge their error and leaving the Wardens to guide the Clans into the future. As part of that endeavor, the Coyote will rise from its rest and once more prove to all its strength of arms and will.

STRENGTH OF THE PACK

For many years in the past, Clan Coyote dominated the Grand Council, and maintained a large Touman befitting that exalted position. Though its numbers have waned over the past half-century, the Coyote Touman remains a force to be reckoned with.

MILITARY PRACTICES

Traditionally, the leaders of Clan Coyote have been among the most conservative-minded Wardens when it came to warrior training. Sibko training camps provided more than enough new warriors to fill openings in the Touman, making freeborn warriors almost unheard-of in line units. The events of recent years, however, have forced Clan Coyote to reconsider that stance. Increased combat losses, coupled with a rise in training-camp dropout rates, had left a number of Galaxies understrength by the turn of the thirty-first century, and so the Clan Khans ended the practice of excluding freeborns from serving in line units a few years later. That unprecedented move caused an uproar in the Coyote Council, even as the training camps opened their doors to hundreds of freeborn warrior candidates eager to prove themselves. Council members debated the issue for some time, but the furor died down when the freeborns proved adequate to once again fill the Touman's ranks to capacity. Many trueborn Coyote warriors, however, still regard freeborns with contempt.

CLAN COYOTE

Several ranking warriors are currently petitioning the Khans to adapt training procedures yet again and allow a second Trial of Position for warrior candidates who fail their first. Those who passed the second Trial would rate assignment to a second-line Cluster, bolstering the ranks of the Touman even further. The Clan Council has heatedly argued on this issue throughout the past year, but no end to the debate is in sight.

COMMAND STRUCTURE

In the first days of the Clans' existence, each was smaller than a present-day Cluster, and so their Khans could lead the entire Clan Touman in battle. Since that time, Clan Coyote's strength has increased substantially, but it remains a tradition for Coyote Khans to maintain a "hands-on" command approach even at the Galaxy level. When commencing a major campaign or operation, the saKhan is dispatched to personally lead the units involved, while the senior Khan observes and directs from a centralized command center.

The Khans allow their subordinates to prosecute smaller engagements as they see fit, offering advice and strategic support. Galaxy commanders are expected to lead such operations much as the Khans would in a larger campaign.

Outside of combat, the Khans lead the Clan from their capital on Tamaron. Coyote worlds are governed by the Galaxy commanders of the units defending those worlds. Where more than one Galaxy is present on a planet, one commander is appointed as overall governor while sharing equal portions of the territory with others of equal rank. The Khans entrust the security of their Clan's holdings to their Galaxy commanders, who have absolute authority over their assigned territory.

TOUMAN STRUCTURE

Clan Coyote's Touman organization exhibits several unique features. As befitting the developers of the OmniMech, the Coyotes deploy overwhelming numbers of these machines, even in many of their second-line Clusters. Coyote warriors show a marked preference for heavy and assault 'Mechs and aerospace fighters. As a result, most of the Clan's Stars mount considerable firepower, but are correspondingly less maneuverable.

Each of the four front-line Galaxies is led by a command Trinary and deploys five 'Mech-equipped Clusters, one of which is actually a second-line unit. These second-line units, designated as reserve Clusters, are often staffed with less experienced troops and equipped with older OmniMechs and second-line BattleMechs. Standard Coyote combat doctrine calls for reserve Clusters to be deployed as a strategic reserve and defense force, and in major campaigns as a harassing force. Shrewd commanders often include components of reserve Clusters in their bids, as they are often just as capable as a front-line unit despite their second-line status.

The four second-line Coyote Galaxies currently deploy three to four 'Mech-equipped Clusters each, some of which are solahma Clusters. Several second-line Clusters deploy OmniMechs, but these Omnis are among the oldest in the Coyote inventory. 'Mech-equipped solahma Clusters field standard BattleMechs.

The typical Coyote front-line and reserve Cluster consists of five Trinaries or Binaries, plus a command Star or Nova. Standard doctrine calls for three 'Mech Trinaries, one Elemental Trinary and one fighter Trinary. One of the three 'Mech Trinaries—when comprised entirely of OmniMechs, as in the case of reserve units—is often upgraded to a Supernova. Most Coyote Clusters follow this organizational scheme, though variations exist within the front-line Galaxies.

The composition of second-line and solahma Clusters varies far more than that of front-line units. Each fields from three to five Binaries or Trinaries, plus a command Star. Two to three of those components are usually BattleMech-equipped. Elementals and/or aerospace fighters may or may not be assigned. The limited dispersion of OmniMechs means that few Novas exist in second-line Galaxies.

Clan Coyote fields several solahma Clusters equipped solely with conventional vehicles and/or infantry. Never considered in force assessments, when deployed in combat these Clusters are generally used to delay an advancing enemy or to deliver a calculated insult against a particular foe.

Clan Jade Falcon

The Falcons have always envied our strength and our close alliance with the Clan of Kerensky. Though they have finally succeeded in driving a wedge between us and Clan Wolf, we will defeat them on our own.

Clan Snow Raven

Their adept political maneuvering makes the Ravens a potent force in any arena. They deserve our hand in friendship, as well as a watchful eye.

Clan Star Adder

We will never forget the role they played in our near-Absorption. Their struggle to Absorb the Burrocks into their own ranks makes them weak and distracted, and gives us an opportunity we should not lose.

Clan Steel Viper

The Vipers have shown a tendency to waver in their convictions. Perhaps their conflict with the Falcons on one side and the Ravens on the other will prompt them to finally choose a direction.

Clan Wolf

For centuries our greatest friend and ally, Clan Wolf has changed—and not for the better. With the death of ilKhan Ulric and the departure of Khan Phelan, all that remains of this once-great Clan is a den of whelps led by upstarts.

Naval Assets

In addition to powerful ground units, Clan Coyote deploys a potent naval force. The Clan's twelve WarShips form the core of its fleet, which provides security, transport and support to the rest of the Touman and to the entire Clan. Each vessel of the Coyote navy, whether WarShip or JumpShip, is assigned a full complement of aerospace fighters with which to defend itself. Additionally, every Coyote spacefaring vessel has one or more Elemental Stars permanently assigned to it; these troops act as ship security as well as Marines in case of boarding actions and the like. Fighter pilots and Elemental warriors assigned to these duties are classified as second-line or solahma forces.

Each front-line Galaxy has its own DropShip and JumpShip support, as well as a WarShip to provide escort, security and command-and-control functions. Second-line Galaxies generally have only a small DropShip contingent permanently assigned, to aid in intra-system repositioning of component units. The remaining Coyote WarShips are grouped into provisional Naval Stars, along with a considerable number of military DropShips and JumpShips, which make up the two Naval Reserve units. These reserve units provide additional transport and protection for Coyote shipping and other interests within the Kerensky Cluster and the Pentagon.

Clan Coyote's twelve-WarShip fleet is organized into several different groups. The *Nightlord*-class *Great Coyote Spirit*, the Clan's flagship, is assigned to the Golden Keshik, while the *Sovetskii Soyuz*-class *Steel Fang* is attached to Alpha Galaxy. The *Blood of the Coyote*, a *Cameron*-class battlecruiser, serves Delta Galaxy, while the *Liberator*-class *Spirit in the Sky* is attached to Epsilon. The *Sovetskii Soyuz*-class *Howling*, normally attached to Zeta Galaxy, is currently undergoing extensive repairs at Lum and has temporarily been replaced by the *Lola III*-class *Courage*. The *Essex*-class *Windrunner*, the *Lola III*-class *Honor of Ages* and the *Potemkin*-class *Midnight Star* are assigned to the Alpha Reserve Trinary. With the temporary loss of the *Courage*, Beta Reserve has only the *Carrack*-class *Solar Blaze* and the *Potemkin*-class *Morning Star*. The final active ship, the *Texas*-class *Ancestral Home*, is assigned to the Tamaron system, where it has served as a permanent sentry since the catastrophic failure of its KF drive a hundred years ago. It has since been upgraded with additional armor and weapons, and is used as a training ship for new naval crews.

A persistent rumor claims that Clan Snow Raven has begun construction of a new *York*-class destroyer for the Coyotes. Though new *Yorks* have not been built since a dozen were produced more than a century ago, Star Admiral Demos McTighe was apparently impressed with the design and convinced his Khan to request construction of one for Clan Coyote.

CLAN CUSTOMS

From the time Dana Kufahl led her nascent Clan into the desert wilds of Strana Mechty, Coyote warriors have held a special regard for their animal namesake. From Khan Kufahl, they also acquired some of the mystic practices and wisdom she learned in childhood. Though no Coyote warrior is required to undertake any of these ceremonies, most who strive to achieve medium-level and higher command assignments willingly take part in one or more of the following rituals.

As Coyote society has evolved over the years, so too have these rites. Based on the practices of Khan Dana Kufahl's tribe, each rite has its own purpose and meaning, though the lines that separate one from another are often blurred. A warrior may fulfill the requirements of several different ceremonies while completing only one.

Each of these rituals was first practiced on Strana Mechty. With the huge growth of their Clan's territories over the next century, however, Coyote warriors were often unable to travel back to Strana Mechty, which prompted Coyote leaders to allow the rites on any planet to which a warrior was assigned. As many of these rituals involved the Clan's namesake beast, the Clan transported whole packs of coyotes to each of its worlds, where for the most part they have thrived. On Tamaron, however, the coyotes' numbers have been dwindling, and the scientist caste has been called upon to reverse the trend.

COMMUNION WITH THE COYOTE

In the initial days of the Clans, Dana Kufahl took her warriors into the wilds of Strana Mechty, hoping to impart a sense of nature's wonder and power to her nascent Clan. The Coyote warriors left the desert with a greater understanding of the intricacies of life. Consequently, those who survived the bloody Pentagon campaign returned to Strana Mechty several more times, often bringing their entire units with them, to allow a new generation to experience that synergy with nature.

These trips gradually evolved into the practice now known as Communion with the Coyote. Coyote warriors often have many opportunities to experience this rite. Pack Masters—warriors assigned to oversee cadets in the training camps—customarily take their new charges into the wilds of Tamaron for a month at a time. There the cadets must fend for themselves, living off the land and learning to be one with nature and their fellow trainees.

Though individual warriors sometimes undertake the Communion on their own, most who do so later in their careers undergo the rite with their fellow warriors. Commanders often lead entire units in the Communion as a form of celebration, especially after winning a particularly difficult battle.

THE HUNT

The Hunt was instituted by two of Khan Kufahl's first warriors, taking the Communion one step further. Several months after the conclusion of Operation Klondike, while recovering from wounds sustained in that campaign, the creators of the Hunt traveled back to the Broken Sea in search of peace. Along their journey, they were attacked by a pack of coyotes. Caught unarmed, the two

Coyote warriors fought as ferociously as their attackers, and took down five of the animals before lapsing into unconsciousness.

When they awoke, they found themselves surrounded by the pack. Apparently impressed with their fighting prowess, the coyotes left them a portion of a fresh kill on which to dine. After recovering from their injuries, the two warriors went on several hunts with the pack, staying with them for almost three months. The warriors returned to the wild many times afterward, occasionally bringing a new warrior to join in the Hunt.

The Hunt has evolved somewhat over two centuries, though the heart of the ritual remains the same. A small group of warriors enter the wilderness in hopes of coming across a pack of coyotes. Once they encounter such a pack, each warrior picks an individual to stalk, pursuing it to the death. Hunting and killing such an adept predator represents the truest measure of a warrior's skill. In the past fifty years, no warrior has served as Galaxy commander or higher without having succeeded in the Hunt.

THE VISION QUEST

Also based on events undertaken by the first Coyote Khan, the vision quest is an experience that comes to a warrior. Any warrior who deliberately sets out on one will fail. As happened with Khan Kufahl, the vision manifests only when a warrior is at peace with him or herself, pure of thought and free of emotion. Only then does the mind drop its natural barriers and allow access to senses that perceive meaning beyond normal comprehension. Accordingly, most warriors who have experienced vision quests did so while on the Communion.

Few have ever experienced a true vision quest. Those who have describe their visions as portents of the future, or occasionally as glimpses into the heart of another's actions. Visions almost always involve an event of great significance to Clan Coyote or to the Clans as a whole.

UNIFORMS AND INSIGNIA

Just as every Clan has developed unique organizational structures and customs, each has also adopted its own methods of distinguishing Clan ranks and individual warriors. The warriors of Clan Coyote naturally chose to base their emblems on their totem animal.

STANDARDS AND COLORS

The Clan's standard displays a front view of the head of a snarling coyote set on a royal blue triangle bordered in silver. On the coyote's forehead is a daggerstar. This insignia appears on every piece of equipment in service with the Clan. Likewise, every warrior in active service wears this insignia prominently on his or her uniform, usually on the shoulder or breast.

Military equipment is painted in varying shades of black, blue and gray. Highlights and additional insignia indicate the Galaxy and Cluster to which the equipment is assigned.

FIELD UNIFORMS

Standard Coyote field dress consists of a one-piece gray jumpsuit. This uniform is commonly worn on and off duty by most warriors, as well as by a majority of the civilian castes assigned to work with the Coyote military.

Combat dress is a variation on standard field dress. Several pieces of form-fitting ablative armor are worn over the jumpsuit, giving the wearer protection from small-arms fire. Packs, pouches and other assorted personal gear can be attached directly to the armor segments.

DRESS UNIFORMS

The basis for the dress uniform is a light blue-gray shirt worn with dark gray pants and matching suede boots. A high-collared, dark gray coat sports extended shoulders, with epaulettes that bear the warrior's rank insignia. Royal blue and silver piping decorate the arms, shoulders and collar of the coat as well as the waist and sides of the pants. The boots are likewise ornamented with sterling silver. Campaign ribbons and awards are worn on both breasts of the jacket.

Many warriors also carry a ceremonial saber or katana while in dress uniform. Other optional accouterments include pistols and daggers, as well as a sash for those who have won a Bloodname. Bloodnamed warriors also commonly wear a cape and leather gloves fashioned from coyote hide.

Ceremonial Uniforms

Worn only by Bloodnamed warriors, the Coyote ceremonial uniform consists of a simple tunic and trousers, over which is worn a long leather jerkin made from coyote hide and cut similarly to the dress uniform's coat. Rank insignias are worn with this uniform, usually on the jerkin's epaulettes. Warriors may also wear the Clan's two awards: the Remembrance Bar and the Coyote's Claw. Topping off the uniform is a coyote's-head mask.

A common practice among the Coyotes calls for the new recipient of a Bloodname to be given the ceremonial uniform of the warrior whose name he or she has just taken in the Trial of Bloodright. As a result, a great many of these uniforms are decades old. Every time a uniform is passed down, in addition to repairing any damage, the new recipient modifies it in some way that pays homage to the uniform's ancestry. Most often, subtle lettering is stitched into the jerkin, identifying all those who have worn the uniform in the past.

RANK AND POSITION INSIGNIAS

All warriors, regardless of rank, wear daggerstars appropriate to their station on the right collars of their field and dress uniforms. A device worn on the left collar of the uniform indicates position within a unit. Likewise, the Coyote emblem is worn on the right breast of field and dress uniforms, as a patch on the field jumpsuit and an enameled badge on the dress uniform. Small enameled pins bearing the Coyote insignia are also worn high on the epaulettes of each uniform.

Rank insignia is worn on the epaulettes, and also on the front of headgear for those required to wear helmets or caps. The simplest device is a single black enameled triangle, indicating base warrior rank. A Point commander wears the same insignia with a silver border. A royal-blue enameled triangle with a thick silver border indicates a Star commander; the insignia for a Nova commander divides the silver border into two thinner triangles. The insignia for Star and Nova captains adds an eight-pointed silver star. Star colonels wear the blue triangle with a single silver border, emblazoned with a silver profile of a coyote's head. The insignia for a Galaxy commander is the same as that for a Star colonel, with the triangle positioned over a gold-bordered blue bar. The Khans replace the bar with a golden, eight-pointed star.

DECORATIONS AND AWARDS

The leaders of Clan Coyote bestow upon their warriors a number of campaign and battle ribbons. In addition to these individual awards, whole units such as Trinaries or Clusters may be awarded a special citation by the Coyote Khans. These citations, given for notable actions in war, are mounted on the unit's standard and carried with pride into battle, displaying to all the exploits of the units they are facing.

Apart from the ribbons that denote major conflicts, Clan Coyote bestows two important awards on its warriors, each recognizing exceptional deeds performed in service to the Clan. The first, the Remembrance Bar, recognizes warriors whose deeds influenced the Clan's future sufficiently to be immortalized in *The Remembrance*. The Remembrance Bar is positioned on the right breast of the uniform under the Clan insignia.

The other major award is the Coyote's Claw. First presented by Khan Kesar Jerricho in 2842, it recognizes courage and honor above and beyond the call of duty. By its very nature, the award is given along with the Remembrance Bar. The first part of the award replaces the traditional Remembrance Bar with a stylized silver coyote's paw, inscribed with the details of the warrior's mention in *The Remembrance*. The second portion is a lightweight gauntlet fashioned like a coyote's paw, complete with sharpened titanium-diamond claws.

LEADERS OF THE PACK

Clan Coyote can proudly claim many worthy warriors, of which the following are the most notable for many reasons.

KHAN SULLIVAN KOGA

Sullivan Koga spent more than half of her career in the Golden Keshik, where she served as Khan Robin Steele's adjutant. When Khan Steele's health began to falter, Koga became her champion, fighting in the Coyote Council and in numerous Circles of Equals to defend her Khan's right to lead the Clan. When Steele finally retired in 3052, Sullivan Koga and three others were named as potential successors. By the time the vote was called, after a week of debate in Clan Council, Koga had rallied most of the Clan's warriors behind her and was elected Khan.

Since that time, she has made sweeping changes to the Clan's fighting arm. Khan Koga began to reorganize the Coyote Touman in 3052, over the objections of a great many of her commanders, and the reshuffling has only recently been completed. Several Clusters have been disbanded, as well as four entire Galaxies. The warriors belonging to those defunct units were transferred to other Galaxies and Clusters in the Touman, boosting the numbers of each. As a result, though it looks smaller on paper, the Coyote Touman retains the strength it had before Koga became Khan.

SAKHAN SILAS KUFAHL

Silas Kufahl rose to the rank of saKhan in 3056, after the death of his predecessor. Kufahl was one of the most vociferous opponents to Khan Koga's reorganization plan. His Gamma Galaxy was the first Coyote Galaxy to be disbanded, which left him without a command. He eventually found a place as a Star colonel in Epsilon Galaxy, where he continued to denounce the changes in the Touman. As the head of the opposition, he gained a Clan-wide reputation as an excellent leader and motivator, which led to his appointment as Loremaster in 3053. When then-saKhan Pazi Tchernovkov was killed in his annual warrior test-out three years later, Kufahl was elected to the post of saKhan.

Though an outspoken opponent of much that Khan Koga supports, saKhan Kufahl nonetheless works well with his Khan, as each of them recognizes that the other has the Clan's best interests at heart. The saKhan feels that tradition and honor are the guiding ideals of his Clan, and will continue to fight for those principles.

LOREMASTER CLARISSA JERRICHO

Over the past decade, several individuals have served as Loremaster. The current holder of this office is Clarissa Jerricho, elected after Silas Kufahl became saKhan.

Like her predecessor, Jerricho was opposed to Khan Koga's reorganization plan. Early on, Jerricho became Kufahl's lieutenant, assisting him in leading the warriors who supported his cause. When Kufahl became Loremaster, he requested that Jerricho assist him in his new position. Based on her leadership capabilities and her three years in service to the Loremaster, Clan Coyote's warriors elected Jerricho to fill the position after elevating Kufahl to the position of saKhan.

CLAN COYOTE

ALPHA GALAXY: SPIRIT OF THE COYOTE

The current Alpha Galaxy bears little resemblance to the unit of just ten years ago. When Khan Sullivan Koga began reorganizing her Clan's Touman in 3052, she started with this Galaxy. Prior to her changes, Alpha had five Clusters, each woefully undermanned and under-equipped. The premier Coyote Galaxy on paper, in reality Alpha Galaxy had become little more than a glorified garrison unit.

Khan Koga decommissioned three of Alpha's five Clusters and initially used members of those Clusters to shore up the remaining two. She then transferred her three Keshiks into Alpha Galaxy, immediately transforming it into the single most powerful Coyote Galaxy. As newly constructed OmniMechs entered service with Alpha, problem personnel were rooted out. By 3056, Alpha Galaxy had become in fact what it was in name—a formidable fighting force capable of taking on any enemy.

Alpha Galaxy's insignia is the head of a coyote superimposed over a daggerstar.

OFFICERS

Responsibility for running Alpha's day-to-day operations lies with Star Colonel Sancia Kufahl, who led the Thirty-eighth Assault Cluster prior to Alpha's reorganization. Star Colonel Kufahl's handling of her Cluster, especially considering the dearth of support given her unit, so impressed Khan Koga that she gave the Star colonel the chance to run Alpha Galaxy. Khan Koga has promised to promote Kufahl formally to Galaxy commander as soon as such a position opens up.

TACTICS

Alpha Galaxy has trained extensively in the wastelands of Babylon. Each Cluster prefers to fight as an independent force, however, and so bids that include any portion of Alpha never mix units below Cluster level.

Golden Keshik (Guardians of the Prophecy)
5 Trinaries/Veteran/Fanatical
CO: Khan Sullivan Koga

During her long reorganization process, Khan Koga discharged a number of ranking warriors. As command slots opened up due to these discharges, she urged warriors whom she knew personally to bid for the openings. Many of the warriors she so encouraged came from the Golden Keshik. The Keshik was decimated by the flow of outbound transfers and has only recently begun to regain its former cohesion and prowess. The Golden Keshik's insignia is Clan Coyote's banner set on a golden triangle.

Silver Keshik (The Chosen)
6 Trinaries/Elite/Reliable
CO: saKhan Silas Kufahl

After his election as saKhan, Silas Kufahl received from his Khan the gift of a fast Supernova Trinary to add to his Silver Keshik, giving him the strongest Cluster in his Clan. The Silver Keshik's insignia is Clan Coyote's banner set on a silver triangle.

Bronze Keshik (The True Vision)
5 Trinaries/Regular/Reliable
CO: Loremaster Clarissa Jerricho

Unusual among the Clans, the Coyote Loremaster has been given a full Keshik honor guard since the twenty-ninth century. Many of the warriors who serve in the Bronze Keshik also serve on the Loremaster's staff. Though this double duty provides an atmosphere of cooperation and familiarity, the unit is often forced to operate under its full strength because many of its members are assigned to detached duty. The Bronze Keshik's banner shows a scroll against a blue triangle.

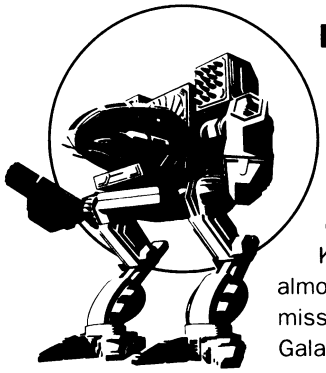
38th Assault Cluster (The Faithful)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Creighton Heller

With the instigation of her reforms, Khan Koga opened positions in the Thirty-eighth Assault to the best warriors emerging from the sibkos. Star Colonel Heller, once the Chief Pack Master, ensures their training in the ways of the Coyote and the Warden philosophy continue. The Thirty-eighth's insignia shows a king knighting a kneeling warrior.

72nd Reserve Battle Cluster (Guardians of the Pack)
5 Trinaries/Regular/Reliable
CO: Star Colonel Hanako Steele

Service in the Seventy-second Reserve is voluntary and open to all of Clan Coyote's Warrior Caste; though a Reserve Cluster, it is a sought-after assignment. Positions that come available are awarded to the winner of a series of Trials similar to that fought for a Bloodright, and certainly no less competitive. The Seventy-second's insignia shows two crossed polearms on a blue triangle.

CLAN COYOTE



DELTA GALAXY: HEART OF THE COYOTE

After a careful review of Beta and Delta Galaxies, Khan Koga merged the two into a new Delta, striking Beta and three of its component Clusters from the Coyote rolls in the process. Prior to this action, only a few Alpha Galaxy warriors had openly criticized the changes the Khan had wrought; the dismantling of Beta Galaxy, however, drew a firestorm of objections from the ranks. Though most recognized the need for changes in the Touman, none wished to forsake the long and glorious heritages of their Galaxies and Clusters.

Koga continued despite the protests. Beta Galaxy, after a disastrous campaign against the Cloud Cobras almost a century ago and years of minor combat losses, was below 40 percent strength when Koga decommissioned it. Delta had also been below strength for a number of years. Khan Koga christened the new Delta Galaxy in December of 3054.

Delta's first official combat assignment was on the planet Londerholm, formerly owned by Clan Smoke Jaguar. After the virtual Annihilation of that Clan by the reborn Star League, Khan Koga ordered Delta to take possession of the Jaguars' former enclave there. Situated on the periphery of the Kerensky Cluster, the Coyotes faced only one other Clan on Londerholm: Clan Ice Hellion. Unfortunately for the Coyotes, the Hellions had been entrenched on the planet for years, and on the orders of their Khan had moved an ad-hoc Galaxy in to help pacify the planet. When the Coyotes' Delta Galaxy dropped onto Londerholm, the two Clans began fighting a series of Trials. More than six months later, the two forces remain embroiled in combat.

Delta Galaxy's insignia is a Timber Wolf OmniMech.

OFFICERS

Galaxy Commander Natron Kozyrev has led Delta Galaxy for fourteen years. Though initially critical of her Khan's radical changes, she quickly recognized the benefits of them. Working with her subordinates, Kozyrev made the merger of Beta and Delta Galaxies as quick and painless as possible.

Star Colonel Armin Tamzarian achieved his station without a sponsor, advancing solely on the strength of his skills as a warrior. Though an outstanding tactician and leader, without sponsorship his chances of gaining a Galaxy command are slim.

TACTICS

Equipped with more heavy and assault OmniMechs than any other Coyote Galaxy, Delta is incapable of swift battlefield maneuvering. Instead, they use a picket line to engage an enemy, relying on reserve formations to overwhelm the enemy when a weakness develops.



9th Strike Cluster (The Pack)
3 Trinaries/Regular/Reliable
CO: Star Colonel Ranford Tchernovkov

The first Coyote unit on Londerholm to meet the Hellion reinforcements, the Ninth's armored infantry decimated the Flurry Cluster defending Londerholm's Beta Industriplex. They seized the facility, but in the process suffered over 40 percent casualties. The image of a pack of coyotes standing atop a hill is the Ninth's insignia.



19th Battle Cluster (Long Fangs)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Kent Jerricho

The Long Fangs, once the designation for Beta Galaxy, still harbor some resentment against Khan Koga, though they possess an unfailing commitment to their Clan.

The open mouth of a coyote, with blood dripping from two extended fangs, is the Nineteenth's insignia.



34th Strike Cluster (Rabid Coyotes)
5 Trinaries/Elite/Reliable
CO: Star Colonel Armin Tamzarian

The Rabid Coyotes follow an unusual organization; every Star except for those in the aerospace Trinary is a Nova. This makes the unit a deadly foe, as the Ice Hellions on Londerholm quickly learned. The Thirty-fourth's insignia is the head of a coyote foaming at the mouth.



67th Assault Cluster (The Devastators)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Pillan Levine

In apparent contrast to their assault designation, the Sixty-seventh now employs three Stars of salvaged Hellion light 'Mechs. The image of a destroyed temple is the unit's insignia.



44th Reserve Battle Cluster (Hard Eights)
5 Binaries/Regular/Fanatical
CO: Star Colonel Carey Drewsivitch

Once a highly regarded front-line Cluster, the Forty-fourth's reputation dramatically plummeted over the last few decades. That trend is rapidly changing, however, especially in light of successful service on Londerholm . The Fourty-fourth's insignia is a pair of red dice, each showing a four.

CLAN COYOTE



EPSILON GALAXY: THE STALKING COYOTES

Khan Koga boosted Epsilon's sagging numbers by decommissioning Gamma Galaxy. Prior to that move, Epsilon and Gamma were both below their authorized strength. Gamma had lost significant numbers to Clan Snow Raven in the years before Operation Revival.

The revitalized Epsilon Galaxy, in stark contrast to the new Delta Galaxy, remained a hotbed of discontent with Khan Koga's policies. The leadership of then-Star Colonel Silas Kufahl, however, kept the dissent sufficiently subdued to allow Epsilon Galaxy to come together as a unit. He knew that a rift in the Galaxy would severely damage the Clan, and so exhorted those around him to accept the change and forge the new Galaxy into a team. A few years later, those actions earned him the position of saKhan.

Wishing to repay the loyalty of its warriors, saKhan Kufahl sent Epsilon on several raids against Huntress, where the Galaxy won several ProtoMech samples. Faced with many different Clans already on the planet and more en route, the Coyote force wisely chose to leave the fight for Huntress to others. Later, elements of the Twelfth and Forty-ninth Battle Clusters traveled to Atreus, where they hoped to win a landhold. There, too, they faced heavy opposition already on-planet. After brief sparring with the Fire Mandrill Kindraa Faraday-Tanaga, the Coyote Clusters departed, content to have bloodied their enemies.

A coyote ready to pounce, highlighted by a full moon, is Epsilon Galaxy's insignia.

OFFICERS

Galaxy Commander Raven Clearwater rose to that rank when Khan Koga reorganized Epsilon Galaxy. Though a capable leader, she initially spent most of her energy dealing with lingering discontent about the changes in the unit. Though she does not allow it to interfere with her job, her initial displeasure with then-Star Colonel Kufahl, leader of the opposition to the reformation of the Coyote Touman, has only intensified since election to his current post.

TACTICS

The warriors of Epsilon Galaxy prefer to use terrain and the elements as cover to maneuver around an enemy. They prod at the opponent's flanks, assessing his true strength and wearing down his defenses. When the time is right, they launch a final assault to break their foe.



[M] 12th Battle Cluster (Shadow Coyotes)
4 Trinaries/Regular/Fanatical
CO: Star Colonel Bryant McTighe

Though they lost several Stars in the process, the warriors of the Twelfth Battle accounted well for themselves in action against Clan Fire Mandrill's Sixteenth Assault Cluster on Atreus. The Twelfth's insignia is two red eyes staring out of the dark.



[M] 49th Battle Cluster (Midnight Assault)
5 Trinaries/Veteran/Questionable
CO: Star Colonel Lassiter Kozyrev

One of a few hotbeds for Crusader activity within Clan Coyote, the Forty-ninth remains at full operational strength only because saKhan Kufahl scheduled them for short-notice refit on Tamaron during the height of the Harvest Trials. The Forty-ninth's insignia displays several shooting stars falling to the ground.



[M] 50th Assault Cluster (Creeping Death)
4 Trinaries/Elite/Fanatical
CO: Star Colonel Niki Drewsivitch

The warriors of the Fiftieth Assault Cluster led their comrades in the recent Trial on Huntress, squaring off against elements of Clan Star Adder's Gamma Galaxy and Clan Fire Mandrill's Kindraa Mattilla-Carrol. The Fiftieth won ProtoMech samples from both. The unit's insignia is a skeleton firing a rifle.



[M] 95th Strike Cluster (Black Coyotes)
5 Trinaries/Regular/Reliable
CO: Star Colonel Ryan Nuyriev

SaKhan Silas Kufahl led the Ninety-fifth for almost a year, and before that commanded a number of its warriors in Gamma Galaxy. As a result, the Ninety-fifth's loyalties to Kufahl run deep, often drawing unwelcome attention from their Galaxy Commander and even an occasional reprimand from Khan Koga.

The Ninety-fifth's insignia is a black coyote stalking its prey.



[M] 55th Reserve Strike Cluster
(Double Nickel Demons)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Noemi McKibben

The Fifty-fifth was among the most heavily involved in the Huntress fight as the Coyote LZ was attacked on more than one occasion. The losses incurred were quickly made up with both warriors and equipment taken on Atreus from Kindraa Mattilla-Carrol. A horned demon emblazoned a silver-bordered red triangle is the Fifty-fifth's insignia.

CLAN COYOTE



ZETA GALAXY: SWIFT COYOTES

Zeta is one of two Coyote Galaxies to escape significant change during Khan Koga's reorganization. Zeta was known as Sigma Galaxy when it was first organized in 2985 as a second-line unit. It served as a training unit for its first few decades, during which time it developed leanings toward light and fast 'Mechs. As most of Clan Coyote's standard BattleMechs had long since been scrapped or destroyed, new OmniMechs were assigned to this Galaxy. The arrival of the new machines paved the way for Khan Terrence Kufahl to redesignate it as Zeta Galaxy in 3032 and confer front-line status on the renamed unit.

Khan Robin Steele, Terrence Kufahl's successor, used Zeta Galaxy far less than other front-line units. She continually gave other front-line Galaxies the choicest assignments, leaving Zeta little chance to earn glory, but also sparing it the erosion experienced by other Coyote front-line Galaxies.

After adding the 101st Reserve Battle Cluster to the Galaxy, Khan Koga recently gave Zeta a chance to finally make its own name. In response to the Abjuration of Clan Nova Cat, she directed Zeta to land on Brim and seize the Cats' former enclave there.

As Zeta's warriors approached the planet, they discovered that the Nova Cats had been expelled by Clans Star Adder and Cloud Cobra, already present on the planet. Zeta nevertheless landed and immediately launched a series of bloody Trials against the Adders. Both sides remained stalemated for over a month. Eventually, a coordinated assault by the Adders and the Cloud Cobras sent Zeta off Brim. The unit is currently recouping its losses on the world of Delios.

Zeta Galaxy's insignia is a coyote piloting an ancient aircraft, atop a tornado.

OFFICERS

Galaxy Commander Brenda Kufahl took command of Zeta Galaxy in 3052. Having spent most of her career in Zeta, Kufahl needed little time to adjust after moving from Gamma Galaxy.

Immediately upon the Eighth Recon's withdrawal from Brim, Star Captain Nia proceeded to Tamaron where she won the Jerricho Bloodright. An outstanding leader, but a steadfast Crusader in a resolutely Warden Clan, her assumption of such a distinguished Bloodname, despite her relatively low position, is already giving her superiors reason to consider her future.

TACTICS

In a startling reversal from standard Coyote tactical doctrine, Zeta relies on its high speed and maneuverability to confuse and split an enemy. Once an enemy is divided into multiple groups, Zeta's Elementals often close the trap on each section.



8th Recon Cluster (Eyes of the Coyote)
3 Binaries/Veteran/Questionable
CO: Star Colonel Niles Hill

The fastest and lightest Cluster in the Coyote Touman, the Eighth Recon sustained heavy losses in action against Clan Star Adder's Gamma Galaxy on Brim. The Eighth's insignia is a single eye set on a blue triangle.



69th Strike Cluster (Lightning Coyotes)
3 Trinaries/Regular/Reliable
CO: Star Colonel Kanya Markopolous

Attempting to outflank the final Adder advance, the Sixty-ninth was surprised when they smashed into the Cloud Cobras' heavy formation. The Coyote unit lost two Trinaries of medium OmniMechs in just two minutes. The unit insignia is a coyote riding on a lighting bolt.



80th Strike Cluster (Swift Retribution)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Bryce Steele

Comprised of fast heavy OmniMechs, this Cluster sustained the fewest casualties in the entire Brim operation, even though they fought fierce battles throughout the campaign.

The Eightieth's insignia is a knight mounted on a running horse.



81st Strike Cluster (The Exterminators)
4 Binaries/Regular/Reliable
CO: Star Colonel Wendy Drewsivitch

The Exterminators are the heaviest Cluster in service with Zeta Galaxy.

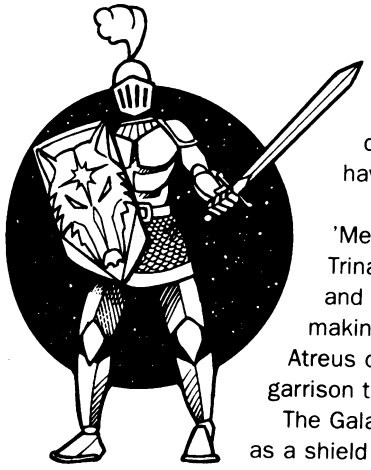
A black-hooded face with the Coyote insignia emblazoned on the forehead is the Eighty-first's insignia.



101st Reserve Battle Cluster (Assault From Above)
2 Trinaries/Regular/Fanatical
CO: Star Colonel Dale Koga

When Galaxy Commander Kufahl ordered Zeta to withdraw from Brim, the 101st was ordered to defend the landing zone from the combined Adder–Cobra assault. Aside from the unit's aerospace Trinary, only twenty-four 'Mechs and seven Points of Elementals made it offworld.

The unit insignia is a pike driven through a planet.



LAMBDA GALAXY: THE ARMORED COYOTES

The first second-line Galaxy to see service in Clan Coyote's Touman, Lambda has consistently defended Clan Coyote's most important assets. Since its formation in 2855, Coyote warriors have seen Lambda Galaxy as an honorable assignment.

Despite its second-line designation, Lambda is organized like a front-line Galaxy. Most of its 'Mechs are Omnis, and its Clusters (including a new one) include several Supernova Binaries and Trinaries. All Lambda aerospace fighters are OmniFighters, and the Galaxy also has its own DropShip and JumpShip assets. Lambda can therefore swiftly deploy to any planet in the Kerensky Cluster, making it an ideal fast-response force. Had the Coyotes won territory in either of the recent Brim or Atreus campaigns, a Cluster or more from Lambda Galaxy would immediately have been dispatched to garrison the new landhold.

The Galaxy's insignia shows an armored knight, sword raised in one hand and the Coyote Clan insignia as a shield in the other.

OFFICERS

Galaxy Commander Alexis Tchernovkov began military service in Alpha Galaxy twenty years ago, but was quickly transferred into a second-line Cluster after speaking out about lackadaisical practices in Alpha. Her reputation for frankness brought her to the attention of Sullivan Koga, who promoted her to the first available Galaxy command position during the reorganization of the Touman.

Star Colonel Qitarah Kufahl was bred directly from the legacies of Dana Kufahl and Andery Kerensky, a legacy available to both the Coyotes and Wolves since their earliest years, but used only rarely by Clan Coyote. Kufahl was once the brightest ristar Clan Coyote could claim, but her reputation plummeted after the heavy losses the forces under her command suffered in action against the Snow Ravens over a decade ago. She currently serves as deputy to Galaxy Commander Tchernovkov.

TACTICS

Throughout its distinguished career, portions of Lambda Galaxy have been stationed on every world to which the Coyotes have ever laid claim. As a result of its extensive travels, Lambda can effectively defend or press an attack in any terrain and weather conditions. Lambda Galaxy's commanders are especially adept at recognizing varying battlefield situations and adjusting their tactics.



7th Assault Cluster (Carnage Incarnate)
5 Trinaries/Regular/Reliable
CO: Star Colonel Nathaniel Jerricho

Populated almost entirely with assault 'Mechs, this Cluster has an unmatched reputation for resilience in the face of overwhelming opposition. In two separate instances in the past century, the Seventh successfully drove back assaults of more than three times their number. The Seventh's insignia shows a gauntlet holding a bloody dagger, set on a blue triangle.



10th Battle Cluster (Chaos Unleashed)
4 Trinaries/Regular/Reliable
CO: Star Colonel Joshma Heller

The Tenth still honors its service on Homer in 2954, when the Coyote Khan ordered the Cluster into action against Clan Cloud Cobra in retribution for the assassination of ilKhan Corian Tchernovkov. Attacking in concert with Beta Galaxy from their own small enclave on the planet, the warriors of the Tenth assaulted several different Cloud Cobra bases. They were forced off the planet, however, when the Cloud Cobras chose to forgo zellbrigen and used massed fighter attacks to decimate their lines. The Cluster insignia shows a cloud cobra staked to the ground.



18th Assault Cluster (Coyote Grenadiers)
4 Binaries/Veteran/Reliable
CO: Star Colonel Elissa Nash

The Eighteenth garrisons Foster's Zuni production facility, where it was deeply involved in the testing of the *Savage Coyote* OmniMech. As such, it still retains several of the new OmniMech.

The Cluster's insignia is an old-style Terran cannon with the Coyote symbol etched on its side.

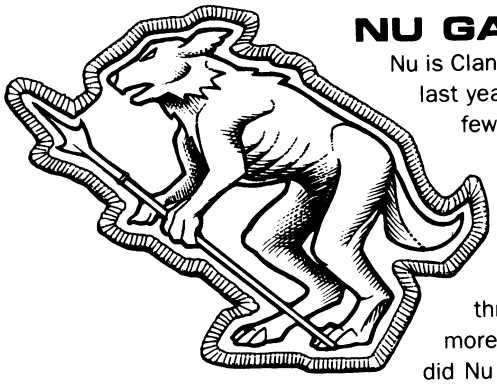


100th Assault Cluster (Bloody Hundredth)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Scott Koga

In response to Lambda's sagging numbers in the mid-thirty-first century, Khan Koga raised this Cluster as an experiment. Staffed entirely with freeborn warriors, the 100th has weathered scorn and ridicule from many of the Clan's trueborn warriors. This Cluster's impeccable service to the Clan, however, has begun to earn it grudging respect.

The 100th's insignia is a drop of blood, through which the number "100" can be seen.

CLAN COYOTE



NU GALAXY: GRAY COYOTES

Nu is Clan Coyote's smallest Galaxy, though that was not always the case. Nu was raised in the last years of the twenty-ninth century to help garrison Clan Coyote's vast holdings. Within a few years of its formation, Nu boasted four Clusters of Clan Coyote's oldest warriors. Far from being a solahma Galaxy, however, Coyote Khan Kevin McTighe developed it as a unit where seasoned veterans could continue to serve with honor. From this bold move, McTighe gained a competent fighting force with which to defend his Clan's homeworlds.

Proving its worth time and again, Nu Galaxy has repelled countless attackers throughout its history. Its successes led other Coyote Khans to copy its structure four more times over the next fifty years. But as Clan Coyote began to experience setbacks, so did Nu Galaxy. The unit was forcibly ejected from enclaves on Marshall and then again on Hoard in the early thirty-first century, reducing its strength to less than 60 percent. After these staggering reversals of fortune, Nu took up station on New Kent, where it was supplemented by Xi Galaxy—another unit that had suffered heavy losses.

Khan Koga deactivated Xi Galaxy in 3056 and transferred some of its members into Lambda Galaxy. Most remained on New Kent as part of a revitalized Nu Galaxy. Despite the changes, Nu retained its unique identity and the earned honor that went with it.

Nu's insignia is a bipedal gray coyote standing guard with a spear in its right hand.

OFFICERS

Formerly commanding officer of the defunct Xi Galaxy, Leo Koga took charge of the reformed Nu when its former commander was transferred into the 397th Solahma Cluster. Leo Koga served briefly with Khan Sullivan Koga in the Golden Keshik before moving on to lead Xi and eventually becoming leader of the Koga Bloodname House.

Star Colonel Hector McKibben descends from the genes of Martia McKibben, a Clan Wolf warrior who volunteered to participate in an "exchange" program between the Wolves and the Coyotes in the late thirtieth century. Though considered a mediocre Wolf Bloodname House prior to the exchange, a number of McKibbens have served with distinction in Clan Coyote since, boosting House McKibben's reputation. Under the leadership of Hector McKibben, the Ninety-second Fighter Wing participated in a raid on Tathis two years ago in which the unit accounted for almost a third of the casualties sustained by Clan Star Adder's Omicron Galaxy.

TACTICS

Nu Galaxy's warriors prefer to fight on rough ground. Whenever possible, they pin an enemy force against impassable terrain and then call on the Ninety-second Fighter Wing to deliver a rain of fire. Those few that survive the Ninety-second's fury are quickly finished off by Nu's highly mobile ground forces.



92nd Fighter Wing (Fire on High)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Hector McKibben

The Ninety-second was formed as a specialized Cluster in Nu's initial days on Delios, a planet covered by wide expanses of water and rough land. Currently, the Cluster is stationed on New Kent's third moon of Candra, where its single BattleMech Trinary protects the ore mines dotting the tiny satellite's surface. Its fighter Trinaries are berthed on the Candra Orbital Dock, a small orbital yard and one of Clan Coyote's only sources of new DropShips.

The Cluster's insignia is three flaming arrows.



120th Strike Cluster (Unchained)
5 Trinaries/Regular/Reliable
CO: Star Colonel Harm Tchernovkov

In a tradition dating back to the days when the 120th garrisoned the mountainous Kaspan Islands on Marshall, most of this Cluster's BattleMechs have been retrofitted with jump jets. This rather unusual feature affords them far more flexibility than any regular OmniMech Cluster and allows them to operate effectively in almost any environment.

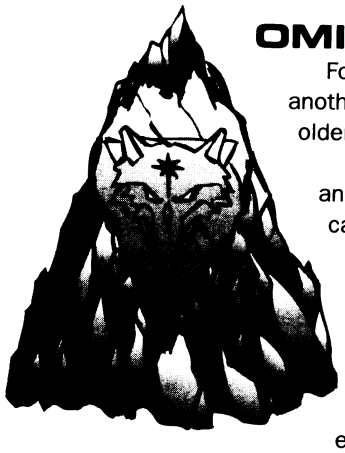
The 120th's insignia shows a chain being pulled apart by two hands.



330th Solahma Attack Cluster (Iron Guard)
4 Binaries/Green/Questionable
CO: Star Colonel Messhia Kozyrev

Under orders from their Khan, the 330th recently attacked Clan Ice Hellion's small enclave on New Kent in an attempt to draw some of the Hellions away from campaigns on other worlds. The Iron Guard fought several Trials against the Hellions, but could not defeat the bulk of the Hellions' Zeta Galaxy, and eventually withdrew to lick their wounds.

An armored knight standing in front of a silver-bordered blue triangle is the 330th's insignia.



OMICRON GALAXY: ANCIENT COYOTES

Following the successes of Nu and Xi Galaxies, in the early thirtieth century the Coyote Khans raised another Galaxy devoted solely to the defense of the Clan's extensive territory. Though fielding mostly older warriors and equipment, Omicron has proven its value to Clan Coyote.

In 2910, Omicron was assigned to garrison Albion, a planet then held jointly with Clans Burrock and Smoke Jaguar. Shortly afterward, when news of the Londerholm revolt against the Jaguar warrior caste and its aftermath filtered to the planet, the civilians in the small Jaguar enclave on Albion rose up against their protectors. The Twenty-fifth Jaguar Dragoons quelled the uprising as their compatriots had on Londerholm, prompting the Jaguar civilians to beg for aid from other Clan forces on Albion. Sensing a unique opportunity, Omicron Galaxy Commander David Christofferson mobilized his warriors and challenged the Jaguars to a Trial of Possession for their enclave. Even after bidding down to nearly equal numbers, Omicron's standard BattleMechs dealt the Jaguars and their OmniMech Cluster an ignominious defeat. Christofferson took as isorla not only the enclave, but the Jaguar Cluster as well, including their DropShips and JumpShip. As a further insult, he assigned the surviving Jaguar bondsmen to the civilian castes they had so recently punished, where they learned firsthand the potential for revenge among the lower castes.

Omicron moved every few decades from one planet to another, each time demonstrating its worth. When Khan Koga began reorganizing second-line Galaxies, she left Omicron alone and disbanded Pi Galaxy instead. Working closely with Galaxy Commander Skyes, Khan Koga transferred most of Omicron's problem cases into Rho Galaxy, replacing them with the best Pi Galaxy had to offer. Subsequently, she assigned Omicron to the defense of Babylon and Delios.

Omicron's insignia is the Clan insignia engraved on a large rock face.

OFFICERS

Galaxy Commander Anna Skyes is the oldest warrior of her rank, but also the most experienced. Prior to her five years as Omicron's leader, she spent eight years at Beta Galaxy's helm and seven more commanding various Clusters within the Touman. Her long career gives her an edge over foes who lack sufficient combat seasoning to recognize her subtle strategies.

TACTICS

Omicron deploys widely varying tactics in combat. Using pickets to detect an enemy, Omicron's warriors then attack in several different waves, each wave comprised of a different type of unit, in order to make the enemy believe that he will not face a coordinated assault. Meanwhile, one or more small flanking forces encircle the enemy force, sealing its ultimate fate.



98th Strike Cluster (Rogue's Gallery)
5 Trinaries/Regular/Fanatical
CO: Star Colonel Dyson Clearwater

The Ninety-eighth has sparred with various elements of Clan Cloud Cobra's Beta and Gamma Galaxies over the past year. Though the losses sustained in these engagements have to date been insignificant to either Clan, they have sated some of the bloodlust on both sides and so continue with Khan Koga's tacit approval. The Cluster insignia shows a jester riding a horse and brandishing a sword.



246th Strike Cluster (The Coyote Irregulars)
5 Binaries/Veteran/Fanatical
CO: Star Colonel Reddick Moore

The Irregulars were the main recipients of the Twenty-Fifth Jaguar Dragoons' equipment after that unit's demise. Even after a century and a half, the 246th still maintains and uses OmniMechs garnered from that action.

The Irregulars' insignia resembles that of the Smoke Jaguar unit, but replaces the jaguar with a pouncing coyote.



990th Composite Battle Cluster
(Best of Both Worlds)
4 Binaries/Regular/Questionable
CO: Star Colonel Alain Starskiy

This Cluster, acknowledged as the finest deep-space fighting unit in the Clan, contains two standard BattleMech Binaries and two aerospace fighter Binaries. Its insignia shows two coyotes in the form of a yin-yang symbol.



509th Solahma Battle Cluster
(The Centurions)
4 Trinaries/Regular/Reliable
CO: Star Colonel Chenoa Hoffman

Also involved in the fighting against the Cloud Cobras, the 509th sustained some moderate losses, but tempered those losses by capturing a few heavy lasers. Their scientist caste is evaluate them in view of retro-engineering the weapon.

The 509th's insignia shows a Roman centurion carrying a small shield emblazoned with the Coyote insignia.

CLAN COYOTE



RHO GALAXY: SENTINEL COYOTES

Vastly different from any other second-line Coyote Galaxy, Rho is comprised almost entirely of the Clan's most problematic warriors. One of the last new Galaxies to be commissioned, Rho was raised in the late 2800s and served Clan Coyote well for decades, though it never truly distinguished itself.

In 2994, shortly after Clan Coyote eliminated eight Bloodname Houses in the infamous Blood Scandal, Rho suffered the first of its many subsequent misfortunes. Khan Tatiana Steele charged Clan Star Adder with complicity in the Blood Scandal. She backed up her accusations with military action, prosecuting what amounted to low-level warfare against the Star Adders on several different planets. Enraged by their initial losses, the Adders dropped Beta Galaxy onto Priori, where they assaulted the Coyote enclave and the defending Rho Galaxy. Faced with a numerically superior foe bent on its destruction, Rho Galaxy endured heavy losses before ceding the enclave and withdrawing from the planet.

A little over half a century later, Rho found itself guarding the Clan's small enclave on Albion. Needing a military victory to boost her Clan's lagging reputation, Burrock Khan Kadena Harper ordered her Alpha Galaxy to take that last portion of the Burrock homeworld. Once again overwhelmed and with no support forthcoming, Rho Galaxy withdrew.

During Khan Koga's reorganization, Rho took in a stream of transferees, while its best warriors moved to other units. By the end of the process, Rho had become a dumping ground for troublesome warriors and freeborns, their last chance to redeem themselves before demotion to solahma infantry or worse. Rho's insignia shows two crossed swords behind the Coyote Clan insignia.

OFFICERS

Galaxy Commander Jaquice Koga was given command of Rho as punishment for failure. Her entire command despises her because of her association with the Koga Bloodname and her genetic relationship with Khan Sullivan Koga, whom they blame for their assignment to Rho. She returns that hatred, maintaining harsh discipline that has so far kept the Galaxy from disintegrating.

Prior to his assignment to the 397th Solahma Cluster, Star Captain Lafferty Tlavnic led Nu Galaxy. After many years of lackluster performance and failure to support Khan Koga's reforms, he was charged with incompetence, demoted and given a solahma Binary to lead. Despite his disgrace, his voice still carries some weight with those who once served with him, as well as with many who disapprove of their Khan's actions over the past few years. For now, Tlavnic remains a minor thorn in Khan Sullivan Koga's side.

TACTICS

The disheveled Rho Galaxy has only one advantage in battle: its warriors generally ignore zellbrigen. Though such action earns them scorn and derision from other warriors, they feel any victory—honorable or not—is preferable to defeat. The Coyote leadership demonstrates grudging tolerance of such tactics through the unit's assignment to the defense of Tamaron, Clan Coyote's capital.



58th Battle Cluster (Last Chance)
3 Binaries/Green/Questionable
CO: Star Colonel Stephen Clearwater

The Fifty-eighth is indeed "the last chance" for Coyote Warriors to prove their mettle before final assignment to the solahma or worse. Both tensions and turnover are accordingly high in this Cluster.

A steer's skull on a desert floor is the Fifty-eighth's insignia.



202nd Attack Cluster (The Partisans)
4 Trinaries/Regular/Reliable
CO: Star Colonel Manali Danforth

Only through a life of dedicated service to their Clan can one earn the final assignment, to the 202nd.

The 202nd's insignia is the planet Tamaron cupped between two hands.



397th Solahma Battle Cluster (Point of No Return)
3 Binaries/Regular/Questionable
CO: Star Colonel Dakari Topol

Though Star Colonel Topol is the 397th's commander, Star Captain Tlavnic's reputation causes a breakdown in the Cluster's cohesion. Topol so far has defeated Tlavnic in three separate Trials of Grievance, but Tlavnic's continued popularity allows the stalemate to continue. A soldier leading a charge, arm held high, is the 397th's insignia.



403rd Solahma Battle Cluster (The Legionnaires)
3 Trinaries/Veteran/Reliable
CO: Star Colonel Tam McTighe

In his short term as their master, Star Colonel McTighe has completely revitalized the 403rd. Considering his low standing with saKhan Kufahl, though, it is unlikely The Legionnaires will see anything but police action or suicide missions. A coyote engraved on a sword blade is the 403rd's insignia.

CLAN DIAMOND SHARK

Show your opponent the honor deserving;
Be secure in your own nobility.
This was the Founder's charge.
This was the totem of the Sea Fox.

—*The Remembrance* (Clan Sea Fox), Passage 2, Verse 14, Lines 1–4

Grace, honor and nobility; show these beforehand.
But when the battle begins,
Attack with terrifying swiftness,
Be the Diamond Shark, relentless and ruthless.

—*The Remembrance* (Clan Diamond Shark), Passage 127, Verse 42, Lines 16–20

Though we are not so arrogant as to believe that the currents in which the Diamond Sharks swim must also carry all other Clans, the Diamond Sharks have much to teach their brethren. Progressive and flexible, these qualities give our Clan an undeniable strength: a solidarity that transcends the caste system. Even when thrust into the darkest depths, the Diamond Sharks found ways to survive and even prosper where a militarily stronger but more hidebound Clan might have snapped under the pressure.

The Diamond Sharks salute the opportunity this Field Manual affords to clear the waters—whether for true communication or simply for better hunting remains to be seen. We welcome either outcome.

—Semi Kalasa, Loremaster

STRONG CURRENTS

Even more than most Clans, the Diamond Sharks can trace their history back to direct involvement by a founding member at the time of the Clans' formation. Only Clan Wolf, whose warriors purchased Nicholas Kerensky's Bloodheritage with their remarkable display of battlefield prowess during the Pentagon campaign, can make a stronger claim to the foundation of Clan society.

Over the centuries since, the Diamond Sharks have often been at the forefront of controversy within the Clans. Challenges to Trial and threats of Absorption or Annihilation notwithstanding, the Diamond Sharks have never backed away from responsibility, whether within their own Clan or the Clans as a whole. More than any other concepts or ideals, "controversy" and "doing what needs doing" are the constant themes in Diamond Shark history.

THE AMARIS UNDERTOW

When General Aleksandr Kerensky led the bulk of the Star League Defense Force on the Exodus from the Inner Sphere, he was attempting to save his people from the madness of civil war. But the jealousies and rivalries that led to the treachery of Stefan Amaris and sundered the Star League flared anew on the Pentagon worlds, coupled with humankind's natural tendency toward aggression in the face of hardship. Civil war erupted within a generation after landfall.

Even as conflict tore apart the fragile beginnings of a new society, Karen Nagasawa—who would become one of Clan Diamond Shark's most significant leaders—was making an attempt to hold things together in the midst of chaos. A journalist with a flair for the written word, she labored through her writing to make people see the futility of carrying on with petty hatreds. Her writings brought her to the attention of Nicholas Kerensky, the Founder; she worked with him and his wife Jennifer Winson in a final effort to restore sanity. In the end, it fell to Karen to write some of the most difficult words ever set to paper: the speeches in which Nicholas Kerensky proposed the second Exodus. Their eloquence and power initially drew many of his followers to him.

CLAN SEA FOX

Over the next two decades on Strana Mechty, Karen Nagasawa continued to assist in the formation of the Clans by turning the grand ideas of Nicholas and Jennifer—and, some say, several of her own—into eloquent calls for support. As each Clan was formed and named for a totem, Nagasawa helped write the address in which the Founder attributed the qualities of the totem to that Clan. Kerensky named Clan Sea Fox for a predator native to Strana Mechty's freshwater oceans. He was impressed with the honor the sea fox appeared to show its intended prey, bowing to it before striking.

David Kalasa, a Capellan native and a newly commissioned officer in the SLDF at the time of the first Exodus, was one of those drawn to Nicholas Kerensky's dream through the writings of Nagasawa—first to the call for a second Exodus and later to the vision of a Clan society. When it came time to form Clan Sea Fox, Kalasa's impressive combat skills and total devotion to the Founder's cause earned him the position of the new Clan's first Khan. He took the post on the condition that Nagasawa, now an aerospace pilot with the rank of Star Colonel, be added to his Clan's roster. What better place for her, he argued, drawing a parallel between the sea fox's nobility and Nagasawa's prose.

Clan Blood Spirit at first contested this request, as Nagasawa had been slated for their Clan, but only as a matter of form. Though Khan Colleen Schmitt of the Blood Spirits appreciated Nagasawa's work, she had noticed certain progressive leanings that troubled her. For Clan Blood Spirit, focused toward keeping alive the *esprit de corps* that had originally bound Nicholas Kerensky's followers, Nagasawa represented a potential source of conflict. Ultimately, the Blood Spirits agreed that Nagasawa belonged in the Sea Fox Clan.



CLAN DIAMOND SHARK

EXCLUSIVE BLOODNAMES

General Bloodnames
Clarke
Kalasa

MechWarriors
Hammond
Sennet
Hawker*
Rodriguez

Elementals
Vewas
Maine
Oshika
Coston
Horn

Aerospace Pilots
Fowler
Nagasawa
Faulk

* The genetic exclusivity of the Hawker Bloodname is currently contested by Clan Wolf.

KAREN NAGASAWA: AN EPIC LEGACY

Isolated for most of her formative years by the turmoil in the Inner Sphere, and later by the buildup to civil war in the Pentagon worlds, Karen Nagasawa's main retreat was literature. It is not surprising, then, that her words are still remembered when the woman herself has been largely forgotten.

Clan Diamond Shark records attribute to Karen Nagasawa the formation of *The Remembrance*, the epic poem in which each Clan records its history. Considered vain in the extreme by most other Clans, *The Remembrance* of Clan Blood Spirit mentions Nagasawa by name and honors her contribution to the formation of the Clans as a whole. Also, Blood Spirit records agree with Clan Diamond Shark that Nagasawa wrote the first four lines that begin every version of *The Remembrance*:

Hark, children of the Clans,
To the wisdom of Kerensky and your forebears.
Know what has come before;
Remember it as you strive toward the future.

—*The Remembrance* (all versions), Passage 1, Verse 1, Lines 1–4

PENTAGON CAMPAIGN: THE BABYLON RIPTIDES

In Operation Klondike, Clan Sea Fox had hoped to be assigned to fight alongside Clan Blood Spirit, the only Clan to find real respect in the eyes of Sea Fox Khan Kalasa or his saKhan, Dianne Sennet. Instead, the Sea Foxes were ordered to Babylon along with Clans Coyote, Cloud Cobra and Ice Hellion. Clan Sea Fox soon found itself alienated from the others, largely because of Star Colonel Nagasawa's critical evaluation of the Babylon invasion strategy. Clan Coyote felt particularly slighted by Nagasawa's critique of their favored single-combat tactics (later to become known as zellbrigen). They felt that the Sea Foxes, who prided themselves on being honorable, should have recognized and applauded the inherent nobility in such tactics. Nagasawa's comments, sent directly to the Coyote Khan rather than through her own superiors, argued against using single combat exclusively. "We show our prey honor, yes, and we recognize the value of single combat. But does the sea fox blunt its teeth or forgo use of its powerful tail because its prey cannot match its ferocity?"

Unfortunately for the other Clans, Clan Sea Fox was proved right; the fight to retake Babylon stalled out almost immediately. Only quick thinking on the part of Star Colonel Nagasawa saved the assault, when she led a single aerospace Star in a bombing run against a rebel stronghold. But instead of rallying to the Sea Foxes, the other three Clans struck out on their own, leaving Clan Sea Fox unsupported. Clan Sea Fox took the primary target, but at the cost of Khan Kalasa's life. SaKhan Dianne Sennet led the Sea Foxes onward, still without support from the other Clans. When Babylon was finally pacified, Clan Sea Fox had performed as well as any of the other three despite the lack of aid from the Clan's fellow combatants. SaKhan Sennet publicly recognized Star Captain Nagasawa as instrumental in the Sea Fox effort. In a remarkable display of loyalty, when Nicholas Kerensky chose Nagasawa for a khanship in Clan Sea Fox, SaKhan Sennet supported Nagasawa for the superior position.

MASTERING THE TIDES

Upon gaining control of Clan Sea Fox, Khan Nagasawa took immediate steps to ensure her Clan's long-term viability. Her historical studies had led her to believe that the Star League's greatest strength had come from its material prosperity and the value it placed on the individual citizen. She saw both as compatible with the Clan way, including the Clans' caste system. She therefore supported cooperation and interdependence between her Clan's castes, a policy that paid dividends.

First, cooperation reduced the friction that quickly became common within other Clans between warriors and the lower castes. The Sea Fox military functioned more smoothly because of it, confident that disputes with the merchant and technician castes would not hamper its logistics. Other castes, treated with respect for their labor, performed to higher standards and quickly vaulted the Sea Fox Clan into prosperity. The emphasis on individual worth allowed Clan Sea Fox to become a leader in scientific and economic achievements as well as remaining on par with other Clans' military efforts. Clan Sea Fox scientists perfected the iron womb technology and genetic engineering techniques that became the basis for the Clan warrior eugenics program. In addition, the scientist caste claimed a freedom of thought that allowed them to improve the quality of life for the Clan as a whole.

The merchant caste benefited most, especially in the Clan's formative years. With the freedoms granted them, Sea Fox merchants quickly dominated trade in the valuable commodity of information. As each Clan moved to isolate itself from the others, the value of information soared. In response, the merchants created the Chatterweb, an information-exchange network that soon became as much a military tool as an economic asset. Its military value first became apparent when information gleaned by Sea Fox merchants from the Chatterweb allowed that Clan

to bid sharply against Clan Coyote in a Trial of Possession for the colony world of Delios—a prize that Clan Sea Fox ultimately won.

Such cutthroat bidding practices quickly became common for Clan Sea Fox, at one point prompting a Trial of Grievance from Clan Wolf. The Sea Foxes fought the Wolves to a draw, defending their right to bid as they saw fit. This successful defense gave rise to a popular saying among Sea Fox merchants as well as warriors: "Do not place your foot in the water unless you are prepared to get soaked."

Ebbing Enthusiasm

The future of Clan Sea Fox looked bright, even seeming to promise a leadership role among the Clans. Then came two events that helped the Clan to define itself, and turned it down a different path than many might have expected: the Annihilation of the Not-Named Clan and the Absorption of Clan Widowmaker.

Both of these events should have been opportunities for the Sea Foxes to gain power, their bidding skills placing them as favorites in winning the right to either action. But though the Sea Foxes voted in favor of the Annihilation and the Absorption, they abstained from bidding when it came to deciding who would be allowed the honor of carrying out the Clans' will. The Sea Foxes chose to uphold the Clan Way and strive to strengthen themselves, but not at the a cost of another Clan's death. Wherever they might go, the Sea Foxes would get there on their own strengths.

THE GOLDEN CENTURY

Clan Sea Fox's success in areas other than military conquest drew a mixture of self-righteous indignation and jealousy masked by scorn from many other Clans. Despite the increasing controversy, the Sea Foxes refused to back away from any honorable course that stood to increase their Clan's profits or military might.

In the years of growth later known as the Golden Century, Clan Sea Fox joined the Nova Cats in futures speculation. Prompted by the merchant caste, the Sea Fox exploration and colonization programs far outstripped those of most other Clans. The Sea Foxes established many of the first trade routes to the Clans' colony worlds, and the strategic placement of a few colonies ensured them of a healthy influence over that trade. Clan Hell's Horses, as part of its limited colonization effort, contracted with the Sea Foxes to help stock the world of Niles with flora and fauna, thereby establishing a stable ecosystem. The Wolves, also racing for colony worlds, availed themselves of Sea Fox information and so gained an edge over many other Clans in the expansion of their territory.

While the merchants busied themselves with exploration, the scientist and technician castes brought to the Sea Foxes an important breakthrough in military technology: OmniMechs. The Chatterweb brought Clan Sea Fox word of Clan Coyote research into this area. Quick to see its potential, they offered Clan Coyote their own vast scientific and technical skills to aid in the new technology's development. Clan Coyote is deservedly credited with the OmniMech invention. Clan Sea Fox, however, was instrumental in bringing it to life. Barely a year after Clan Coyote's first field tests, the Sea Foxes fielded OmniMech designs of their own. The military upgrade to Omni technology allowed the Sea Foxes to win several important battles, though they downplayed their strengths in order to let Clan Coyote shoulder the brunt of the political struggles that resulted from the OmniMech's emergence.

OmniMechs were not the only technological advantage to be developed in this era, however. In 2868, Clan Wolf fielded the first of its Elemental battle armor designs, shocking many Clans with the resurrection of a useful infantry force. Quick to realize the potential of HarJel with regard to Elemental suits, Clan Sea Fox used preemptive batchalls to arrange for a Trial of Possession with Clan Wolf, swapping a guaranteed HarJel supply at reduced cost for the suit technology. Wolf and Sea Fox technicians worked together over the Chatterweb to incorporate HarJel patching systems into the Elemental suit, an upgrade that Clan Sea Fox later sold to the other Clans as they acquired the Elemental technology. Clan Coyote, apparently offended that they did not receive a similar preemptive batchall after the two Clans' shared work on OmniMech technology, launched an immediate Trial of Possession for the world of Strato Domingo. The upgraded Elemental suits ensured the Coyote's loss.

Only Clans Smoke Jaguar and Hell's Horses obtained the upgraded suits without hard mercantile bargaining. Clan Smoke Jaguar won the upgraded suit technology from Clan Sea Fox in a Trial of Possession. The heavy forces brought to bear virtually assured the Jaguars of victory, after many losses to Clan Wolf for the same technology. Merchants of other Clans noted at the time, with more than a tinge of jealousy, that the Sea Foxes did not put up much of a struggle to withhold the Elemental suits from Clan Smoke Jaguar, but that the Smoke Jaguars thereafter paid a hefty premium for HarJel. Clan Hell's Horses, on the other hand, possessed something the Sea Foxes wanted: the genetic material and procedures for producing the infantry warriors who would become known

FISHING EXPEDITION

Clan Sea Fox visited numerous worlds on what they called "fishing expeditions" for new resources, including worlds already visited by other Clans. This relentless search brought one of the Clans' most significant discoveries: the substance dubbed HarJel. Found on the world of Strato Domingo, this jellylike liquid could be quickly hardened sufficiently to withstand the stress of vacuum. The demand for HarJel was astoundingly high, as it could be used for everything from repairing heavy machinery to reinforcing damaged armor on ships' hulls and—much later—Elemental suits.

This single discovery led to several new trading pacts, and raised an already strong Sea Fox economy to new heights. Strato Domingo became a hotly contested world, which the Sea Foxes defended time and again. The Jade Falcons made particularly stubborn efforts to claim Strato Domingo; they had once built an outpost there, but abandoned it when their own colonization program fell through.

as Elementals. In a deal brokered by Sea Fox merchants, Clan Hell's Horses was given a colony site on Strato Domingo—the only other Clan ever allowed on the planet—and limited rights to HarJel resources in return for assisting Clan Sea Fox in creating its own Elemental bloodlines. Both Clans were happy with the arrangement, considering it a sharing of resources more than a trade agreement.

For all of the scientific breakthroughs and military successes, the Golden Century belonged most to the Sea Fox merchant caste. The merchants turned any advantage into profit for the Clan, and leaders of this caste acted as advisors to the Sea Fox Khans. Warriors, though convinced of their own superiority, fought as many battles for merchant concerns as they did for clear military reasons. Other Clans saw the rise of the Sea Fox merchant caste as cause for disdain or concern, but could not act as long as the Sea Foxes held to the Way of the Clans.

NATURAL SELECTION

In 2984, Damon Clarke was installed as senior Khan of Clan Sea Fox. Far more conservative than most in this progressive-minded Clan, Clarke won election to the post mostly through his string of military successes. He supported strengthening the warrior caste over all others, and many feared he would try to remake the Clan in accordance with that vision. Khan Clarke would indeed oversee one of the greatest changes ever to occur within any Clan, though not in a way that his critics expected.

As was customary for a new Sea Fox Khan, Clarke traveled to Strana Mechty to pay a tribute of fish to the Clan's totem. After an unusually long wait for the appearance of a sea fox, the Khan's party finally spotted one, and the Khan cast the tribute to it. But before the sea fox could partake of the offering, a huge shark—unlike any seen before—leapt from the water and attacked it. The sea fox fought valiantly, but after a brief struggle the shark pulled its prey beneath the waves.

The incident sparked an uproar in Clan Sea Fox, and Khan Clarke dispatched Elementals to capture one of the sharks. Sea Fox scientists named the creature diamond shark for its coloration and the ridges of diamond-hard spines along its sides. Detailed analysis of the diamond shark and its shared habitat with the sea fox led the scientists to predict the eventual extinction of the sea fox. After careful consideration of the fate of the sea fox against such a worthy hunter, there was only one clear choice. Khan Clarke drafted a proposal to change the Clan's name to Diamond Shark.

Bringing the proposal before the Grand Council for approval touched off an immediate and fierce debate. Many sympathized with Clarke's desire to take the name of a predator that had proven itself genetically superior. The opposition, led by Khan Howell of the Snow Ravens, argued against it as an affront to the wisdom of Nicholas Kerensky. During the debate, however, Khan Howell made a disastrous error; he revealed that his Clan's scientists had genetically engineered the diamond shark and that he had released it into the waters of Strana Mechty to punish the Sea Foxes for what he considered their unClanlike ways. Outraged, Snow Raven saKhan Niamh Sukhanov immediately challenged his Khan to a Trial of Grievance and killed him.

The damage to the opposition had been done, however. The final vote was eight to nine against the Sea Foxes, who called for an immediate Trial of Refusal. Snow Raven Khan Sukhanov won the right to oppose the Sea Foxes. Damon Clarke, showing the flair for vicious assaults that had won him the post of Sea Fox Khan, dominated the battle from the start and decimated Sukhanov's forces.

Clarke's victory in the Trial settled matters as far as the Grand Council was concerned, but Clarke still had to decide how best to put the matter before his own Clan. His conservative nature argued for allowing only the warriors to vote; however, upon reflection he realized that disregarding the lower castes, who were used to certain freedoms, might cause a severe backlash. He went into seclusion, studying the writings of Nagasawa for insight. Meanwhile, Sea Fox warriors were screaming for Snow Raven blood and vengeance. Trials of Grievance flared up, directed by the Sea Fox saKhan toward Liam Howell's most loyal supporters. History would later call this time the "Month of Grievances."

While his warriors fought the Snow Ravens, Khan Clarke waged his own private war. Impressed by Nagasawa's writings, he decided to throw the name-change proposal open for voting by the entire Clan. Eight of his best warriors, led by Galaxy Commander Bret Leroux, promptly challenged him to Trials of Grievance over the issue. These warriors had welcomed Clarke's pro-warrior stance and felt betrayed by his change of heart. Clarke won every Trial, dominating through sheer power just as the diamond shark had. Only two days after Clarke's final Trial, the Sea Foxes fought and won another Trial against Clan Snow Raven, after which they allowed the new Raven Khan to invoke the right of surkai. As their surkairede, the Snow Ravens refitted the Diamond Shark orbital dockyards around Babylon.

The Clan-wide vote to change the name of Clan Sea Fox to Clan Diamond Shark went forward in September of 2985. Each caste had an equal say, which gave the warriors strength beyond their small numbers. Voting results remained tight, with the warriors and merchants coming down on the side of the name change and the technician and scientist castes showing strong opposition. The results stood at 51 percent against the name change until the laborer caste voted. Showing their gratitude for Khan Damon Clarke's newfound liberalism, 95 percent of the laborer caste voted for the change. September 30, 2985 would forever after be known in the Clan as Genus Day, the day in which Clan Sea Fox officially changed its identity to Clan Diamond Shark.

CLAN DIAMOND SHARK

RIDING THE FLOOD TIDES OF CRUSADE

In the last few decades of the thirtieth century, the Great Debate raged throughout the Clans over whether or not to return to the Inner Sphere. The issue split the Clans into two factions; those calling themselves Crusaders argued that the time had come to restore the Star League by force, while the Wardens opposed invasion on the grounds that Nicholas Kerensky had meant the Clans to protect rather than invade the Inner Sphere. Clan Diamond Shark remained neutral for some time, at first out of indifference and then through preoccupation with internal matters. As the debate escalated and lines were drawn, Clan Diamond Shark realized that the Crusaders' invasion would take place; the only questions remaining were when and—most importantly to the Diamond Sharks—how.

Though the Sharks at first leaned toward the Warden view, they slowly shifted to the Crusader faction over the next two decades—less from zealous support of invasion than from the realization that it is easier to direct the course of the inevitable from within. Khan Clarke had come to believe that the liberal Diamond Sharks most closely resembled the Star League of old, and that only they could turn what was shaping up as a Jade Falcon/Smoke Jaguar-inspired bloodbath into a true liberation of the Inner Sphere.

Trying to navigate this middle course won the Diamond Sharks few friends. Relations with Warden Clans cooled, and Crusader allies were likewise dismayed when the Diamond Sharks voted in favor of the Dragoon Compromise in 3000. By the time of the final invasion vote in 3048, changes in the leadership of Clan Diamond Shark had brought it firmly into the Crusader fold. Ian Hawker, elected Khan in 3046, had instigated radical changes, dramatically curtailing lower-caste privileges and limiting freeborn warriors to garrison duty. To justify such changes, Khan Hawker demanded a positive vote in 3048—and with several other Clans voting "yes" in reaction to the capture of the ComStar vessel *Outbound Light* over the Jaguar capital of Huntress, the Crusaders finally won the argument. The invasion had become a reality.

SUMMER STORMS: INVASION AND UPHEAVAL

Placing sixth out of seventeen Clans in the Trials for a place in the invasion force, the Diamond Sharks were relegated to the role of a reserve Clan. Ian Hawker and his command Trinary would accompany several strikes in the Periphery and during the first wave of attacks on the Inner Sphere to observe and hopefully participate in the conquest. Meanwhile, saKhan Barbara Sennet reviewed the changing battlefield situation with an eye toward merchant activities.

Under saKhan Sennet's orders, goods were brought forward from the Diamond Shark homeworlds to take advantage of the healthy market in supplying civilian merchants and the Clan garrisons left behind while frontline units rolled toward Terra. This arrangement lasted through the second invasion wave and part of the third, surviving a challenge by ilKhan Leo Showers when Khan Hawker backed his junior Khan in the face of Showers' wrath. Hostilities flared briefly in the homeworlds between Diamond Shark and Jaguar forces, but quickly calmed as the invasion progressed.

Bad fortune coupled with political motivations eventually brought about an order for the Diamond Shark merchants to leave the Inner Sphere. When the merchants attempted to defy the order, Khan Hawker used military might to force them home. He was soon to follow them. After the sudden death of ilKhan Showers in the Radstadt system of the Free Rasalhague Republic, all the Khans returned to Strana Mechty to elect a new ilKhan. The Diamond Shark Khans voted in favor of Ulric Kerensky as the new ilKhan—Khan Hawker to support the plans of his Jade Falcon allies, and saKhan Sennet out of a preference for the Wolves' favorable treatment of their conquered worlds.

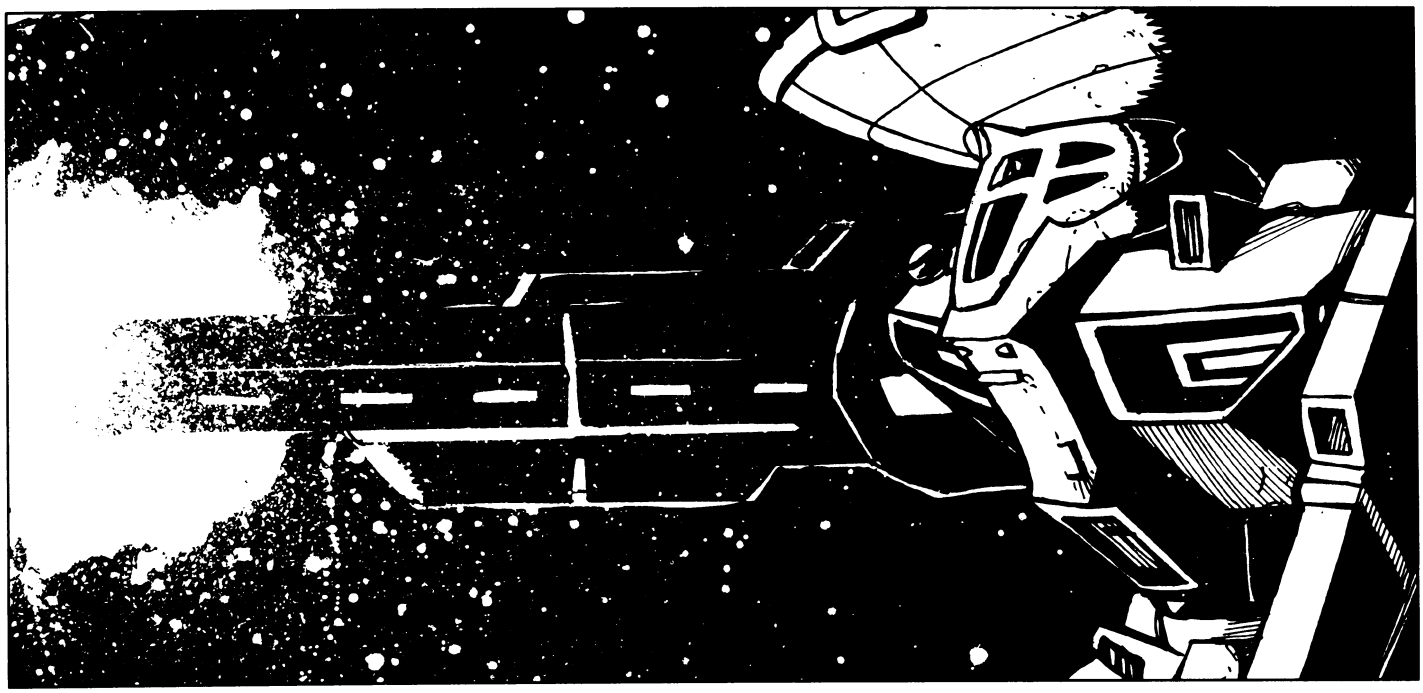
IlKhan Ulric activated the Steel Vipers and Nova Cats as reserve Clans, and allowed the Diamond Sharks to contest a single Ghost Bear world to be used as their staging area should their Clan be activated as well. With a new foothold in the Inner Sphere, Diamond Shark merchant vessels once again swept forward to strengthen the Clan. Then came the battle for Tukayyid, a backwater world serving as a proxy for the glittering prize of Terra. Leaving a Cluster of Omega Galaxy to defend the staging world, Khan Hawker committed almost every other Diamond Shark unit in the Inner Sphere to the conflict.

THE SHARK'S JAWS

Clan Diamond Shark's current records do not indicate why hostilities with Clan Snow Raven ceased so abruptly. But cease they did, and not long afterward the Snow Ravens and Diamond Sharks entered into several trade and service agreements.

The military battles had ceased, but the merchants of Clan Diamond Shark continued an aggressive campaign of their own. The Snow Ravens invariably ended up with poor deals, while the Diamond Sharks continued to profit. The Grand Council, at the instigation of Clan Coyote, eventually made a brief inquiry into the matter, wanting to make sure the Diamond Sharks were not violating the spirit of surkairede. Not since their involvement with the impeachment of ilKhan Khatib in 2947 had the Snow Ravens garnered so much attention from the Grand Council, and they did not find it welcome. The Snow Ravens swiftly and vehemently denied feeling persecuted by the Sea Fox/Diamond Shark incident, and the business dealings continued. As a result of the investigation, relations cooled for awhile between Clans Snow Raven and Coyote. Clan Coyote continued to maintain that the Diamond Sharks must be holding something over the Snow Ravens for the Ravens to agree so meekly to agreements that appeared to cheat them.

CLAN DIAMOND SHARK



Disregarding the sharp bidding practices learned from the merchant caste, Khan Hawker failed to win a prominent position in the battle. The inferior position from which Shark forces began soon turned the battle against the Clan. Alpha and Gamma Galaxy met overwhelming force from the world's Com Guard defenders, and could make no headway against them. With no hope of taking their assigned objectives, the Diamond Shark Clusters were ultimately forced to retreat. Only the heroic sacrifice of the remnants of Omega Galaxy, the very freeborn warriors Ian Hawker had tried to discard as useless, allowed any front-line warriors to survive—and those were not many.

DANGEROUS WATERS

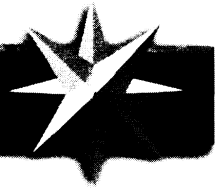
Tukayyid had decimated two front-line Galaxies, and more military setbacks were in store. Soon afterward, Clan Ghost Bear retook the Diamond Shark staging world, shattering and claiming as isorla two more Omega Galaxy Clusters—thereby gutting a Diamond Shark garrison Galaxy. Weakened, the Diamond Sharks pulled all military assets back to the homeworlds lest another Clan scent blood in the waters and fall on them in a frenzy. The Diamond Sharks had not accomplished much militarily in the Inner Sphere, but in the homeworlds they still had vast holdings to protect. Fortunately, the treason trial of Ulric Kerensky and the resulting Refusal War between Clans Wolf and Jade Falcon occupied the attention of most Clans long enough for the Sharks to recover.

Having already rescinded the order barring freeborn warriors from serving in front-line Galaxies, Khan Ian Hawker was forced into further concessions. While he and saKhan Sennet concentrated on the political side of events, effective control of the Clan passed to Angus Labov, a retired trueborn warrior who had become head of the Diamond Sharks' merchant council. Labov's orders were clear: do whatever is necessary to rebuild Clan Diamond Shark's military force. Diamond Shark merchants flooded the Clan occupation zones in the Inner Sphere and drove hard bargains in the homeworlds, all with an eye to large profit margins or military concessions. The merchants demanded and received WarShips to cover their convoys, as well as to harass the merchant shipping of other Clans. Such a hard tack prompted Clan Coyote to resurrect an old saying: "If you see fins in the water, don't go swimming."

The Diamond Sharks managed to buy the time to rebuild their strength. Labov worked wonders, bridging the gap between warrior and merchant to forward the goals of both castes. At one point, he even answered a Trial of Grievance from Star Colonel Jeremy Hawker, an officer in Khan Ian Hawker's Alpha Galaxy, who was dismayed to see a merchant with such power. SaKhan Sennet lent Labov a *Glass Spider*, with which he defeated the Star Colonel in two minutes flat.

NEW CURRENTS

The Harvest Trials, instigated by Khan Vladimir Ward of Clan Wolf, proved to be a cleansing experience for Clan Diamond Shark. SaKhan Sennet privately forwarded several challenges on behalf of strong Diamond Shark Crusaders, careful not to overstep her authority when it came to Khan Hawker's Alpha Galaxy. Seeing other Diamond Shark warriors taking advantage of the situation, however, prompted a few of Hawker's most ardent supporters to instigate challenges of their own—to Clan Jade Falcon. The losses in battles fought by



these units weakened the Crusader movement within Clan Diamond Shark and opened up holes in the Touman—one of which saKhan Sennet quietly filled with Angus Labov, who had returned to active duty in the warrior caste. His victory in the Trial of Grievance against Jeremy Hawker technically qualified him for the position of Star Colonel. Two more defenses in subsequent Trials reinforced his rank and quieted any opponents.

Even as Clan Diamond Shark began shifting back toward a Warden stance, the Inner Sphere provided further impetus for the change. Under the banner of a resurrected Star League, they crushed the Smoke Jaguars, first in the Inner Sphere occupation zones and then on the Jaguars' own homeworld of Huntress. Diamond Shark warriors shed no tears over the Jaguars' fate, though Khan Ian Hawker attempted to use the situation to regain control in a Clan that never should have followed him along the Crusader path. Hawker assembled a strike force to go to the aid of the Jaguars, hoping to forge a new alliance and gain prestige through victory. Wolf Khan Vlad Ward, however, learned of Hawker's plan and headed off the strike force by declaring a Trial of Possession for the spawn of Ian Hawker. Caught unawares, Khan Hawker was forced to surrender his genetic heritage to Clan Wolf, though out of spite they did not take him as a bondsman. Khan Hawker subsequently organized several attacks in hopes of returning the Hawker legacy to Clan Diamond Shark, but failed every one even as the Smoke Jaguars were failing to defend Huntress.

The eradication of the Smoke Jaguar warrior caste and his own humiliations may have finally driven home to Khan Hawker the futility of his Crusader views, at least with regard to Clan Diamond Shark. When Victor Steiner-Davion led his task force to Strana Mechty for the Grand Refusal, Hawker bowed to the will of his Clan and voted along Warden lines, though undoubtedly he hoped for a Clan victory. When the dust settled, the Star League had successfully defended its refusal of the entire invasion, and the Clans found themselves unexpectedly at peace. A disillusioned Khan Hawker decided to pass from this life, stating, "I might have led my Clan to victory, but I do not know how to lead it through peace." Barbara Sennet became Khan and Angus Labov was elected as saKhan.

TIME AND TIDES

The Ghost Bear withdrawal to the Inner Sphere, the death of the Smoke Jaguars and the Nova Cat defection to the SLDF threw the Clans into chaos. In the absence of an Inner Sphere invasion, territorial wars began over Nova Cat and Smoke Jaguar holdings. As always, Diamond Shark profited.

Eschewing Jaguar territory, the Diamond Sharks at first simply worked to hold the worlds given them by the withdrawing Ghost Bears. The Sharks surrendered territory to the Jade Falcons, but held on to extensive gains on the world of Paxon. The Paxon enclaves alone were a rich addition to the Diamond Sharks' spread of worlds and colonies; the merchants smelled additional profit in the Nova Cats' predicament.

Forced to make a fighting withdrawal from the Clan homeworlds after their Abjuration, the Nova Cats traded warriors for time as they tried to relocate their lower castes and infrastructure. On Barcella, the Nova Cat capital, Clan Diamond Shark arrived with several *Potemkin*-class troop transports. Leasing these large population-movers to Clan Nova Cat, the Diamond Sharks also entered into a contract to defend the fleeing Clan. The Diamond Sharks' Beta Galaxy made planetfall and helped to tie up the Ice Hellions and Jade Falcons, earning for the Diamond Sharks the animosity of those two Clans, but also a large portion of Barcella. The fighting on Barcella has yet to settle down, though saKhan Labov predicts "a profitable settlement in the near future."

But no profit from Barcella can match Clan Diamond Shark's latest endeavor: the recent opening of a new market with fathomless potential. In the rough waters of war or the becalmed seas of peace, the Shark will ever seek out prosperity.

HUNTERS OF THE DEEP

Warrior for warrior, the Diamond Sharks can hold the field against almost any Clan. The Diamond Shark edge is the solidarity that exists between castes, specifically the relationship between our warriors and merchants.

WARRIOR-TRADERS

The merchant caste, dealing in information and monitoring the Chatterweb, supplies the military with some of the best information among the Clans. Even Clan Star Adder, with a dedicated intelligence branch, has difficulty matching the Diamond Shark merchants' savvy in this area. The merchants directly advise the military, often assisting in choosing targets or subordinate objectives. When the Sharks fight, they usually have secondary and tertiary objectives in addition to primary concerns. Achieving any one of these can give the Diamond Sharks a net gain even if they lose the overall battle, or at least mitigate the defeat. The merchants also maintain the Diamond Shark logistics corps, which ties them to every other caste. This solid logistics foundation was the basis of Clan Diamond Shark's strong recovery after Tukayyid.

New Depths

As a result of liberal attitudes about intra-caste relations, and especially the prominent role of the merchant caste, the Diamond Sharks consider it a minor loss of face for a warrior to accept a position in a lower caste. Many in Clan Diamond Shark regard this practice as an extension of hegira, allowing a defeated warrior to withdraw from the field with no further loss of honor. And for those who have proven themselves, winning a Bloodname and guaranteeing their inclusion in the eugenics program, no stigma exists at all. This tradition of accepting warriors into lower castes means that Clan Diamond Shark maintains fewer solahma units than other Clans, as its aging warriors may retire gracefully to other pursuits. Diamond Shark

REGARDING OTHER CLANS

Clan Blood Spirit

Though they have little tolerance for our ways, the Blood Spirits still use services we provide. No one can live in isolation forever.

Clan Cloud Cobra

The Cloud Cobras have gotten by without our merchants and have made no enemies among the Clans. Perhaps there is something to be said for competent silence.

Clan Coyote

We are pleased with the recent resurgence of positive negotiations between our two Clans. Our Clan can call few Clans allies, and so should not spurn the Coyote's offer.

Clan Fire Mandrill

The Mandrills are a hopelessly fractured Clan, but their resurrection must come from their own Kindraa. In the meantime, we happily provide our services—for a profit.

Clan Ghost Bear

We owe the Ghost Bears a debt for the gift of Paxon. We will repay it with fair trade agreements. Our common Warden views are another point in favor of continued relations.

Clan Goliath Scorpion

We are sometimes allies and sometimes opponents, but always trading partners. Let them have their visions and we our profits.

Clan Hell's Horses

The Hell's Horses have always needed our merchant abilities even as they scoff at them. What they think of us personally holds no value.

Clan Ice Hellion

Were the Ice Hellions rid of Khan Taney, we might consider dealing with them again on a level other than mercantile.

Clan Jade Falcon

With the passing of Elias Crichell and Ian Hawker, our one-time alliance with the Falcons has evaporated. We will never again consider the preening Falcons as anything but customers.

solahma units are typically staffed by diehard warriors who are too proud to change castes, or who have been disgraced in some way and seek a final measure of honor in death.

Bloodnamed warriors who have retired to a lower caste—almost always the merchant caste—may choose to remain on active reserve status by taking a Trial of Position every year alongside new sibko cadets. All others are considered inactive, but can be called back if needed. Until Tukayyid, Clan Diamond Shark had never needed to avail itself of this large body of reserve warriors. Indeed, the Clan had taken heavy criticism for allowing its warriors to demote themselves to a lower caste. In the aftermath of bitter conflicts such as Tukayyid and the Refusal War, however, Clans such as Wolf and Jade Falcon could only stew in silent envy at the Diamond Sharks' ability to recall large numbers of proven warriors.

Minus-One Testing

Even with the reserve pool, rebuilding was a slow process. Khans Hawker and Sennet stood united in their refusal tc debase their front-line units by forcing on them inferior technology or warriors not up to their demanding standards. Also, gutting their garrison Galaxies as Clans Wolf and Jade Flacon had been forced to do could only spell disaster for the Clan's widespread territories. Angus Labov solved the problem by inventing what he called the Minus-One Testing program.

Minus-One Testing became a way that a retired warrior could re-enter service in the Diamond Shark Touman. Bloodnamed warriors who had remained on the active reserve roster could enter a vacant Garrison or Spina Galaxy billet one rank under their last tested rank—for example, a Star Captain could accept voluntary demotion to Star Commander. Inactive reservists could undergo a new Trial of Position, with the final result subject to the same minus one drop in rank. Once on active duty, these warriors could advance through the usual methods, and so ranks temporarily lost were regained as the best of the swelling Garrison and Spina Galaxies fought their way up the chain of command and into front-line service.

A second and rarer method provided a way for a retired warrior to re-enter service at his or her current rank and position. If an active-duty warrior challenged a reservist and lost, that reservist could assume the challenger's rank and position. Angus Labov returned to his old rank in this way, and so was eligible for the post of saKhan.

To prevent undue loss of material resources, Trials of Possession for command positions of Star Captain and below were temporarily relegated to simulated fire. That restriction has since been lifted, with all Trials returning to live-fire engagements.

STRENGTH AND ORGANIZATIONAL DOCTRINE

Like its namesake, Clan Diamond Shark relies on varying levels of offensive and defensive capability: a sharply honed assault force for its death strikes, a solid garrison force to protect the body of the Clan, and second-line forces that may be used in either capacity (much like the diamond spines that flank the Clan's totem).

Mixed Clusters are the rule in Clan Diamond Shark, a combined-arms approach common since the days of Karen Nagasawa. Trinaries often remain pure for ease of organization and logistics support.

Galaxy Composition

Clan Diamond Shark relies on fewer front-line Galaxies than most Clans, fielding only three Galaxies of four Clusters each. However, each Cluster numbers five or six Trinaries, often with a Supernova Trinary bulking the Cluster up even further. The command Trinary is typically an independent command Star with a support

Binary. The command Star is a feature that mimics the Inner Sphere command lances that were successfully used against Clan forces, but more often follows Clan Wolf's strategic command Star of four OmniMechs and a Point of OmniFighters. Front-line Galaxies want for nothing with regard to military supplies—a condition that existed even when saKhan Labov controlled the operations of the Clan in his capacity as a merchant caste leader.

The two secondary Galaxies, known as Lambda Spina and Rho Spina, also use larger Cluster formations, but only three to a Galaxy. One Cluster in each is outfitted with OmniMechs and OmniFighters, as are all command Trinaries. Independent command Stars are not as useful in the roles traditionally given to the Spina Galaxies, and so are not used. Though these Galaxies are normally deployed in defense of Clan territory, ignoring their offensive capability is a mistake for which many Clans have paid heavily. The secondary Galaxies were put to greater use after Tukayyid; they formed the primary defense against Star Adder predation and have made some significant gains during the ongoing territory wars. Lambda and Rho Spina trade some regular aerospace assets for a higher concentration of Elementals, relying on the naval fleet for aerospace support.

Garrison Galaxies, though by necessity outfitted with standard technology, are not sneered at by front-line warriors or ignored by the Clan logistics corps. Every member of Clan Diamond Shark is aware that the power of their Clan relies on its vast territorial holdings and the mercantile concerns of each. What the garrison forces lack in OmniMechs and other superior technology, they compensate for in non-military items awarded to them by the merchant caste. This gives them a greater appreciation for their duty, according to the merchants, though outsiders claim that the merchants hope to create more warrior-traders. It is true that more garrison warriors than front-line troops turn merchant later in life. In contrast to the front-line and Spina Galaxies, garrison Galaxies tend to rely on five medium-strength Clusters of four Trinaries each.

Clan Snow Raven

The Snow Ravens caused the extinction of our original namesake—but what of it? Our economic success is revenge enough.

Clan Star Adder

We respect Clan Star Adder. Our Clans have always been friendly rivals, with the relationship well understood on both sides.

Clan Steel Viper

Their spirit of cooperation resembles our own and earns our respect. But their proximity to Clan Jade Falcon and the influence that may have over them worries us.

Clan Wolf

The Wolves know how to go for the throat, as shown by how they seized Ian Hawker's genetic heritage. We look forward to fighting to return it to our control.

Warriors

Diamond Shark breeding programs remain at the cutting edge. The originators of the iron womb technology, Clan Diamond Shark has also come up with most of the improvements to equipment and genetic manipulation techniques. The Diamond Sharks are not adverse to taking chances on new technology or procedures, even knowing that most will fail, because those that succeed will produce viable warriors of a superior breed.

Though certain MechWarrior and aerospace pilot bloodlines owned by the Diamond Sharks have benefited from experimentation, the most significant breakthroughs have come with Elemental bloodlines. While the primary techniques and genetic material came from Clan Hell's Horses, Diamond Shark breeding techniques solved many of the problems that had caused such high attrition rates in Elemental sibkos. These improvements have given the Diamond Sharks an edge over many Clans with regard to proven Elemental bloodnames, five of which the Clan has kept under its exclusive control despite many Trials of Possession.

NAVAL ASSETS

Because of their mercantile concerns and the spread of colonies and enclaves throughout Clan space, the Diamond Sharks have maintained a large fleet of WarShips to defend their space-borne interests. The fleet's primary ships are five large *Potemkin*-class troop transports, which are often used to transport merchant DropShips and thereby move huge quantities of goods under excellent security. The *Potemkins* are traditionally assigned combat-oriented DropShips which, when hidden among a dozen or more merchant vessels, can act as a handy reserve element.

The five *Potemkins* are the *Poseidon* (given to the merchant caste as its flagship), *Titanic*, *Tsunami*, *Red Tide* and *Kraken*. The Diamond Sharks also control the *Fredasa*-class *Swift Strike*; the *Carrack*-class *Star Swimmer*, *Devourer* and *Bloodletter*; the *Essex*-class *Sharon* and *Tracy*; the *Lola III*-class *Predator* and *Space Hunter*; the *Aegis*-class *Bloodlust*; the *Volga*-class *Bold Venture* and *Speculator*; the *Sovetskii Soyuz*-class *Nagasawa*, and the *Nightlord*-class *Terror of the Deep*. The latter is the military flagship, often simply called the *Terror*.

MILITARY PRACTICES AND CUSTOMS

Though the Diamond Sharks see value in gathering information, they will not sit and wait for it once a strike has been deemed necessary. A heightened state of readiness and the ability to move on an enemy quickly have been the keys to many a Diamond

Shark victory, in emulation of the Clan totem. To make such victories possible, intelligence—whether gleaned from the Chatterweb or from other sources—is always up-to-date and in the hands of those officers who require it.

Though many Clans point to Tukayyid as a failure of Diamond Shark tactical doctrine, the Diamond Sharks see it as a supporting example. The intelligence needed to win the battle was available, in the form of data and advice from ilKhan Ulric Kerensky. Khan Ian Hawker, though a Diamond Shark born, did not adhere to his predecessor's charge to "recall our Sea Fox heritage and continue to show honor to our opponents." His contempt for the Inner Sphere led him to ignore the information that might have brought victory; instead, he charged blindly forward and so never knew how or when to place the death blow.

Martial Endeavors

The Diamond Sharks are among the cleverest bidders in the Clans, equaled only by Clan Wolf. But where the Wolves rely on their warriors, the Sharks place more emphasis on the intelligence they have gathered. Bidding within the Clan can be fierce, as nearly all officers can avail themselves of the same information. When bidding against another Clan, the Diamond Sharks often use the cutdown to masterful effect. Through presentation of information, the cutdown can be made to appear higher or lower than it truly is, and so force an opponent into taking the bid at impossible odds or giving up to the Diamond Sharks at an easy level. Diamond Sharks also employ the "dive bid" tactic, dropping their bid from well above the cutdown to just below it. This leaves them a wide margin for error should they be given the bid and reduces the opponent's margin to negligible should he try to bid just a touch lower.

Once battle is joined, the Diamond Sharks attempt to locate any weakness and exploit it to its fullest. Terrifying and relentless, they fight like their namesake. They consider zellbrigen a guideline for combat, not an absolute, unless an enemy officer invokes the right to challenge and singles out his Diamond Shark opposite. The Sharks do not consider such tactics as sending out Elementals to assault an enemy supply cache or calling in aerospace assets on a bombing run against a hardened position to be violations of the Clan Way. The former situation promotes victory with less material waste by reducing the enemy's ability to inflict damage. The latter reflects the Diamond Shark attitude that any tactical or strategic asset is a viable target. If enemy machines take advantage of a fortified position, they have essentially bid those defenses into the order of battle, and so an aerospace assault is merely the Diamond Shark counterbid.

INSIGNIA AND RITUALS

The Diamond Sharks are the only Clan to have changed identity, and therefore also to have changed the insignia under which they fight. Fortunately, the Clan's previous totem—the sea fox—was also an ocean-born predator and so the Clan's colors, uniforms and rank insignia underwent only minor alterations.

CLAN STANDARD

The Sea Fox standard displayed a sea fox performing the bow that had caught the interest of Nicholas Kerensky, set over a simple red tri-arrow design that represented the three cardinal points of a Sea Fox warrior: strength, skill and nobility.

Even with the rise of Clan Diamond Shark, many wanted to keep their ties to Sea Fox. The new Clan standard therefore kept the red tri-arrow, as a reminder to temper the diamond shark's ferocity with the sea fox's nobility. A leaping shark, colored as if made of gray marble, replaced the sea fox. The new insignia also overlaid a large diamond on the tri-arrow, reinforcing the shark's invulnerability. This insignia is displayed on all war machines in the Clan Touman. Galaxy insignias may also be painted on a 'Mech or fighter, but always lower and smaller than the Clan insignia. Cluster insignia may be placed anywhere, but must be smaller than the Galaxy design.

Diamond Shark color schemes resemble those of Clan Sea Fox, always including some mix of blues or greens. Warriors with at least one confirmed kill may paint shark-like teeth in an appropriate place: the nose of a fighter, cockpit of a 'Mech, front of a vehicle or faceplate of battle armor.

In another significant difference from most Clans, units in Clan Diamond Shark no longer relate their histories or traditions back to pre-Second Exodus times. Following the writings of Karen Nagasawa, Diamond Shark warriors abandoned previous allegiances and battle histories lest they cause old rivalries to flare again. The oldest Cluster and Galaxy histories begin with their formation on Strana Mechty, and their first battle in the Babylon campaign of Operation Klondike.

UNIFORMS

Full ceremonial uniforms employ a gray leather, backed by black silk and accented by swaths dyed deep blue or green. Enameled masks are shaped like the head of a shark with sharp, white teeth. Warriors may stud a ceremonial uniform with appropriate gems, such as green emeralds or blue sapphires. A rarely used ceremonial battle uniform, worn only during Trials of Bloodright, cuts the traditional ceremonial uniform along lines best suited to each type of warrior. Warriors are encouraged to wear a weapon of their choice with ceremonial uniforms, signifying a constant state of readiness for battle.

The basic colors of the dress uniform, introduced in 3060, are dark blue and green. Black is used as an accent color in piping that rides up the legs and then angles out over the abdomen and chest to the shoulders. Trousers fall easily; sleeves are slightly bloused from the shoulder and tight at the wrist. The uniform includes a detachable half-cape in a wash of blue and green, stylized to look like rolling surf. Black leather boots, belt and gloves complete the outfit. Merchants may wear a version of the dress uniform, with no piping or cape.

The undress utility uniform is a dark blue jumpsuit with green trimmings, reinforced at the shoulders, elbows and knees for durability. A knife is worn with both the dress and utility undress uniform, battle readiness giving way only slightly to formality and practicality.

Field uniforms feature a double-breasted jacket of durable material, pants heavily reinforced for rugged duty, and a helmet. The outfit follows the blue-with-green-trim color scheme of the utility undress uniform. Battledress is Clan-standard, in the same blue-green colors. Sidearms and knives are worn with both of these uniforms.

The Diamond Shark Clan standard is worn as a patch on the right shoulder of all uniforms save for the two ceremonial outfits. Any awards or decorations are worn on the left breast when appropriate. Daggerstars denoting warrior type are worn as cufflinks with the dress uniform, and as a patch on the right breast of utility and field uniforms. Diamond-shaped rank insignia are worn on the collar. For Point One through Point Five of a Star, the diamonds are green, etched with the silhouette of a shark; a silver star is added for every rank level above Point One. Point Commanders wear a blue diamond with the etched shark silhouette. The blue diamond is etched with a gold star for each successive rank level up to Galaxy Commander. Sakhan and Khan each wear a blue diamond overlaid with a stylized version of the diamond shark, the saKhan's in silver and the Khan's in gold.

RITUALS AND DECORATIONS

Traditionally, a new Khan must take an offering of food to the Clan's totem in the oceans of Strana Mechty. Where the offering to a sea fox paid homage to its nobility, the offering to the diamond shark is a reminder to attack with terrifying speed and power when the time is right. Some Clans, with rituals that involve hunting, trapping or living through an encounter with their namesake totem, have criticized the Sharks on the Chatterweb for not undergoing such a ritual. In a reply that silenced most critics, Khan Sennet said, "Perhaps you wish to indulge in madness. We prefer not to. The diamond shark is a killer. Never forget that."

The Diamond Sharks traditionally hand out two decorations within their own Clan. The first, the Diamond Fin, is an exquisite diamond in a setting molded like a shark fin. Worn as an earring or a ring, it is awarded by the merchant caste to anyone who enhances the Clan's profits. The second award is the Deathstrike, named for Alpha Galaxy, from which the decoration originally came. The award is a small pin shaped like a shark's tooth, with one edge enameled in red, worn on the left breast. It is awarded to warriors who can claim three times their own machine's tonnage in solo kills in the same battle, or to surviving Elementals when a single Point takes down more than fifty tons of BattleMechs without assistance.

LEADERS AND RISTARS

The past decade has seen interesting developments in Diamond Shark leadership. Led first by a staunch Crusader, then effectively guided by a Diamond Shark warrior turned merchant, the Clan has finally come back under the leadership of a warrior Khan with appropriate respect for the lower castes and an eye toward helping her Clan profit.

KHAN BARBARA SENNET

From the start of the invasion, Barbara Sennet worked to return the Diamond Sharks to the familiar currents from which Khan Hawker tried to drive the Clan. Khan Sennet showed herself a warrior first, then a Khan with an understanding of the Clan's mercantile concerns, and finally a capable politician able to arrange a smooth transfer of power without opening the Diamond Sharks to predations by other Clans.

SAKHAN ANGUS LABOV

Angus Labov won his Bloodname late in life, though he secured his place in the Clan eugenics program only two years later with his outstanding performance in two major Trials: those for a place in the invasion force, and the Refusal Trial that guaranteed the Diamond Sharks status as a reserve Clan. Afterward, he retired to the merchant caste because his Warden beliefs conflicted too much with Khan Hawker's Crusader philosophy.

After Tukayyid, Labov was too much a patriot not to rise to his Khan's summons. When a Trial of Grievance allowed him to resume his former rank and position, he accepted. His installation as saKhan confirms that his presence was not only needed by the Diamond Sharks, but welcome as well.

STAR CAPTAIN JASMINE

Star Captain Jasmine, of the House of Yung, has been described over the past few years both as an "upstart wisp of a girl" and "an incarnation of the diamond shark." The latter description is beginning to take hold.

A descendant of an obscure Bloodname house that Clan Diamond Shark shares with Clans Coyote and Goliath Scorpion, her precociousness first showed in her sibko, where she challenged an instructor to a Trial of Grievance and won. In her Trial of Position, she claimed three victories and came within ten tons of a Deathstrike decoration. She instigated a melee once she had claimed two victories and her sib partner one, then turned her guns on her sibmate and cut the legs off his 'Mech. She requested Gamma Galaxy for its then-current status as the primary front-line combat Galaxy, but with no billets open she challenged for a Trinary in the Emerald Skate. She has since accepted and defeated twelve challenges for her position.

Jasmine lacks a Bloodname because no Trials for the Yung name have been held in the past few years. With the recent death of Goliath Scorpion's Star Commander Tobias Yung, Jasmine will get her chance to claim a Bloodname as the second or third youngest ever to do so.

CLAN DIAMOND SHARK



ALPHA GALAXY: DEATHSTRIKE

On Babylon during Operation Klondike, the progenitor of Alpha Galaxy's Diamond Skate (then known as the Emerald Keshik) eventually took the primary rebel stronghold city of Hammurabi. Since rebuilding after that campaign, Alpha Galaxy has led the way in any major offensive undertaken by Clan Diamond Shark. On Tukayyid, that honor turned to tragedy when two Deathstrike Clusters were almost completely destroyed. The Deathstrike Galaxy's climb back to its former stature has been difficult, but its resurrection is at last complete.

As members of the Clan's most prestigious Galaxy, most Deathstrike warriors are Bloodnamed. Freeborn warriors have never been prevalent in Alpha Galaxy, both before and after Khan Ian Hawker forbade their presence in that unit. Those freeborns who serve in this Galaxy have shown that they deserve their positions by dint of their abilities.

Deathstrike Galaxy warriors paint their 'Mechs dark blue with black trim. The Galaxy insignia is a diamond shark swimming out of a diamond-shaped field of stars.

OFFICERS

Star Colonel Thoman Clarke of the Thirty-ninth Strike Cluster can count three Khans in his Bloodheritage, including Khan Damon Clarke and one of the few Elemental Khans, Patricia Clarke. As second-in-command of the Deathstrike Galaxy, he is likely to receive his own chance at a Khanship someday.

Star Colonel Kevin Nagasawa of the Twenty-first Combined Assault Cluster has a natural talent for the strategies and tactics involved in aerospace warfare. He has authority over all Deathstrike aerospace assets except those of Khan Sennet's Diamond Skate.

To serve as a Star Colonel in this Galaxy, a warrior must have won the Deathstrike decoration.

TACTICS

Since the days of Khan Damon Clarke, Alpha Galaxy has advocated a go-for-the-throat tactical doctrine that emulates the Clan's diamond shark totem. On the field, Deathstrike warriors are exceptionally adept at locating a weak spot and exploiting it.

The Twenty-seventh Cruiser is well trained in flanking maneuvers. One of Khan Sennet's favorite uses for this Cluster is to send its members to the rear of the battlefield and establish a kill zone for retreating enemy units.

Clan Command Cluster (Diamond Skate)
6 Trinaries/Elite/Fanatical
CO: Galaxy Commander Khan Barbara Sennet

Not counting the fighters of her strategic command Star, Khan Sennet's Diamond Skate boasts a full Trinary of light to medium OmniFighters. Two other Trinaries are Supernovas, combining OmniMechs with Elementals. With unmatched bravery and the pride of the entire Clan on its shoulders, this Cluster will fight to the last warrior rather than breaking or surrendering.

The Cluster insignia sets the Deathstrike insignia over a starburst.

39th Strike Cluster (The Frenzy)
6 Trinaries/Elite/Reliable
CO: Star Colonel Thoman Clarke

Despite being overwhelmed by greater numbers on Tukayyid, the warriors of the Thirty-ninth still gave better than they received. When operating at anywhere close to equal numbers, they can rapidly cut apart an enemy force.

The Cluster's insignia is an overhead view of a trio of sharks, swimming in a tight triangle around a single drop of blood.

21st Combined Assault Cluster
(Nagasawa's Sharks)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Kevin Nagasawa

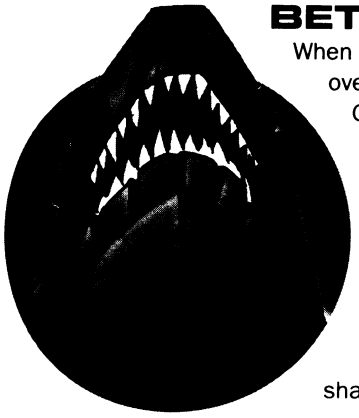
The three lead Trinaries are pure aerospace units with one exception: Nagasawa's command Star includes a single Point of Elementals for security duty while he is on the ground or aboard ship. One of the two ground-based Trinaries is comprised of heavy and assault OmniMechs. The other is similarly formed, but as a Supernova Trinary with Elemental support. The ground-based units are the remnants of the Nineteenth Heavy Cluster that was decimated on Tukayyid. The Cluster insignia is a diving aerospace fighter, its nosecone painted with a shark-like grin. All machines are trimmed in silver.

27th Cruiser Cluster (Flashing Ivory)
6 Trinaries/Veteran/Reliable
CO: Star Colonel Jem Rodriguez

This Cluster was slowly built around a Trinary taken from Rho Spina's Cruiser Cluster that specialized in flanking maneuvers. Competition for commanding the unit was tight, and reservist Jem Rodriguez finally beat out Elemental Star Captain Torrence Maine in hand-to-hand combat. The Trial took place in a thickly wooded forest, where Rogriguez relied on her speed and stealth to stay away from Maine until he finally fell to one of her mantraps.

The insignia of the Twenty-seventh Cruiser is a chromed shark's tooth set in a circular ivory field.

CLAN DIAMOND SHARK



BETA GALAXY: PREDATOR

When the Deathstrike and Snapping Jaws Galaxies fell on hard times after Tukayyid, Beta Galaxy took over the job of holding the front line. Heavily supported by Rho and Lambda Spina Galaxies, Predator Galaxy did just that. The warriors of Beta met and for the most part repulsed tentative strikes aimed at testing Diamond Shark resolve.

Fortunately, the gutting of Beta feared by Galaxy Commander Raven Ghiberti never took place. Many of her best warriors challenged for open positions, usually in the Deathstrike Galaxy. But those positions opened slowly, and for every warrior who left Beta Galaxy, Angus Labov delivered two potential replacements, either of which could keep Beta up to its level of excellence. Recently, Predator Galaxy proved itself yet again when it assisted Clan Nova Cat in a fighting retreat from Barcella.

Predator Galaxy uses a dark blue and green paint scheme. The Galaxy insignia is a faceted shark's head thrusting upward through a circular field.

OFFICERS

SaKhan Angus Labov's choice to command Gamma Galaxy has left Raven Ghiberti in a prime position to advance in rank. As commander of Beta, her words carry considerable weight with the Diamond Sharks, and she is positioning herself for election to Khanship after Sennet. She considers Thoman Clarke of Alpha Galaxy her chief rival for the post.

TACTICS

Star Captain Jasmine, one of the Clan's most impressive ristars, uses her Trinary in Pearl Skate in a manner similar to her single-combat fighting style. She patiently lures an opponent in close and then delivers a sustained series of crushing blows reminiscent of a diamond shark attack. Her blistering assault has cracked the resolve of many more experienced warriors.



Beta Command Cluster (Pearl Skate)
5 Trinaries/Elite/Reliable
CO: Galaxy Commander Raven Ghiberti

Traditionally, Raven Ghiberti leads her command Trinary of fighter craft personally while providing "suggestions" to the ground forces commander. Ground command traditionally passes first to Star Colonel Dargen Sennet, who leads two Strike Trinaries of OmniMechs and a Cruiser Supernova of 'Mechs and Elementals, and then to Star Captain Jasmine, who is often allowed independent command of her veteran Strike Trinary.

Pearl Skate trims all combat units with a mother-of-pearl accent. The border of the Galaxy insignia is studded with six small pearls, one of which is black. The position of the black pearl designates the Trinary.



7th Cruiser Cluster (Riptides)
6 Trinaries/Veteran/Reliable
CO: Star Colonel Ulysses Vewas

From its formation shortly after Operation Klondike, the Seventh was designed for rapid deployment against any threat. Its six Trinaries are balanced evenly between aerospace fighters, OmniMechs and Elementals, with two unmixed Trinaries of each. This Cluster specializes in operations involving Elementals, and has had an Elemental commander for more than a century.

The Riptide Cluster insignia is a simplified outline of a shark, colored in a wash of blues and greens.



6th Strike Cluster (Blood Hunters)
4 Trinaries/Elite/Reliable
CO: Star Colonel Hanna Coston

This Cluster's command Trinary is a Supernova of OmniMechs and Elementals, a recent change that occurred with the rise of Elemental Hanna Coston to command. The Sixth remains primarily a 'Mech unit, however, with two unmixed OmniMech Trinaries and one Trinary of aerospace support. The fighting on Barcella left the unit understrength, though the Sixth expects to start receiving new warriors any day.

The unit insignia is a diamond shark silhouette on a blood-red diamond field. This Cluster has taken to painting a large drop of blood on the left breast of 'Mechs and Elemental suits or fighter fuselage for every kill.

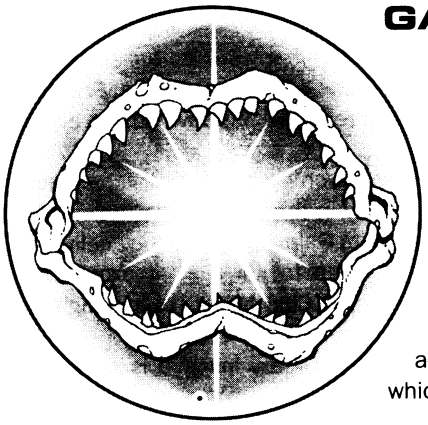


42nd Combined Strike Cluster (Gnashers)
6 Trinaries/Veteran/Questionable
CO: Star Colonel Marko Hammond

Over the past two years, the staunchest Crusaders left in Predator Galaxy have congregated in this Cluster. Though commanded by MechWarrior Marko Hammond and his elite OmniMech Trinary, four Cluster Trinaries are made up of aerospace fighters, and the Cluster is most often called upon for air support.

The Forty-second Combined Strike insignia displays a set of razor-sharp, bared teeth over a red field.

CLAN DIAMOND SHARK



GAMMA GALAXY: SNAPPING JAWS

The losses on Tukayyid hurt Gamma, which suffered again when many of its best warriors fought for positions in Alpha Galaxy. Most of the warriors who abandoned Gamma for the Deathstrike Galaxy, however, were Wardens and apparently left at the urging of then-saKhan Sennet, who wanted to temper the Crusader fever that gripped Khan Hawker's command.

Angus Labov rebuilt Gamma mostly from excellent reservists and experienced warriors from the Spina and Garrison Galaxies. The high average age of Snapping Jaws Galaxy warriors has not blunted the unit's effectiveness. This rebuilt Galaxy made a solid debut on Tokasha fighting the Jade Falcons, and only the decision to consolidate on Paxon prevented them from holding Diamond Shark territory on Tokasha.

The Snapping Jaws Galaxy employs a dark green color scheme with blue and silver accenting. The Galaxy insignia is a sunburst set inside a nearly circular field, the border of which is the open jaws of a diamond shark.

OFFICERS

Galaxy Commander saKhan Labov has recently stopped accepting challenges—a good thing, as many of the officers who made them were being defeated and demoted to Spina and Garrison Galaxies for their presumption. The saKhan chose Gamma as his personal Galaxy on the same day he stated publicly that he would try for the senior Khanship.

An official report on Star Colonel Elissa Hawker of the Eighth Assault Cluster actually reads, "does not play well with others." Hawker has been a thorn in Labov's side, encouraging many of the Trials that marked his first year as Gamma's commander. She has built around herself an elite corps of Crusader Diamond Sharks.

TACTICS

On Tokasha, where the Jade Falcons were threatening the Diamond Sharks' main holding, Gamma Galaxy used elements of the Emerald Skate to lure the Jade Falcons out of position and then brought up the Eighth Assault to widen the breach. The Twenty-eighth Cruiser then poured into the Falcon rear lines, causing major damage and forcing the Falcons to withdraw for the day.



Gamma Command Cluster (Emerald Skate)
6 Trinaries/Elite/Fanatical
CO: Galaxy Commander saKhan Angus Labov

Even though all Diamond Shark Clusters have access to the information network run by Diamond Shark merchants, the Emerald Skate seems extraordinarily well briefed. On Tokasha, the unit consistently used intelligence to negate the tactical advantages of opposing commands.

The Emerald Skate drops the blue accenting for a simple dark green and silver color scheme. Units in this keshik display only the Clan and Galaxy insignia.



8th Assault Cluster (Rogue Hunter)
5 Trinaries/Elite/Questionable
CO: Star Colonel Elissa Hawker

Two Supernovas of assault OmniMechs and Elementals form the core of this unit. Two Trinaries mixing light to heavy Omnis round it out, with a single heavy Trinary of air support. This unit holds the balance of Gamma's surviving veterans from Tukayyid.

The Rogue Hunters use a bilious green in their paint scheme. They recently discontinued the unit's old insignia, and have not adopted a new one. Other warriors often refer to them as the Rogue Falcons, a slur on former Khan Ian Hawker's relationship with the late Jade Falcon Khan Elias Crichell.



21st Strike Cluster (The Merfolk)
6 Trinaries/Veteran/Reliable
CO: Star Colonel Bretain Horn

Despite the emphasis on MechWarriors during rebuilding, Star Colonel Horn took it upon herself to assemble a largely Elemental Cluster. Presented with a *fait accompli*, the Khans modified the Twenty-first's four Elemental Trinaries by melding one into a Supernova with heavy OmniMechs and attaching an aerospace Trinary. This unit has trained hard for night fighting, which puts most opponents at a disadvantage. The unit insignia is an Elemental holding a trident. Elemental armor faceplates are stained to resemble bluish-green, frothy surf.

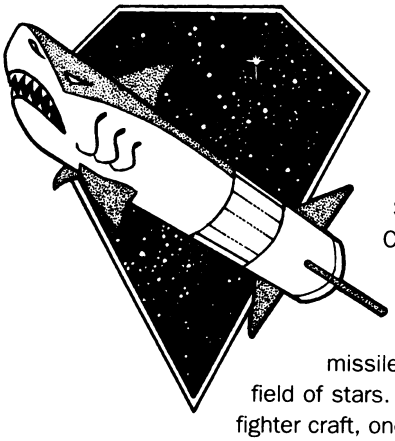


28th Cruiser Cluster (Sturm Wache)
6 Trinaries/Regular/Fanatical
CO: Star Colonel Isaak Schtern

The Sturm Wache (Storm Guards) are Gamma's BattleMech shock troops. They rely on speed; 'Mechs in this unit must be able to move at a minimum of 90 kph and deliver a quick, hard punch. The 'Mechs are grouped into three Trinaries of similar speeds. One Elemental Trinary takes on headhunting missions, and two Trinaries of fast fighters ensure that dogfights will take place over enemy territory.

The unit uses a dark purple in place of the Galaxy's usual dark blue. The Sturm Wache insignia is a dark humanoid-shaped cloud set on a silver diamond.

CLAN DIAMOND SHARK



LAMBDA SPINA GALAXY: STARSTRIKE

Lambda Spina is a contrast to Rho Spina Galaxy, which uses Elementals rather than aerospace assets—though the Starstrike Galaxy deploys only three Trinaries of aerospace fighters. The Galaxy gets its nickname from its permanently assigned WarShip, the *Aegis*-class heavy cruiser *Bloodlust*.

Starstrike's ability to be rapidly deployed and inserted made it a prime choice to occupy Paxon once Clan Ghost Bear granted that world to the Diamond Sharks. Lambda Spina dropped on Paxon just in time to deflect a major push by Clan Wolf, whose local garrison force commander attempted to take advantage of the changeover and expand the borders of the Wolf Clan's Paxon enclave.

Lambda Spina has adopted a blue and silver paint scheme. The Starstrike insignia is a missile, its front half bulging into the forward half of a diamond shark, rocketing across a diamond-shaped field of stars. All Lambda Spina warriors may paint silver diamonds on the side of their 'Mech, battle armor or fighter craft, one for every Point's worth of kills they accrue.

OFFICERS

Star Colonel Onyx Kalasa is a lead-from-the-front commander. On the rare occasions that he does not bid himself into a battle involving his Cluster, the omission is a show of honor to the subordinate who will lead the strike. Kalasa's warriors are devoted to him; he has never suffered a challenge to a Trial of Grievance, Refusal or Possession from within his own Cluster.

TACTICS

On Paxon, the Starstrike Galaxy sent forward a combined force from the Eleventh Strike and Fifteenth Cruiser Clusters against the Twelfth Wolf Regulars. Elements of the Fifteenth flanked the Wolves until the Eleventh Strike was heavily engaged, then released independent Stars to move into Wolf territory and challenge for loosely defended installations. On Wolf Khan Vladimir Ward's orders, Star Colonel Ulysses Showers of the Twelfth Wolf Regulars was ordered to "cut a deal" with the Diamond Sharks before he lost territory to them. The Wolves ended up with a slightly larger enclave, but lost an important water processing plant and also must purchase all non-military imports through Clan Diamond Shark for five years.

Lambda Spina Command Cluster
(Sapphire Skate)
6 Trinaries/Veteran/Reliable
CO: Galaxy Commander Stephen Faulk

Two Trinaries of Galaxy Commander Faulk's aerospace fighters remain permanently stationed aboard the WarShip *Bloodlust*, as do a Trinary of Elementals trained in zero-G combat. The third Trinary, led by Faulk, follows the Galaxy commander between shipboard assignment and ground stations. One OmniMech assault Trinary and one Supernova Strike Trinary complete the Skate's TO&E.

The Sapphire Skate insignia is a diamond shark with star-sapphire eyes, leaping over a silver field.

11th Strike Cluster (Depth Charge)
6 Trinaries/Regular/Reliable
CO: Star Colonel Onyx Kalasa

The Trinaries of the Eleventh are divided between two light-to-medium units, two medium-to-heavy and two heavy-to-assault units. The Trinaries of medium and heavy Omnis are Supernovas, matching each OmniMech with a Point of Elementals. This Cluster is Lambda Spina's main assault force.

The Cluster insignia is the head-on silhouette of a diamond shark centered over a flaring supernova.

15th Cruiser Cluster (Slashing Spines)
6 Trinaries/Regular/Reliable
CO: Star Colonel Ulna Oshika

The command Trinary is a Supernova of light OmniMechs and Elementals. On Paxon, Elemental Star Colonel Oshika deployed her command unit and two Trinaries each of Elementals and BattleMechs to flank the Wolves and keep them pinned. Her heavy BattleMech Trinary and an additional Elemental Trinary were held in reserve. On orders from Galaxy Commander Faulk, four ad hoc Supernova Stars, quickly formed from Oshika's flanking forces, penetrated the Wolf lines and threatened some of their most important installations.

This Cluster has no special insignia. Its warriors paint a small red diamond inside the silver ones that the Galaxy warriors use to mark kills.

CLAN DIAMOND SHARK



RHO SPINA GALAXY: STEELSOUL

The Steelsoul Galaxy believes in preparing for any and all threats. It is one of two Diamond Shark Galaxies that employ armored vehicles in response to the historic clashes with the Ice Hellions and Hell's Horses. The Galaxy's training is somewhat haphazard compared to its fellow Galaxies; it is not uncommon for one Star of a Trinary to specialize in defensive strategies and another in offensive tactics, while yet another acts as support for either. Rho Spina is the most adaptable of the Diamond Shark Galaxies, with its jack-of-all-trades-master-of-none ethos.

The Steelsoul Galaxy employs a blue-gray base color with iridescent accents. Its insignia is a clockwork diamond shark on an iridescent field. Like Lambda Spina, warriors of the Steelsoul Galaxy may paint diamonds on the sides of their 'Mechs, armor, vehicles or fighter craft. The diamonds are iridescent, and each one designates a Point's worth of kills.

OFFICERS

Also referred to as "the Blood Angel," Galaxy Commander Evangeline Clarke will not engage in a Trial with a warrior who is not Bloodnamed. Her list of kills among the rolls of the Bloodnamed is impressive. In one Trial of Possession against Clan Star Adder, she surrendered her position rather than fight the only remaining warrior, who was not Bloodnamed. Clarke made up for it a month later, however: first by winning back the installation she had lost and then by leading an elite Trinary of handpicked, Bloodnamed warriors against a Star Adder outpost. This second exploit ended with the capture of the genetic legacy belonging to the commander who had sent an un-Bloodnamed warrior against her. That Bloodheritage has effectively been retired, unless Clan Star Adder can win it back.

TACTICS

More by accident than design, the Steelsoul Galaxy often breaks a fight down into several component battles. This divide-and-conquer strategy often gives the Galaxy a combat edge, as long as it maintains command integrity.



Rho Spina Command Cluster (Opal Skate)
6 Trinaries/Elite/Fanatical
CO: Galaxy Commander Evangeline Clarke

With four Trinaries of OmniMechs and two of Elementals, the Opal Skate can form itself into Supernovas or break down into component Stars and fight with equal proficiency. Clarke will not accept freeborn warriors into her personal Cluster. By necessity she will accept warriors who have yet to compete for a Bloodname, but a failed attempt to win a Trial of Bloodright while in her command results in immediate expulsion to a garrison Galaxy.

The Opal Skate insignia is a drop of blood centered on an opal, and may be displayed only by Bloodnamed members of the Cluster.



33rd Combined Strike Cluster (Aqua Marines)
6 Trinaries/Green/Questionable
CO: Star Colonel Korin Horn

So many veterans fought their way up to front-line Galaxies from this unit that Galaxy Commander Clarke broke the unit and transferred most of the remaining warriors of any worth to her own Cluster or to the Thirteenth Cruiser. The unit was then re-formed as the Thirty-third Combined Strike. Its command Trinary is comprised solely of veteran Elementals, backed by another unmixed Elemental Trinary and two heavy Supernovas. The Thirty-third holds the Steelsoul Galaxy's only aerospace assets: two Trinaries of fighter craft, one regular and one green.

The insignia of the Thirty-third Strike is an Elemental holding a diamond shark above its head—a testament to Star Colonel Horn's Bloodheritage, as his ancestor led the team that captured the first live diamond shark.

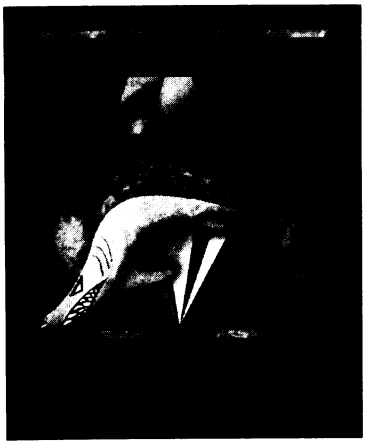


13th Cruiser Cluster (Poisoned Spine)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Drake Sennet

Drake Sennet's return to duty from the scientist caste and his quick rise to Star Colonel is due as much to his political skill as to his warrior ability. Sennet drew to him a loyal corps of Bloodnamed warriors, whom he has used to hold control over the fractious Thirteenth. Even the loss of his best Cruiser Trinary to Deathstrike Galaxy did little to hurt his command's overall expertise. The Thirteenth maintains a Trinary of vehicles with veteran crews, deployed in scout functions as well as in battle.

The Poisoned Spine Cluster uses a sickly green accent that runs alongside the usual iridescent trim of Steelsoul Galaxy. The unit insignia is a trefoil design, created by an overhead view of three diamond sharks placed with tails toward the center and set against a circular green field.

CLAN DIAMOND SHARK



OMEGA GALAXY: BLOODSCENT

With the strongest ties of any Diamond Shark Galaxy to the merchant caste, Omega was the logical choice for a garrison Galaxy when it came time to carve out territory in the Inner Sphere. A full Cluster was allowed to accompany the Clan forces on Tukayyid, a reserve force no one thought would be needed.

The Omega Cluster on Tukayyid was decimated during the fighting. A single Trinary of freeborn warriors survived the retreat, but sacrificed themselves at the bitter end to buy time for Alpha and Gamma Galaxy's shattered remnants to escape. Another two Clusters were beaten down when the Ghost Bears retook Nyserta, its survivors becoming bondsmen to the Bears. Even with the reserve warriors recently called up, Bloodscent Galaxy is a shadow of its former self.

The Galaxy employs a color scheme of dark green with blood-red accents. The Galaxy insignia is a red coral-like pattern painted around the lower right leg of a 'Mech or armor suit, extending upward in relation to the number of victories a warrior gains.

OFFICERS

Star Colonel Tahme (of House Fowler) has arranged for her unit to rotate among several different WarShips to determine the Seventeenth's weaknesses and strong points for aerospace strikes and boarding actions.

TACTICS

Coral Skate warriors consistently push themselves to the limit, riding the upper edges of their 'Mechs' heat curves to deliver massive weapon strikes. This stand-and-deliver fighting method can shatter an equal force in a short-range slugging match.

Omega Command Cluster (Coral Skate)
4 Trinaries/Elite/Questionable
CO: Galaxy Commander Blake Hawker

Galaxy Commander Hawker scavenged the few good warriors remaining in the Galaxy to build his personal command Cluster, establishing a solid military base from which he could launch his political as well as his military ambitions. The Cluster's three Trinaries of BattleMechs include one Supernova, with an aerospace Trinary for support. Hawker commands a Star of OmniMechs.

The Coral Skate adds a bright red border to the Clan Diamond Shark insignia. Warriors of this Cluster also paint small sharks that weave in and out of the Galaxy's coral insignia, though no one is sure what they represent.

101st Strike Cluster (Maine's Marauders)
4 Trinaries/Green/Reliable
CO: Star Colonel Calvin Maine

The Elementals of Maine's command Trinary were chosen for their ability as instructors as well as their fighting skills. Maine is determined to rebuild a strong garrison Cluster, concentrating on armored infantry. A BattleMech and Elemental Supernova, an assault 'Mech Trinary and an aerospace Trinary round out the Cluster.

The Marauders have yet to adopt an insignia.

35th Cruiser Cluster (The Urchins)
4 Trinaries/Green/Questionable
CO: Star Colonel Paul Hammond

This unmixed BattleMech Cluster is organized for speed over staying power. How it will prove itself under fire remains to be seen; however, Star Colonel Hammond is known as a competent veteran, and so a strong showing is likely. Freeborn warriors are common in this unit. The Thirty-fifth's insignia is a sea urchin on a red field.

57th Combined Assault Cluster (Devil's Churn)
5 Trinaries/Regular/Fanatical
CO: Star Colonel Eros Labov

Eros Labov has managed to build an impressive Cluster, relying on obscure trueborn warriors and a heavy array of freeborns. The freeborn presence is not surprising, considering that Labov built the unit from the few survivors of Omega's heroic last stand on Tukayyid. Three Trinaries are unmixed, one each of BattleMechs, Elementals and fighters. A fourth Trinary is an assault Supernova, and the fifth an assault Trinary. The insignia of the Fifty-seventh is a whirlpool with an eye at its center.

17th Air Assault Cluster (Bloody Skies)
4 Trinaries/Green/Reliable
CO: Star Colonel Tahme

This Cluster focuses on aerospace power to the virtual exclusion of all else. One of its four Clusters is organized as a fighter/Elemental Supernova; its Elementals handle security duty and boarding actions. The unit insignia is a diamond shark body with fighter craft wings and tail.

CLAN DIAMOND SHARK



SIGMA GALAXY: FOX'S WHELPS

As a garrison Galaxy, Sigma never felt the need to abandon the name and military traditions from the Clan's days as Clan Sea Fox. Sigma's warriors support Clan Diamond Shark as they always have, protecting enclaves and colony worlds and occasionally serving as escorts to merchant-caste ships working the trade routes near Sigma's stations. Freeborn warriors make up roughly 40 percent of Sigma's roster.

Sigma's interpretation of its Sea Fox heritage, however, is unique. Though its warriors show honor to a foe, they temper this with the honor being showed them in return. In bidding, Sigma's officers demonstrate respect for the enemy's strengths rather than relying on an abstract concept of honor that demands single combat.

Sigma Galaxy employs a paint scheme of aquamarine with blue and green accents. The Galaxy insignia is a sea fox, shown in its traditional bow but displaying its teeth.

OFFICERS

One of the two highest-ranking freeborns in Clan Diamond Shark, Star Colonel Damien of the Twenty-third Strike runs his Cluster with an iron fist. Trueborns learn to respect his ability, if not his heritage.

TACTICS

Sigma recognizes zellbrigen, as long as the enemy is worthy and offers to match them with equal force. However, they are not foolish enough to match their BattleMechs one-for-one against Omnis. Outside of zellbrigen, Sigma thinks nothing of softening up an enemy with aerospace forces before moving in with 'Mechs and Elementals. They see such tactics as an extension of single combat that takes place in more than one wave.



Sigma Command Cluster (Moonstone Skate)
4 Trinaries/Veteran/Questionable
CO: Galaxy Commander Duaine Borghev

Two mixed-weight BattleMech Trinaries front this Cluster, backed by a Supernova and an aerospace Trinary. The Moonstone Skate prefers night combat, where specialized training gives its warriors an edge. This Cluster originally fought against the "skate" designation, but lost its Trial of Refusal against Khan Damon Clarke.

The unit insignia is a diamond shark and a sea fox silhouetted over a full moon.



23rd Strike Cluster (Leaping Fox)
4 Trinaries/Regular/Reliable
CO: Star Colonel Damien

Aware of his limited assets, Star Colonel Damien remains on the defensive unless he can shift the odds dramatically in his favor. His warriors are well trained in open territory fighting, preferring a long-range jousting battle.

The Leaping Fox Cluster insignia is a cresting sea fox in mid-leap.



61st Air Assault Cluster (Sky Fox)
4 Trinaries/Green/Reliable
CO: Star Colonel Freya Erikson

The Sixty-first consists of three Trinaries of heavy and assault fighter craft, supported by a Supernova of 'Mechs and Elementals. What the fighter pilots lack in experience, they make up for in raw aggression; most want to earn their way up through the Cluster and hopefully out to a Spina or front-line Galaxy.

The Sky Fox insignia is a winged Sea Fox.



8th Cruiser Cluster (Quicksilver Fox)
4 Trinaries/Regular/Reliable
CO: Star Colonel Megan

An Elemental, Star Colonel Megan (of House Clarke) fought for the Eighth, which can trace its history back to one of the Clan's first Elemental units. One Trinary of fast BattleMechs is the only non-Elemental unit in the Cluster.

The Eighth's insignia depicts a sea fox riding the crest of a silver wave.

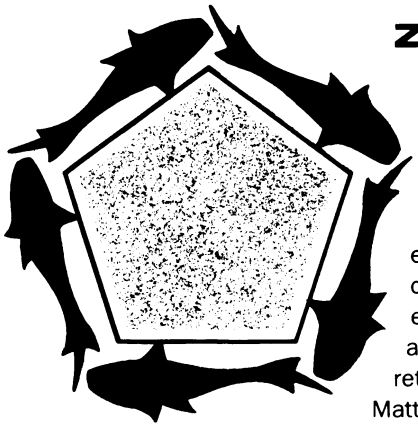


79th Strike Cluster (Desert Fox)
4 Trinaries/Green/Fanatical
CO: Star Colonel Juan Rodriguez

This Cluster takes its name from its warriors' tendency to run their BattleMechs and fighter craft hot. They have repeatedly requested that the merchant caste acquire supplies of triple-strength myomer from the Inner Sphere, to no avail.

The Desert Fox Cluster insignia is a sea fox backed by a large sun.

CLAN DIAMOND SHARK



ZETA GALAXY: TERRITORIAL WATERS

Zeta Galaxy is Clan Diamond Shark's primary homeworld defense force. It keeps its Clusters stationed on high-profile worlds, guarding some of the Clan's most valuable assets. Zeta often works with the Spina Galaxies, holding the line so that Spina warriors can go on the offensive.

When the recent Territory Wars broke out among the Clans, Zeta fielded several challenges. In one, Clan Jade Falcon attacked Strato Domingo, believing that Diamond Shark efforts to take or defend territory elsewhere would leave the Clan vulnerable on this valuable colony world. With a bit of unexpected assistance from Clan Hell's Horses, who have a vested interest in keeping other Clans off Strato Domingo, an overmatched Zeta Galaxy held off and then drove back the Falcons. Rho Spina Galaxy arrived just in time to shepherd the retreating Falcons from the system. Zeta beamed a final message to Falcon Star Colonel Per Mattlov, a saying adopted by the Diamond Shark merchant caste and garrison Galaxy warriors: "When you swim in the ocean, do not forget who owns it."

Zeta Galaxy uses a green base color on all war machines, accented with dark blue and white. The Galaxy insignia is a pentagon, formed by the overhead view of five shark silhouettes against a muted aqua background.

OFFICERS

Star Colonel Ravell of the Eighty-third has twice failed to win a Hawker Bloodname because his moderate Warden leanings have singled him out for excessive opposition. He intends to fight for Ian Hawker's Bloodheritage.

Star Colonel Isabelle is a freeborn who has held her position despite repeated challenges. Her freeborn aces are some of the garrison Galaxy's best pilots.

TACTICS

"Dig in and hold" is Zeta's traditional battle philosophy. Though its warriors still tend to disregard their machines' heat curve, recognizing and taking advantage of the defensive nature of local terrain is a habit deeply ingrained in each trooper.



Zeta Command Cluster (Agate Skate)
4 Trinaries/Elite/Fanatical
CO: Galaxy Commander Katerina Kalasa

This assault Cluster specializes in combat over limiting terrain, such as dense trees or hills and valleys. Bidding usually ensures that the Cluster fights in terrain of its choosing.

The Agate Skate changes the field color of the Galaxy insignia from aqua to milky white, but have no special insignia.



51st Strike Cluster (Diamond Hide)
4 Trinaries/Green/Reliable
CO: Star Colonel Robyn

Commanded by an Elemental of House Oshika, this Cluster is primarily a BattleMech unit. Its recent drop in expertise is the result of many warriors transferring to a Spina Galaxy. This unit has a reputation for endurance under fire.

The Fifty-first's insignia is a diamond-scale pattern set in a large diamond field.



83rd Combined Strike Cluster (Cutting Pace)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Ravell

With three Trinaries of BattleMechs, a Trinary of aerospace fighters and a Supernova combining Elementals with armored vehicles, the Eighty-third can meet almost any threat. Despite their high attrition rate, the unit's armored vehicle crews manage to maintain veteran status.

The Cluster insignia depicts a diamond shark with sharp blades in place of its fins.



27th Combined Strike Cluster (Free Air)
4 Trinaries/Regular/Questionable
CO: Star Colonel Isabelle

This Cluster boasts two unmixed Trinaries of aerospace with a Trinary each of Elementals and BattleMechs. One aerospace Cluster is comprised of veteran freeborn. All fighter craft are most at home in planetary atmospheres, lending valuable support to ground troops.

The Free Air insignia is a thundercloud shaped like a shark, set against a blue field.



44th Cruiser Cluster (Land Sharks)
4 Trinaries/Regular/Reliable
CO: Star Colonel Geno Sennet

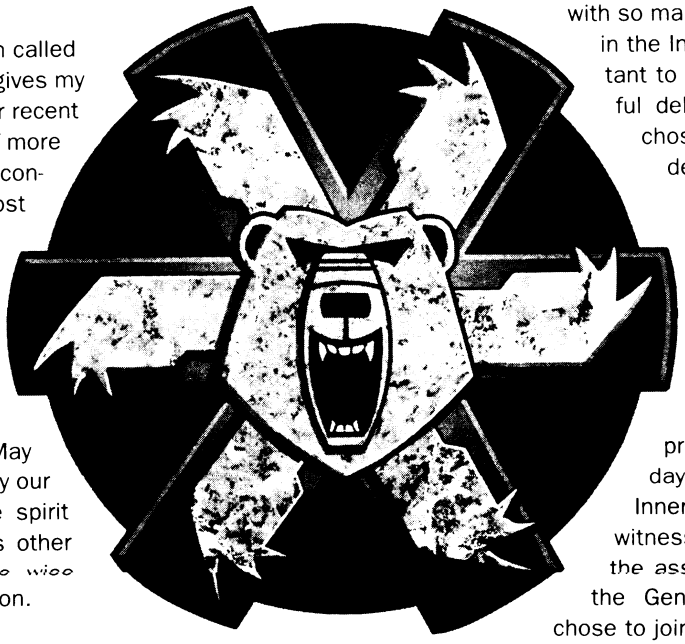
The speed and excellent scouting abilities of the Forty-fourth allow this unit to occupy a battlefield early, establishing itself in a superior defensive position.

The insignia of the Forty-fourth is a mechanized diamond shark on BattleMech legs.

CLAN GHOST BEAR

Drawing strength from each other, they survived;
Tseng and Jorgensson emerged from the snow,
And forged a Clan in the ghost bear's mold;
Unity of purpose and strength of spirit,
No task undertaken lightly or left half-done.
To these ideals we hold true until we all shall fall.

—*The Remembrance* (Clan Ghost Bear), Passage 45, Verse 6, Lines 13–18



It is fortuitous that the ilKhan called for this report when he did, for it gives my Clan an opportunity to account for recent actions that have raised the ire of more than a few Khans. This report contains the true account of the Ghost Bears' long journey, from strength to strength despite the constant predation of our neighbors. Following in the footsteps of our founders, our Clan has stayed its course, and despite temporary setbacks, none can dispute our success. May the following words be received by our enemies and allies alike in the spirit intended. In the future, perhaps other Clans will learn to practice the wise teachings of Tseng and Jorgensson.

—Loremaster Laurie Tseng

HISTORY OF THE BEAR

The Strana Mechty ghost bear is a magnificent creature. The largest predator native to the planet, it stands more than five meters tall when on its hind legs. It takes its name from its coloration and its apparent ability to materialize from nothing. Too large to chase prey for long, the ghost bear is adapted for ambush. Camouflaged by its white fur, the bear waits buried in the snow for hours, even days, for its prey to come into reach. Then the massive animal strikes with lightning speed and strength, so fast that the naked eye can barely see the attack. The snow resettles with only a faint bloodstain as evidence of the battle.

Like its namesake, Clan Ghost Bear is a conservative hunter. Never hasty, the prevailing Ghost Bear ethos is "wait and see." When the Bear finally moves, the results are swift and often extreme. Once the Bear has chosen its target, nothing can stand in its way. Such is the Way of our Clan.

BEGINNINGS

Clan Ghost Bear's character stems from its founders, Sandra Tseng and Hans Ole Jorgensson. Both fought with Aleksandr Kerensky's troops in the battle to retake Terra; they met at a celebration commemorating the victory and memorializing the dead. Married a short time later, they continued to serve in the SLDF. General Kerensky's announcement of the Exodus temporarily shook their faith in him; though they agreed that the Inner Sphere's decline was inexorable, they doubted Kerensky's ability to successfully lead a venture with so many civilians. Both also had families in the Inner Sphere whom they were reluctant to leave behind. After long and careful deliberation, Tseng and Jorgensson chose to stay in the Inner Sphere and defend what remained of the Star League.

The history of the Ghost Bears would have ended before it began, if not for fate's intervention. Our founders were stationed on New Samarkand at the time of the Exodus, as hundreds of ships gathered there to prepare for their historic journey. The day before the fleet jumped out of the Inner Sphere, Tseng and Jorgensson witnessed the Great Father's address to the assembled masses. So moving were the General's words that our founders chose to join the Exodus after all.

Housed aboard the ill-fated *Prinz Eugen* for the journey, our founders were exposed to the worst of the unrest engendered by the long and uncertain voyage. To their credit, Tseng and Jorgensson were among the vocal minority opposed to the mutiny that ultimately broke out aboard that accursed ship. They demonstrated their loyalty to the Great Father by helping to put it down, and the rest of the journey transpired without further incidents.

After the fleet's arrival at the Pentagon worlds, Tseng and Jorgensson were among the many soldiers decommissioned. Intelligent and resourceful, they quickly adapted to civilian life, becoming community leaders involved in industry and commerce on their new home of Babylon. Soon after planetfall, they had a son. The family lived happily for ten years, the boy becoming the proud center of their lives. Though they no longer served as soldiers, records show that both trained regularly on simulators to hone their MechWarrior skills. Perhaps they foresaw the trouble ahead.

The conflict that would become the Pentagon Civil War began on Eden, as old rivalries bred unrest that quickly escalated to full-scale revolt. Like many others on Babylon, Tseng

and Jorgensson did not believe the violence would last long, and thought it unlikely to spread to other Pentagon worlds. They were proved tragically wrong when a stray bullet killed their son during a riot between former citizens of the Lyran Commonwealth and the Draconis Combine. No trueborn Clansman can truly understand the grief that struck down our founders that day; we know only that it was devastating. Sadly, no record of their son's name or appearance remains.

Our founders' sorrow threatened to overwhelm them, even as fighting spread throughout the Pentagon. In true warrior fashion, they channeled their sadness into righteous anger. In that moment, the spirit of Clan Ghost Bear was truly born. Thanks to their continuous training, they were quickly accepted into the ranks of the 146th Royal BattleMech Division under the command of Nicholas Kerensky. After the death of the Great Father on Eden, the fighting intensified, and Nicholas made his fateful decision to embark on a second Exodus. He enlisted the aid of Tseng and Jorgensson, well known as persuasive speakers, to locate those who might join him in this venture. For six months our founders traveled the embattled Pentagon, finding little support for Nicholas among the military, but rounding up an impressive group of scientists and laborers. Along with Nicholas' core of faithful warriors, these new recruits joined the Second Exodus to the frontier that would become known as the Kerensky Cluster.

Odyssey of the Bear

All who joined Nicholas on the Second Exodus knew that they had a difficult road ahead, and that only radical change could ensure that the tragedy of the Pentagon Civil War would never be repeated. While Nicholas set about creating an entirely new society, Tseng and Jorgensson were among his most ardent advocates, turning their persuasive skills toward convincing people of the wisdom of Nicholas' way. It came as a shock, therefore, when our founders learned their place in this new society: they were to be assigned to two different Clans. Nicholas reasoned that spreading his assets evenly among the Clans would help to ensure their viability, and as Tseng and Jorgensson were among his most trusted advisors, it would be foolish to concentrate them in a single Clan.

Just as they had when considering the original Exodus, Tseng and Jorgensson carefully weighed the consequences and then regretfully chose to reject Nicholas' decision to divide them. Knowing they could not disobey their commander under martial law, Tseng and Jorgensson in effect agreed that they would rather die together than live apart. They quietly packed survival kits and disappeared into Strana Mechty's Antarctic wilderness.

After three weeks, their supplies and resourcefulness were at an end. Near death, our founders sought refuge in a cave along the slopes of the Minsk mountains. Their journey became the stuff of legends when a ghost bear entered the cave just as they were fading into the darkness of death. The great creature regarded them silently for a moment, then stood up on its hind legs and roared loudly enough to knock stalactites from the cave ceiling. It then returned to its haunches and regarded the couple again, tilting its massive head as if awaiting a reply. In a moment of inspiration, the near-frozen man and woman struggled to their feet, and with their last ounce of strength issued a bloodcurdling war cry. The ghost bear circled the couple, examining them closely for signs of weakness. Though they held their ground for what seemed an eternity, Tseng and Jorgensson finally collapsed into unconsciousness.

When they awoke, they found that the ghost bear had curled around them and warmed them as they slept. When they stirred, the bear left the cave, returning moments later with a freshly killed rabbit in its mouth. It laid the catch at their feet, then ate half of it in one quick bite. It then backed off and watched them intently. Cautious at first, Tseng and Jorgensson soon snapped up the proffered meal, tearing into the raw meat with relish. Over the next three days, the bear brought them more, and they continued to build up their strength.

On the third day, our founders bore witness to the true nature of their caretaker. In their weakened state they had failed to realize that they were being cared for by an entire family of ghost bears. The creatures' wide range of sizes and ages meant that the ghost bear was not a solitary predator, as they had previously thought, but rather formed lifelong family bonds. This revelation inspired our founders to return to Nicholas with this evidence of the importance of family, and to fight for the right to serve the Clans as a team.

On their long trek back to civilization, our founders witnessed a territorial dispute between two adolescent ghost bears. Awed by the savage beauty of the conflict, they vowed to return to the snows and test themselves against a ghost bear once they had fully recovered from their recent ordeal. Upon their return to the Clans, the solidarity shown by Tseng and Jorgensson so impressed Nicholas that he allowed them to stay together.

BIRTH OF A CLAN

As soon as they had recovered from their ordeal, Nicholas came to Tseng and Jorgensson and informed them of his decision to assign them both to Clan Ghost Bear. Testing together in a Trial of Position, they quickly destroyed all six of their opponents, which put them on track to claim leadership of the Clan. The story of their experience with the ghost bears had spread throughout the Clans, so the warriors of Clan Ghost Bear naturally turned to Tseng and Jorgensson to learn how they might incorporate the ways of their totem into their Clan's practices and tactics.

With Nicholas' permission to forge Clan Ghost Bear as they saw fit so long as they followed the Way of the Clans, Tseng and Jorgensson set the foundation of many of our Clan's traditions. Most important was the camaraderie they forged between all of the Clan's original forty warriors. Hoping to create stronger ties of loyalty than those of a mere team or even

CLAN GHOST BEAR

EXCLUSIVE BLOODNAMES

General Bloodnames
Gurdel
Snuka

MechWarriors
Bekker
Hall
Jorgensson
Tseng

Elementals
DelVillar
Kabrinski
Vong

Aerospace Pilots
Bourjon
Devon
Gilmour

a typical military unit, our founders strove to make of their warriors a true family. At this time, iron wombs and the trueborn warriors that came from them were still only a gleam in the eye of Nicholas Kerensky, and so the concept of family had not yet been rejected.

On the first anniversary of their initial encounter with the ghost bears, Tseng and Jorgensson led a hunting party into the Strana Mechty Antarctic in what would become the first Clawing ritual. The party came upon an immense ghost bear, apparently transfixed by the aurora borealis in Strana Mechty's skies. Though the party could easily have ambushed the distracted beast, Hans Jorgensson instead stood tall and issued a fearsome war cry. The bear, snapped from its reverie, responded with its own deafening roar. Flanked by his fellow warriors, Jorgensson engaged the beast in single combat. The pair circled each other at first, each making a few jabs to test the other. Using only a crude spear and his superior quickness, Jorgensson defeated the bear with a lightning-fast jab to the eye, driving the spear deep into the beast's head.

Awed by this victory, the party moved on, and soon encountered another bear. Legend has it that the second bear was the first one's mate responding to its death howl. Fittingly, Sandra Tseng bested this newcomer, plunging her spear into its heart with a surprising burst of raw strength. After that, no more bears showed their heads above the snow, as if acknowledging that only the founders were worthy to face the ghost bears in combat. The party returned to civilization after three weeks, and the story of our founders' stunning success spread through the lower castes of Clan Ghost Bear.

Return to the Pentagon

When Nicholas declared himself ilKhan and established the command structure of two Khans for each Clan, the warriors of Clan Ghost Bear were quick to elect Tseng and Jorgensson as their leaders. The ilKhan readily ratified the nomination, and the new Khans began preparing their Clan for the liberation of the Pentagon.

Their assigned target was the world of Arcadia, fighting alongside Clans Blood Spirit, Star Adder and Steel Viper. Though our founders were anxious to cooperate with these other Clans, circumstances conspired against them. Clan Star Adder was led by Nicholas' chief military advisor, Absalom Truscott, a man of strong convictions and a high opinion of himself. He asked for no aid from anyone. The Blood Spirits were neutral toward the Ghost Bears, instead allying themselves with the Steel Vipers. For reasons now lost to history, our founders did not get along with the Khan of the Steel Vipers. (She would later become known among the Vipers only as the "traitor Khan," proving our founders wise to distrust her. Out of respect for the Vipers, I will not relate the sordid details of her treachery; suffice it to say that our founders had their reasons for shunning the Viper Clan.)

The Ghost Bears therefore fought alone on Arcadia, which ultimately proved an advantage. The Bear warriors were well-trained at teamwork, but had not trained with other Clans. The initial Ghost Bear landing force narrowly escaped destruction before touchdown, when it ran afoul of an Arcadian aerospace fighter patrol. Only the pilots' supreme skill allowed all of the Ghost Bear forces to land. The remnants of the rebel aerospace force proceeded to harass the Star Adders' landing force, placing that Clan's entire operation in serious jeopardy. If not for Clan Star Adder's pride, our two Clans might have stood together at that moment; had they done so, both would have fared better.

After the initial setback, the Ghost Bears fared well in their operations on Arcadia. During the fighting, both founders risked life and limb in selfless acts of heroism, leading by example every step of the way. Much has been made of the fact that our Clan was the last to achieve its objectives in the Pentagon, taking a week longer than even the methodical Star Adders to secure its assigned area. However, the Ghost Bears also had the lowest casualty rate of the Clans that attacked Arcadia, as well as an impressive record of avoiding collateral and civilian damage. Clan Ghost Bear claimed almost as many bondsmen as the Star Adders, swelling the Clan's ranks with fresh veteran troops eager to join the winning side in exchange for a pardon. Under the benevolent leadership of Tseng and Jorgensson, these new Ghost Bears became instrumental in ensuring our Clan's early dominance of Arcadia.

The Not-Named Clan

And this we hold sacred,
That no deed be left undone;
The Not-Named escaped the Wolf,
but they shall not escape the Bear again.
—From the *Oath of Acceptance*, Clan Ghost Bear

CLAN GHOST BEAR

It pains me to relate this chapter of our history, but it is as important as it is unfortunate. Every schoolchild knows of the Annihilation of the Not-Named Clan, so I will not repeat the account of that Clan's heresy. Many do not know, however, that a small portion of the Not-Named escaped the Annihilation, and my Clan was to blame.

The Ghost Bears desperately wanted the honor of destroying the Not-Named Clan. Khan Tseng was especially outraged at their rejection of the Grand Council's edicts; the Ghost Bears place the ilKhan as the father of the great Clan family, and to disobey the father so blatantly is unforgivable. When the honor of destroying the Not-Named went to Clans Wolf and Widowmaker, the Ghost Bears were shocked and angered beyond reason. Our founders agreed to abide by the Grand Council's decision, but not every Ghost Bear soldier followed their example.

In a cowardly effort to escape Annihilation, the forces of the Not-Named Clan split up into many small detachments and scattered to the far corners of Clan space, each searching for enough supplies to allow them to survive away from civilization. On a small moon in the Arcadia system, a Ghost Bear patrol spotted a small band of Not-Named renegades taking supplies from a hidden stockpile. The patrol raised no alarm, and the renegades left Clan space unscathed. The patrol's commander, Star Captain Amon, revealed the incident years later on his deathbed, saying that it was not his place to raise the alarm. He stated flatly, "Hunting the Not-Named Clan was an honor denied us. Had the Wolves been truly determined to stop them, they would have. That they failed in their task was no concern of mine or my men's."

Content with this reasoning, Amon apparently felt no guilt. For the rest of our Clan, however, this episode is a shameful blot in an otherwise shining era. The Wolves were outraged at the revelation, and launched raids against our holdings in retaliation. By the time our Khans calmed the situation in Council, the damage had been done. Clans Wolf and Ghost Bear would forever bear a grudge against one another. Ever since then, despite official atonement, the shame cast on our Clan by Star Captain Amon is a stain on every Ghost Bear's personal honor. In addition to the ilKhan's condemnation of surviving Not-Named and their progeny, every Ghost Bear warrior, upon adoption into the warrior ranks, takes a solemn oath to hunt down any descendants of the Not-Named Clan that may ever surface, neglecting all other concerns until the task is finished.

GOLDEN CENTURY

Ironically heralded by the death of Nicholas Kerensky, the so-called Golden Century was a prosperous time for the Ghost Bears, despite the tragedy our Clan suffered early on. Not long after Nicholas' death, our beloved Khan Sandra Tseng was killed defending her genetic legacy against Khan Franklin Osis of Clan Smoke Jaguar. The loss saddened the entire Clan, who had been led by the founders for thirty-eight years. A funeral service was held in Tseng's honor, a simple ceremony incorporating all the religious beliefs of the Bear warriors. This memorial set the tradition for such ceremonies throughout our history whenever we have lost a Khan or a large number of warriors.

When the Clan's Bloodnamed gathered to elect a new Khan, Star Colonel Toramano Tseng was one of the candidates. A highly skilled MechWarrior and a persuasive speaker, he was also spawned in the first sibko of trueborn warriors bred by the Ghost Bears, and his genemother was Sandra Tseng.

Whether his heritage swayed the vote is a matter of debate, but Toramano Tseng was elected as our third Khan at the age of twenty-eight, the first trueborn Khan among all the Clans. His skillful leadership testified to the success of the breeding program, and went a long way toward ensuring that trueborns in this and other Clans were recognized as superior to their freeborn brethren.

Grief-stricken at the loss of his wife, Hans Jorgensson stepped down as Khan soon after Toramano's election. Corina Tseng filled Khan Jorgensson's position, and Frederick Jorgensson assumed the position of Loremaster, insuring the continued prominence of the Tseng and Jorgensson bloodlines. Hans died in his sleep ten years later. Out of respect for our founders and also because of the continued success of our Khans, the Ghost Bears traditionally elect only those with Tseng or Jorgensson Bloodnames to the position of Khan. Coincidentally, our Clan has experienced defeat and hardship during those few times when it was led by others.

The Ghost Bears prospered in the Golden Century, but our native caution kept us from standing out too much. Great emphasis was placed on maintaining a sense of family in the tradition of Tseng and Jorgensson, even as the concept of family was being systematically eradicated from the Clans as a whole. So ingrained did this tradition become that the Ghost Bears gradually learned to distrust those outside their "family." Over the years, this suspicion would evolve into the archetypal Ghost Bear "wait and see" attitude regarding new ideas. For example, the Ghost Bears were the last Clan to adopt OmniMech technology pioneered by Clan Coyote. Citing various minor design concerns, Ghost Bear scientists advocated caution in accepting the new war machines. Only a string of stinging defeats at the hands of OmniMech-equipped enemies prompted us to relent. Our forces captured several intact OmniMechs from Clan Hell's Horses in 2873 and quickly established manufacturing facilities for our own OmniMech production.

Despite our cautious approach to new ideas, Clan Ghost Bear made some innovations during the Golden Century. While other Clans were still using planetary mining to avail themselves of mineral resources, the Ghost Bears pioneered advanced asteroid-mining techniques. This development gave us a healthy trade commodity, though we kept enough metal ore to ensure our dominance in that market. Thanks to this abundance of raw materials, the Ghost Bear Touman has always been on the heavy side. Other advancements in agriculture and science

ensured that the Ghost Bears did not slip too far behind their more aggressive neighbors during the Golden Century.

Kilbourne Jorgensson

The Golden Century saw the rise of Kilbourne Jorgensson, Clan Ghost Bear's most beloved Khan aside from our founders. One of the first Elementals bred by our Clan, Kilbourne was an exceptionally large and strong warrior, with an unusually quiet manner and grace for someone of his stature. Elected to the post of Khan in 2902, Kilbourne was an able ambassador to the other Clans, as well as a skilled strategic commander and fierce warrior. Well-spoken and charismatic, he improved the image of all Elementals in the eyes of other warrior types, who generally regarded Elementals as brutish and inferior.

Because of their close proximity to each other, the Ghost Bears and the Hell's Horses had long competed for territory and genetic legacies. Kilbourne personally led his Clan's assault on the Hell's Horses' Tokasha MechWorks in 2921. Understandably desperate to defend his Clan's most important BattleMech production facility, Horses Khan Aaron Cobb bid an unusually large defending force. Kilbourne responded in kind, and battle was joined. The Horses stymied our initial assault with devious tactics, but the turning point came when a stray autocannon shell killed Kilbourne in the midst of a rallying speech to his demoralized troops. A moment of silence fell on both sides of the battlefield as the shock of what had just happened sank in.

Then the Ghost Bears erupted in fury. Bent on avenging the death of their beloved Khan, they fell upon the Horses in a berserker rage. In the most savage fighting since the Pentagon campaign more than a century earlier, the Ghost Bears tore into the ranks of the Horses and left no survivors in their wake. To their credit, the Horses fought bravely in the face of such opposition and even attempted a fighting withdrawal. The withdrawal quickly degenerated into a rout; Khan Cobb ordered a full retreat, leaving his Clan's most important possession firmly in the hands of Clan Ghost Bear. The loss of Tokasha cost the Horses dearly, and it remains the wellspring of a bitter feud between our Clans.

OPERATION REVIVAL

Though the Great Father's Hidden Hope doctrine—that one day we would return to the Inner Sphere—has been with us since the beginning, the first stirrings to begin the Return came in 2980. Scattered intelligence reports about the Periphery, received in 2984, launched the Great Debate that split the Clans into Warden and Crusader factions. In the forefront was Ghost Bear Khan Nadia Winson—an irony, as she was taken as isorla from our bitter rivals, the Warden-minded Wolves. She was also a staunch Crusader, in stark contrast to our Clan's current views.

By the year 3000, support for the Crusader cause had swelled, and Khan Winson called for a vote on the issue in Grand Council. Once again the Wolves stood in Clan Ghost Bear's way, introducing the so-called "Dragoon Compromise" to gather more information about the Inner Sphere. As it turned out, this move delayed the invasion for fifty years, insuring that Khan Winson would not take part in what she had worked so hard to advance.

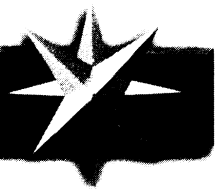
The arrival of the ComStar vessel *Outbound Light* in 3048 resulted in an immediate invasion vote, opposed once again by the Wolves. In the resulting Trial of Refusal, in which our Clan had the honor to fight alongside Khan Leo Showers of the Smoke Jaguars, the Wolves were narrowly defeated. However, Ghost Bear Khans Nornian Tseng and Ursula Jorgensson were killed in the fighting by Wolf Khan Ulric Kerensky. In a speech to the Grand Council, Ulric commented that new situations require new thinking. Our Clan took that remark to heart, ignoring tradition and electing Karl Bourjon and Theresa DelVillar as Khans.

The Grand Council determined that four Clans would constitute the invasion force. In the ensuing Trials, the Ghost Bears fought bravely and earned the immeasurable honor of a place in the invasion, attacking the assigned corridor between the Draconis Combine and the Free Rasalhague Republic. Khan Bourjon anticipated little resistance in the Inner Sphere, and wanted to avoid needlessly burdening the Clan's homeworld holdings with the war effort. The Ghost Bear fleet therefore carried the fewest supplies and materiel of any Clan.

False Start

The forward elements of the Ghost Bear forces easily swept through their Periphery targets. In hindsight, these early victories against weak and disorganized armies lulled our Clan into a false sense of superiority over the Inner Sphere. Together with a lack of sufficient supplies, this resulted in a poor showing for our Clan throughout the first two waves of the invasion. The Bears did win impressive victories, however. The conquests of Thule in the first wave and Jarett in the second were hard-fought and well-won battles, and the Ghost Bears took many good bondsmen. In spite of these victories, however, our Clan moved forward much more slowly than the others, mainly because Khan Bourjon chose to leave only small garrisons on conquered worlds, which in several cases were overrun by rebellious freebirths. Pacifying these rebellions required the shifting of troops from the front lines; the troop movements, combined with our dwindling stockpiles of supplies, prevented us from keeping up with the other Clans.

Leo Showers, who had been elected ilKhan of the invasion, convinced our own Khans that their best hope for jump-starting the Bears' invasion effort was to bid for the right to invade Rasalhague, which lay close enough to the border of the Wolf invasion corridor to be a legitimate and prestigious target. Capturing this key world would be a boon for the Ghost Bears, and would also slow the Wolves' dizzying pace. As a stepping-stone to Rasalhague, the Ghost Bear Khans decided to lead the attack on Last Frontier that began the third wave of the invasion. The green First Freemen offered little resistance, but a



chance LRM shot felled Khan DelVillar. Khan Bourjon managed to rally the troops and secure the planet, and gathered a quorum of Bloodnamed warriors to elect a new saKhan.

Star Captain Aletha Kabrinski, Oathmaster of the Clan and an aggressive light 'Mech pilot, was voted in by a narrow margin. In her first act as saKhan, she condemned Khan Bourjon's execution of the invasion, commending his warrior prowess but decrying his poor strategic skills. Many of the assembled warriors echoed her criticism, prompting her to challenge Khan Bourjon for his position. To take his place, she nominated ristar aerospace pilot Bjorn Jorgensson. Khan Bourjon could not deny his warriors' outrage, confirmed by a no-confidence vote. By a unanimous vote following, Star Colonel Jorgensson became the Clan's new Khan.

Karl Bourjon called for an immediate Trial of Refusal, choosing to fight in his 'Mech. Jorgensson was powerfully built, bred to be a MechWarrior, which made him a formidable hand-to-hand combatant; Bourjon, by contrast, had a slighter build, which together with his advancing in years made him a poor brawler. The choice to fight in machines gave Jorgensson the upper hand in his *Kirghiz* fighter. Despite Bourjon's use of jungle terrain to cover his 'Mech from strafing attacks, the result of the battle was never in question. With a Jorgensson once again at the helm, Clan Ghost Bear prepared to finally enter the invasion for real.

The Bear Leaps Forward

The new Khans immediately initiated several reforms to get the Ghost Bears back on track. Swallowing his pride, Khan Jorgensson contracted the reserve Clan, the hated Steel Vipers, to garrison several key Ghost Bear-occupied worlds. Weak garrisons were in large part responsible for the stalled early waves, and the new Khan was determined not to repeat the mistakes of his predecessor.

The crucial bid for Rasalhague was delayed by the Ghost Bear reorganization, but finally took place on 7 July 3050, aboard the flagship *Dire Wolf*. Khan Jorgensson squared off against Ulric Kerensky with a score to settle for the loss of Khans Nornian and Ursula two years prior. The bid was tense and well-bargained, with neither side willing to admit defeat until the very end. With the bid dropping below the cutdown of five Clusters, Jorgensson realized he was going to lose. Determined to weaken the Wolves as much as possible, he drove them down to three Clusters before giving in. Remarkably, the Wolves managed to take Rasalhague in a difficult fifteen-day offensive, aided by intelligence from captive bondsman Phelan Kell and the fortunate intervention of a virulent local virus. This blow to the Ghost Bear's honor will soon be settled.

Denied the honor of taking Rasalhague, our forces continued toward other third-wave targets. Buoyed by dynamic new leadership and reinforced by additional troops freed up by the Steel Vipers, the Bears captured world after world in a series of brilliant victories. Khan Jorgensson continued this positive trend in the fourth wave.

During this period, Khan Jorgensson instituted a new policy when dealing with conquered populations. Rather than confining rebellious elements to prison camps, they were pressed into service to aid the repair of cities damaged in the fighting. Working side by side with Ghost Bear troops to ease the pain of war, the people gained a truer and more positive image of the Ghost Bears, and the Bears likewise had an opportunity to become better acquainted with their new vassals. On the planet Policenigo, Ghost Bear forces actually freed the people from the grip of a tyrannical dictator. The locals welcomed our troops with open arms, and the planet became a key supply base and trade center in our invasion corridor. Despite such incidents, however, it would be a long time before the Ghost Bears substantially improved their bad relations with the conquered.

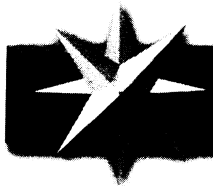
The Roaring Bear

No Clan was more shocked than the Ghost Bears at the unexpected death of ilKhan Leo Showers, killed by an Inner Sphere pilot's suicide run. The return to Clan space to elect a new ilKhan offered us an opportunity to reflect on what had come to pass. It also gave us time to reinforce our holdings and formulate new plans of attack.

Khan Jorgensson pressed the Clan's merchant caste into service to establish an unbroken line of supply from the homeworlds to the Inner Sphere. This move guaranteed that the final stages of the invasion would not be bogged down by materiel shortages, and also prepared us well for our future plans in the occupation zone. Our Khans also suggested that commanders dispense with the ritual of zellbrigen when fighting Inner Sphere foes. At first only dezgra mercenaries were attacked without ceremony. Soon, however, we came to regard Inner Sphere units in general as without honor unless they displayed a willingness to accept our codes of conduct.

These shifts in policy were accompanied by a shift in the Clan's attitude toward the invasion. Aletha Kabrinski, previously a staunch Crusader, began to show signs of shifting to Warden views. Perhaps the death of the ilKhan affected her personally, or perhaps dealing closely with Inner Sphere people changed her feelings about them. Whatever the cause, she gradually became more and more Warden, bringing her views into line with Khan Jorgensson's well-concealed political beliefs. Jorgensson had always been a Warden at heart, thrust uneasily into the Crusader camp by his rivalry with the Wolves and his respect for ilKhan Showers. With the two presenting a unified front, many of the Clan's warriors began changing their minds as well.

The fifth wave of the invasion was a stunning success. The Ghost Bears captured eighteen worlds, with the crowning achievement the well-defended Combine world of Alshain. A major industrial and strategic center for House Kurita, its loss was a blow to the Combine and an important boost for Clan Ghost Bear. We quickly moved our headquarters to Alshain as the fifth wave rolled forward.



CLAN GHOST BEAR

Centuries ago, the Great Father promised a return to the Inner Sphere for his children. Many believed that we could only achieve this by conquering Terra in the Great Father's name, forcing the corrupted peoples of the Successor States to see the truth of the Way of the Clans. I believe this was a hasty and misguided assumption. Destiny is within our grasp, and we have only to reach out and take it!

We of Clan Ghost Bear have won many worlds from the Draconis Combine and the Free Rasalhague Republic through legitimate Trials of Possession. In return, we have administered these worlds fairly, and instructed their peoples in the Way of the Clans. While our neighbors continue to skirmish for centimeters of land, we have cemented our position. As a result, losses to raids and civil disorder have been minimal, and our Clan has prospered.

I stand before you today to announce that Clan Ghost Bear has moved from the blighted tundras of the Kerensky Cluster to the blessed pastures of the Inner Sphere: to the Ghost Bear Dominion, thirty-nine worlds claimed by rightful conquest. This area will henceforth be considered Clan territory, administered from the new Ghost Bear capital on Alshain.

I urge the Grand Council and the Houses of the Inner Sphere to recognize our claim peacefully, to the mutual benefit of all. Challenges to this claim will be dealt with harshly, until none remain to raise a dissenting voice.

—Excerpt from Khan Bjorn Jorgensson's address to the Clan Grand Council, Strana Mechty, 27 April 3060

In 3052, the proposed proxy battle for Terra on the backwater planet of Tukayyid halted the Bears' momentum. Though Khan Jorgensson was displeased by this turn of events, Khan Kabrinski saw the conflict as an excellent opportunity to bring the invasion to a decisive end, confident that the Clans would emerge victorious. As all well know, that was not to be. The battle of Tukayyid was as brutal as any in our Clan's history, personified by the fiery destruction of the Holth forest in a desperate ploy by the Com Guards to turn aside Bear forces. The ploy worked, with deadly results. In addition to thousands of acres of woodland laid waste, Clan Ghost Bear lost nearly two full Clusters to the inferno. If the honor of the Com Guards had equaled their determination, the Bears would surely have lost Tukayyid. As it was, we captured and held one of our two objective cities in spite of our opponents' dezgra tactics, and claimed a marginal victory for our Clan. Though the Bears had hoped for much more, we fared better than any other Clan save Clan Wolf.

HIBERNATION SEASON

Faced with a fifteen-year truce after the Clans' defeat on Tukayyid, our Khans chose to solidify our position in the Inner Sphere. Khan Jorgensson finally reversed the situation on occupied worlds, placing most local governments back in their own people's charge, with minimal interference from the Clan. In an effort to boost commerce, the Khans launched a number of ambitious industrial expansion projects, keeping employment rates up and enhancing the Bear Touman in the process. Limited trade with the Inner Sphere was also permitted to the merchant caste under strict warrior supervision.

By 3054, however, the Ghost Bear efforts to expand industry and trade in the occupation zone had begun to slow down, stymied by the months-long delay between the Inner Sphere and the Clan homeworlds. In addition, Ghost Bear warriors and lower castes left behind in the homeworlds languished on marginal Kerensky Cluster worlds while their counterparts in the Inner Sphere enjoyed far better conditions on more than thirty worlds captured in rightful Trials of Possession. Resentment inevitably began to fester, threatening to split the Ghost Bear family unless something was done.

In an effort to strengthen his Clan and unite his people, Khan Jorgensson proposed a bold plan: that the entire Clan move permanently into the Inner Sphere. Put to a vote of the entire warrior caste, as are all important matters that concern the Clan, the Ghost Bears chose to move. Though this relocation from Clan space did not violate any Clan laws or traditions, we nonetheless conducted the move in secrecy to prevent predation against Ghost Bear holdings or vessels during the operation.

PRESENT AND FUTURE

The Great Refusal that was fought and won by the resurrected Star League Defense Force on Strana Mechty, repudiating the entire invasion, is a matter of controversy among our fellow Clans—especially our part in it (or lack thereof). Khan Jorgensson led the way for the Warden Khans to extricate themselves from the Trial, an act some see as a sign of weakness. The fact remains, however, that the invasion—despite our Clan's participation in it—was a Crusader endeavor, and so the honor of defending its continuance rightly fell to the Crusaders. Furthermore, our right to relocate was vindicated when the Grand Council voted down the motion to Abjure us—a charge hastily brought before the Council in the wake of the Great Refusal.

Our return to the Inner Sphere began in early 3055, and is nearly complete. Clan Ghost Bear keeps token but important holdings in Clan space, however, among them the enclave on Arcadia awarded to our Clan by Nicholas Kerensky. In addition, an elite Ghost Bear Cluster mans the traditional outpost on Strana Mechty at all times. Apart from these bases, nothing remains of our Clan's presence in the Pentagon or the Kerensky Cluster. The Inner Sphere is once again our home, and from here we will build a new future.

CLAN GHOST BEAR

Make no mistake; our talk of brotherhood and friendship has not diminished our warrior spirit. But the days of Operation Revival are behind us. We have entered a new era, and for once the Ghost Bears are leading the way. Wardens we may be, but we are still Clan, and we will brook no challenge to our holdings or our honor.

PRACTICES AND CUSTOMS

Clan Ghost Bear has few official ceremonies or customs, instead relying on a broader spectrum of traditions that give the Clan its unique identity. Reinforced through education and the military chain of command, these characteristics make a Ghost Bear what he or she is.

THE VIRTUE OF STRENGTH

In battle and in other endeavors, the Ghost Bears favor strength above all things: not only physical strength, but strength of purpose and character. Our strength has allowed us to prosper in spite of our often hidebound ways and chronic political naiveté. A major contributing factor in our development along these lines has been the Clan's easy access to metals and other resources since the Golden Century. With an abundance of raw materials, the Ghost Bears have had the luxury of heavier-than-average 'Mech units, and so can apply force more directly than Clans such as the Wolves and Ice Hellions.

On an individual scale, each warrior's strength is also considered of primary importance. Hand-to-hand combat training is as intense for MechWarriors as for Elementals, and even our aerospace pilots are deadly outside the cockpit. Each year, teams from every Galaxy compete in a Clan decathlon in the tradition of the ancient Terran athletic contest. The winners of this event receive the respect of their peers and a seat at the head of the table for the feast that follows the competition.

The Clawing Ritual

Personifying the Ghost Bears' reverence for strength is the Clawing. This dangerous rite of passage is undertaken only by the bravest of Ghost Bear warriors, but those who survive it are destined to rise to the Clan's highest echelons.

Only the highest-ranking unClawed warrior in each Cluster may participate in the annual trip to Strana Mechty. There, the Clan Loremaster leads the candidates in a month-long period of reflection and purification, reliving Tseng and Jorgensson's journey in their hearts before they attempt it with their bodies. The candidates from each Galaxy are then grouped into hunting parties and equipped with only basic equipment, including a pair of hunting dogs to aid in tracking down their elusive quarry. Armed only with a simple metal spear, the hunters embark on their journey. They go out to find a ghost bear, defeat it in combat and return its carcass to base camp as proof of their deed.

Fewer than half the hunting parties return, and fewer still return successful. There is no dishonor in failure, for the punishing Antarctic of Strana Mechty is a test of stamina few warriors outside our Clan could survive. Usually, at least one hunting party returns with a ghost bear. It is carefully skinned amid great ceremony, the pelt fashioned into cloaks for the victors. The Clans abhor waste, and so the flesh of the honored creature is roasted over a bonfire and shared among all the candidates in the hope that ingesting the ghost bear will impart some portion of its essence to them.



HASTE MAKES WASTE

The founders of Clan Ghost Bear taught their warriors that "to tread without care is to court disaster." As evidenced by their slow but steady advances in the liberation of the Pentagon, Tseng and Jorgensson believed a methodical and thorough approach was preferable to a blitzkrieg. In a similar vein, the Ghost Bears see partial commitment to a cause as worse than no commitment at all. We undertake nothing lightly, just as our founders did not join the Exodus without due consideration.

This general tendency has evolved over time into an overriding Ghost Bear philosophy. Strategically and tactically, the Bears move in measured steps. In the field of military technology, we do not rush to adopt unproven weapons, whose introduction always disrupts the rank and file. Instead, we test any new acquisition, often by observing other Clans as they employ the technology in battle. Only after a technology or tactic has

REGARDING THE OTHER CLANS

Clan Blood Spirit

It is sad that their idealism so quickly turned to isolationism and then festered into bitterness. There was a time, long past, when our two Clans could have been allies.

Clan Cloud Cobra

Unlike the Kindraa of Clan Fire Mandrill, this Clan's Cloisters do not seem to threaten its unity. Our relations can only improve as the Cobras learn to trust our shift to the Warden camp.

Clan Coyote

Their day is long past, yet they continue to maintain their traditions. If for only this reason, we respect this Clan and its considerable contributions to Kerensky's children.

Clan Diamond Shark

It troubles us that they seem uninterested in rebuilding their shattered Touman. They are valuable allies, but not indispensable. They run the risk of becoming too specialized to survive.

Clan Fire Mandrill

The divisiveness of this Clan's Kindraa sickens us. A Clan divided against itself cannot stand; it is a testament to their strength that the Mandrills have lasted this long.

Clan Goliath Scorpion

This Clan is a puzzlement. They have so much potential, yet they do not realize it. Blurred by drugs and bound by ceremony, they stand a hair's breadth from greatness.

Clan Hell's Horses

The loss of Kilbourne Jorgensson will never be forgotten, but we have had our measure of revenge. The Horses are misguided, but they deserve respect for their resourcefulness and courage.

Clan Ice Hellion

Personified by their current Khan and his Hellion's Fury temper tantrum, the Hellions are all bark and no bite. Haste makes waste; this Clan will likely waste away to nothing in short order.

proven its worth is it employed by the Ghost Bear Clan, whose warriors then embrace it wholeheartedly.

The Great Work

Among his many virtues, Khan Kilbourne Jorgensson was an exceptional sculptor and musician. Though some warriors scoff at artistic expression, throughout history many great warriors were also artists. In the courtyard outside his headquarters, Kilbourne worked on a massive life-sized statue of the ghost bear he killed during his own Clawing. He began the sculpture immediately upon his return from that rite, to create a monument to the great beast he had felled. Whenever possible, he would venture into the courtyard and work on the sculpture, refining this or that detail. One day his aide asked if he was nearly finished with the statue. The Khan responded cryptically, saying, "When I am finished, so will the statue be finished." The Khan was killed in battle later that month. The statue now stands guard over the Jorgensson Bloodname Chapel in the Svoboda Zemylya (Peace Park) on Strana Mechty.

Kilbourn Jorgensson's sculpture gave rise to the idea of creating a "Great Work" to demonstrate dedication to a long-term goal or cause. This usually takes the form of a single artistic piece: a sculpture, musical composition, painting and so forth. The Work is begun after an individual comes of age (after the Trial of Position for warriors), and is worked on throughout life—daily if possible, little by little. Such creations are never truly "finished." Like life, the Great Work is a never-ending journey. Often a Great Work is a joint effort of trothkin, especially when the effort is an especially large Work such as a monumental sculpture. This type of Great Work has even more value in some ways, as it also emphasizes teamwork.

By tradition, every warrior is expected to create a Great Work, which is performed or displayed as appropriate at the warrior's funeral ceremony. The Work is included in the warrior's codex after death, as a monument to the warrior's spirit. In the case of Bloodnamed warriors, the Work is perpetually displayed in the Svoboda Zemylya near the warrior's Bloodname Chapel.

FAMILY VALUES

Hard work and dedication are cornerstones of Ghost Bear daily life. These attitudes are typical of the Clans, but the Bears further reinforce them with the concept of family. A word repugnant to all other Clans, *family* has a unique meaning to this Clan, founded as it was by a married couple. In their 38 years as the Clan's first Khans, Tseng and Jorgensson imparted to their warriors a unique sense of camaraderie and fellowship. As the years passed, those first warriors passed this sense of belonging to those under their command. The intensity of the relationship faded as the Clan grew, but the general sense of it remained. To this day, Ghost Bear warriors maintain tight bonds with their trothkin and Starmates, and lifelong friendships are widespread.

This gives the Ghost Bears unrivaled *esprit de corps*, but can sometimes prove a weakness as well. Bonds of true friendship are hard to break, and when warriors are in the field, this kind of attachment can sometimes lead them to take unwise risks on behalf of their trothkin. Though this often results in heroic feats of valor, just as often it can lead to the loss of the objective. Transfers can also be a problem, as joining a new unit means new bonds must be forged and old ones pushed aside. New units or units created from the fragments of others are often weak at first. For this reason, Ghost Bear soldiers are normally transferred between units in Star or Binary-sized groups rather than individually.

TRAINING

Ghost Bear training is harsh and emphasizes the physical. All warriors, even aerospace pilots, undergo extensive personal combat training. Unlike many Clans, failure in the initial Trial of Position does not immediately relegate an aspiring Ghost Bear warrior to the ranks of the lower castes. Rather, the cadet is shifted to another warrior subcaste, his or her placement based on aptitude tests, in the hopes that the cadet may test out more positively there. This system avoids wasting the cadet's early training. If a warrior fails to earn a position in the sub-caste, he is then sent to the lower castes, as it is also wasteful to continue training a poor candidate.

FORCES

Clan Ghost Bear boasts the largest military force among the Clans: five front-line OmniMech Galaxies, including full Elemental and aerospace support, plus eight second-line Galaxies. Including the elite Keshiks, the Clan has a Touman of roughly fifty-eight Clusters. The Clan has assembled this massive army through slow and steady build-up. Having kept full-scale conflict to a minimum after Tukayyid, we have not suffered the setbacks of our neighbors in military hardware.

During our relocation to the Inner Sphere, the Ghost Bears by necessity developed a remarkably advanced logistical network. This serves us well with such a large force stationed across so many worlds.

Ghost Bear BattleMechs and armored vehicles are most often painted in a winter camouflage scheme of grays and whites, unless terrain conditions mandate other colors. In front-line units, 'Mechs are trimmed with blue accents.

UNIT STRUCTURE

The Ghost Bear Touman centers on strength and speed, employing 'Mechs with such powerful weapons arrays that armor and heat sinks may be compromised. Fast 'Mechs such as the *Fire Moth* deploy the Ghost Bears' significant numbers of Elementals, and a small but efficient aerospace branch covers ground combatants.

Generally, Ghost Bear Clusters consist of three Trinaries of OmniMechs (often including one or more Supernovas), one Binary of Elementals and one Binary of aerospace fighters. Keshiks lead every front-line Galaxy; these consist of a single reinforced Trinary of four Stars, usually a Supernova.

Specialty Clusters do exist that deviate from this standard, although the distinctions are minor. Striker Clusters feature a high proportion of fast and jump-capable 'Mechs, while assault Clusters are the opposite, adding heavy and assault 'Mechs in force. Perhaps the most unusual are the phalanx Clusters. These second-line units are organized and trained specifically for defensive duty, and always contain a contingent of conventional vehicles in addition to infantry and BattleMechs.

Clan Jade Falcon

Among an aggressive people, the Falcons may be the most aggressive. This alone cannot sustain them, however. If they are not careful, they will find themselves thrown to the wolves.

Clan Nova Cat

We have always been on good terms with the Nova Cats, and find it shameful that they chose to side with the enemy. The true Star League has yet to be reborn. Their cause may have been just, but treason is still treason.

Clan Snow Raven

Though our alliance began as a matter of aesthetics—both Clans bear arctic totems—it has grown through complementary forces and methods. In every case, even when it ill becomes them, it seems the Ravens excel where we are lacking.

Clan Star Adder

Too soon they seek to rub shoulders with giants. They would be well advised to learn to walk before they run, lest they waste their windfall Burrock isorla.

Clan Steel Viper

They believe themselves our betters, and have since the Pentagon campaign battle for Arcadia. Any Clan that keeps its true Khan in a closet cannot be trusted.

Clan Wolf

They can defend only half their worlds, yet they are more haughty than ever. A fractured Clan with a fractured Touman cannot afford to hold its head high when it stands so near the abyss.

Ever since the days of Tseng and Jorgensson, the Ghost Bears have employed an open command structure. Though more rigid now than in the early days of the Clan, it is still quite flexible compared to more top-heavy command chains like those of the Smoke Jaguars or the Star Adders. Warriors are encouraged to innovate and think for themselves. However, every warrior is expected to defer to his or her superior officers and the battle plan lest they lose the fight because they cannot see the big picture.

BattleMech Assets

Unlike many Clans, forced to use what they have on hand and develop combat doctrine to match, the Ghost Bears have built up their Touman as they see fit. Most of the Bears' favored 'Mechs have a particular use: ultra-fast scouts like the *Fire Moth* or *Viper*, or heavy-hitting weapons platforms like the *Mad Dog* or the *Executioner*. These heavy and assault 'Mechs usually feature a variety of weapons that have hitting power at all ranges. Since the battle for Tukayyid, they mount mainly energy weapon pods.

The Bears' preference for the *Fire Moth* seems to run counter to the Clan's overriding ethos of strength; however, the Clan uses them almost exclusively as Elemental carriers. For more typical recon roles, the Bears normally employ the heavier *Viper*.

Infantry Assets

The Bears have a strong affinity for battle armor, fielding what may be the largest contingent of Elementals in the Clans. They are the only Clan to field a Galaxy composed solely of battle-armored troops. Khan Kilbourne Jorgensson, an Elemental, pioneered many innovative battle armor tactics during the Golden Century, which the Bears still use to great effect. The only Clan with more expertise in the use of Elemental forces is Clan Hell's Horses, though their insistence on the wide deployment of armored vehicles dilutes any advantage that might otherwise give them over Ghost Bear forces.

Aerospace Assets

Most Clan aerospace pilots are noticeably genetically different from MechWarriors. Pilots are bred for their task, engineered with enlarged sensory apparatus and even enlarged brains. It is said that these pilots can see farther and think faster than ordinary humans, allowing them to better control their machines at the cost of small stature and relative physical frailty.

Ghost Bear scientists did not develop the aerospace pilot phenotype. Always slow to adopt new concepts, the Ghost Bears felt that the increased response offered by the pilot modifications were insignificant when balanced against the loss in physical strength and stamina. Often criticized for their reluctance to adopt the new breed, the Ghost Bear Touman has always suffered from a second-rate aerospace arm, though its flaws are not so serious that we cannot defend ourselves in the sky. The Ghost Bears maintain aerospace pilot Bloodlines, but warriors created from this stock are not noticeably different from MechWarriors.

In recent years, the Ghost Bears have been vindicated, as Inner Sphere pilots have often proved equal to their Clan counterparts in spite of the Clans' genetic manipulation. In fact, the current Ghost Bear Khan is one of the finest aerospace fighter pilots in the sky, despite being genetically bred as a MechWarrior.

Naval Assets

As in many other Clans, WarShips have always been a secondary concern to the Ghost Bears—a necessary evil used to protect JumpShips and DropShips from bandits and other unscrupulous foes. With crews numbering in the hundreds, personal honor and glory are difficult for individuals serving aboard a WarShip to attain. For the Ghost Bears, however, this lack of opportunity for personal advancement is not as terrible as it might seem. Our attitude toward teamwork gives the crew of a Ghost Bear WarShip higher morale and correspondingly better performance than most others.

For such a large Clan, the Ghost Bears have relatively few WarShips, though this has become less of a problem now that shipping between the Inner Sphere and the homeworlds has virtually ceased. The fourteen WarShips in our fleet are mainly used to protect key worlds in our Inner Sphere holdings, and to escort JumpShips carrying important cargo near hostile borders.

The relocation of our Clan to the Inner Sphere was made possible by a significant flotilla of transport WarShips, including the *Carrack*-class *Den Mother* and *Yggdrasil*; the *Volga*-class *Ursine Boatman*, and the *Leviathan*-class *Great Bear* and *Leviathan*. The flagship of the Clan, assigned to Alpha Galaxy, is officially the *Cameron*-class *Dieron's Run*, though in naval engagements Beta Galaxy's *Black Lion*-class *Bear's Den* is more often the flag vessel. The balance of the fleet forms a flexible naval reserve assigned as needed by the Khan's naval aide, Star Admiral Jerrod Gilmour. The naval reserve consists of the *Fredasa*-class *Black Ghost*, the *York*-class *Ursa Minor*, the *Essex*-class *White Claw* and *White Fang*, the *Lola III*-class *Blizzard* and *Icepick*, and the *Nightlord*-class *Ursa Major*.

UNIFORMS

The field uniform, worn by unarmored infantry as well as Elementals, MechWarriors, aerospace pilots and armor crews when out of their machines, consists of full-body fatigues in a gray camouflage pattern, adorned with a black utility belt, sidearm holster, and shoulder pads styled like the claws of a bear. The Clan insignia is worn on the right shoulder; below it is the insignia indicating the warrior's Point. The insignias for the warrior's Galaxy and Cluster are worn on the left shoulder. Rank insignia is displayed front and center on the helmet or cap.

The dress uniform is a simple gray shirt and a blue-gray jacket and trousers, accented with dark blue piping and gold buttons. The addition of a black necktie and belt make the Ghost Bear dress uniform resemble the uniforms commonly worn by armies of the late twentieth century. Distinguishing it from those early uniforms is a dark gray claw pattern sewn over each shoulder. Rank insignia is displayed on the collars. The Clan insignia is worn on the right shoulder. Officers ranked Star Colonel and higher wear a gold aiguillette over the right shoulder.

Ceremonial dress is reserved for the most important occasions, such as the Rite of Adoption, the Bloodname ceremony and sessions of the Grand Council. The uniform consists of a simple black body suit over which is draped a large cloak of light blue fur. Warriors who have successfully undertaken the Clawing can wear a white cloak fashioned from the pelt of the ghost bear they killed as part of their ceremonial dress, in place of the usual blue cloak. The pelt is large enough that every member of a successful Clawing party makes his own cloak, not just the warrior who landed the killing blow. Typically, the warrior credited with the kill adorns the shoulders of his or her cloak with the bear's teeth, while the other members of the team wear the bear's claws. In place of the usual ceremonial mask, Ghost Bears wear a white helmet in the shape of a stylized bear's head, with Clawed warriors often fashioning parts of the helmet from the ghost bear's skull.

Rank and Unit Insignia

All Ghost Bear rank insignias are derived from the insignia of the Khans, a stylized bear's head in gold. The Galaxy Commander insignia divides the head in half vertically. The Star Colonel insignia is almost identical to the Galaxy Commander's, but the sides of the head are straightened. The Star Captain insignia flattens out the bottom. The Star Commander insignia flattens out the top; it resembles two gold bars, with only the ear-like flanges at the top remaining of the original bear design. The rank of Point Commander is a single bar that retains both flanges.

Each member of a Star wears a distinct pentagonal patch on the field uniform indicating the Point to which he belongs. These insignias follow the same style as the rank insignias, starting with a stylized bear's head for Point 5 and gradually receding in likeness to Point 1, which is two narrow gold bars.

The Bear Regulars, Provisional Garrison Clusters and Phalanxes each use a common insignia, distinguished only by their unit number. The Regulars use a bear-head field and Roman numerals. The PGCs use a circular blue shield with Arabic numbers, and the Phalanxes use a rectangular Roman shield over crossed spears, with Roman numerals.

Awards and Decorations

A warrior's deeds are recorded in his codex for all to see, and so few actions call for additional ornamentation. A warrior who puts the honor of the Clan, or the Clans as a whole, before his own personal honor in combat may be nominated by his peers to receive the Shield of Tseng. This award is bestowed by the saKhan to one warrior each year, and it is a particular honor because it shows selfless dedication to the Clan. A two-centimeter silver shield, it is worn as a pin on the left collar of the dress uniform.

A warrior can receive this award a second time, in which case he or she instead receives the Spear of Jorgensson. In a solemn ceremony, the Khan paints a spearhead design on the pin, using red enamel mixed with a drop of his own blood and a drop of the recipient's blood. Those who wear the Spear and Shield are among the Clan's elite.

NOTABLE WARRIORS

The ranks of the Ghost Bears are filled with fine warriors, the best of whom earn the highest positions in the Clan. .

KHAN BJORN JORGENSSON

Bred in a MechWarrior sibko, the man who would become our Khan failed his initial Trial of Position. Tests showed aptitude for aerospace piloting, and so he was transferred to that division according to Ghost Bear custom for trueborns. He passed his second Trial of Position with flair, scoring three kills and earning the initial rank of Star Captain. An exceptional pilot, he is also a skilled field commander, thanks in part to his early training as a MechWarrior, which gives him a better understanding of all the forces under his command. Bjorn served with distinction in the 140th Striker Cluster during the first waves of the Inner Sphere invasion; he earned the rank of Star Colonel shortly before becoming Khan.

Khan Jorgensson is large and muscular, especially compared to aerospace pilots from other Clans, and is said to pilot a *Kirghiz* because it is the only fighter large enough to accommodate him. He is generally soft-spoken, letting saKhan Kabrinski do most of the aggressive talking in Council. The saKhan often takes the role of field commander, leaving Jorgensson to act as a strategist.

SAKHAN ALETHA KABRINSKI

Aletha Kabrinski is an aggressive light 'Mech pilot who has never let a lackluster posting get in the way of her meteoric rise to command. She prefers the speed and agility of the *Fire Moth* to the sheer firepower of other designs. Originally somewhat Crusader in her views, she has become a conservative Warden since Tukayyid. However, she remains aggressive, making her the perfect foil to the staid Jorgensson in the Grand Council. She is also a natural tactician and a highly skilled MechWarrior. Some say she must have Goliath Scorpion blood in her somewhere, for she revels in the "skillful kill" so much prized by that Clan.

LOREMASTER LAURIE TSENG

The commander of Beta Galaxy, Laurie Tseng is more typical of a Ghost Bear warrior than either of her ristar Khans. Earning only a single kill in her initial Trial of Position, she worked her way up to Galaxy command through slow and steady advancement. She is the oldest Ghost Bear MechWarrior in front-line duty, but shows no signs of retiring to the solahma ranks any time soon. Laurie is a shrewd strategist and an able pilot, though some question her field command abilities. She served as Loremaster throughout Operation Revival and the Great Refusal, and so possesses invaluable insight into the Inner Sphere and the Ghost Bears' interaction with it. It is widely expected that when Kael Pershaw finally gives up his tenuous grip on life, Laurie Tseng will succeed him as the next Loremaster of the Clans.

STAR COLONEL RAGNAR

The man formerly known as Ragnar Magnusson, son of Elected Prince Haakon Magnusson of the Free Rasalhague Republic, was captured as a bondsman from the Wolves (in Exile) during a Wolf raid on the planet Utrecht. He possesses useful insight into the hearts and minds of the people of Rasalhague. Since his capture, his return to warrior status has been outstandingly fast, thanks to his impressive skills as a MechWarrior and a wisdom beyond his years. He has served as an advisor to Ulric Kerensky, Phelan Kell, Anastasius Focht and Victor Steiner-Davion. He now serves the Ghost Bear Khans as an advisor regarding the captured people of Rasalhague and as Star Colonel of Alpha Galaxy's First Rasalhague Bears Cluster.

CLAN GHOST BEAR



ALPHA GALAXY: THE GOLDEN BEARS

As is the case in many Clans, Alpha Galaxy is the Ghost Bears' premiere front-line unit. Originally commanded by founding Khan Hans Jorgensson, the Golden Bears have traditionally been the Khan's unit, and always fight at the forefront of the Clan's most important battles.

In a pivotal battle of Operation Revival, the whole of Alpha Galaxy was deployed to attack Alshain. Under the command of saKhan Aletha Kabrinski, the Golden Bears dealt with the Kuritas' combination of dug-in defenses and mobile harassment, dividing the defending forces and eventually forcing them off-planet. Since then, Alshain has become the Ghost Bear capital, as well as the operational headquarters of Alpha Galaxy.

The insignia of Alpha Galaxy depicts a silver bear's head on a gold sun-shaped field, surrounded by golden laurels.

TACTICS

Staffed by the finest warriors in the Clan, Alpha Galaxy also employs the most innovative tactics. It is the most flexible Galaxy in the Clan, where the open command structure established by its founders flourishes.

Command Supernova (The Ourse Keshik)
1 Trinary/Elite/Fanatical
CO: Khan Bjorn Jorgensson
Aide: Star Colonel Edore DelVillar

Though not technically part of Alpha Galaxy, the command Supernova is attached to it logistically. The Khan's personal unit is a mixed Supernova Trinary. Each Star is drawn from warriors of the same sibko; the unit prizes camaraderie and teamwork above ristars. As these warriors have worked together throughout their lives, their level of cooperation is unparalleled.

The Keshik's insignia is the Ghost Bear insignia emblazoned on a starburst of silver and gold.

Trinary Galaxy Command
(The Silveroot Keshik)
1 Trinary/Elite/Fanatical
CO: saKhan Aletha Kabrinski

The Silveroot Keshik is the traditional command of the saKhan and also the headquarters of Alpha Galaxy. It is a great honor to serve in this unit, and only the best manage to earn places in it. It is an unwritten requirement that every member of the Keshik must have successfully completed the Clawing. As a result, the warriors of the Silveroot Keshik are savage combatants in and out of their machines. The unit insignia is a golden oak tree with silver roots, emblazoned on a blue shield shaped like a bear's head.

1st Bear Guards (The Rage)
4 Trinaries/Elite/Fanatical
CO: Star Colonel Justin Gurdel

The Rage has a proud history as the Clan's first unit. Through a series of battles in Operation Revival, the warriors of the First demonstrated the ability to combine air power with fast-hitting ground troops to destroy even the most dug-in defending forces. After its devastation on Tukayyid, the Cluster was re-formed and returned to the Inner Sphere to take Santander's World from the Smoke Jaguars in July 3052.

The insignia of The Rage is a roaring bear's head in profile, in gold on a red field.

3rd Bear Guards (The IlKhan's Shield)
4 Trinaries/Elite/Reliable
CO: Star Colonel Sarah DelVillar

This Cluster is named for its service as the honor guard for Nicholas Kerensky and Jerome Winson whenever they traveled in Ghost Bear territory. Ever since, the unit has been a showcase for the Clan, and fought in the Operation Revival Trials to determine which invasion corridor each Clan would receive. During the invasion, the Guards developed a reputation for ruthlessness. The unit insignia is a silver shield emblazoned with a daggerstar, over which is superimposed a bear's head.

50th Striker Cluster (The Black Bears)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Stephan Huntsig

The Black Bears fought the First Husars on Thule, capturing their commander, Överste Joannie Swigard, who now serves as a Star Captain in the unit. The Fiftieth favors jump-capable 'Mechs, and is adept at avoiding enemy traps and ambushes. The unit insignia shows a black bear rearing up on its hind legs, on an arrowhead-shaped field of blue.

1st Rasalhague Bears
4 Trinaries/Veteran/Questionable
CO: Star Colonel Ragnar

This unit is the newest in the Ghost Bear Touman, formed to showcase cooperation between Rasalhagians and Ghost Bears. Every Star in the Cluster contains at least one Rasalhague soldier who was taken as isorla and regained his warrior status. This Cluster will show all the citizens of Ghost Bear territory that cooperation is possible, even between those who were literally killing each other less than five years ago.

The unit insignia is a blue shield in the shape of a bear's head, emblazoned with a white Scandinavian dragon.

CLAN GHOST BEAR



BETA GALAXY: NIGHT HOWLERS

Despite its excellent performance during Operation Revival, Beta Galaxy suffered serious casualties. An asteroid impact in the Damien system destroyed a Beta DropShip, resulting in the loss of an entire Cluster, and the Seventh Bear Guards were completely destroyed in the Holth forest inferno on Tukayyid. These major losses most likely explain ComStar's occasional incorrect identification of Beta Galaxy units as belonging to the second-line Theta Galaxy. After rebuilding, Beta Galaxy is not as seasoned as it was, but still manages to stand as an equal among other Ghost Bear front-line Galaxies.

The insignia of Beta Galaxy is a bear silhouetted against a silver moon, sitting on its haunches and howling like a wolf.

OFFICERS

Galaxy Commander Laurie Tseng is also the Clan's Loremaster. Though her skills as a MechWarrior are beginning to fade, she remains a strategic genius, using the time-tested, slow-but-steady advances favored by most Ghost Bear officers. During the invasion, the whole of Beta Galaxy attacked the world of Soverzene. Galaxy Commander Tseng's conservative approach earned an eventual but hard-fought victory in the face of ambush and similar underhanded tactics.

TACTICS

Personified by the attitudes of their commander, Beta units approach an enemy cautiously and rarely commit to an uncertain situation. Flanking maneuvers supported by mechanized battle armor are a favorite tactic.



Trinary Galaxy Command (The Shrill Keshik)
1 Trinary/Veteran/Fanatical
CO: Galaxy Commander Loremaster Laurie Tseng

The personal unit of the Loremaster is composed entirely of her lifelong friends. In battle, they work together as a seamless whole; Tseng rarely has to issue orders to her unit.

The unit insignia shows a white bear on its haunches, holding a black hunting bird on its arm, as though it were a falconer.



12th Bear Chevaliers (The Wendigos)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Douglas Silva

The Chevaliers saw plenty of action during the invasion, using Elemental support to its fullest advantage. In rebuilding their losses since Tukayyid, the unit has taken on extra battle armor. It now supports two Trinaries of Elementals, plus two Supernova Trinaries and a single Binary of fighters.

The unit insignia is a white Elemental battle armor suit with claws rather than weapons at the ends of its arms.



304th Assault Cluster
(The Howling Bears)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Paul Vishio

The Howling Bears fought in many key battles of the invasion, including the liberation of Policenigo from the grip of a criminal government. Star Colonel Vishio makes excellent use of the Elementals in his command as sappers and headhunters.

The insignia of the 304th is a bear silhouetted against a gray castle tower, sitting on its haunches and howling like a wolf.



332nd Assault Cluster
(The Iowa Blacklancers)
5 Trinaries/Regular/Reliable
CO: Star Colonel Gosvoda Nuyriev

Unusual for an assault Cluster, the 332nd has four Stars of aerospace fighters, but few Elementals. Star Colonel Nuyriev, an aerospace pilot, is expert at coordinating air strikes and ground assaults. His particularly aggressive and often crafty tactics have placed him under the watchful eye of Galaxy Commander Tseng.

The Cluster insignia is a black knight mounted on a barded bear, emblazoned on a gray castle tower.

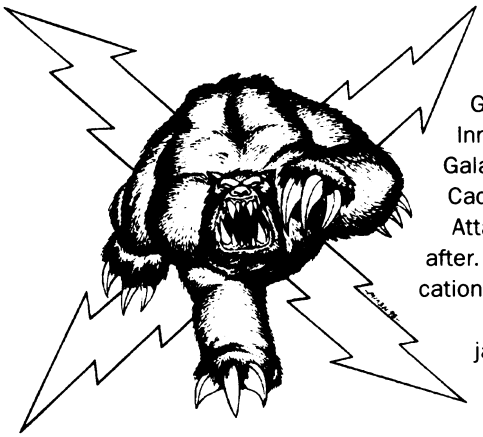


14th Battle Cluster (The Maulers)
5 Trinaries/Elite/Questionable
CO: Star Colonel Dane Jorgensson

The Fourteenth encountered several disreputable mercenary opponents during the Inner Sphere invasion. Savagely ambushed by the Regal Death on Susquehanna, Star Colonel Jorgensson pushed for the Khan to declare all mercenaries dezgra, and was granted his wish. Since then, this unit has embarked on a campaign of destruction against any mercenaries they encounter, destroying every 'Mech of the Blue Lightning on Kaesong with neither batchall nor remorse. Their extremist attitude and Crusader leader have labeled them as a unit of questionable loyalty.

The unit insignia is a roaring black bear with blood-soaked claws on a blue star-shaped field.

CLAN GHOST BEAR



DELTA GALAXY: THE BLITZKRIEG

Less prestigious than Alpha Galaxy and featuring lighter units than Beta Galaxy, Delta Galaxy is the least favored of the Ghost Bear front-line Galaxies. When the invasion of the Inner Sphere resumed after the death of ilKhan Leo Showers, Khan Jorgensson led the Galaxy personally against the Eighth Alshain Regulars and the Twelfth Sun Zhang Academy Cadre on Thessalonika. In one of the Galaxy's most serious losses, the Twentieth Polar Bear Attack Cluster was decimated in the Holth forest ambush on Tukayyid, and disbanded thereafter. This major reorganization may be the source of ComStar's occasional incorrect identification of Delta Galaxy units as belonging to the second-line Kappa Galaxy.

The insignia of Delta Galaxy is a running blue bear superimposed over crossed golden javelins of lightning.

OFFICERS

Delta Galaxy has always benefited from excellent leadership, and Galaxy Commander Roberto Snuka is no exception. The only survivor of his sibko, he has gained a reputation for snatching victory from the jaws of defeat. He is struggling to rebuild his Galaxy to full strength after the losses inflicted on Tukayyid.

TACTICS

Unlike most Ghost Bear Galaxies, Delta has come to rely on its officers in the field. Without a significant force of assault 'Mechs, Delta often counts on aerospace support to soften up the enemy.

Trinary Galaxy Command (Jorgensson's Keshik)
1 Trinary/Elite/Fanatical
CO: Galaxy Commander Roberto Snuka

This Keshik is a Trinary reinforced to five Stars, including Tango Support Star, which consists of armored vehicles captured from Hell's Horses. Though vehicles rarely appear in a Keshik, Delta is short on equipment, and the captured Epona and Athena tanks have proven effective in combat.

The insignia of Jorgensson's Keshik is a black bear on a white shield, impaled on a silver spear.

8th Bear Cuirassiers (The Blinding Drive)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Dana Vishio

This flexible Cluster is valued in part for its five Stars of OmniFighters, including a full Star of *Kirghiz* fighters known as The Black Wing. During Operation Revival, the Eighth aided Beta Galaxy in hunting for the hated Black Omen mercenary company on Damien. Their insignia is a soldier mounted on a running bear, on a background of snow and lightning.

73rd Battle Cluster (The Lash)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Majorie DelVillar

Originally the Third Bear Striker Cluster, after losing nearly half its forces to aerospace attacks on Thule the Cluster was retired. Prior to the fifth wave of the invasion, a new Cluster was created with reinforcements sent from the homeworlds. Formed around the core of the Third, the new composition of forces was designated the Seventy-third Battle Cluster. The Cluster insignia is a cracking whip on a star-shaped red field.

68th Striker Cluster (The Walking Panzers)
4 Trinaries/Veteran/Questionable
CO: Star Colonel Farn Jorgensson

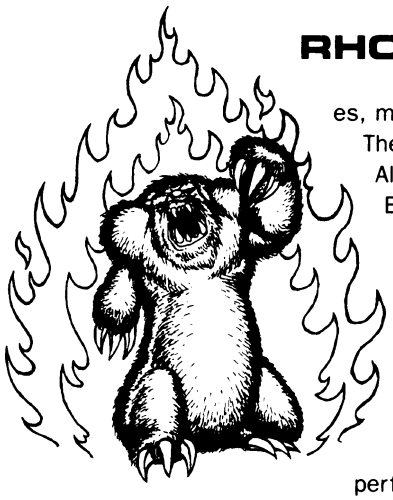
Star Colonel Chou Vong commanded the Sixty-eighth during Operation Revival, but his weak leadership and often questionable methods caused dissension in the ranks. After Tukayyid, aerospace pilot Farn Jorgensson defeated Vong in a Trial of Possession for his command. The unit insignia is a tank-like 'Mech on a green arrowhead-shaped field.

115th Striker Cluster (The Rolling Wave)
5 Trinaries/Elite/Reliable
CO: Star Colonel Douglas Silva

The Rolling Wave captured a full battalion of First Sun Zhang cadets on Tinaca, many of whom now serve the Cluster as MechWarriors. As demonstrated against the Fourth Arkab Legion on Eguilles, Star Colonel Silva often quickly swaps OmniMech pods to make his force appear larger than it is. The insignia of the 115th is a tidal wave inside a blue arrowhead.

140th Striker Cluster (Death from Above)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Boris Jorgensson

Boris was raised in the same sibko as Khan Bjorn Jorgensson. Boris voluntarily resigned his warrior status and tested as an aerospace pilot after he witnessed his sibmate's Trial of Position. Boris has gradually shifted more aerospace support to the 140th over the years, to its current strength of three Trinaries. Its two Binaries of OmniMechs are always configured with jump jets, and are well-trained in orbital drop procedures. The unit insignia is a diving red aerofighter on a black arrowhead.



RHO GALAXY: BEAR ESSENTIALS

During Operation Revival, Rho Galaxy formed the core of the Ghost Bears' homeworld defenses, mainly due to the losses Rho suffered in its attack against the Hell's Horses on Niles in 3048. The entire Galaxy clashed with the Horses' Alpha Galaxy in a Trial of Possession for Industriplex Alpha, the Horses' main BattleMech production facility since losing Tokasha MechWorks to the Bears a century earlier. Both sides suffered heavy losses in the fierce fighting, but the Horses eventually repelled the Bear assault despite the loss of their Khan. Ironically, Khan Seidman was succeeded by Malavai Fletcher, an Elemental wounded in the battle with a grudge against the Bears and strong Crusader views. Fletcher is a thorn in the Ghost Bears' side to this day.

Rho Galaxy's insignia is a white bear rearing up on its hind legs to attack, superimposed over a field of red and orange flames.

OFFICERS

Michael Hawkins served as Khan Jorgensson's aide throughout Operation Revival. His sterling performance in that duty, along with exceptional skills as a MechWarrior and field commander, earned him the position of Rho Galaxy Commander after the death of Kassandra Gurdel, the Galaxy's previous commander. She was killed in battle in 3054 during a Hell's Horses Trial of Possession for mineral resources on Bearclaw. Combined with the losses suffered against the Horses on Niles, the commander's death has created a lasting grudge against the Hell's Horses.

TACTICS

Decades of what amounts to garrison duty have honed Rho's defensive skills. As a Galaxy consisting entirely of Battle Clusters, Rho has a strong backbone of medium 'Mechs that give it maneuverability beyond what most attackers expect from a Ghost Bear force. Rho uses this to its advantage, often flanking and enveloping an attacker before the enemy reaches the target.

Trinary Galaxy Command (Kabrinski's Keshik)
1 Trinary/Elite/Fanatical
CO: Galaxy Commander Michael Hawkins

Unlike the balance of the Galaxy, Kabrinski's Keshik consists entirely of heavy and assault machines. Galaxy Commander Hawkins uses his Keshik as a mobile reserve, as well as the vanguard in any major offensive operations. The keshik's insignia is a suit of battle armor made of fire, armed with a spear and shield.

18th Battle Cluster (Fire with Fire)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Dana Bekker

The Eighteenth is known for its loyalty and bravery, if not for tactical prowess. The unit insignia is a firefighter's helmet over a flame-covered star.

243rd Battle Cluster (Apollo's Chariot)
4 Trinaries/Elite/Reliable
CO: Star Colonel Xian Tseng

More so than most units of Rho Galaxy, the 243rd prides itself on tactical maneuverability. It is equipped with two full Trinaries of light OmniMechs to facilitate this strategy. The unit insignia is a burning chariot on a white star.

283rd Battle Cluster (Ursine Inferno)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Marcus Gilmour

Because three of the 283rd's Trinaries are Supernovas, enemies often underestimate the unit's true strength. The Inferno excels at urban defense. The Cluster insignia is a bear's head breathing fire on a blue star-shaped field.

297th Battle Cluster (The Burnout Brigade)
5 Trinaries/Veteran/Questionable
CO: Star Colonel Jak Snuka

The easygoing attitude of the 297th's commander is a tradition dating back to the unit's founding in the late thirtieth century. Known for excessive bouts of off-duty carousing, the "Burnouts" are nonetheless a force to be reckoned with on the battlefield, where they are all business. The unit insignia is a pair of burnt-out matchsticks crossed over a red star.

300th Battle Cluster (Roaring Phoenix)
4 Trinaries/Regular/Fanatical
CO: Star Colonel Kendric Ravenwater

Formed from the shattered remnants of the Forty-eighth Battle Cluster after the battle on Niles, the 300th remains an eager unit filled with the best of the new sibko graduates. After gaining battle experience, warriors are often transferred out of this unit to reinforce Rho's more prestigious units. The Cluster's commander is a MechWarrior captured as a bondsman from the Hell's Horses on Niles. Though nearing the end of his career, his skills are impressive. The Cluster insignia is a burning phoenix superimposed over a golden star.

CLAN GHOST BEAR



OMEGA GALAXY: THE RAGING BEARS

Hunter Tseng, commander of the prestigious ilKhan's Shield for more than ten years, received a special command from Khan Bjorn Jorgensson. Transferred to command of the 139th Striker Cluster after Tukayyid, his unit moved constantly, serving on every Ghost Bear world bordering the Draconis Combine as well as worlds at the edge of the Periphery. During this time, his unit faced Inner Sphere forces on several occasions, and the unit's Star captains were instructed to carefully observe their opponent's tactics and BattleMechs.

In 3055, the 139th was called back to the homeworlds. During the following two years, a new Galaxy was formed around the unit, with its former Star Captains becoming Star Colonels and Hunter Tseng serving as the Galaxy Commander. Carefully trained and indoctrinated in the ways of Inner Sphere warriors, Omega Galaxy seeks to fight fire with fire: to learn the ways of the Inner Sphere and employ them on the battlefield, while maintaining the spirit of a true Clan warrior. The task is difficult, and the relative quiet on the Inner Sphere front means that the unit remains untested in battle. Khan Jorgensson hopes that this Galaxy, by operating independently and never clashing with other Clans, can employ so-called dezgra tactics without blemishing the honor of its fellow Ghost Bear Galaxies. Only time will tell if his plan will work.

The insignia of Omega Galaxy is an abstract map of the Inner Sphere enclosed in the Greek letter Omega. Imposed over this is the image of a roaring bear's head.

OFFICERS

The entire corps of Star Colonels for Omega Galaxy were originally Star Captains in Hunter Tseng's command. They have considerable experience working as a team, and are fiercely loyal to the Warden cause.

TACTICS

Though the Galaxy still uses the Clan command structure, all Omega units follow the tactical doctrine of the Inner Sphere, or at least a close approximation of it. The warriors of this Galaxy never invoke zellbrigen or other battle rituals unless fighting in intra-Clan Trials. They have learned the strategies of massed fire and tactical retreat, and employ them with the unsurpassed skills of Clan-bred warriors. In spite of their dezgra training, they fight with as much honor and nobility as possible, not unlike the tactics and attitude displayed by the Free Worlds League's Knights of the Inner Sphere.



Trinary Galaxy Command (Tseng's Keshik)
1 Trinary/Elite/Fanatical
CO: Galaxy Commander Hunter Tseng

The newest Keshik in the Clan, the warriors of Tseng's Keshik were hand-picked from the finest warriors the 139th had to offer. The insignia of the Keshik is a gold and silver shield with a ghost bear's head etched on it in blue.



139th Striker Cluster (The Sphere Hunters)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Kelly Forrester

The 139th performed admirably during Operation Revival, achieving such a fearsome reputation that the planet Pomme de Terre surrendered to it without a shot being fired. Though the 139th lost many of its best warriors to create Tseng's Keshik, the Sphere Hunters remain a powerful and flexible unit. The unit insignia is a blood-red sphere pierced by the spear of Jorgensson.



5th Bear Guards (Arctic Thunder)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Gerald Harlow

Khan Jorgensson showed Omega Galaxy great honor in approving the creation of a new Bear Guards Cluster. The Bear Guards are always the most elite of the Clan's front-line units, and the Arctic Thunder is no exception. The unit's veteran rating results from its inexperience in fighting as a unit and the unproven use of Inner Sphere tactics. The Cluster insignia is a stylized thunderhead unleashing lightning and snow.



357th Assault Cluster (The Cave Bears)
4 Trinaries/Regular/Fanatical
CO: Star Colonel Naiad Ortiz

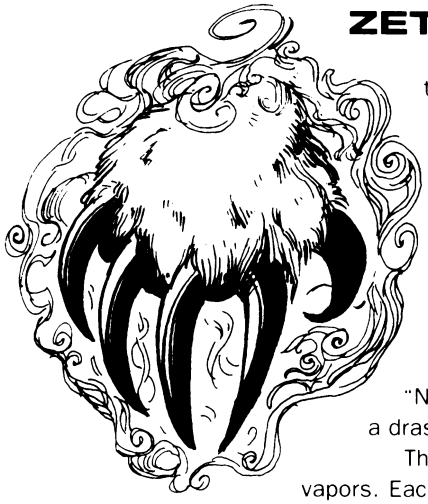
The tactics of the Cave Bears are based on the slow-advance "wall of metal" favored by the Lyran military. Comprised almost entirely of assault-class machines, the 357th is nearly unstoppable when deployed in force. The unit insignia is a cave bear emblazoned on a gray castle tower.



10th Bear Cuirassiers (Tundra Roughriders)
4 Trinaries/Regular/Reliable
CO: Star Colonel Justinian Hall

This mixed unit contains the bulk of Omega's freshest warriors out of the sibkos, who are not yet fully indoctrinated in the Inner Sphere tactics the rest of the Galaxy employs.

The Cluster insignia shows a cowboy riding a running bear, signifying the unit's high mobility and pioneering spirit.



ZETA GALAXY: CLAWS OF THE GHOST

Zeta Galaxy, which only recently moved into the Inner Sphere from the homeworlds, is the only Galaxy among the Clans consisting entirely of Elementals. The unit did not start out this way, but gradually evolved into its current state over the past hundred years or so by absorbing large numbers of solahma Elementals shifted out of other units. As Zeta Galaxy reached 50 percent Elementals, its commanders developed unique tactics for the use of armored infantry en masse. The unit's reputation grew, and so did the flow of Elementals from other units.

Khan Jorgensson now actively supports the development of this Galaxy. Though technically a provisional garrison unit, it is also an important tactical research unit for the Clan, and has become well known for its innovative use of battle armored infantry troops.

Normally, Zeta's Clusters are attached to OmniMech Clusters from other Galaxies to form "Nova-Clusters," but occasionally the units of Zeta Galaxy fight alone. Doing so often results in a drastic underbid from their incredulous opponent, and more often than not a Ghost Bear victory.

The insignia of Zeta Galaxy is a white bear paw with exaggerated claws, surrounded by mist and vapors. Each Claw Cluster insignia uses a similar design, with the Cluster number emblazoned on it in blue Roman numerals.

OFFICERS

Jocelyn Vong served with distinction as the commander of the Seventy-eighth Elemental Support Binary before winning the honor of Galaxy command of the Claws of the Ghost. She is best known for capturing the planet Sheliak in a football game, but is also a superb commander and a powerful fighter. Vong's team defeated the Sheliak All-Stars 84–3.

TACTICS

A century of practice in battle armor tactics makes this Galaxy arguably the finest Elemental unit in the Clans. Zeta's nature as an all-infantry unit dictates unusual tactics. Unlike the single combat espoused for MechWarriors, Elementals learn to fight as a team, especially so in Clan Ghost Bear. Coordinated assaults from hidden positions are hallmarks of this Galaxy.



1st Claw
5 Trinaries/Elite/Fanatical
CO: Galaxy Commander Jocelyn Vong
Aide: Star Colonel Kenbarg DelVillar

Every Point of Elementals in the elite First Claw is commanded by a seasoned veteran, making this unit the most feared battle armor force in the Ghost Bears. However, the warriors' level of experience also marks this unit as one of the oldest in the Clan, earning an equal measure of distaste from those outside Clan Ghost Bear.



2nd Claw
5 Trinaries/Elite/Reliable
CO: Star Colonel Sarah Kabrinski

A veteran of the elite Third Bear Guards, Sarah Kabrinski is one of the best infantry commanders in the Clan, and is especially well-versed in combined-arms operations with BattleMechs and aerospace fighters. The Elementals of her command are exceptionally flexible, and are especially proficient at high-altitude combat drops.



3rd Claw
5 Trinaries/Veteran/Reliable
CO: Star Colonel Layne Vong

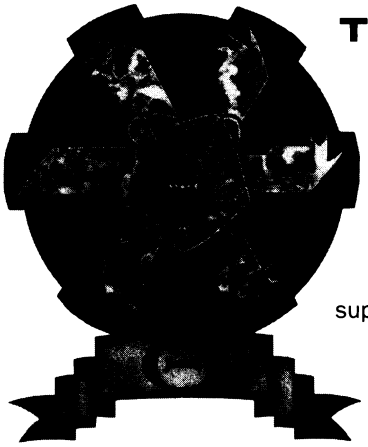
The warriors of the Third Claw are extensively trained to fight without 'Mech support. They make excellent marines and urban garrison troops, fighting where BattleMechs cannot tread. They also have significant experience in supporting conventional vehicles, an asset gained from years of service on backwater worlds.



4th Claw
5 Trinaries/Regular/Fanatical
CO: Star Colonel Isaac

Even though he has yet to earn his Bloodname, Star Colonel Isaac well deserves his command. He was beaten in three Trials of Bloodright for the Kabrinski name in the final round by warriors of the utmost skill (including fellow Zeta Cluster commander Sarah Kabrinski). He is also the strongest warrior in Clan Ghost Bear. Standing nearly three meters tall and weighing more than 500 kilograms, it is said he can defeat other Elementals when they are in battle armor and he is not. His massive size is something of a handicap, however, as even Clan scientists cannot counter the stress on his spine. Now suffering chronic back pain, Isaac is rumored to be suicidal, diving into the midst of battles in the hopes of dying with honor before he is retired from duty.

CLAN GHOST BEAR



THETA GALAXY

Through lucky circumstances, over the past century or so the Clusters of Theta have served primarily as defenders of Ghost Bear technical and manufacturing facilities, both in Clan space and more recently in the Inner Sphere. These postings have granted them unprecedented access to BattleMechs and other materiel compared to most garrison forces, as they are so often close to the source. Theta Galaxy technicians have gained a reputation as some of the best in the Clan when operating on new machines such as the *Ursus*, often lending a hand to service the machines of front-line troops visiting their worlds.

The Galaxy insignia is the Clan Ghost Bear logo rendered in black, with the Greek letter Theta superimposed over it.

OFFICERS

Galaxy Commander Gerrard Hambash is a harsh, sometimes brutal, leader who expects as much from his troops as he does from himself. As a Clawed MechWarrior, his expectations run high. Most of his troops respect him, or fear him enough that it amounts to the same thing. His aide is an unassuming aerospace pilot named Mandrake who always seems to appear at Gerrard's right hand when needed.

TACTICS

After a long history of defending static installations, Theta has gained skill at such operations at the expense of offensive tactics. The Khans do not see this as a serious weakness, as the purpose of this Galaxy is purely defensive. Of particular note is Galaxy Commander Hambash's favorite tactic, which he calls the "smash and grab." Against a quickly approaching enemy, he holds back the bulk of his forces, harassing the enemy with his forward elements. This often lulls the enemy into a false sense of security, as they are allowed to enter the target area largely unopposed. Just as the enemy is prepared to claim victory, Theta's forces appear from all directions and descend on the unsuspecting targets, using their superior knowledge of the target area to emerge from concealed positions. Theta has only recently acquired armor support in the form of the Seventh Phalanx, and the Galaxy Commander has yet to figure out exactly what to do with that unit.



3rd Bear Regulars
5 Trinaries/Veteran/Reliable
CO: Galaxy Commander Gerrard Hambash
Aide: Star Captain Mandrake

Like most Bear Regulars units, the Third is equipped with more than its share of heavy and assault machines, and a respectable amount of Elemental support. Always led personally by the Galaxy commander, this Cluster is the only one in Theta that displays any ability in offensive operations.



17th Provisional Garrison Cluster
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Marisa Hakimi

The redoubtable Seventeenth PGC forms the backbone of Theta Galaxy, with its strong contingent of medium 'Mechs and aerospace fighters. Star Colonel Hakimi sees no shame in serving as a garrison commander, and leads her troops with skill from the cockpit of her captured Diamond Shark *Thresher*.



30th Provisional Garrison Cluster
5 Trinaries/Regular/Questionable
CO: Star Colonel Esau

A large number of the warriors in this Cluster, including Star Colonel Esau, still cling to the Crusader philosophy of conquest. For this reason, they have been posted on Marawi along with Marisa Hakimi's more reliable Seventeenth. However, this plan may backfire as friction between the Wardens and Crusaders on the planet has begun to escalate in the wake of the Great Refusal.



7th Phalanx
5 Trinaries/Regular/Reliable
CO: Star Colonel Russell

The Seventh is posted on Casere with Galaxy Commander Hambash's Third Bear Regulars because the Galaxy Commander does not know what else to do with them. Star Colonel Russell has tried valiantly to cross-train with the MechWarriors of the Third, but so far that unit's distaste for the Seventh's contingent of armored vehicles has driven a wedge between them.

CLAN GHOST BEAR



KAPPA GALAXY

Throughout its history, Kappa Galaxy has served as Clan Ghost Bear's fleet defense and mobile reserve. During Operation Revival, Clusters and Trinaries from this Galaxy were posted on WarShips and supply bases throughout the Deep Periphery. This Galaxy's wide dispersal has led some Inner Sphere observers to tag Kappa units as units belonging to other Galaxies, and vice-versa. Now that the Bears have consolidated their forces in the Inner Sphere, Kappa has also been solidified somewhat, though its units still maintain the seldom-used route back to Arcadia and Strana Mechty.

The Galaxy insignia is the Greek letter Kappa, superimposed over the Clan Ghost Bear logo rendered in blue.

OFFICERS

An accomplished commander and pilot, only her failure to undergo the Clawing seems to keep Galaxy Commander Rhea Devon from a front-line posting. She is one of Khan Jorgensson's most trusted commanders, having served on his wing in several key battles. Devon's Fourth Bear Regulars are permanently entrusted with the defense of the Ghost Bear enclave on Arcadia.

Star Captain Jasper Carrera commands the Third Battle Trinary of the Fourteenth PGC. Though by all accounts an unremarkable MechWarrior, he managed to win the Grand Melee for a slot in a Carrera Bloodname tournament, and earned his Bloodname through what observers described as outrageous luck. Jasper has lorded his achievement over his fellow warriors ever since, much to the consternation of Star Colonel Xavier. Despite his attitude problems, Jasper is a good enough pilot and leader to avoid serious reprimand, and his famous luck seems to cover him at other times.

TACTICS

Kappa Elementals are exceptionally good marines, and drill constantly in performing and repelling boarding actions in space. Kappa's dispersed posting means that its Trinaries are at their best when operating independently; they tend to coordinate poorly in Cluster or Galaxy-sized operations.



4th Bear Regulars
5 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Rhea Devon
Aide: Star Captain Desmond Omid

This Cluster has the honor of acting as the permanent garrison for the Ghost Bears' Arcadia enclave, the only Bear holding maintained in Clan space. The Fourth shares the duty with a front-line Cluster rotated in periodically, currently the First Bear Guards. The front-line unit responds to challenges from other Clans, while the Regulars have the less prestigious responsibility of day-to-day defense.



11th Provisional Garrison Cluster
4 Trinaries/Veteran/Reliable
CO: Star Colonel Marabi

The Eleventh has an unusual composition, consisting of one Supernova Trinary of 'Mechs and Elementals, one Supernova Binary of fighters and Elementals and two Trinaries of Elementals. This organization stems from the Cluster's primary duty as a supplier of marines and boarding parties to troops that lack such supporting elements traveling between worlds. The Eleventh's MechWarriors are trained in zero-G operations, and their fighter pilots are experienced in serving as close support for Elementals boarding enemy ships.



14th Provisional Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Xavier

Over the past twenty years, the Fourteenth has spent most of its time bandit-hunting, protecting Trelleborg and other Periphery outposts from these most dezgra of opponents. Scout elements of the Fourteenth are particularly adept at spotting ambushes.



63rd Provisional Garrison Cluster
4 Trinaries/Regular/Questionable
CO: Star Colonel Lars Bazso

The spacelanes nearest the Kerensky Cluster were the home of the Sixty-third for most of this unit's history, leading to many clashes with Home Clans, particularly the Hell's Horses. In one such engagement, the heavy 'Mechs of the Sixty-third were pinned down defending a DropShip from the attacking 108th Mechanized Cavalry. The Horse aerospace fighters mercilessly bombed the Sixty-third, inflicting severe losses. In spite of this, the light 'Mechs of the 108th were no match for the Sixty-third, who turned the tide as soon as the Horse fighters broke off to refuel. This and similarly brutal engagements have turned the warriors of this Cluster into savage fighters, who have more in common with Crusaders than Wardens.

CLAN GHOST BEAR



XI GALAXY

Over time, every Clan seems to develop a Galaxy that attracts the worst of the warrior caste, and Clan Ghost Bear is no exception. Xi Galaxy suffered early in its existence from an abusive commander whose tactical skills were greatly lacking. Challenged by his second-in-command, he was defeated in combat. Unfortunately, the new commander was no improvement over his predecessor. That ill-fated succession of officers continues to this day, with one second-rate Galaxy Commander after another and each Star Colonel jockeying for position to become the next one on top.

In spite of this instability in the upper echelons, the warriors of Xi display extreme loyalty to their unit (if not their commanders). They fight with savage fury, and have a long history of driving their opponents from the field with as many shouted epithets as laser blasts. Their direct methods unfortunately cause almost as much damage to their own 'Mechs as to their opponents', and their status as a second-line Galaxy means that they must often operate desperately low on materiel.

The Galaxy insignia is the Clan Ghost Bear logo rendered in yellow, with the Greek letter Xi superimposed over it.

OFFICERS

An aerospace pilot ristar, Star Colonel Bradley Bourjon saw his career cut short when a severe crash cost him most of his left leg. Prosthetic replacement allowed him to continue to fly, but the inherent limitations of the false leg landed him behind a desk as the commander of the Clan's worst Galaxy. Though generally a jovial man, Bradley despises the turn of fate that landed him this assignment and lets everyone around him know it. He is an able commander, however, and is particularly good at using computer simulations to aid strategic planning. Khan Jorgensson hopes that Bourjon can turn around Xi's history of weak command.

TACTICS

Despite the best efforts of their new commander, the forces of Xi Galaxy display little talent for combat tactics. They favor direct assaults reminiscent of the Smoke Jaguars, applying maximum force early in a battle to win quickly and decisively.



5th Bear Regulars
5 Trinaries/Veteran/Reliable
CO: Galaxy Commander Bradley Bourjon
Aide: Star Captain James

Aided by the young ristar Elemental James, who uses raw brutality to keep upstarts in line, Galaxy Commander Bourjon has begun to make headway in reforming his own Fifth Guards. Only time will tell if his efforts can pay off before one of his ambitious subordinates challenges his command.



10th Provisional Garrison Cluster
3 Trinaries/Green/Questionable
CO: Star Colonel Michael Jorgensson

The Tenth PGC may be the worst unit in the Clan, an assessment with which Star Colonel Michael Jorgensson would not argue. An ambitious warrior, Jorgensson gained his Bloodname as a stepping-stone to Khanship. Unluckily for him, his naked ambition drew attention to his patently unClanlike attitude and landed him assignment to this unit. His forces chafe under his heel, while he bides his time to make a play for command of Xi.



42nd Provisional Garrison Cluster
3 Trinaries/Regular/Questionable
CO: Star Colonel Dawn Mitshan

Like the rest of Xi, command problems plague the Forty-second PGC. Star Colonel Mitshan, while an excellent MechWarrior, is a soft-spoken and unassuming woman who tries in vain to lead by example rather than words. This approach works in the field, but also means that her unit suffers in competition with the other Clusters in the Galaxy for parts and technicians. The Forty-second consistently loses out, and consequently is woefully understrength.



56th Provisional Garrison Cluster
4 Trinaries/Green/Fanatical
CO: Star Colonel Lauren

One of the youngest Star Colonels in the Clan, Lauren is a ristar fighter pilot on a mission to reverse the downward spiral of Xi and put the unit back on the map. So far she has managed to ensure that her subcommanders are all strong Wardens and at least reasonably capable commanders.



OMICRON GALAXY

Several aerospace pilot Galaxy commanders over the years have gradually shifted the emphasis of Omicron from BattleMechs to aerospace fighters. The Galaxy's current commander, Kedric Gilmour, has moved all of Omicron's aerospace forces into two dedicated aerospace Clusters, streamlining their supply and repair. Such a concentration of fighters in a single Galaxy often takes opponents by surprise, ending battles in space before they reach the ground. Frequent enemies such as the Hell's Horses have learned to bargain with Omicron for *safcon* so they can at least attempt to fight 'Mech-to-'Mech.

The Galaxy insignia is the Clan Ghost Bear logo rendered in red, with the Greek letter omicron superimposed over it.

OFFICERS

In addition to technology trades, some Ghost Bear units have recently engaged in skirmish Trials with Snow Raven forces, effectively training to improve their deep-space combat abilities. Chief among these "students" is Galaxy Commander Kedric Gilmour, who learned a great deal from the Ravens regarding JumpShip escort tactics and the proper use of assault ships. In addition to his already considerable air-to-ground skills, Kedric puts these abilities to good use as he leads his forces to battle.

Because he is so often engaged in aerial combat, Galaxy Commander Gilmour must rely heavily on Star Colonel Valeria Memba to coordinate the action on the ground. Valeria is a Clawed MechWarrior with a distinguished career, but she holds a serious grudge against Clan Jade Falcon. In one of the two Clans' frequent clashes over homeworld mineral resources, a Falcon ambush resulted in the loss of Valeria's entire Binary. Though she quickly gained satisfaction in an honor duel, she tends to lose her cool in battles with her sworn enemies.

TACTICS

With such an accomplished air wing, Omicron excels at planetary assault missions. When no front-line unit is available for an assault mission, Omicron sometimes wins the bidding to take the target, and has proved itself adept at combined-arms attacks. Only the Galaxy's relative shortage of 'Mechs hampers its otherwise excellent performance.



6th Bear Regulars
5 Trinaries/Veteran/Reliable
CO: Star Colonel Valeria Memba

The Sixth forms the strong core of Omicron, led by a full Trinary of *Executioner* OmniMechs earned through persistent Trials of Possession against other Ghost Bear Clusters. Star Colonel Memba guards this resource jealously, and it is often the decisive factor in her Galaxy's assault missions.



33rd Provisional Garrison Cluster
5 Trinaries/Regular/Questionable
CO: Star Colonel Pavel

Backing up the Sixth Guards is the capable, if somewhat lackluster, Thirty-third PGC. Star Colonel Pavel is an honest and fierce Elemental, but only a fair commander. He relies heavily on his Star captains and the guidance of Galaxy Commander Gilmour, which can prove to be a serious weakness when his own Trinary is isolated. For this reason, Khan Jorgensson posted this Cluster on Jarett along with the Sixth.



55th Provisional Garrison Cluster
3 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Kedric Gilmour
Aide: Star Captain Quon

It comes as no surprise that the Fifty-fifth is the best second-line aerospace unit in Clan Ghost Bear. Though the Cluster is rarely deployed in force, it is well-trained in coordinated attack tactics. In simulated battle, the Fifty-fifth took down a *Congress*-class WarShip.

A common embellishment to the unit insignia adds white bird wings to the sides of the shield and tops it with a halo.



69th Provisional Garrison Cluster
3 Trinaries/Regular/Reliable
CO: Star Colonel William

Though it pales in comparison to its sister Cluster, the Sixty-ninth is a fine aerospace unit in its own right. However, Star Colonel William is not nearly as proficient in deep space operations, preferring to strike his targets after they are grounded.

A common embellishment to the unit insignia adds black bat wings to the sides of the shield.

CLAN GHOST BEAR



PI GALAXY

Pi Galaxy has served Clan Ghost Bear faithfully for eighty years as a solid and dependable garrison force. Sadly, circumstances have conspired to keep this unit out of significant action, resulting in a sterling defensive record but little battlefield glory for its warriors. The whole of Pi Galaxy was brought forward to garrison the Coreward Ghost Bear holdings just before Wave Four of Operation Revival, where it still holds its position. Aside from occasional attacks by incredibly brave (or reckless) pirates, Pi still sees little combat and even less glory.

The Galaxy insignia is the Clan Ghost Bear logo rendered in brown, with the Greek letter Pi superimposed over it.

23rd Provisional Garrison Cluster
5 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Azrael Bekker
Aide: Star Captain Joie

Without a Bear Regulars unit to support it, Pi Galaxy relies on the Twenty-third as its mainstay. Unfortunately, the Galaxy has a less-than-adequate supply of heavy 'Mechs, which has cost the unit more than its share of defeats. Star Captain Joie, a young and eager Elemental, uses her strong leadership skills and formidable infantry force to attempt to lessen this handicap.

29th Provisional Garrison Cluster
4 Trinaries/Regular/Fanatical
CO: Star Colonel Gavin Hannifan

The Twenty-ninth PGC has the distinction of being the only undefeated Cluster in Clan Ghost Bear. Its warriors rarely point this out, however, because the Twenty-ninth owes its success largely to the fact that it has fought fewer battles than any other Bear Cluster. Staunchly Warden, this unit breathed a sigh of relief when the Crusaders lost the Great Refusal against the Inner Sphere.

54th Provisional Garrison Cluster
5 Trinaries/Green/Reliable
CO: Star Colonel Rachel

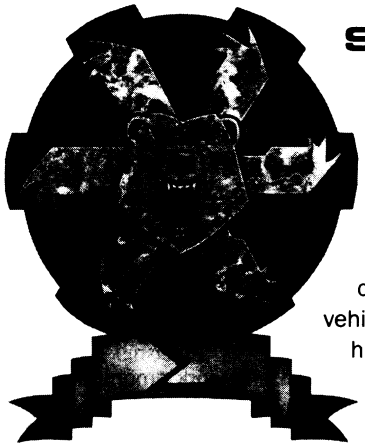
The Fifty-fourth has long served as a training cadre for new warriors fresh out of the sibko. The current batch received a trial by fire when their post on Thule was attacked by a remarkably large and organized group of bandits in September of 3060. Jumping in at a pirate point unrecorded by the Clan, the bandit force was almost a full regiment in strength and included several captured OmniMechs. The suddenness of the attack and the inexperience of the Fifty-fourth nearly resulted in the loss of Thule to the bandits. However, Star Colonel Rachel, a Star captain at the time, discerned that the bandit force was cobbled together from numerous smaller and often rival bandit units. Thinking quickly, she broadcast threats and insults over enemy channels. The verbal barrage provoked several of the dezgra MechWarriors to attack their allies, providing the Fifty-fourth the chance they needed to rally. The leader of the coordinated bandit force was not identified, but her voice gave her away as a woman, and she was smart enough to call a retreat before her forces were reduced below half strength. Nearly two battalions of the bandits escaped the pursuing Bears and jumped out of the system.

5th Phalanx
4 Trinaries/Regular/Reliable
CO: Star Colonel Aileen

The Fifth gains the advantage of surprise from its significant force of Asshur artillery spotters combined with almost as many Huitzilopochtli assault tanks. Few opponents expect the massive and frighteningly accurate artillery bombardments that these units bring down on the battlefield.

13th Phalanx
4 Trinaries/Regular/Reliable
CO: Star Colonel David

Star Colonel David, an expert VTOL pilot, has managed to assemble a full Trinary of fast and powerful Donar assault helicopters to give his Cluster unsurpassed close-air support. This unit constitutes almost all of the Donars in Clan Ghost Bear, but they prove a decisive force on the battlefield, often destroying entire Stars of enemy 'Mechs before the opponent gets off a single shot.



SIGMA GALAXY

The transfer of all Ghost Bear personnel to the Inner Sphere occupation zone was bound to have serious consequences, many of which were not foreseen by Khans Jorgensson and Kabrinski. One of these is the uneven and sometimes hostile integration between the front-line invading Clusters and the homeworld garrison troops brought forward to reinforce the occupied zone's defenses. Along with the second-line BattleMech and Elemental forces came a significant force of conventional vehicle units. These units have had trouble operating side-by-side with front-line OmniMech forces; many have requested transfers to Sigma Galaxy, which is led by a veteran tank commander. This has swelled Sigma's ranks with tanks, hovercraft, VTOLs and assorted support vehicles, which it dispatches to effectively reinforce other Galaxies as needed. So far, no front-line unit has requested such help.

The Galaxy insignia is the Clan Ghost Bear logo rendered in green, with the Greek letter Sigma superimposed over it.

OFFICERS

Galaxy Commander Aleksandr was bred as a MechWarrior in a rare exchange of genetic materials with Clan Wolf. With paternal genetic material derived from Nicholas Kerensky and maternal material from Hans Jorgensson, his was to be the finest sibko bred by the Ghost Bears in a hundred years. Though he could never lay claim to the jealously guarded Kerensky Bloodname, Ghost Bear scientists hoped Aleksandr—named in honor of the Great Father—would be the pride of the sibko. It was a shattering blow when the young warrior, the only survivor of his sibko's training cycle, was critically injured in his Trial of Position moments before scoring his first kill and narrowly missing his chance to become a MechWarrior.

After nearly a year of recovery, Aleksandr was allowed to test for an alternate branch of warrior duty, and though he showed aptitude for aerospace piloting, his two-meter tall frame precluded such duty. Instead, he was forced into armored vehicle training, where he flourished. In his second Trial of Position, he scored two kills and immediately began showing brilliant leadership skills as a Star commander. Aleksandr has always pushed himself to perform, perhaps because of what he regards as his shameful failure to his Bloodlines. Some believe he might even pilot his captured Athena combat vehicle into a Jorgensson Trial of Bloodright one day, provided one-man controls for the tank can be devised.

TACTICS

Thanks to Aleksandr's able leadership, Sigma Galaxy excels at combat against conventional vehicle units. The Galaxy commander is especially good at using his own tanks to pin down the enemy while his unit's more mobile elements circle around for the kill.



7th Bear Regulars
5 Trinaries/Regular/Reliable
CO: Star Colonel Yasmine

The Seventh Regulars have the important task of defending Krenice, one of the Ghost Bear planets nearest to Terra and right on the Draconis Combine border. Though they are aided by the Tenth Phalanx, the MechWarriors of the Seventh view a mere armored-vehicle unit as little help.

The Seventh recently fought a successful Trial of Possession for a *Nova Cat* OmniMech.



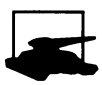
12th Provisional Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Gareth

Unusual for a PGC, the Twelfth has two full Trinaries of Elementals, which come in handy for defending the rocky lowlands of Last Frontier.



10th Phalanx
5 Trinaries/Elite/Fanatical
CO: Galaxy Commander Aleksandr
Aide: Star Captain Ramon

Galaxy Commander Aleksandr possesses unsurpassed knowledge of tank combat tactics. He has assembled a corps of highly loyal and able tank commanders to form the Tenth Phalanx, the only Cluster of unmixed conventional forces in the Clan. Opponents underestimate the Tenth to their misfortune, as this Cluster is also one of the most effective second-line Clusters in urban combat.



21st Phalanx
6 Trinaries/Veteran/Reliable
CO: Star Colonel Laurel

The ranks of the Twenty-first Phalanx have swelled to six Clusters with all the vehicle crew transfers from other units in recent months. Star Colonel Laurel is struggling to incorporate the new additions, and has petitioned Khan Kabrinski for permission to form a new Phalanx unit.

CLAN GHOST BEAR



TAU GALAXY

The first Galaxy created by Clan Ghost Bear to act specifically as a garrison force, Tau has a long, if undistinguished, career. The First and Second Bear Regulars Clusters are among the oldest units in the Clan, having both served continuously for more than two hundred years. Recent Tau Galaxy Commanders have enhanced the prestige of this long service by gathering elite warriors into the First Regulars, making it the best second-line Cluster in the Clan.

Tau was another of the second-line Galaxies called forward to garrison the Inner Sphere after Wave Three of Operation Revival. Unlike other Galaxies, the Trinaries of Tau were split up and deployed on various worlds, depriving them of central command, but giving the Galaxy an unprecedented knowledge of the diverse peoples of the occupied zone. Galaxy Commander Cote uses this knowledge to its best advantage by employing his Clusters as a sort of "goodwill army." Rather than simply garrisoning a world, the warriors of Tau are encouraged to live and work among the people. Public works projects throughout the Ghost Bear territories are led by the warriors and techs of Tau Galaxy, which is becoming more and more accepted by the local people as the friendly face of Clan Ghost Bear. Khan Jorgensson was instrumental in setting up this image, and works closely with Galaxy Commander Cote to perpetuate it.

The Galaxy insignia is the Clan Ghost Bear logo rendered in white, with the Greek letter Tau superimposed over it.

OFFICERS

During Operation Revival, the Seventy-third Battle Cluster easily defeated the defenders of Maule. Afterward, the local population began round-the-clock demonstrations against their capture, convinced that their current condition represented nothing more than servitude. Rather than deal with rioting or worse, Star Colonel François Cote chose to relax the standard restrictions on the natives, leading to a degree of freedom and trade for Maule's citizens that has since spread to most of the occupied zone.

Star Colonel Cote earned command of Tau Galaxy in response to his wise actions and his skill in battle. What most would consider a humiliating assignment to a second-line Galaxy, he sees as a great honor.



1st Bear Regulars
3 Trinaries/Elite/Fanatical
CO: Galaxy Commander François Cote
Aide: Star Captain Ian

The First Regulars are one of the oldest units in the Clan, and also one of the best, thanks to tireless training and skillful command. This Cluster's high standards mean that its strength rarely rises above three Trinaries, but those three are often the equal in battle of a full-strength Cluster.



2nd Bear Regulars
5 Trinaries/Veteran/Reliable
CO: Star Colonel Katrina Homaovi

Just as the First Regulars are the leaders of Tau Galaxy, the Second Regulars are its bedrock. Larger than its sister unit, the Second also has more heavy and assault 'Mechs, making the unit essential in any offensive campaign. Star Colonel Homaovi is an excellent strategic planner, often assisting Galaxy Commander Cote in the development of large-scale operations.



9th Provisional Garrison Cluster
5 Trinaries/Veteran/Reliable
CO: Star Colonel Samuel

The Ninth has faced almost as much action as a front-line Cluster, as its planet of Holmsbu suffers what seem like constant raids from the Periphery and Clan Wolf. Star Colonel Samuel feels this is no coincidence, and suspects that Khan Vladimir is colluding with certain forces in the Periphery to keep constant pressure on Holmsbu. Khan Jorgensson has chosen not to bring this charge before the Grand Council until convincing evidence can be found.



18th Provisional Garrison Cluster
4 Trinaries/Regular/Questionable
CO: Star Colonel Estelle

The hot-headed Star Colonel Estelle chafes under the "goodwill mission" her Galaxy has been given. Never one to back down from a fight, she accepts this assignment with grim determination, though she leans heavily on her Star captains to do most of the talking for her. She would rather fight than negotiate, and makes no secret of it.



37th Provisional Garrison Cluster
5 Trinaries/Green/Reliable
CO: Star Colonel Jebediah

The forces of the Thirty-seventh are unremarkable except for their full Trinary of veteran aerospace fighters. Even this asset, however, is not enough to elevate the otherwise inexperienced unit from green status.

CLAN GOLIATH SCORPION

Life begun with blackest darkness,
Eyes thrown open with hottest fire.
Thoughts annealed with clearest vision,
Hearts confined with strongest chains.
Strength renewed with surest spirit;
Absolution, the Scorpion's sting.

—*The Remembrance* (Clan Goliath Scorpion), Passage 24, Verse 37, Lines 11–16

Sand flows through our fingers as we await our call, yet we shed no tears at time's passing. Our path is set, our destiny written; time hardens the Scorpion's exoskeleton. Our brothers and sisters dance in their circle of fools, driven by corrupted dreams. In paradise lies the seed of transgression, yet they would taste its sweet fruit again.

The request of the ilKhan echoes in our ears and we obey. Here is recorded the tapestry of our existence, woven from the lives of warriors dedicated to the vision of the Great Father. The Warden cause burns in our veins; we are the defenders of humanity's future and the architects of its renaissance. Our lessons learned in battle, we carry our scars with pride.

We stand ready to face the Trials ahead by looking to the past. Our nest is built with history's answers, the shards of the shattered Star League warm in our grasp. Claws sharpened by struggle, stinger poised to strike, we walk the darkness with conviction.

Our debts will be repaid.

—Loremaster Kyrie Ben-Shimon

STEPS OF THE DANCE

History is an often cruel and unforgiving teacher, providing our rhythm even as it judges our stride. Like those who came before us, we strive to move forward while tied to a familiar past. Tread lightly on our Veiled Path, lest you stumble. History does not applaud the steps of the Fallen.

RESHAPING THE PENTAGON

The seed of our existence sprouted amid war and chaos, watered by the dissension that consumed the Pentagon colonies. Our revered Founder, Nicholas Kerensky, outlined his plan to return order to those divided worlds in 2810 under the aegis of a revitalized Star League military. Drawn from the finest men and women residing in the Kerensky Cluster, the eight hundred chosen to stand at his side were divided into twenty groups of forty warriors each. Building on the tenets of his father Aleksandr, Nicholas fostered a close-knit *esprit de corps* among this new army, calling them "Clans" to reflect his desire that each group act as a family.

Twenty years after his historic call for a second Exodus from the Pentagon worlds, Nicholas returned at the head of the Clans to liberate those same worlds by force. Each of the five planets was assigned a force of four Clans tailored to fit the varying military environments. Among those in the forefront of this historic campaign was our own Clan Goliath Scorpion.

Named for the large, venomous arachnid native to the world of Babylon, Clan Goliath Scorpion embodied the swift and deadly strikes that earned our namesake such a fearsome reputation among the earliest settlers of the Pentagon. Enamored of the Scorpions' ability to rapidly overrun enemy positions and defend what they had taken, Kerensky assigned the Clan to the strategically vital continent of Riva on the planet Dagda. Also assigned targets on that world were Clans Fire Mandrill, Burrock and Widowmaker.

Riva, the smallest of six continents awash in Dagda's sizable oceans, was heavily fortified and guarded by seasoned troops who had once belonged to the Terran Hegemony. Critical to the success of the overall invasion was the neutralization of the large planetary defense base situated on Riva's volcanically active southern coast. As long as the base remained in rebel hands, Clan Widowmaker and Clan Burrock could not capture the heavily industrialized continent of Dratha without unacceptably high casualties.

The warriors of Clan Goliath Scorpion faced the challenge with relish. Khan Cyrus Elam, a former combat engineer chosen to lead the Clan for the innovative tactics he exhibited during training on Strana Mechty, decided on a bold but risky two-stage plan. The initial thrust of the operation called for a night-time combat drop inside the planetary compound on Satan's Table, the massive plateau that dominates Riva. Led by saKhan Jenna Scott, a young infantry commander with an uncanny knack for predicting her opponents' moves, the paratroopers quickly isolated the defenders' communications center and signaled the primary assault force to begin landing.

Trouble developed, however, when the Second Assault Binary (the eventual seed of the Eighth Scorpion Dragoons) was cut off by an alert rebel patrol. Setting off explosives buried beneath the approach to the complex, the rebels sent the unit's 'Mechs tumbling into lava fields several meters below the surface. Only one 'Mech escaped destruction, its pilot skillfully igniting his jump jets to escape the fiery maw.

The remaining Scorpion forces rallied behind Khan Elam and quickly captured the facility with the loss of only two 'Mechs. Upon discovering that the commander of the rebel patrol responsible for the ambush was among those captured in the fighting, Elam sentenced the woman to the same fiery fate as her victims for such a dishonorable action. With the base firmly in the Clans' grasp, the retaking of the other continents proceeded apace. When bickering between its Khans temporarily slowed Clan Fire Mandrill's progress, however, the multi-Clan force assigned to Dagda fell behind its anticipated

schedule. Fearing a loss of momentum, Nicholas Kerensky shifted Clans Jade Falcon and Wolf to Dagda to intensify the assault there. Though initially grateful for the aid, the Scorpions became incensed when Nicholas, citing the losses incurred by the Scorpions at Satan's Table, reassigned the newly landed Falcons to the assault on the vaunted Black Brian fortress dominating the planet's easternmost continent.

The ensuing argument between the Falcons' Carl Icaza and Scorpion saKhan Scott, former lovers who had trained together on Strana Mechty, became particularly heated when Icaza equated Scott's abilities with those of a Falcon cadet and boasted that only the Falcons were skilled enough to complete the mission. Despite voicing their objections directly to Nicholas, Clan Goliath Scorpion was forced to watch from the sidelines while the Falcons and Wolves vied for Kerensky's attention as the liberation of the Pentagon wound to a close.

THE SCORPION'S VISION

In the days following the pacification of the Pentagon, a patrol from Clan Ice Hellion stumbled upon a puzzling scene while exploring the vast Spiked Heart Desert on Babylon. The Hellion warriors called a halt to investigate the sound of a man screaming from atop one of the huge obsidian spires that dotted the desert landscape. As they reached the base of the towering rock formation, the warriors were shocked to hear the words, "Bring the ilKhan! I must see him!"

Puzzled by the use of Nicholas Kerensky's honorific title by someone apparently not of the Clans, the Hellion warriors called in a helicopter to retrieve the stranger after one soldier was seriously injured attempting to climb the jagged rock to rescue him. His sunburned upper body stitched with five oddly shaped scars and his face partly concealed by a thick salt-and-pepper beard, General Ethan Moreau was nearly unrecognizable to Nicholas Kerensky when the ilKhan arrived to see him.

Among the last Star League soldiers granted the title of Gunslinger, Ethan Moreau was still a young major when he fought with distinction against Amaris the Usurper in the campaign to liberate Terra. Rewarded with command of the elite Eighty-first BattleMech Division (The Devils of Devil's Rock) just prior to Aleksandr Kerensky's famed Exodus from the Inner Sphere, he was eventually made responsible for the administration and defense of the Pentagon world of Babylon.

When rebellion threatened to rip apart the Pentagon worlds, Moreau stood with the majority of the other division commanders in rejecting Nicholas Kerensky's call for a second Exodus. "I am tired of running from the demons of war, weary of the Exodus road," Moreau said in a letter to Nicholas. "My honor ties me to Babylon, wicked though it may become. *Sauve qui peut, mon ami.* (Save himself who can, my friend.)" When the Exodus Civil War consumed the Pentagon just weeks after Nicholas and his followers left, General Ethan Moreau was one of the first reported dead when rebels overran the Eighty-first's headquarters complex.

From the stories later incorporated into the Scorpion Remembrance by Moreau himself, however, it is clear that he not only survived the rebel strike but led the remnants of his shattered division in raids against the two largest rebel factions on the planet. When the rebel groups united under a single warlord just months before Nicholas and his Clans returned to the Pentagon, however, Moreau's guerrilla force was overrun and scattered into the sandy wastes of Babylon.

The legend of Moreau's use of the word "ilKhan" to describe Nicholas Kerensky is often attributed to the visionary power of goliath scorpion venom, though such a link has been contested by those who claim the incident is simply a revisionist tale developed to condone the use of *necrosia*. Much like the Jade Falcon legend of Elizabeth Hazen and the falcon Turkina, evidence supporting the tale is largely circumstantial. That fact has done little to curb belief in its truth, however.

Moreau fell to his knees and gazed up at Nicholas Kerensky. Through parched lips flecked with spittle, he begged the ilKhan to forgive him his tragically mistaken decision to reject the Exodus to Strana Mechty—a decision that had helped leave the world he had intended to save in shattered ruins. Impressed by Moreau's contrition and the stories of survivors who had praised Moreau's efforts against the rebels, Nicholas forgave the man and offered him a place within Clan society. Moreau pledged his undying loyalty to Nicholas and his descendants in what ultimately became a defining moment for Clan Goliath Scorpion. Swearing the Ice Hellion warriors to the same code of acceptance he had given, Nicholas laid the foundation for the Clan right of forgiveness known as surkai.

As the subjugated Pentagon colonists were assimilated into the Clans, however, Moreau's position became an issue. Medical reports indicated that the scars on his chest and arms resulted from the stings of a goliath scorpion, whose venom was known to be mentally debilitating to the few who had survived such stings in the past. When the Ice Hellions refused to take in the veteran MechWarrior, citing this likelihood of infirmity, Goliath Scorpion Khan Cyrus Elam petitioned Nicholas for the right to use the one-time Gunslinger to train recruits replacing those lost in the Dagda campaign. Nicholas accepted Elam's request with the admonition that, like the others who had remained behind in the Pentagon, Moreau's genes could not become part of the Clan breeding program.

Ironically, though Ethan Moreau's name and genetic legacy were denied a place in the Clan eugenics program, the Bloodname of Moreau is hotly contested by many Scorpions. An exclusive legacy belonging to Clan Burrock, the Bloodname originally derived from SLDF Commodore Abra Moreau, and though the two soldiers were unrelated, the name is considered sacred by some Scorpion warriors. The Absorption of the Burrocks by Clan Star Adder has thrown open the question of the Moreau legacy's ownership, and it remains to be seen how strongly the Adders will contest outside claims to it.

CLAN GOLIATH SCORPION

Beyond his assignment as instructor to Goliath Scorpion cadets, Moreau was ordered to write his memories of the bloody Babylon rebellions into the Scorpions' Remembrance, thereby providing a unique object lesson on the price of loyalty and sacrifice to his new family. After steeping himself in the Clan's laws and history for more than two years, Ethan Moreau became the first Loremaster of Clan Goliath Scorpion in 2824.

Awarded a portion of Dagda as part of that world's liberating force, the Scorpions settled along the rocky coasts and on the deep oceans that dominated their first enclave there. Using his skills as an engineer, Khan Elam led the Scorpions to develop extensive ocean-based mining facilities in addition to revamping the planetary defense base on Satan's Table, which became the Scorpions' new home on the planet. Territory ceded to the Scorpions on the worlds of Roche and Tokasha allowed the Clan to develop its resources at a steady pace over the next several years; the Clan soon became famous for its ability to exploit overlooked or underutilized sections of its worlds to great advantage.

In 2823, Clan Goliath Scorpion joined its fellow Clans in the Annihilation of the Not-Named Clan for egregious violations of the Clan ideal. Roughly a decade later, the right of Clan Widowmaker to continue its existence was similarly called into question. In 2833, Clan Wolf declared that the Widowmakers had lost their right to govern based on their dishonorable and brutal treatment of their own merchants in settling an internal dispute. In the ensuing Trial of Refusal in 2834, Nicholas Kerensky was killed by a laser blast fired from the 'Mech of Widowmaker Khan Carl Jorgensson. Enraged by the senseless death of their founder, the Clans mercilessly hunted the warriors of Clan Widowmaker to destruction, with Clan Wolf awarded the right of Absorption by the Grand Council.

On the Widowmaker capital world of Roche, Clan Wolf ravenously pursued the last known Widowmaker forces into the deserted city of Porthos. From their enclave on the Priam Plateau above the city, several Scorpion warriors watched the Wolves close in for a glorious end to the bitterly fought Absorption Trial. As the Wolves entered the downtown center, however, two Trinaries of 'Mechs bearing Widowmaker markings emerged from hidden positions and surrounded the hapless Wolves. Widowmaker saKhan Kyle Vordermark taunted the Wolf warriors, his booming voice echoing over his 'Mech's external speakers.

Driven by his own surkairede to defend Nicholas and his kin, Ethan Moreau ran his *Black Knight* down into the city. The remaining Scorpions quickly followed, taking the Widowmaker forces by surprise and breaking the trap. Brutal fighting erupted as the outnumbered Wolf and Scorpion forces combined against the treacherous Widowmakers. Tragedy ensued when a heated duel between Scorpion Khan Elam and Widowmaker saKhan Vordermark was interrupted by an artillery bombardment that leveled the section of the city in which they were fighting. The artillery strike, whose origin was never determined, killed both combatants and destroyed two Stars of 'Mechs. Shortly thereafter, Wolf reinforcements arrived to mop up the remaining Widowmaker 'Mechs and officially end that Clan's existence.

Initially outraged at the Scorpions' interference in the Absorption Trial, Khan Jerome Winson of Clan Wolf eventually accepted that Moreau's surkairede to Nicholas was an honor debt to the entire Wolf Clan. Acknowledging the Scorpions' timely aid to his trapped warriors, Khan Ward ceded them much of the Widowmaker enclave on Roche, including the Widowmakers' military headquarters in the massive fortress of Spiderholm.

THE GOLDEN TIME

During the renaissance later known as the Golden Century, Clan Goliath Scorpion progressed along a course similar to its fellow Clans, while simultaneously developing its own interpretation of Kerensky's vision for the rebirth of the shattered Star League. With a burgeoning warrior population outstripping the number of available 'Mechs and fighters, Loremaster Moreau pressed newly elected Khan Shandra Dinour to institute a test of every candidate's fitness beyond normal sibko training. In a rite akin to the coming-of-age rituals practiced by many ancient cultures, those wishing to enter the warrior ranks subjected themselves to the sting of a goliath scorpion to prove their physical and mental toughness in resisting the poison's deleterious effects.

Though the test accomplished its intended result of weeding out the weak, it cut the surviving warrior population to so low a level that the Scorpions could not maintain genetic stability in the Clan Bloodlines. Unwilling to pursue this Trial at such high cost, yet intrigued by the seemingly prophetic dreams recounted by survivors, Khan Dinour ordered the scientist caste to find an alternative that maintained the ritual's spirit without destroying so many warriors or losing the valuable visionary effects.

The scientists' two-year effort produced an ingestible, luminous green cocktail created from the venom of the goliath scorpion. Dubbed *necrosia* in memory of the nectar and ambrosia imbibed by the Olympian gods of Greek mythology, the name also reflected the scorpion venom's deadly reputation. In spite of such concerns, however, the drink became a favorite among many newly raised warriors, who often claimed it allowed them a glimpse of future events in seemingly mundane items from the past.

EXCLUSIVE BLOODNAMES

General Bloodnames
Dinour
Elam
Kirov
Scott

MechWarriors
Arbuthnot
Myers
Posavatz
Yeh

Elementals
Baba
Djerassi
Shaffer

Aerospace Pilots
Ben-Shimon
Suvorov

CLAN GOLIATH SCORPION

ON THE EFFECTS OF NECROSIA

Special Report to the Office of the ilKhan
(excerpt)
Compiled by Chief Scientist Germon, Clan Goliath Scorpion
20 November 3059

The substance commonly referred to as necrosia is a complex mixture of proteins and enzymes derived from the venom of the goliath scorpion native to Babylon. Like that carried by many such poisonous arachnids, the scorpion's venom is a neurotoxin that initiates a massive cascade of adrenal catecholamines upon introduction into a human host. Direct poisoning often results in extreme physical discomfort followed by unrecoverable coma or even death.

Survivors of scorpion stings have reported intensely psychoactive dream-states that appear to stem from alkaloid compounds also present in the venom. Contrary to the claims of some warrior caste members, there exists no scientific evidence to support contentions that these visions are anything more than hallucinogenic side effects that evolved to disorient the scorpion's prey.

The severity of the aforementioned reactions has been made somewhat less deadly and tailored to fit the warrior caste's desires by reducing the levels of histamine and alkaloids present in the natural venom. The resulting drinkable mixture gets its greenish hue from the electrical milking process, in which fluorescent chemicals contained in the translucent cartilage of the scorpion's tail are inadvertently captured in the resulting serum.

Tests of the long- and short-term effects of necrosia in lab situations indicate no significant deviance from those produced by alcohol-based drinks such as fusionnaires, and the substance has been deemed safe when consumed in controlled quantities.

In 2842, Scorpion scientists developed an enclosed industrial exoskeleton to aid underwater mining efforts on Dagda. Nicknamed "water elementals" by their laborer-caste operators, the suits sported monstrously shaped titanium hulls and mounted a large-bore drill and grasping claw. The suits' amplified strength and air-filtering capability allowed users to locate and extract minerals from almost every region of Dagda's oceans with relative ease. After witnessing the performance of the mining marvels, merchants from neighboring Clan Wolf struck a deal to acquire the technology for their own use. Gaining mineral rights to almost all of Dagda's oceans in the bargain, the Scorpions quickly became the leading industrial power on the planet and leveraged this dominance into a rapid expansion of their colonies on Roche and Tokasha.

Three years later, in a frenzied speech to the Scorpions' Bloodnamed warriors, Loremaster Moreau proclaimed that he had been shown the Clan's newly destined path to rebuilding the Star League. Recounting a prophetic vision, he charged each of those present to locate a cache of relics left behind by the Not-Named Clan on the planet Marshall. According to Moreau, these relics were the first pieces in the grand puzzle of the League's existence and would lead the Scorpions to dominance among the other Clans. Scorpion forces scoured the planet in vain for almost five years, igniting several territorial skirmishes with Clans Jade Falcon and Fire Mandrill before returning to Dagda in frustration.

When Clan Ice Hellion discovered a grotto fitting Moreau's description less than two months later, Khan Dinour issued a batchall outlining her intent to take the site by force. Overwhelming the lightly armed Hellions in less than a week, the Scorpions found a vast collection of Star League-era books and art as well as a sizable armory within the sealed caverns. Incensed at the quick defeat of his forces, Ice Hellion Khan Grosse Lienet began a series of Trials of Possession for the cache in which Scorpion strength and Hellion speed countered one another for almost a year without producing a clear victor.

In late 2851, elements from Clan Fire Mandrill harried the fatigued Hellion and Scorpion forces in an attempt to win the cache for themselves. Angered by this dishonorable intrusion, the Scorpion and Hellion Khans agreed to a temporary cease-fire to drive off the interloping Mandrills. In a particularly heated clash with Kindraa Mattila-Carrol, Loremaster Moreau was brutally murdered by a young Mandrill warrior. His *Black Knight* mired in swampy ground, Moreau had requested hegira, but was executed by a pointblank Gauss rifle shot from the dezgra Mandrill fighter. The Scorpions have never forgotten or forgiven this shameless dishonor shown by Kindraa Mattila-Carrol of Clan Fire Mandrill.

Though the Scorpion and Hellion forces eventually forced the Mandrills to withdraw, the two victorious Khans agreed that neither side could prevail against the other in their weakened state. After dividing the cache according to each Clan's desire, the Hellions carried off the weaponry, while the Scorpions took possession of the caves and their remaining contents. Scrawled on the entrance to the cave in memory of Moreau's death while achieving his vision are words he once wrote into *The Remembrance*: "Seek out the past; it is your future."

With the first use of OmniMechs by Clan Coyote in 2854, a new era of military evolution dawned among the Clans. The Scorpions tried on three occasions to capture the new 'Mech designs from Clan Coyote, frustrated in each case by Coyote warriors who invoked the honor code of zellbrigen to bring the fight to a set of duels. Despite winning handily in each full-scale battle, the Scorpions were defeated in the dueling contests by the Coyotes' superior OmniMechs and their custom-tailored configurations. By the time the Scorpions finally acquired salvageable OmniMechs during a raid against Clan Fire Mandrill's Kindraa Payne, most of the Clans had already fielded their own operational OmniMech designs.

Embarrassed by the poor showing of the Scorpions against the Coyotes, Khan Dinour instructed all warriors to sharpen their individual combat skills in a series of tournaments. Based on the Martial Olympiad of the former Star League, these contests pitted warrior against warrior and unit against unit under a variety of combat conditions across the Scorpions' colonies. Loremaster Lan

Kirov christened the events the Circus Honorae, or Circle of Honor, beginning a gladiatorial tradition still used in Scorpion society.

Much to the Scorpions' surprise, Clan Wolf unveiled an armored infantry battlesuit in 2868 that bore a striking resemblance to the mining suits traded away by the Scorpions decades earlier. The Wolves had replaced the original suit's drill with a hardpoint capable of accepting a variety of energy and projectile weapons and had refined the suit design for multiple environments, creating a devastating addition to their infantry ranks. After seeing two Stars of troopers sporting such armor destroy a Star of Nova Cat OmniMechs, the Scorpions recognized the new suit's battlefield potential and petitioned the Wolves for a reciprocal trade. Putting intense private political pressure on the Khan of Clan Wolf, Scorpion saKhan Scott eventually acquired full design plans and twenty of the new battlesuits in exchange for temporary breeding rights to the cherished Collesano, Baba and Shaffer genetic legacies.

RESTLESS YEARS

In the two decades following his elevation to Loremaster, Lan Kirov continued the rising tide of mysticism begun by Ethan Moreau among the Scorpion rank and file. Inspired by *The Remembrance* passages that Moreau had written, Kirov enlisted several warriors into a special cadre known as the Seekers. Dedicated to rebuilding the Star League by recovering its scattered pieces, the Seekers were given wide-ranging independence in following the visions they saw while under the influence of necrosia. These nomadic warriors fought hundreds of duels for items tied to the Star League as they scoured the Kerensky Cluster and Pentagon worlds in the name of Clan Goliath Scorpion.

Incorporating their exploits into the concept of a "living heraldry," Loremaster Kirov decreed that all Seekers be allowed to travel with their own dedicated retainers, known as charges. Bondsmen, technicians and laborers could be attached to a specific warrior, who in turn owed his allegiance to the Clan. Like the knights errant of ancient Terra, the Seekers became self-sufficient hunters dedicated to the Clan's goals, yet blessed with the unique ability to pursue their objectives without significant military investment. The concept quickly paid off; the Seekers' quests poured massive numbers of long-forgotten items into the Clan, which gave Clan Goliath Scorpion a superior perspective on the Star League and its hallowed ideals.

Seeking the Past

The Seeker tradition is often misinterpreted and scorned as unClanlike by our brethren, yet the Seekers form the basis of our vision of Kerensky's intended rebirth of the Star League. Recognizing early on that the nomadic lives of the Seekers would divorce them from the usual Clan support structure, Loremaster Kirov expanded the concepts of bondsmen and isorla to re-create this structure in miniature for each warrior. Because every Seeker followed a unique vision granted by necrosia, the resources required by each varied significantly.

Kirov decreed that Seekers could draw bondsmen from any caste subject to standard Clan Trials, and such a warrior could also acquire other items (such as food, vehicles and the like) as isorla. Dueling for the rights to individuals became akin to a spectator sport, motivating each caste's members to excel so that they might catch the eye of a Seeker and be drawn into his or her quest. In this way, each warrior selected and fought for what he or she needed from the Clan to complete an expected journey. Taking an oath of return known as the Rede of the Seekers, each warrior granted such "Seeker rights" was expected to rejoin the Clan proper in due time; any who failed would be branded bandits and forever cast out.

The "living heraldry" eventually developed as a means to distinguish between traveling Seekers, much as a warrior's codex shows his or her unique battle history. Unusual events or noteworthy charges become part of the Seeker's own mystique and act like an external codex for the Seeker, allowing others to indirectly recognize the warrior even when he or she is hidden behind the veiling of the Scorpion field uniform.

Like any Clan warrior, a Seeker is judged not only by his or her accomplishments, but also by how he or she achieved them. Wasteful bonding of unnecessary charges is considered highly dishonorable, and so a Seeker must strike a balance between quality and quantity when choosing charges. The distance traveled and the novelty of a quest can also add significantly to the value placed on a Seeker's exploits upon his or her return. Such recognition is a common measure of each Seeker's suitability for a Bloodname or command nomination from the Scorpion Council.

Pets, commonly called familiars, are a pivotal part of this heraldic system and serve to reflect traits admired by the warrior or to showcase unique beasts from far-flung worlds. Some Scorpion Bloodlines have even become associated with particular familiars over time, as with the snarling wolf of the Posavatz line or the graceful swan of the Dinours. Though first used as trophies by Seekers, familiars are now a common sight throughout the warrior caste, and in recent years have even been adopted by some members of the scientist and merchant castes.

Charges generally perform a specific function and are given a title based on their caste of origin. Warrior caste bondsmen, given the title of Yeoman, are a common sight in Seeker retinues and act much like bondsmen in other Clans. Laborer caste charges, known as Footmen, care for a warrior's familiars. Technicians, called Tinkers, maintain vehicles and oversee battlefield salvage operations. Less commonly drawn into a Seeker's travel camp are the merchant-caste Sutler and scientist-caste Sage, who often act as advisors on lengthy quests outside the Clan homeworlds. Of special interest is the position of Harbinger, granted to individuals with significant artistic talent. A Harbinger acts as a Seeker's chief chronicler and artisan. Though not commonly praised within Clan society, artists granted the rank of

CLAN GOLIATH SCORPION

DANCING THE SCARS

On the Black Seam they dance,
Moonlit steel gleaming in the twilight.
Black and gold, red and silver,
Their clothes stir the still night air.
Five steps taken, five cuts drawn,
The Scars of Moreau's tribulation.
These pay heed to our debt, to our past,
Reborn with the death of our Mother.

—*The Remembrance* (Clan Goliath Scorpion), Passage 316, Verse 12, Lines 1–8

The battle for control of the Seeker movement was remarkably short, given its importance to the Clan. Refusing to kill her opponent, a whirling saKhan Scott struck Lan Kirov only five times before the Loremaster fell to the ground in defeat. Only after he conceded the battle did those outside the dueling circle realize that saKhan Scott had been fatally wounded.

In memory of Scott's sacrifice, the Clan's leadership instituted the custom of carrying paired daggers modeled on those with which Scott fought. Known as zulkari, the two wickedly curved knives are a shortened form of the Zulf-I-Khar sword wielded by the prophet Mohammed of ancient Terra. One zulkari is traditionally black-hilted and sports a gold tassel, while the other reverses this color scheme.

The Scorpion ritual known as the "dance of the scars" stems directly from this famous knife fight. It is essentially a modified Circle of Equals. In dance of the scars duels, combatants strike one another in a precisely defined series of five cuts to mark their superiority. The first cuts must be made across each shoulder, followed by strokes on each side of the waist. A final cut across the center of the chest marks the contest's end. Several Scorpion warriors have recently extended this rite to 'Mech combat, in what they consider the ultimate show of prowess and dedication to the spirit of zellbrigen.

In the wake of the event known to history as the Seeker Rebonding, the Seeker traditions established by Loremaster Kirov were incorporated into Scorpion society, with the exception of the red and silver uniform. The uniform is echoed only in the colors of Gamma Galaxy, where Seeker crimson blends with Scorpion gold to highlight the Galaxy's hallowed position as the sworn defenders of the Temple of the Nine Muses.

Harbinger are accorded a level of respect nearly equal to that of the warrior to whom they are bonded.

The Seeker movement ran into trouble before long, however. As its numbers and influence grew, it threatened to split the Scorpion warrior caste. In 2875, Loremaster Kirov expanded the Spiderholm fortress on Roche and began creating a vast underground storehouse there. Renamed the Temple of the Nine Muses, the huge complex quickly became the center of Seeker activity and attracted many of the Clan's best young warriors. Adopting a new red and silver uniform to distinguish the members of his movement, Kirov called for an expansion of Seeker excursions to the worlds of the Inner Sphere.

Concerned with the growing split in the military and fearing a call for Absorption by rival Clans, saKhan Jenna Scott challenged the self-styled Seeker leader to a duel for control of the group. In a knife fight that became legendary within the Clan, Scott defeated Kirov despite being almost thirty years his senior. Afterward, she bound the Seekers to follow Kerensky's ideals before their own or be eliminated by their fellow Clansmen. Each warrior present pledged their acceptance of this surkairede to their saKhan before she crumpled to the ground, dying of her wounds.

Throughout the 2900s, the Scorpions remained largely oblivious to the rising sentiment of the so-called Crusader Clans urging a return to the Inner Sphere. The vote for invasion, brought before the Grand Council in the year 3000, puzzled many Scorpion warriors. Led by Ghost Bear Khan Nadia Winson, the Crusaders argued that Aleksandr Kerensky's promised return to the Star League could only come through the conquest of those left behind in the first Exodus. The Scorpion leadership rejected this view, strongly identifying with the opposing Warden philosophy espoused by Clan Wolf. Like the Wolves, the Scorpions believed that Kerensky had intended the Clans to protect the Inner Sphere, not ravage it under the guise of redemption. Further, they believed that the Clans should rebuild the Star League by example rather than by the sword. The Scorpion Khans backed the so-called "Dragoon Compromise" proposed as an alternative to invasion by Wolf Khan Kerlin Ward.

The compromise called for the formation of a force known as Wolf's Dragoons, which would travel to the Inner Sphere and determine its military readiness. As the ratifying vote came to a close, Scorpion saKhan Ren Posavatz stunned many of those present by announcing a batchall for the right to train the proposed unit prior to its departure. Seemingly unsurprised, Khan Ward accepted the bid when no other Clans stepped forward to dispute it.

Testing themselves for more than two years against Clan Goliath Scorpion's elite Heartvenom Cluster, the collection of freeborns and trueborn volunteers who made up the Dragoons evolved into a crafty and efficient unit capable of holding its own against front-line Clan Clusters. Many Crusaders argued that the unconventional tactics taught to the Dragoons were unbecoming to Clan warriors, and called for the removal of the Scorpions as their trainers. Scorpion Star Colonel Kari Baba defended the training regimen, citing its origin in Star League military manuals and holos drawn from the Scorpions' archives, and successfully won support from Khan Ward to continue the mission preparations. When the Dragoons finally departed the Clan homeworlds in 3004, several Scorpion warriors volunteered to accompany them into the Inner Sphere.

Armed with the information brought back by the Dragoons five years later, many Warden-minded Clans fought Trials among themselves for warriors and information intended to strengthen their cause against inevitable Crusader aggression. In 3012, the Wolves announced and won a Trial of Possession for Scorpion Star Colonel Vlad Dinour, the former commander of the Heartvenom Cluster that had trained the Dragoons. Ordered to mold the poorly performing Fourth Wolf Striker



Cluster along Scorpion lines, Dinour created a potent mobile assault force that became the model for the Wolves' Epsilon Galaxy. He also provided the Wolf leadership with detailed reports on Inner Sphere tactical doctrine filed by Scorpion volunteers during the Dragoons' "supply run" to the Periphery in 3009.

OPERATION REVIVAL

When the ComStar Explorer Corps JumpShip *Outbound Light* appeared above the planet Huntress in 3048, it became clear that the Clans' hidden homeworlds were now open to Inner Sphere predations. Concern mounted even among some Warden Clans that a preemptive strike might be required to quell a possible assault by one of the Inner Sphere's Successor States. Playing upon these fears, Smoke Jaguar Khan Leo Showers precipitated a hasty vote in the Grand Council, winning support for invasion by a wide margin. The Scorpions cast their vote with a coin toss to show their disdain for Showers' political brinksmanship. The Crusaders' long-desired Operation Revival to conquer the Inner Sphere had become a reality at last.

The Trials to determine which Clans would participate in the Inner Sphere invasion took their toll on many entrants and left Clans Wolf, Smoke Jaguar, Ghost Bear and Jade Falcon at the forefront of the assault. Clan Steel Viper won the right to act as the force's reserve, along with the ability to contract other Clans for additional support. Spurred by the lack of defenders left behind in the enclaves of the invading Clans, Scorpion Seekers redoubled their efforts in territory formerly too heavily guarded to yield a useful search. Earning the enmity of two Smoke Jaguar Clusters in a bitter fight on the world of Tranquil during one such raid, saKhan Posavatz barely escaped death when the Jaguars broke their batchall and began a melee in the foothills outside the city of Blood River.

Not long afterward, in 3049, saKhan Posavatz fought and won a Trial of Possession against Clan Steel Viper for the right to accompany their forces to the Inner Sphere. Taking a Star of Scorpion 'Mechs and his own personal charges with him, Posavatz promised to one day return with Star League treasures he claimed would elevate the Scorpions to the position of ilClan. He never fulfilled his vow, however. Separated from retreating Viper forces during the fighting at Devil's Bath, his band disappeared on Tukayyid.

In that same year, at the height of supply and training efforts for Operation Revival, Khan Nikolai Djerassi also stepped down from his post. Alarmed by increasing military tensions between the so-called homeworld Clans as the date of the invasion loomed closer, Djerassi announced his intention to reshape the Clan's sibkos to better prepare them for future conflict with Inner Sphere forces and those Clans that had grown lax in the use of zellbrigen. The unexpected leadership void left by the two resignations was fortunately soon filled by an unlikely pair of Khans, each determined to strengthen a different facet of Clan Goliath Scorpion. Khan Ariel Suvorov promised the Scorpions a position at the forefront of Clan society, laying out a bold plan to modernize the Clan's aerospace forces and step up offensive action to expand Scorpion holdings in the process. On the opposite end of the spectrum, saKhan Nelson Elam counseled against such Crusader-like expansionism and called for the Clan to bolster its defenses against its increasingly aggressive brethren.

This blend of liberal and conservative leadership regained for the Scorpions the focus and resiliency the Clan had lacked since the middle of the Golden Century. In anticipation of similar moves by other Clans, Khan Suvorov initiated numerous strikes throughout the Kerensky Cluster to probe neighboring Clans' defenses, and in the process made significant gains on Tokasha.

PRESENT ACTION

In the wake of the Refusal War that reshaped Clan Wolf, saKhan Elam aided Wolf Khan Vlad Ward in strengthening his depleted forces through the so-called Harvest Trials. Making room for a wave of new recruits from former Khan Djerassi's revamped sibkos, the Scorpions bid away an entire Trinary of Crusader-minded warriors to their longtime Wolf allies. The continued respect for the Wolf-Scorpion bond despite the Crusader bent of the revitalized Clan Wolf prompted the gift of a *Mackie* BattleMech from Wolf Galaxy Commander Katya Kerensky. The ancient but lovingly restored machine, acquired from a Rasalhagian military museum during Operation Revival, was turned over to the Scorpions' Gamma Galaxy by Kerensky just after her appointment as the Wolves' new Loremaster, when she was invited to tour the Temple of the Nine Muses.

Recent events—the Absorption of Clan Burrock by Clan Star Adder, the defection of the Nova Cats to the Inner Sphere, and most of all the Annihilation of Clan Smoke Jaguar by Inner Sphere forces claiming to represent a new Star League—have caused some Scorpion warriors to wonder uneasily who will fall next. Though the Scorpions have gained territory from the Jaguars' downfall, it remains to be seen if this Star League will bring a new dream for the Clans or simply don the honorless shoes of those they replaced.

Trade between Scorpion merchants and Clan Snow Raven has reached a fever pitch in the aftermath of the Jaguars' destruction, as military and industrial equipment purchased from the Ravens finds its way to the Scorpions' recently acquired Continent Abysmal on Huntress. The newly unveiled Undine battle-armor and the promise of ProtoMech technology have the scientist caste abuzz as they have not been since the Golden Century. While the repudiation of the Crusader cause on Strana Mechty has soured relations with some Clans, the Wardens' ascension leaves Clan Goliath Scorpion eminently able to strike out across all of human space and shape the Star League's rebirth. Seekers of the past and architects of the future, we will continue to dance the steps of our path as history's tune plays in our ears.

CLAN GOLIATH SCORPION

MILITARY ORGANIZATION

Clan Goliath Scorpion's military organization is unexpectedly regimented. Based on the concept of mixed Trinaries, the Scorpion Touman is composed of varying levels of BattleMech, aerospace and Elemental forces tailored to meet specific combat roles. Six Trinary types currently exist, each with its own tactical specialty.

Assault Trinaries are composed of two BattleMech Stars and one Elemental Star. Most often used to spearhead offensive operations in urban environments, they rely on heavy and assault 'Mechs coupled with battle armor to identify and eliminate ambush points.

Battle Trinaries, the type of unit adopted by Vlad Dinour for Clan Wolf in 3012, consist of one Star each of BattleMech, Elemental and aerospace forces. They are designed with multi-role light to heavy units capable of responsive, independent battlefield action.

Guard Trinaries are defensive formations consisting of two Elemental Stars and a supporting BattleMech Star of varying weight, intended to pin down opposing forces in almost any environment.

Specialist Trinaries are air-mobile infantry units made up of two Stars of Elementals and one aerospace Star, almost exclusively composed of *Kirghiz C* fighter-transports. Their extremely rapid response to the battlefield and extensive training in hot-zone paradrops makes them one of the most feared forces in the Scorpion Touman.

Striker Trinaries are harasser elements made up of two light- to heavy-weight BattleMech Stars and a single medium-weight aerospace Star. Unlike most Scorpion aerofighter assets, those in striker Trinaries are commonly chosen for air-superiority and reconnaissance roles rather than pure ground support.

Command Trinaries are composed of two BattleMech Stars and a composite Star consisting of two Elemental Points, two aerofighters and two 'Mechs. The composite Star (dubbed a stinger Star) acts as a stable command and battle element capable of delivering a coup de grace to engaged forces.

These component Trinaries are organized into six kinds of Clusters, each developed to address particular strategic needs. All Scorpion Clusters contain a command Trinary, and almost all include four additional Trinaries of varying composition. Hussar Clusters consist of three striker Trinaries and one specialist Trinary, and generally draw planetary-reconnaissance or deep-strike assignments. Uhlan Clusters are nimble ground-force elements made up of two striker and two battle Trinaries, most often used as skirmishers. Dragoon Clusters provide a flexible mix of offensive and defensive power through the combination of one striker, two battle and one guard Trinaries. Cuirassier Clusters, like the heavy cavalry for which they are named, are mobile ground assault forces composed of two battle and two assault Trinaries. Grenadier Clusters, composed of three infantry-heavy guard Trinaries and one assault Trinary, are the backbone of Scorpion defensive operations and often bear the brunt of enemy onslaughts. The irregular cateran Cluster formation adopted by the elite Heartvenom Cluster consists of one striker, one battle and two specialist Trinaries, and provides that unit with its unique blend of speed and deadly striking power.

NAVAL ASSETS

Clan Goliath Scorpion's naval fleet is unusually large, given the historical emphasis the Clan has placed on ground combat to the exclusion of other military branches. Ostensibly under the command of Star Admiral Josef Collesano, the seventeen Scorpion WarShips are assigned to virtually permanent duty with a particular Galaxy and operate as small support fleets on a day-to-day basis.

Alpha Galaxy maintains the four-ship Einheriar Battlegroup, including the *McKenna*-class flagship *Lei Kung*. Escort and support are provided by the *Lola III*-class *Sagitta*, *Aegis*-class *Corona Borealis* and *Congress*-class *Bernlad*. Similar in function and composition is the Fire Wheel Battlegroup attached to Beta Galaxy, headed by the *Cameron*-class *Hephaestus* and including the *Lola III* destroyer *Auriga*, the *Aegis* heavy cruiser *Corona Austrina* and the *Congress* frigate *Garlon*.

Gamma Galaxy maintains a dual-purpose fleet of five ships intended to act as both military and mercantile escorts. Dubbed the Wild Hunt Battlegroup, its military arm consists of the recently acquired *Nightlord* battleship *Atropos*, the *Essex*-class *Orpheus* and the *Sovetskii Soyuz*-class *Serket*. Commercial support is provided by the *Carrack*-class *Collrane* and *Volga*-class *Andromeda* military transports.

Rounding out the fleet are the four *Potemkin*-class transports attached to the second-line Galaxies. Delta Galaxy maintains the newly refitted *Enceladus*, while Mu Galaxy controls the *Karttikeya*. The aging *Epimetheus* is assigned to Tau Galaxy, where it was recently damaged in a collision with the Hell's Horses' destroyer *Gold Knight* above Tokasha. Rho Galaxy must rely on the troublesome *Prometheus* and its often-malfunctioning ring of DropShip collars despite that Galaxy's assignment to the valuable world of Roche. Star Commodore Liam Pham has requested the ship's replacement at the first opportunity.

MILITARY DOCTRINE

Military practices throughout Clan Goliath Scorpion can be boiled down to a simple concept: the artful defeat of one's opponents in honorable combat. Strongly tied to the Clan ideal of zellbrigen, most Scorpion warriors consider honor duels the epitome of the former Star League's military ethos. The Gunslinger ideal and the SLDF's once-proud Martial Olympiad serve as the foundation of the Scorpions' long-standing Circus Honorae and Seeker traditions. Though military necessity occasionally abrogates the desire to follow such honorable combat styles, the Scorpions in general show stricter dedication to Clan honor codes than the deeply tradition-minded Jade Falcons and Blood Spirits. The Scorpions' ritualized "dance of the scars"

showcases the devotion to skillful combat and minimal waste that set the Clans apart from mere soldiers.

Because of the nomadic nature of Seeker crusades, most 'Mechs in the Scorpion Touman rely heavily on energy weapons to limit ammunition dependence and thus remain operational away from Clan enclaves. In addition, such weapons are considered more precise than the missile-based weapons arrays favored by many warriors in other Clans. Missiles, in fact, are disdained in Scorpion society as tools of the unskilled, and precision gunnery has become a hallmark of Scorpion martial methods. Though targeting computers appear extensively in Scorpion 'Mechs and aerofighters, warriors commonly disable the automated functions that increase their accuracy, seeing such aid as an affront to the warrior's skills. Many warriors still utilize the computers, however, using their increased precision to control shot location and grouping, and thus demonstrating their warrior's ability.

Scorpion BattleMech Stars are most often made up of light to heavy 'Mechs fast enough to make rapid enveloping attacks on an enemy's flanks. They provide the punch in most ground assaults and are the backbone of the Scorpion Touman. Aerospace Stars within the Clan are dominated by heavy craft that excel at ground support roles, as Scorpion pilots are rarely involved in pure aerial or orbital actions. Scorpion Elementals train constantly to act in concert with 'Mechs and aerofighters, and are proficient at executing paradrops into contested combat zones as well as filling their more common role as mechanized battle armor. The Scorpions' newly developed Undine battle armor shows promise in taking the art of combat to the vast oceans of planets like Dagda, an environment where 'Mechs are literally out of their element.

UNIFORMS AND INSIGNIAS

Like their counterparts in other Clans, Clan Goliath Scorpion warriors wear various uniforms appropriate to different situations, including basic combat dress, a field uniform, a dress uniform and a ceremonial uniform. Every warrior wears his or her rank insignia and the Clan crest. The Goliath Scorpions recognize no other awards for combat, save each warrior's rightful pride in having served the Clan with distinction.

UNIFORMS

Goliath Scorpion combat dress is identical to that within most Clans. When outside their machines, Scorpion warriors usually don a functional flat-black jumpsuit and cap bearing the Clan insignia.

The field uniform of most Scorpion warriors is an armored black tunic worn over a flowing, dark gray shirt and matching pants. Dark gray gloves and black knee-high boots usually complete the uniform, though warriors sometimes add a black cape and a wide, dark gray scarf that covers the warrior's head except for a strip around his or her eyes. Where head protection is needed, warriors wear a fur-rimmed, conical helmet made of copper, reminiscent of those worn by ancient Mongol warriors. Members of Gamma Galaxy substitute blood-red for black and gold for dark gray in both the standard field and dress uniform, highlighting their status as the sworn defenders of the Temple of the Nine Muses.

Black and gold, with a cut reminiscent of a Star League security officer's uniform, the Goliath Scorpion dress outfit consists of a lightweight, dark gray shirt, a long black vest-coat made of ballistic cloth, gold pants and knee-high black boots. A wide gold stripe runs diagonally along the right breast of the coat and bears the crest of Clan Goliath Scorpion. Galaxy and Cluster insignias adorn the left breast of the coat, while rank insignia is worn on the coat's left shoulder as well as on the cuffs of the shirt. The fur-rimmed helmet commonly used as part of the field uniform is a standard addition to the dress outfit.

The Scorpion ceremonial uniform is made of glossy black leather highlighted by dark gray piping that gives the uniform a segmented appearance, defining an idealized musculature and giving the garments the look of a scorpion carapace. The outfit is completed by a glossy black helmet, with golden daggerstars highlighting its eye holes and sporting a long, black horsehair plume. The Clan's Bloodnamed warriors add a detachable black cape trimmed in gold.

REGARDING OTHER CLANS

Clan Blood Spirit

This Clan has taken its isolation to an extreme and grown monstrous in so doing. They have turned their backs on Kerensky's ideal. Let them rot.

Clan Cloud Cobra

Their perfection of the iron womb during the Golden Century provided the Clans with many generations of proud and strong warriors. But what have they done of late?

Clan Coyote

Innovative dreamers best left to their own devices. They uphold the Warden vision, but many of their warriors might feel more at home among the scientist caste.

Clan Diamond Shark

Coin acts as a poor shield against the violence of war, yet this Clan of merchants stands in the center of coming interClan conflict.

Clan Fire Mandrill

This glass menagerie will one day be broken by a united Warden hammer.

Clan Ghost Bear

Blessed with the strength of their namesake, they are a valuable addition to the Warden cause. Their change of heart is suspicious, however, given the dismantling of their homes in the Kerensky Cluster.

Clan Hell's Horses

It is unfortunate for the Crusaders that this Clan's machines do not have the strength of their warriors' hearts.

Clan Ice Hellion

Their misplaced zeal in the Hall of Khans keeps our warriors entertained.

Clan Jade Falcon

Their spirit is honorable, but they lack discipline. Such brats should not play with the knives of battle, lest they cut themselves.

Clan Nova Cat

Mistaking their visions for fact, they have been smitten by the Combine's sword. As they watch their brethren turn against them, they will miss the Dragon's killing stroke across the backs of their necks.

Clan Snow Raven

Pairing their domination of the skies with ours of the ground would make us unstoppable allies to the Warden cause.

Clan Star Adder

Their Absorption of the Burrocks has given them the Moreau name and the illusion that they can defend it.

Clan Steel Viper

They have earned the wrath of the Falcon and now must reap what they have sown. Their belief that the Successor Houses are key to rebuilding the Star League may yet lead them down the Nova Cats' path.

Clan Wolf

The Clan of Kerensky is split in twain. To which do we now owe our debt—or has the ancient surkairede also been sundered? Time will show us the answer to this quandary.

CLAN CREST

The Clan Goliath Scorpion crest bears the image of a goliath scorpion on a stylized golden sun. Open claws frame the scorpion's head; the tail is poised over the body, curving upward from the left side of the scorpion's carapace. Gold eyes highlight the scorpion's head. The sun symbolizes the punishing heat of the Spiked Heart Desert.

RANK INSIGNIAS

Rank insignias within the Clan are based on units called telsons. Each telson bears the image of a stylized golden scorpion stinger and is placed on black-enameled pins in varying numbers to denote rank. A single telson defines warriors not in MechWarrior service, and is placed with its barbed tip facing downward. Two telsons, placed side-by-side with their tips facing away from each other, denotes the rank of Point Commander or MechWarrior. An additional telson, forming a triangle in which the tips face away from its center, denotes a Star Commander. The rank of Star Captain bears four telsons forming a diamond shape, while Star Colonels wear a star-shaped burst of five telsons. A Galaxy Commander's rank insignia incorporates the telson burst of a Star Colonel, plus four gold triangles at the pin's cardinal points. Clan Khans wear a ring of eight triangles around a Star Colonel's telson.

NOTABLE WARRIORS

Prominent warriors abound in Clan Goliath Scorpion; the most notable among them are briefly described below.

KHAN ARIEL SUVOROV

Ariel Suvorov is the first aerospace pilot in more than a hundred years to be elected Khan of Clan Goliath Scorpion. Her renewed emphasis on the development of the Clan's aerofighter assets has paid dividends in recent conflicts on the world of Tokasha. She believes the Scorpions must quickly claim their rightful place in the forefront of Clan society and step out from the shadow of their historically more powerful ally, Clan Wolf. Fond of predatory birds, Suvorov keeps a jade falcon as her familiar, which has bought her the ire of the bird's namesake Clan.

SAKHAN NELSON ELAM

SaKhan Elam believes his Clan's recent shift toward a more offensive stature could spell its doom. A tattoo of a goliath scorpion covers his shaven scalp, a remnant of his early days spent following the aggressive Crusader path. Though pleasantly surprised at the successes achieved by Khan Suvorov's military reforms, the saKhan still broods over the Scorpions' weakened homeworld defenses.

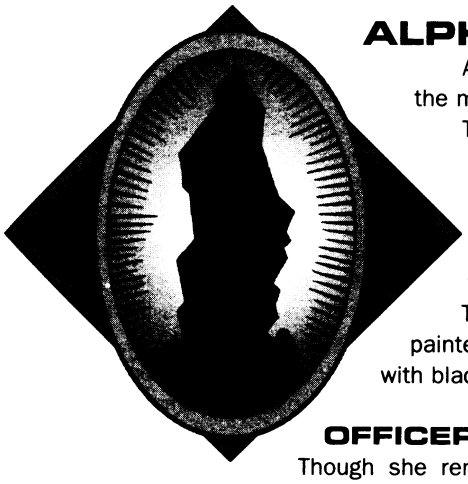
LOREMASTER KYRIE BEN-SHIMON

Known as the "Tyrian Valkyrie," Kyrie Ben-Shimon is uncommonly tall for a pilot. Her purple-dyed hair and cryptic speech have led some to question her sanity. A strong supporter of Khan Suvorov's reforms, particularly her emphasis on aerospace assets, Ben-Shimon has been involved in recent dealings with Clan Snow Raven to acquire military materiel. Though the two Clans have never shared a significant trading history, shipments of state-of-the-art fighters have arrived on Roche in past months, prompting many Scorpion warriors to wonder if their souls have been sold to the Ravens in exchange for some as-yet unknown service.

INSTRUCTOR NIKOLAI DJERASSI

A man many thought mad for stepping down from the Khanship to reshape the Clan's training programs in 3045, Nikolai Djerassi is immensely strong despite his small stature for a Clan Elemental. In training new cadets, he uses his size to teach the valuable lesson that one cannot always judge an opponent by appearance. Fond of games that teach strategic and tactical principles to his warrior students, he has a jovial nature and an ardent love of military history. The success of his reforms seems to bear out his assertion that the Scorpion military can be drastically improved with limited modifications to the Clan's training regimen.

CLAN GOLIATH SCORPION



ALPHA GALAXY: THE ROCK MINDERS

Alpha Galaxy is often the vanguard of the Clan's planetary assaults, and its warriors are the most devoted to setting the Clan's honor above personal glory.

The unit's nickname stems from its traditional watch over Moreau's Dagger, the sacred rock formation on Babylon where Ethan Moreau was found. Every three months, the Khan singles out one Trinary from Alpha Galaxy for exceptional performance and assigns it the honor of defending the rocky shrine that marks this historic event. Some warriors attempt the hazardous climb to the top of the jagged peak; the bodies of those who fall to their deaths are rarely recovered.

The towering obsidian spire of Moreau's Dagger dominates the insignia of Alpha Galaxy, painted in black on a blood-red oval field. Alpha Galaxy's standard paint scheme is slate gray with black highlights or camouflage mottling.

OFFICERS

Though she remains disappointed with the paucity of aerospace forces in the Galaxy, Khan Ariel Suvorov's presence in the air has already paid dividends in small actions against the Jade Falcons on Tokasha.

TACTICS

Though able to strike hard and absorb withering amounts of damage, the unit maintains flexibility in its attacks through the combination of its four independent Clusters. The Scorpions' extensive use of energy weapons, coupled with Galaxy Commander Myers' logistical acumen, enables Alpha Galaxy to sustain brutal sieges that would wilt most other attacking forces.



24th Scorpion Cuirassiers (The Khan's Own)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Tyra Shaffer

As the elite personal guard of the Scorpion Khans, this posting is the greatest honor a Scorpion warrior can attain short of having his or her genetic legacy passed on to future generations. Composed largely of heavy 'Mechs, the unit is nonetheless well-schooled in combined-arms operations that use its 'Mech and Elemental assets to the fullest. The Sixty-seventh Battle Trinary is attached directly to Khan Suvorov, with its Elemental and aerospace forces traveling at her side wherever she goes.

The unit's insignia is a teardrop-shaped kite shield bearing the Scorpion sun crest. The left side of the shield is gold-on-black, the right side black-on-gold.



14th Scorpion Hussars (Swift Retribution)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Jillian Scott

The reconnaissance and deep-strike arm of Alpha Galaxy, the Fourteenth Hussars often bear the brunt of early casualties. Star Colonel Scott currently holds the consecutive kills record in Clan Goliath Scorpion, having defeated thirty-two 'Mech and Elemental opponents in her *Fire Moth D* before a Jade Falcon aerospace fighter shot it out from under her on Tokasha. Incensed at the end of her streak, she bears a grudge against the Falcon pilot and is rumored to have challenged him to "dance the scars" with her.

The unit's insignia is a golden hammer with gold stars streaming behind its trailing edge.



8th Scorpion Dragoons (The Whip-Tail Brigade)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Miri Arbuthnot

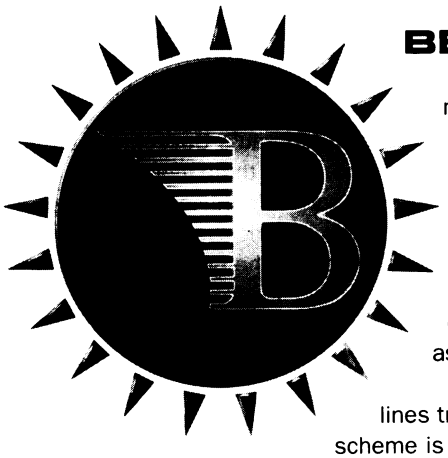
Named for a species of flat-tailed scorpion common to ancient Terra, this unit was decimated at the Battle for Satan's Table on Dagda in 2821. Though only a Binary at the time, the Dragoons were nearly destroyed when Pentagon rebels cunningly trapped and toppled nine of the unit's 'Mechs in lava fields surrounding their landing zone. Khan Cyrus Elam believed that keeping the unit's history alive, even with just a single surviving warrior, was more important than the military tradition of disbanding such heavily mauled units. This decision contributed to the individualism that still pervades the Scorpion psyche. The Eighth Dragoons' insignia depicts a slate-gray scorpion with its tail squashed into a flat, narrow whip.



35th Scorpion Cuirassiers (Scorpions of the Veil)
5 Trinaries/Elite/Fanatical
CO: Galaxy Commander Rik Myers

Blessed with a gift for strategic and logistical preparation, Galaxy Commander Myers was instrumental in the recent acquisition of the Continent Abysmal on Huntress. Anticipating the Huntress assault in the wake of the Smoke Jaguars' loss of their occupation zone, Myers waited in orbit above Tokasha with two fully supplied Clusters until word of the SLDF attack reached him. Jumping into the Huntress system on April 21, 3060, the Scorpion forces captured the entire continent in less than two hours of limited fighting. The Thirty-fifth Cuirassiers remain on alert for any Clan or SLDF counterattacks, but so far the Scorpions have remained unmolested in their new territory. The unit's insignia is a jet-black scorpion covered with bluish-white dots that resemble a starfield.

CLAN GOLIATH SCORPION



BETA GALAXY: THE SAND RUNNERS

The most mobile Galaxy in the Goliath Scorpion Touman, the Sand Runners are commonly called upon in situations where speed is more important than staying power. Filled with light and medium 'Mechs, the ranks of Beta Galaxy are disdained by some as too fragile to be useful in battle. Beta Galaxy often proves that appearances can be deceiving.

Because the unit is expected to be ready for action at a moment's notice, its component Clusters are as often stationed in space with their accompanying WarShip fleet as they are on a planet's surface. The massive *Cameron*-class battlecruiser *Hephaestus* serves as the flagship of the Galaxy and is escorted by the *Lola III*-class destroyer *Auriga* and *Congress*-class frigate *Garlon*. Scorpion saKhan Nelson Elam commonly accompanies the unit on its assaults, enjoying the intense break the fighting provides from his usually dull political duties.

The Galaxy's insignia depicts a sand-colored Greek letter Beta with golden horizontal lines trailing to its left in a wing-like arrangement, set on a black Scorpion sun. The Galaxy's paint scheme is sandy beige or gold with black accents.

OFFICERS

Galaxy Commander Colin Yeh is well-known for planning campaigns outside of the dreary electronic holotank aboard an orbiting DropShip, and has chalked up a string of recent victories with which few can argue. His irregular tactics have turned the tide of battle on many occasions, though some of his junior officers believe his odd habits are destined to lead them into a trap.

TACTICS

Beta Galaxy's primary edge in combat is speed, and its warriors are famous for hit-and-fade strikes that unbalance enemy formations. When opposing elements break formation to pursue them, the Scorpions lead the forces away from their support, then encircle and destroy them.



23rd Scorpion Cuirassiers (The Ironshell Irregulars)
5 Trinaries/Elite/Fanatical
CO: Galaxy Commander Colin Yeh

One of the strongest defensive units in the Scorpion Touman, the Ironshell Irregulars are often called in to mop up and secure objectives in the wake of their Beta Galaxy comrades, but they are also adept at counterattacks designed to shatter an enemy and force him from the field. The unit's insignia is a head-on, steel-colored scorpion holding up a stylized planet with its claws and tail.



22nd Scorpion Uhlans (Eye of the Storm)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Kelton

Previously passed over for Bloodname nomination, Star Colonel Kelton now seems poised to return to the forefront of Scorpion society. While on a recent necrosia-inspired quest, his vision led him to the momentous discovery of an ancient Star League 'Mech simulator. Though the firmware of the ancient machine is often erratic, the simulator has become the showpiece of the Clan museum on Roche. He has already received seven nominations for entry into the next round of Bloodname tournaments. The unit's insignia is a golden hurricane symbol made from a spinning, stylized scorpion stinger, emblazoned on a black Scorpion sun crest.



6th Scorpion Hussars (Desert Wind)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Jasin ar-Rashid

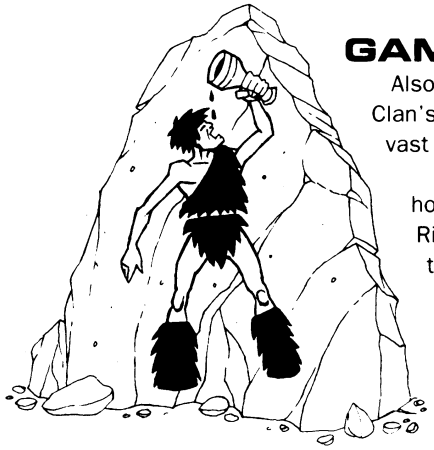
Made up almost exclusively of light 'Mechs and aerospace fighters, the Sixth Scorpion Hussars embody their Desert Wind namesake. Though generally assigned reconnaissance duties within the Galaxy, the pilots of the Cluster are heartened by Khan Suvorov's pledge to acquire more modern fighters to bolster the Clan's woefully outdated aerospace forces. Star Colonel ar-Rashid, though confident of Suvorov's leadership, is concerned that too much emphasis on aerial operations could leave the Scorpions without the ability to properly hold the objectives they take. The unit's insignia depicts a stylized sandy whirlwind on a diamond-shaped black field.



1st Cateran Cluster (Heartvenom)
5 Trinaries/Elite/Reliable
CO: Star Colonel Gunnar Myers

Renowned for its deadly and unexpected strikes, the First Cateran Cluster serves as the Scorpions' only special forces unit. Comprised of highly skilled warriors drawn from all branches of the Clan's military, the unit has a reputation for reckless behavior. As the freebirth soldiers of Wolf's Dragoons discovered in 3001, there is no better whetstone on which to sharpen a military edge than the Heartvenom Cluster. The unit is currently testing the advanced Undine battle armor. The unit's insignia is a scorpion tearing a red heart in two as a drop of luminous green venom falls toward the split.

CLAN GOLIATH SCORPION



GAMMA GALAXY: THE CAVE DWELLERS

Also known as the Defenders of Moreau's Vision, Gamma Galaxy is responsible for guarding the Clan's underground museum on Roche. The Galaxy's Third Cuirassiers are stationed within the vast fortress at all times.

Command of Gamma Galaxy technically lies with the Loremaster. As with Alpha Galaxy, however, the unit's Galaxy Commander handles virtually every facet of its military operations. Ritual observances are often prescribed by the Loremaster, however, and the recovery of certain artifacts has led to raucous celebrations. As a result, Gamma Galaxy has the highest use of necrosia among its ranks, leading some to worry about its effect on the unit's combat abilities. Seeker rights are commonly granted to Gamma warriors.

The Galaxy insignia depicts a cave man painting, holding aloft a golden chalice as two luminous green drops of liquid fall to his mouth. The unit's blood-red and gold color scheme is prominent throughout its Clusters' insignia, paint schemes and uniforms.

OFFICERS

Galaxy Commander Shaum Djerassi has little desire for battle. Ensconced in his position as Loremaster, he rarely leaves the confines of the Roche museum and spends his days poring over *Remembrance* texts from various Clans. Recent challenges to remove Djerassi from his position as the Galaxy's overseer have failed, though Djerassi's combat abilities appear to be slipping more and more with each Trial.

TACTICS

Standard tactical doctrine calls for the unit's 'Mechs to flank enemy forces and attempt to channel them toward hidden Elemental positions, engaging only when necessary to herd the enemy. Many such "bear-trap" spots exist across the surface of Roche, and the unit's Clusters regularly use them in training.



16th Scorpion Dragoons (The Gate Crashers)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Amanda Yeh

Though not the heaviest unit in Gamma Galaxy, the Gate Crashers nonetheless effectively utilize their fast but hard-hitting forces in devastating strikes on enemy positions. The Sixteenth Dragoons were chosen to act as the honor guard for visiting Wolf Loremaster Katya Kerensky during her visit to the Temple of the Nine Muses several years ago, and Star Colonel Yeh has maintained a cordial relationship with Kerensky ever since. The unit's insignia is a golden gate being trampled from behind by a black *Warhawk* on a circular white field.



3rd Scorpion Cuirassiers (Kerensky's Covenant)
5 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Shaum Djerassi

Known for their suicidal pledges to defend the grounds of the Temple of the Nine Muses, the warriors of the Third Cuirassiers uphold the words of Kerensky and Moreau without question. The unit's 'Mechs and battle armor are often painted with lines from *The Remembrance* that reflect dedication to purpose or the strength of a warrior's spirit. Running counter to Clan tradition, skillful physical combat by 'Mechs earns high praise within the unit and is commonly seen in training duels between the Cluster's MechWarriors.

The unit's insignia depicts a blood-red ark carried between two golden 'Mechs. The left 'Mech is the *Orion* of Aleksandr Kerensky; the 'Mech on the right is Nicholas Kerensky's *Atlas*.



8th Scorpion Uhlans (The Crimson Legion)
5 Trinaries/Regular/Fanatical
CO: Star Colonel Josip Posavatz

Star Colonel Posavatz is an enigma even within the quixotic ranks of Gamma Galaxy. Infatuated with the image and spirit of the snarling red wolf associated with the Posavatz line, he has become enraged at the split of the Wolf Clan into Crusader and Warden factions, and pursues a personal war against the Crusader Wolves that has resulted in three deaths to date, including one from the ancient Colt slug-thrower he has adopted as his sidearm.

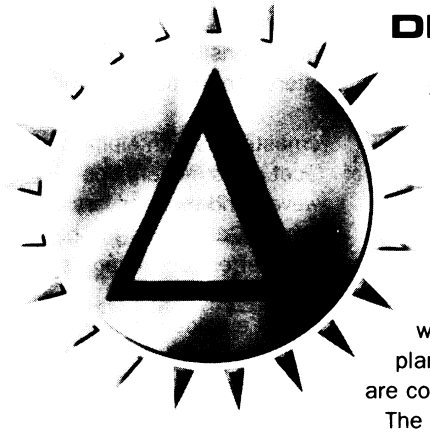
The unit's insignia is two crossed blood-red spears on a rectangular golden field.



14th Scorpion Grenadiers (The Dark Sting)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Marko Shaffer

A specialist at assaulting heavily fortified enemy positions with surprising speed, Star Colonel Shaffer has brought significant honor to Gamma Galaxy in winning the Circus Honorae's Cluster competition for the past two years running. Rewarded with the position of honor guard for the Scorpions' ancestral tombs on Strana Mechty, the unit's warriors have vied among themselves in recent months to achieve a spot in such hallowed service. Warriors on such duty proudly wear the amber pendants containing the stinger of a goliath scorpion that mark the tombs' defenders. The unit's insignia is a stylized blood-red scorpion stinger on a hexagonal golden field.

CLAN GOLIATH SCORPION



DELTA GALAXY: BORODINO GARRISON

Considered by far the best prepared of the Galaxies assigned to the defense of the Scorpion homeworlds, Delta Galaxy is composed of a strong mix of Elemental infantry and assault 'Mech forces capable of putting up stiff resistance in the face of enemy assaults. Headquartered in the industrial city of Borodino, the unit is expected to be the first line of defense against any Inner Sphere assaults. For this reason, Delta Galaxy warriors train extensively in using and countering the Inner Sphere tactics that did such damage to the invading Clans during Operation Revival and the defeat at Tukayyid.

The war games between Beta Galaxy's Heartvenom Cluster and Sixth Hussars has attracted significant attention from Delta Galaxy warriors, many of whom claim to have watched the Undine battle armor defeat 'Mechs sent against them in single combat in the planet's frothing oceans. Such reports are uncorroborated by battleROM data, however, and are considered wishful thinking by Elementals long jealous of 'Mech superiority.

The Galaxy's insignia is a black Greek letter Delta emblazoned on a golden Scorpion sun. The units' 'Mechs and battle armor are painted black with orange and red highlights resembling molten lava.

OFFICERS

Galaxy Commander Lincoln Dinour has begun shifting Delta Galaxy from its traditionally defensive stature in the hope that Khan Suvorov will activate his Galaxy to front-line status. Bringing in more mobile medium and heavy 'Mechs to fill the tactical gaps in his ponderous forces, he has substantially upgraded the Galaxy's reactive capability in a very short time. If battle tests show no serious degradation in the unit's defensive capacities, Dinour may well get his chance to see more combat action as part of future Scorpion offensives.

TACTICS

Built to withstand heavy onslaughts and repulse any force sent against it, Delta Galaxy has generally relied on the standard frontal assault to achieve its objectives. Organized around a large-scale version of the ancient Roman legions of Terra, each Cluster's three component Trinaries form an independent force line that can support their fellows while maintaining significant tactical flexibility as the Trinary moves forward.



17th Scorpion Cuirassiers
(The Golden Horde)
5 Trinaries/Veteran/Fanatical
CO: Galaxy Commander Lincoln Dinour

Named for the Mongol army that conquered large parts of Terran Europe and Asia in the mid-1200s, this Cluster makes extensive use of blitzkrieg tactics. Using devastating close-quarters assaults to punch holes in an enemy line, the Cuirassiers then exploit these breaches with highly mobile heavy and assault 'Mechs like the *Cauldron-Born* and *Executioner.* Pushing through to the enemy's rear, these machines then turn to envelop and destroy enemy units piecemeal or continue to speed past the enemy into weaker rear areas to wreak havoc on supply lines and command elements.

The unit's insignia is a golden silk tent with ornately embroidered black highlights.



20th Scorpion Cuirassiers
(Scorpio Ascendant)
5 Trinaries/Regular/Reliable
CO: Star Colonel Trajan Baba

A towering bear of a man, Star Colonel Trajan Baba has a penchant for dogs that has led him to keep three different breeds among his five familiars. Known for the friendly rivalry he has built up with Clan Wolf's First Wolf Lancers upon their assignment to Dagda, he often claims to be "walking the dogs" when he travels across the planet to challenge the Wolf warriors.

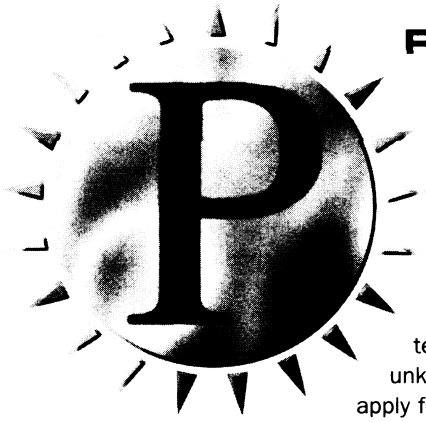
The unit's insignia depicts the constellation Scorpio as seen from Terra, drawn with small bluish-white stars on an oval black field. Each star is connected with thin white lines to illustrate the scorpion the constellation represents.



7th Scorpion Grenadiers (The Din of Battle)
5 Trinaries/Regular/Fanatical
CO: Star Colonel Tran

Reorganized to reflect Lincoln Dinour's new vision of Delta Galaxy, the Seventh Grenadiers have recently been training intensively in the tactical use of mechanized battle armor. Having largely ignored Elementals for offensive roles in the past, the Seventh Grenadiers are feeling the benefits of a more balanced force, and anticipate their incorporation into any future assault assignments the Galaxy might win.

The unit's insignia is a golden trumpet on a midnight blue field.



RHO GALAXY: NEW ASHUR GARRISON

Rho Galaxy has long been assigned to defend the many Scorpion industrial facilities that dot the planet Roche. Much like Delta Galaxy, the unit is made up of heavy aerofighters and assault BattleMechs supported by large numbers of Elementals. The violent storms that scour the surface of Roche are a constant concern in detecting bandits or other forces that might land to wreak havoc, and so elements of Rho Galaxy frequently patrol the dusty wastes that cover much of the planet. To maintain its edge, the unit participates in frequent war games with Gamma Galaxy, acting as the aggressor in clashes designed to find holes in the fortifications protecting the Temple of the Nine Muses.

A massive dust storm that recently wrecked much of the Barrier Dunes and forced the temporary shutdown of Roche QuadPlex Alpha also appears to have uncovered a previously unknown Brian Cache in the southern wastes, prompting a number of the Galaxy's warriors to apply for Seeker rights to the site.

The Galaxy's insignia is a black Greek letter Rho set against a golden Scorpion sun. The unit's paint scheme is sandstone red with dark gray highlights.

OFFICERS

Galaxy Commander Julian Kirov believes that victory can only come from seeing the moves made by one's opponent. His use of orbital reconnaissance data from the Galaxy's attached *Potemkin*-class troop cruiser *Prometheus* has been vital in stopping bandit raids on several 'Mech factories in the past. Considered past his prime by many in the Clan, his tenure as the unit's commander is thought to be in serious jeopardy with the recent arrival of the young ristar, Star Colonel Sargon.

TACTICS

Often risking everything on seemingly blind luck, Rho Galaxy is renowned for getting into and out of dangerous situations with barely a scratch. The unit's warriors know how to pilot their machines in situations where their sensors are useless, a skill that often translates into tactical surprise on the wind-swept plains of Roche.



5th Scorpion Cuirassiers
(Forked Ambition)
4 Trinaries/Regular/Questionable
CO: Star Colonel Sargon

Involved in the recent round of Harvest Trials declared by Clans Jade Falcon and Wolf to bolster their strength with Crusader warriors from the Homeworld Clans, the Fifth Cuirassiers bid their veteran Thirteenth Battle Trinary away to Wolf Star Colonel Valerie Sender's Fourth Striker Cluster. Though the move has strengthened ties between the Scorpions and Wolves, it has left the Cluster without much of its aerospace support.

Star Colonel Sargon is the first member of former Khan Djerassi's experimental sibko to attain a Cluster command, and many warriors are watching this unit intently to see how the young commander performs outside the structured sibko environment. The unit's insignia depicts a golden knight attacking a black king and queen on a nine-square chessboard of gold and black squares.



10th Scorpion Dragoons (Poisoned Gambit)
5 Trinaries/Regular/Reliable
CO: Star Colonel Drago

Commonly assigned to hunting the bandits who inhabit the fringes of the Kerensky Cluster, the Tenth Dragoons are as often away from their homeworld as they are on it. In unearthing odd historical items scattered across the worlds they patrol, many of the Dragoons' former members have moved on to more prominent positions in Scorpion society.

The unit's insignia is a stylized black question mark created by the combination of a black scorpion's tail and a drop of luminous green venom, set on an up-ended gold triangle.

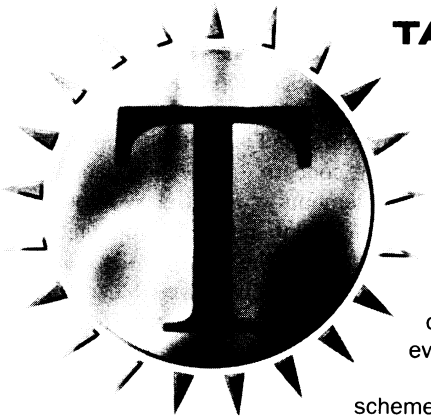


8th Scorpion Grenadiers
(The Khan's Castle)
5 Trinaries/Elite/Fanatical
CO: Galaxy Commander Julian Kirov

The one-time honor keshik of short-lived Khan Mikhail Yeh, this Cluster fell on hard times when it was severely mauled by Ghost Bear forces in a disastrous raid on Tokasha in 2982. The dishonor of having failed to protect the Khan while he was in their care forced the unit out of Alpha Galaxy into exile in Rho. The Cluster still bears the divided black and gold color scheme of the Scorpion Khans in its unit insignia, and its warriors one day hope to redeem their unit's honor in service to the Clan leadership.

The unit's insignia is a chess rook on a rectangular field, the left side of which is gold-on-black while the right side is black-on-gold.

CLAN GOLIATH SCORPION



TAU GALAXY: FORT FAIRCHILD GARRISON

Created in 3026 to bolster the hotly contested world of Tokasha, Tau Galaxy is made up of light to medium 'Mechs and aerofighters able to quickly defend the sprawling Scorpion enclaves on the planet from enemy incursions. The imposing Fort Fairchild, which overlooks the former Hell's Horses 'Mech factory known as Tokasha MechWorks Alpha, serves as the unit's headquarters.

The chaotic skirmishing on Tokasha before the arrival of the reborn SLDF and their defeat of Clan Smoke Jaguar has erupted anew in the wake of the Crusader Clans' defeat on Strana Mechty. The Scorpions are currently weighing the prudence of a strike to take the valuable 'Mech plant in the valley below their holdings before the resurgent Hell's Horses can secure the complex. The Horses are bound to dispute Scorpion claims to the site, however, given their shame at having lost it to the Bears so long ago.

The Galaxy insignia is a black Greek letter Tau on a golden Scorpion sun. The unit's paint scheme is hunter green with black accents.

OFFICERS

The only Scorpion Galaxy commanded by a warrior of a non-Scorpion Bloodline, Tau has benefited significantly from the capture of Evelyn Buhallin of Clan Jade Falcon. Enthralled by her stories of the Inner Sphere invasion and the vicious fighting on Tukayyid, many of the unit's warriors still do not fully believe the extent of the dishonorable tactics practiced by their Inner Sphere counterparts. Nonetheless, they have begun to train to expect such tactics at the behest of Buhallin, who maintains a bloody vendetta against the Inner Sphere.

TACTICS

Surprised at the flexibility of the Goliath Scorpion mixed-Trinary system, Galaxy Commander Buhallin has begun to adopt tactics that pair the traditional speed of the Galaxy's units with the Jade Falcons' bold style of attack. Like Lincoln Dinour's reshaping of Delta Galaxy, Buhallin hopes that a shift to a more aggressive stature could place her unit in the forefront of any future Scorpion offensive.



4th Scorpion Cuirassiers (Adamantine Hearts)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Tabok

Like many of those who serve in the Fourth Cuirassiers, Star Colonel Tabok is both flesh and machine. Riddled with cybernetic implants from injuries sustained in a duel with a Smoke Jaguar warrior seven years ago, Tabok remains an outstanding fighter who inspires those under his command with his ability to excel despite such extensive damage to his body. Though often shunned for their grotesque appearance, the warriors of the Adamantine Hearts are aptly named for their courageous service to the Clan in the face of adversity; they find a certain solace from their wounds in fighting alongside one another.

The unit's insignia is a stylized heart made of riveted dark-gray metal, emblazoned on a blood-red pentagonal field rimmed in gold.



4th Scorpion Uhlans (Untamed Will)
5 Trinaries/Regular/Reliable
CO: Galaxy Commander Evelyn Buhallin

A tenacious unit despite the light machines that fill its ranks, the Fourth Scorpion Uhlans are famous for giving up ground in the opening moments of an engagement only to return and wreak havoc on their opponents on terrain of their choosing. Unlike most Scorpion units, the Fourth Uhlans have begun to stray from the Scorpion interpretation of zellbrigen under Galaxy Commander Buhallin's direction and have gained a greater sense of unit cohesion in the process.

The unit's insignia is a black chair with a coiled golden bullwhip on its seat.



2nd Scorpion Hussars (Blinding Stare)
5 Trinaries/Regular/Fanatical
CO: Star Colonel Malakai

The Second Scorpion Hussars are the premier terrain-mapping unit within the Scorpion armed forces. Skilled at reconnaissance-in-force techniques to quickly work out an accurate picture of enemy forces and territory, the Cluster is commonly linked directly to the Galaxy Command Star or to holotanks present on the Galaxy's attached *Potemkin*-class troop cruiser *Epimetheus*. The unit recently fooled Diamond Shark forces attempting to take possession of former Ghost Bear holdings on Tokasha by landing inside the abandoned Ghost Bear enclave and creating the appearance that it was held by Scorpion forces. Unfortunately for the Scorpions, Jade Falcon forces were not so easily duped and drove off the Second Hussars before reinforcements could arrive to secure the area.

The unit's insignia is a stylized golden hieroglyphic eye on a circular black field.

CLAN GOLIATH SCORPION



MU GALAXY: QUEENSLAND GARRISON

Responsible for defending the volatile world of Marshall, Mu Galaxy has seen extensive action in the many clashes common among the various enclaves on the planet. Despite its reputation as a storehouse for the Clan's troublemakers, Mu has little more Crusader sentiment in its ranks than any other unit in the Scorpion military. Composed of the Clan's least desirable equipment, this Galaxy has nonetheless fared well in its running battles with neighboring Ice Hellion units. Recent skirmishing with Falcon warriors, however, left the Queensland Garrison with a bloody nose and motivated its warriors to strike back.

Mu Galaxy's insignia is a black Greek letter Mu on a golden Scorpion sun. The unit's paint scheme consists of a bright white base coat accented with royal blue highlights; appropriate camouflage patterns are used where the situation demands.

OFFICERS

Galaxy Commander Allison Baba revels in boasting to opposing Clan warriors of her unit's ability to find its way past almost any defensive perimeter. To add insult to injury, the Galaxy's forces often leave a token of their accomplishment behind. Having shortened her name to provide a historical play on words, Baba and her unit are known throughout Marshall's enclaves as "Alli Baba and the Galaxy of Thieves." Having recovered a number of historical artifacts during her exploits, it is rumored that Baba dreams of one day sneaking into the vaunted Temple of the Nine Muses to place them in a prominent spot of her choosing.

TACTICS

Allison Baba's incorporation of deception and unexpected maneuvering has given Mu Galaxy a survival advantage bettered only by the Scorpions' elite Heartvenom Cluster. The unit's tactical doctrine relies on confusing its enemies with a series of feints while a small force slips beyond the enemy to achieve the Galaxy's real goals. Though such behavior is considered unClanlike, especially among Scorpion traditionalists, few can argue with the success Baba has achieved in reshaping the unit.



11th Scorpion Dragoons (The Devil's Tail)
5 Trinaries/Green/Reliable
CO: Star Colonel Pavan Ben-Shimon

Composed of older warriors who can no longer maintain front-line status, the Eleventh Dragoons is considered by many warriors to be the last path to a glorious death in battle. One step away from the dishonor of a planetary militia, the unit is sometimes known as the Devil's Tale (instead of Tail) to reflect the swift fall from grace suffered by its aging warriors. Star Colonel Pavan Ben-Shimon is bitter at his assignment to such a dezgra unit, believing his posting to result from his Crusader leanings rather than his declining martial skills.

The unit's insignia is a red tail with a heart-shaped forked tip on a pentagonal black field.



12th Scorpion Cuirassiers (The Highwaymen)
5 Trinaries/Veteran/Reliable
CO: Galaxy Commander Allison Baba

Once a collection of warriors too dishonorable for front-line service, the Twelfth Scorpion Cuirassiers have reformed into one of the finest groups of duelists in the Scorpion army under the freewheeling leadership of Allison Baba. Masters at bidding their forces to the bone and then invoking zellbrigen to turn the tide of seemingly certain failure in their favor, the warriors of the Highwaymen prove that honor can exist among thieves. Rumors persist that Baba has bonded several Dark Caste members as charges, though evidence to support such claims has never surfaced.

The unit's insignia is a section of paved black roadway divided by a broken white line and set on a diamond-shaped golden field.



33rd Scorpion Grenadiers (Sharman's Boxers)
4 Trinaries/Regular/Questionable
CO: Star Colonel Tasha Arbuthnot

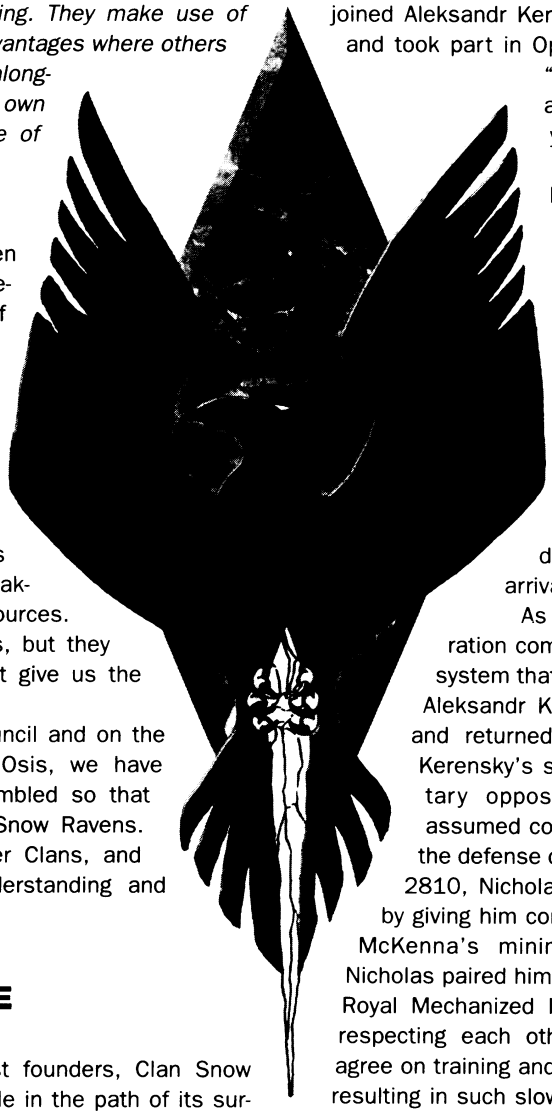
Named for the bizarre and brutal boxing circus created by an ancient Terran prizefighter, Sharman's Boxers has maintained a permanent strength of twelve Stars throughout its existence. Taken from the lyrics of a long-forgotten Australian protest song, the unit's motto is inscribed prominently on its machines: "Twelve will face the auctioneer. Sharman's Boxers stand their ground. Their days are darker than your nights. But they won't be the first to fall... ." The archaic tune's deep bass beat can often be heard rolling across Marshall's plains as the Thirty-third Grenadiers carry out their nightly patrols.

The unit's insignia is a head-on view of a black boxing glove with the Clan crest emblazoned on its punching surface.

CLAN SNOW RAVEN

The snow raven wastes nothing. A scavenger par excellence, it makes use of materials abandoned by others. It works in harmony with the other beasts and is the perfect companion.
—ilKhan Nicholas Kerensky, 2810

Clan Snow Raven wastes nothing. They make use of neglected opportunities, creating advantages where others see none. They believe in working alongside other Clans, using them for their own gain, and they give the appearance of being the perfect ally.
—ilKhan Ulric Kerensky, 3055



The Snow Raven has ever striven to rise above adversity. Like our namesake that flies above the tundra of Strana Mechty, we have learned to survive. We have persevered, turning weakness into strength and seeking to exploit what others see as a disadvantage. We lack the military might of the Star Adders and the single-minded unity of the Ghost Bears, but are acknowledged masters in the field of naval warfare and at making the best use of available resources. Others have sought to challenge us, but they lack the history and leadership that give us the strength to resist them.

At the behest of the Grand Council and on the orders of the late ilKhan Lincoln Osis, we have ordered this summary report assembled so that others may better understand the Snow Ravens. We have nothing to fear from other Clans, and everything to gain from wider understanding and cooperation between us.

—Loremaster Klaus Harper

SOARING ABOVE ADVERSITY

From its earliest days and first founders, Clan Snow Raven has risen above every obstacle in the path of its survival. In so doing, we confound our enemies and thrive despite the best efforts of others to bury us.

LOOKING INTO THE ABYSS (2784-2825)

Though the Ravens recognize several founders, we honor Stephen McKenna above all others. A descendant of the great James McKenna, and thus by extension associated with the Cameron family who led the glorious Star League, he was born and raised on the world of Tamar. His family was poor and knew little of their honorable forefathers and distant cousins, but like all throughout the Inner Sphere, they were shocked at the murder of First Lord Richard Cameron. Stephen McKenna gladly joined Aleksandr Kerensky's war against Amaris the Usurper, and took part in Operation Liberation as one of the SLDF's "high flyers" at the age of nineteen. Made a colonel at 24, McKenna was one of the youngest ever to reach that position, which the Great Father Aleksandr Kerensky personally bestowed on him.

McKenna served as commander of the air wing attached to the *SLS Mountbatten* and was therefore invited to attend the 14 February 2784 meeting on New Earth in which Kerensky proposed the Exodus. McKenna staunchly backed the plan to leave the Inner Sphere, and was pleased with the massive vote in favor of it. He remained loyal to Kerensky throughout the trials of the Exodus, and retained his rank during the demobilizations the followed the SLDF's arrival in the Pentagon Cluster.

As head of the Star League-in-Exile's exploration command, McKenna was away surveying the system that would later be designated Tamaron when Aleksandr Kerensky died. He cut short the mission and returned to the Pentagon in order to support Kerensky's son Nicholas, but found much of the military opposed. At Nicholas's request, McKenna assumed command of an ad hoc flotilla charged with the defense of the Second Exodus evacuation ships. In 2810, Nicholas acknowledged McKenna's contribution by giving him command of Clan Snow Raven. Recognizing McKenna's minimal experience with ground warfare, Nicholas paired him with the former commander of the 183rd Royal Mechanized Infantry Division, Joyce Merrell. Despite respecting each other's abilities, however, they could not agree on training and organization procedures for their troops, resulting in such slow progress that the Ravens were the last Clan declared combat-ready when the time came to liberate the warring Pentagon worlds.

Assigned to the liberation of the planet Circe during the Pentagon campaign, the Ravens found themselves in the thick of the fighting. Their primary assignment was to destroy the fortifications along the task force's axis of advance, and their success cost them heavy losses. The most severe was at Constan's Ridge, where the Ravens operated in support of the

Not-Named Clan. That engagement resulted in the loss of two BattleMech Stars, almost a quarter of the Ravens' strength and half their BattleMech forces. Among the dead was saKhan Merrell. Khan McKenna suspected that the saKhan of the Not-Named Clan—whose advances Merrell had spurned—had deliberately under-represented the opposition in hopes of harming the Snow Raven Clan. Though ilKhan Kerensky officially exonerated the Not-Named, he recognized the rightness of the Snow Ravens' claim and promised that one day justice would be served. That day eventually came, though our Clan found it bittersweet.

The losses on Circe placed the Ravens in a poor position, leaving them little chance of success in the Trials of Possession for the planet's Brian Caches. Unwilling to see his Clan crippled, Khan McKenna chose to reinforce the Ravens in their demonstrated area of expertise: aerospace support. Instead of staging Trials for the 'Mech and vehicle Caches, the Ravens laid claim to several orbital Brian Caches, located in the system's outer reaches, which contained mothballed DropShips, JumpShips, WarShips and aerospace fighters. Concerned with bolstering their 'Mech forces, the other Clans put up only minor resistance.

Among the items recovered were detailed technical documents that allowed the Clan to establish repair and manufacturing facilities for a whole range of naval and aerospace craft. Building orbital shipyards around the resource-rich world of Lum, the Ravens quickly established a stranglehold on naval manufacture and repair technologies. In the years to come, this monopoly would provide the Clan with a powerful bargaining chip, allowing us to rebuild and giving us influence beyond our small size.

The other Clans swiftly recognized the Ravens' aerospace advantage, and consequently gave careful consideration to the Ravens' request for access to a Brian cache located in the territory of the Not-Named Clan. Informed of our foe's unClanlike attitudes by Khan McKenna, the Grand Council chose to support our claim, the result of which no one could have foreseen. In an act of madness, the Not-Named Khan denounced the Founder and the Clans for their decision and declared independence from the rest of the Clans. Fearing for the security of our people, Raven forces on Circe moved against the rebels, but were beaten back by the traitors. The Not-Named Clan then invaded our territory, instigating a barbaric scorched-earth policy as they drove toward our capital of Dehra Dun. There, in an act of unparalleled savagery, they detonated a nuclear weapon, destroying our principal genetic repository and center of government as well as killing many who had bravely chosen to stand against this despicable enemy's aggression.

EXCLUSIVE BLOODNAMES

General Bloodnames
McKenna
Siegel
Crow

MechWarriors
Howe
Magnus

Aerospace Pilots
McCorkell
Cooper
Shu

Naval Commanders
Lankenau
Sukhanov

Elementals
Harper
Chand

ABSOLUTE POWER (2825-2976)

Slowly we rebuilt, using every tool in our arsenal to maintain control of our own destiny and prevent a repeat of the disasters on Circe. By necessity, our Khans became masters of compromise, learning what the other Clans wanted and making judicious use of this knowledge to ensure our survival. We traded technological expertise and manufacturing capacity in exchange for the materials we needed, while our fleet ensured our security.

The need for canny politicians to handle contacts with the other Clans prompted increasing divisiveness within the Clan, as the debates between Snow Raven Bloodname houses became the political training ground for our warriors. Careers were made and broken on the floor of the Clan Council chamber and in behind-the-scenes dealing, and the infighting only made our Clan stronger.

The establishment of a Snow Raven colony on the appropriately named world of Hellgate marked the apex of our achievements in the Golden Century. An inhospitable world valued for its location at a jump route nexus and for its sizable germanium deposits, Hellgate made establishing even a token colony a challenge. But we persevered, and by the end of the century had a valuable, if not quite self-sustaining, outpost. Its success soon attracted outside interest.

In 2897, Clan Steel Viper staged a Trial of Possession for our agro-domes on Hellgate, which would give them de facto control of the planet if they won. We resisted fiercely, but unfortunately lost. The Vipers' control isolated Hellgate from our other colonies, and meeting the needs of our base there proved impossible. Within two years we were forced to cede the base to the Vipers as well. We have never forgiven them for their underhand tactics in seizing our colony world; even though we eventually regained what was ours, Clan Steel Viper remains our enemy.

Initially, we sought support for our efforts to liberate Hellgate from the Vipers' poisonous clutch. Though our quest proved fruitless, it brought us into the orbit of Tobias Khatib, Khan of Clan Cloud Cobra. For many years the alliance between the Cobras and the Ravens was mutually beneficial, especially in the years following Khatib's ascension to the ilKhanship in 2935. However, within a decade of ascending to that high post, Khan Khatib made clear his selfish goal of advancing his Clan's interests above all others. As luck would have it, in mid-2947 evidence came into our hands suggesting that Khatib had ordered the death of his predecessor, Corian Tchernovkov. We had little choice but to present the evidence to the Grand Council, after which Khatib was impeached and executed.

CLAN SNOW RAVEN

LEGACY OF WAR

More than people died at Dehra Dun. I fear my trust in our fellow Clans died also. They circle us like vultures, believing that we cannot recover from our losses. Khan Loris of Clan Mongoose will likely suggest that his Clan take us under their "protection," a polite way of calling for Absorption. That I cannot allow—but his forces will win any military engagement. I must find another way.

—Personal journal of Khan Stephen McKenna, 23 December 2823

Loris proved most understanding when I presented our case to him this afternoon. He was also most appreciative that rumors of tapes describing his association with the Khan of the Not-Named proved false. As he so vehemently told me, any claim that he was in league with that treacherous woman is preposterous. He is lucky that we intercepted the tapes and prevented them being presented to the Grand Council.

—Personal journal of Khan Stephen McKenna, 6 January 2824

TRIALS AND TRIBULATIONS (2977-3047)

In 2977, Clan Snow Raven received an unexpected emissary from Clan Blood Spirit—their ilChi ambassador, who wished to discuss closer ties. Though our two Clans were neighbors on the planet York, we had few contacts with the elusive Blood Spirits. They had made no effort to meddle in our affairs and we saw little need to intervene in theirs. Their offer to trade resources therefore came as a welcome surprise. By the fall of 2979, we had reached an agreement; over the next three decades, we would supply the Blood Spirits with the equivalent of a Galaxy of 'Mechs in exchange for three of their WarShips. To outsiders, this bargain seemed like a gross error, weakening our already inferior ground troops. However, Khan Ewan McCorkell showed great wisdom in this choice. He knew that a return to the Inner Sphere was imminent, but realized that we were too weak to secure a place as a principal invading Clan. Fully committed to neither the Crusader nor the Warden faction, McCorkell realized that the Snow Ravens could make significant gains by contracting out the Clan's fleet to those who took part in the invasion. This decision showed considerable foresight, as the Snow Ravens did just that in 3050 during Operation Revival. Khan McCorkell, who died fighting Clan Burrock in 2982, is regarded as one of our greatest leaders for his capacity to think in the long term.

Not all Snow Raven leaders proved as stable or farsighted, however. Following our failed challenge for control of the oil fields on the Clan Sea Fox world of Priori in 2983, and in response to the accompanying Sea Fox insults, Khan Liam Howell sought revenge for what he took as a personal affront. Working without the backing of the Clan Council, he unleashed the genetically engineered diamond shark into the oceans of Strana Mechty. This vicious predator caused the near-extinction of the sea fox, prompting uproar in the Clan named after it. The Sea Foxes' senior Khan responded in a way Khan Howell had not expected; he petitioned the Grand Council to rename his Clan the Diamond Sharks.

Outraged, Howell carelessly let slip that he had instigated the death of the Sea Fox, a grave miscalculation for which he is still reviled by our Clan. The Snow Raven saKhan, Niamh Sukhanov, immediately challenged Howell to a Circle of Equals, killing him and assuming his place. Despite her disgust at Howell's actions, she voted against allowing the Sea Foxes to change their name. As a matter of honor, the Ravens stood against the Foxes in the Trial of Refusal the Foxes demanded upon losing the vote. Unfortunately, the Snow Raven troops were swiftly defeated. Acknowledging our opponent's victory, saKhan Sukhanov sought rapprochement with the Clan that now called itself Diamond Shark, but was rebuffed. Ever since then, the Sharks have sought to best us in commerce, their field of expertise. For our part, we have accepted their anger with good grace and have taken no action against them. Indeed, we have done everything in our power to aid the Diamond Sharks by way of compensation for Khan Howell's misdeed.

During the decades that followed, Clan Snow Raven walked a fine line between the Crusader and Warden camps. The pro-invasion stance of the Crusaders presented many opportunities, but was impractical for a Clan of our size and military specialization. Unlike many other Clans, the Snow Ravens refused to underestimate the abilities of the Inner Sphere military. We therefore backed the Clan Wolf-sponsored "Dragoon Compromise" of 3000, aiding in the assembly of the fleet that would carry the Clans' reconnaissance mission to the Inner Sphere. However, we could not claim wholehearted support of the Warden cause. Our leaders believed that the Wardens' policy of isolation would ultimately lead to stagnation and complacency, surely not part of Kerensky's vision for the Clans. Despite our misgivings, the need to balance the Crusaders' undue haste for invasion forced Clan Snow Raven to side with the Wardens in many Grand Council decisions.

BIRDS OF PREY (3048-3058)

When the Inner Sphere vessel *Outbound Light* penetrated the Kerensky Cluster as far as Huntress in 3048 before being detected and apprehended, no Clan was more shocked than Clan Snow Raven. The *Outbound Light*'s failure to detect the radio bubble that surrounds our worlds was nothing less than miraculous. Had they done so, they would likely have withdrawn prior to their discovery by the Jaguars, alerting the Inner Sphere to our presence with the Clans none the wiser. As Smoke Jaguar Khan Leo Showers put it before the Grand Council, if one vessel could chance upon the Clan homeworlds, others could surely do so. Therefore, even though we cared little for the Crusaders' irrational conviction that they could easily defeat and subsume the Inner Sphere, we had little choice but to support Leo Showers' vote for invasion. To do otherwise risked the arrival of Inner Sphere armies in our territory.

CLAN SNOW RAVEN

A series of bitter clashes with Clan Coyote before the invasion bidding cost us so dearly that we failed to qualify for the combat Trials, and thus missed out on an active or reserve slot in Operation Revival. We bear no grudge against the Coyotes for this; the Coyote Trials occurred at an inopportune moment, but our Touman performed well. We profited from the invasion nonetheless, contracting out parts of our fleet to other Clans. Most notable was the agreement forged with the Jade Falcons to lend them ten of our ships—a quarter of the Raven fleet—in exchange for trade concessions. This agreement gave us access to materials denied the other home Clans.

In the Year of Peace that followed the sudden death of ilKhan Showers, the Jade Falcons sought to formalize their arrangement with us. Falcon Khan Crichell offered genetic material and technical knowledge, but it was the offer to give Hellgate back to us that swayed Khan Lynn McKenna in their favor against her better judgment. The Falcons had recently taken Hellgate from the hated Vipers, and the price to regain it seemed small: the extension of the ship contract to ten years, which would allow the Falcons to secure their supply routes along the Exodus Road and support their initiatives in the Grand Council.

The deal provoked a wave of protest within Clan Snow Raven. Though Khan McKenna had agreed to it, pro-Crusader saKhan Joseph Crow undertook most of the negotiations, and several members of the Clan Council suggested that he had been unduly generous with its terms. The dispute threatened to involve the whole council when the Falcons required Khans McKenna and Crow to support several Grand Council measures that were not in the Ravens' long-term interests. Both Raven Khans had to fight off several challenges to their leadership, arguing that the Clan must abide by the honorably sworn deal. It was fortunate for the Raven Khans that the Falcons abrogated the deal themselves through their own arrogance.

In May 3055, the death of House Leader Miguel McKenna prompted the recall of all McKenna House members for a conclave to elect a new head. The recall extended to all McKennas, within and outside the Clan. The Star Adders had little problem releasing Tobias McKenna, their most senior naval officer, but the Jade Falcons refused to allow Nerran McKenna, a bondsman-turned-Star Captain in their Ninth Talon, to fulfill his obligations. Normally such a matter would have been regarded as routine, but Falcon Khan Crichell seemed set on disrupting House McKenna's—and thus Clan Snow Raven's—activities. He made excuses for Falcon intransigence, citing "operational circumstances," but the Falcons' refusal clearly amounted to an attempt to meddle in another Clan's internal affairs—an act strictly forbidden by Clan law.

As a result of the Falcons' actions, Clan Snow Raven broke the deal with them, freeing our Khans to vote in the dispute between the Clans as they saw fit. As recompense for the Falcons' perfidy, we retained control of Hellgate and the genetic material they had given us. To show that we held them no ill will—no matter how richly they deserved it—we allowed them to retain active control of the contracted WarShips, but refused to provide them additional transport or escort services.

Dissatisfied, the Falcons attempted first to retake Hellgate and then to raid the Snow Raven capital. On both occasions we rebuffed their advance, though at some cost to ourselves. In reprisal, we harried their shipping, but ceased when the Red Corsair "bandit" attacks into the Federated Commonwealth looked likely to provoke a resumption of the invasion. Though forced by circumstances to stop teaching the Falcons a lesson before we might otherwise have wished to, the mere fact that we—a small home Clan—had stood up to one of the invading Clans gave the lie to the invaders' contention that ComStar perfidy had robbed them of victory at Tukayyid. In truth, they failed because of their own weakness.

THE BATTLEFIELD OF POLITICS

Our laws as laid down by Nicholas Kerensky are clear: no Clan shall seek to influence the internal workings of another, provided said workings conform to our laws and traditions. The McKenna line is controlled by Clan Snow Raven and deemed an integral part of that Clan. The requirements of House McKenna and the recall of its Bloodnamed fully conform to Clan law; by willfully preventing Nerran McKenna from attending the House conclave, the Jade Falcons have influenced the Snow Ravens' internal affairs. Whether deliberately or by omission has no bearing on the matter—they have done so and must pay the price.

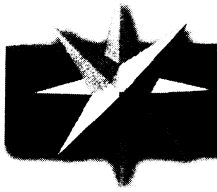
—Snow Raven saKhan Joseph Crow, 19 June 3055

As always, the Ravens operate within the letter of the law rather than the spirit. Instead of the "few days" they claim the conclave would take, they neglect to mention that Star Captain McKenna would have to return to Clan space along the Exodus Road, a journey of eight months each way. The two weeks' notice of said conclave would be insufficient for this journey even if a command circuit was in place—and in any case, McKenna's involvement in ongoing military operations makes his release impossible. I would not, of course, presume to suggest that the Snow Ravens, as "masters of all things naval," deliberately overlooked these facts and sought to provoke a confrontation.

—Jade Falcon saKhan Vandervahn Chistu, 22 June 3055

RECENT EVENTS (3058-3060)

Clan Snow Raven stood aloof from the politics and infighting that followed in Tukayyid's wake, choosing not to support the "Home Clan coalition" forged by the overly ambitious Khan Asa Taney of the Ice Hellions. We knew the invaders would not countenance any interference in their affairs. As predicted, Clan Jade Falcon and the reborn Clan Wolf burst Taney's egotistical bubble by



CLAN SNOW RAVEN

THE OTHER CLANS

Clan Blood Spirit

We respect their privacy, but they should understand that without cooperation, they will never be a first-tier Clan. Fortunately, we are among those they trust.

Clan Cloud Cobra

Though factionalized, they appear strong and might make a good ally.

Clan Coyote

Once leaders of the Clans, the Coyotes have fallen far. Perhaps we should help them on their way.

Clan Diamond Shark

Like us, they understand the benefits of cooperation and are misunderstood by the others. However, we will tolerate their sharp mercantile practices only so long.

Clan Fire Mandrill

Though superb warriors, their bizarre views prevent us from becoming allies. Through the good graces of the Blood Spirits, we are well-placed to influence their affairs.

Clan Ghost Bear

Perhaps our closest allies; we admire their bravery and understand the risk they have taken in relocating to the Inner Sphere.

Clan Goliath Scorpion

The Scorpions seek the future in the past. They do not realize that the future is what you make it. Nonetheless, our dealings with them are sure to be profitable.

Clan Hell's Horses

A Clan of Wardens led by Crusaders—an interesting mix and a ripe breeding ground for internal dissent. The enclaves on Bearclaw we

making it clear that the only way home Clan warriors could hope to take part in the renewed invasion was as isorla of Clans already chosen to fight.

This declaration began the Harvest Wars, a series of Trials sponsored by the Wolves and Falcons to gain them the troops they needed to rebuild after both Clans' decimation in their disastrous Refusal War. Seeking to humble the arrogant Falcons, saKhan Joseph Crow launched Snow Raven warriors into Trials against their forces, hoping to embarrass the new Falcon Khan, Marthe Pryde. When Jade Falcon saKhan Samantha Clees mowed saKhan Crow down, Khan McKenna saw the folly of Crow's actions and ordered our troops to extricate themselves from Falcon engagements. By this time, Clan Snow Raven had lost two whole Clusters to the Falcons, as well as a handful of smaller units to the Wolves.

Luckily, our losses were balanced by considerable gains. Unknown to the other Clans, we discovered that the Ghost Bears had initiated plans to move their population to the Inner Sphere, an action that required Clan Snow Raven's tacit support. To transport their civilians in safety, the Bears sought to convert both their *Leviathan*-class warships—a design we had jointly developed with the Bears, but had never deployed—into "ark-ships." While the Bears did not confide the specifics of their plan to us, they recognized our contribution to their effort. In recompense, they gifted us with their numerous asteroid mines and much of the world of Bearclaw. Though we lost troops in clashes with Clan Hell's Horses when their forces attempted to seize control of Bearclaw, we held on to the planet.

With the Smoke Jaguars destroyed by the Inner Sphere, we inherited large swathes of Circe, facing only Khan Vladimir Ward's weak Wolf Clan for control of that world. In addition, we earned the respect and friendship of Clan Nova Cat—along with that Clan's land on Circe—when we lent them ships to support their withdrawal following their Abjuration. Our vessels screened the Cats' retreat and provided escort through the Deep Periphery. Though other Clans frowned on this action, it ensured our control of Nova Cat assets with minimal collateral damage.

Other Clans recognized our growing power and agreed to support our initiatives. The Cloud Cobras allowed a Raven expeditionary force to land on Homer, claiming part of the former Jaguar enclave and engaging in battle with Steel Viper forces. On Marshall, the Goliath Scorpions sought our expertise in strengthening their aerospace contingent, agreeing to work in harmony with us in future clashes against our common foe, the Steel Viper Clan.

We have come far from the uncertain days of our founding, rising to become one of the most influential Clans. Can there be any doubt that the future belongs to us?

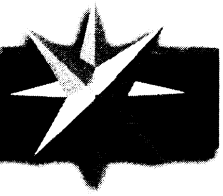
PRACTICES AND CUSTOMS

Snow Raven society is extremely tight-knit and distrusting of strangers, an attitude that originated during the Clan's formative years when we struggled to survive. A Snow Raven lets no one inside his guard, fearing that any associates outside the Clan may turn on him. In another consistent trait, no Snow Raven does anything without a reason. However, the Ravens' often Byzantine politics and complex relationships mean that the readily apparent reason is unlikely to be the real one.

Much of the Clan's internal politics centers on its Bloodname Houses, frequently referred to as "the families." The Clan views any interference in the families' business as a mortal insult. The authority of the House Leaders is absolute, and their will rather than the choice of the individual determines how the Bloodnamed of a given House will vote. However, complex power structures determine who holds the position of House Leader, ensuring that only the most politically astute remain in power for more than a few years.

The Snow Ravens take bondsmen from other Clans, but most wear the bondcord for many years before being accepted. Our Clan adopts very few warriors, and those few are generally barred from rising above the rank of Star Colonel. The Snow Ravens' distrust of outsiders means those taken as bondsmen often have difficulty integrating fully into Clan life.

CLAN SNOW RAVEN



The seemingly contradictory tenets of cooperation and competition make the Ravens what they are. Teamwork in battle is important, allowing each individual to maximize the result of his or her efforts. At the same time, internal competition stresses the need to excel, on the field of battle and in the political arenas of the Bloodname Houses and the Clan Council.

SNOW RAVEN BLOODNAMES

The Snow Ravens maintain tight control over several prestigious Bloodnames. Some, like McKenna, have members in other Clans, but control over their genetic material remains firmly in Snow Raven hands. These Bloodnames fall into the standard MechWarrior, Elemental, Pilot and General categories, as well as the additional category of Naval Command.

Trained to command the dozens or hundreds of personnel on a DropShip, JumpShip or WarShip, the training of naval officers places considerable emphasis on planning and teamwork. Would-be naval commanders also engage in an unusual Trial of Position: a simulator engagement, as naval vessels are too valuable to risk in a live-fire fight. Unlike aerospace Bloodlines used in other Clan navies, members of naval Bloodlines are bred for their analytical abilities and command presence, with strength and stamina as secondary considerations. The Ravens have maintained such Bloodlines since the early days of the Clans, though most other Clans view this policy as wasteful because inter-Clan naval engagements are so rare.

UNIT STRUCTURE

Adversity has required Clan Snow Raven to abandon many of the organizational tenets lain down by Nicholas Kerensky. Having few resources to work with, we had little choice but to adopt combined arms at a lower level of organization than other Clans. In contrast to traditional Clan doctrine, which attaches aerospace and Elemental assets at Cluster level, the Ravens deploy combined-arms Trinaries. Known within the Clan as Triads, such units comprise a Star of BattleMechs (or vehicles in some garrison units), a Star of infantry (Elementals or conventional troops, depending on the nature of the unit's assignment) and a Star of aerospace fighters. This organization results in a lower proportion of BattleMechs and a higher number of fighters in each Cluster: usually only twenty-five 'Mechs as opposed to forty-five or fifty, and fifty fighters as opposed to thirty.

Though this force mix makes it difficult for some units to capture territory, it allows considerable flexibility. It is ideal for garrison operations, allowing the dispersal of troops to protect a large area. Each unit contains all the troop types it needs to operate independently, which clearly demonstrates the primarily defensive role of the Raven Touman. Anyone who believes us incapable of staging offensive operations, however, is sorely mistaken. The Triad organization dominates second-line units; front-line Clusters use traditional Clan organization, and the Snow Ravens' recent conquests demonstrate their proficiency at offense as well as defense.

Within select Snow Raven units are Stars known as R-teams, which serve as reclamation units. An unusual hybrid of warriors and technicians, such units comprise two 'Mechs, two Points of Elementals and a team of technicians. They are charged with securing battlefield salvage for the Clan, often while under enemy fire. While the warrior contingent secures the area, the technician crews salvage any usable material. The R-team may then either call in appropriate transport vehicles to remove the isorla, or the unit's 'Mechs can manhandle the equipment back to friendly lines (all R-team 'Mechs are equipped with hands and carry nets). The technicians attached to these teams are trained to defend themselves.

As might be expected, aerospace forces play a major role in the Snow Raven Touman. In addition to their widespread integration into line units, the Snow Ravens deploy several aerospace-only Wing Clusters. Fielding upwards of one hundred fighters each, these units are a force to be reckoned with, both in air-to-air combat and in ground-support missions. Those tasked with air-to-air missions protect ground units and naval vessels from attack by enemy fighters; those providing ground support pin and destroy enemy formations.

allowed them to establish are a temporary inconvenience.

Clan Ice Hellion

We respect them for their martial abilities, but they should realize that if we let loose, they would fall before us.

Clan Jade Falcon

They call themselves traditionalists, yet they violated one of the Clans' oldest precepts when they meddled in the affairs of House McKenna. They will receive no support from us; however, rapprochement may bring us more gains than open hostility.

Clan Nova Cat

Despite their Abjuration, I am sure they will help our merchant caste to make contacts in the Inner Sphere.

Clan Star Adder

We have worked well together before, but now they challenge our specialization in aerospace warfare. Can we trust them?

Clan Steel Viper

These hated foes sought to bring us down by stealing what was ours. Yet we prevailed, and our forces now stand victorious over their feeble efforts.

Clan Wolf

This sundered Clan might learn from our example, balancing the two philosophies that split it apart to gain the best of both worlds. In our own Clan, we value the Wardens' patience and the Crusaders' drive, which complement each other for the greatest good. Once, the Wolves understood this too. Now they are broken into two factions of extremists, with no check on their actions.

CLAN SNOW RAVEN

Clan Snow Raven has a forty-WarShip fleet, the largest in Clan space. Broken into five-ship naval Stars, each centers on a primary combatant—a battleship, heavy cruiser or carrier—or on an armored transport (generally *Potemkin*- or *Volga*-class). A sizable contingent of assault DropShips, up to a Cluster of fighters and several Trinaries of Elemental marines, accompanies each ship group. Trained to fight as a cohesive unit, these naval Stars are self-contained armies, and are among the Clans' most potent fighting forces. The naval Stars have seen considerable action in Trials of Possession, though such engagements are tightly controlled. The Trials generally take the form of single-ship battles, with predetermined goals intended to limit damage to the combatants in the live-fire exercises.



COMMAND STRUCTURE

Unlike other Clans, where the Khans may be elected from any of the Clan's Bloodnamed, Snow Raven traditions dictate that only officers of Galaxy Commander or Star Admiral rank may be elected to the posts of Khan, saKhan or Loremaster. To receive the rank of Galaxy Commander or Khan, a warrior must have received the Order of the Raven.

Control of the Snow Raven Touman rests solely in the hands of the Khan and, where appropriate, the saKhan. Galaxy commanders report directly to the Khans and carry out policy, allowing the swift dissemination of orders to their planetary commands. By and large, each Galaxy is primarily responsible for the defense of one Snow Raven world. In addition to commanding on-planet military forces, each Galaxy commander serves as the Khan's representative on his unit's world, and thus as the de facto head of the planetary government.

The Snow Raven tradition of attaching a naval Star to each Galaxy poses an ongoing problem, as the Star admiral who commands each naval unit is of equivalent rank to the Galaxy commander. The tendency of these officers to argue points of authority has often been a source of friction, occasionally even hampering operations. In particularly problematic situations, the Khan or saKhan designates one officer as senior, usually the Galaxy Commander. However, the Khans rarely exercise this prerogative, as the good of the Clan requires them to remain impartial in internal politics.

A mechanism known as "the list" prevents the delineation of authority from becoming an issue at lower ranks. A record of all officers and the command levels for which they are qualified, "the list" establishes a clear chain of command and line of precedence among those officers. It determines who should succeed to Galaxy command in the event of a current Galaxy Commander's incapacity or death, and to Cluster command in the event of a Star Colonel's incapacity or demise. "The list" helps Clan Snow Raven avoid the overreliance on senior officers found in some Clans, and an officer's exact placement on it also serves to determine his or her status within the Clan.

Command Assets

The Khan heads the Corvus Keshik, the Touman's lead unit. Assignment to this unit is restricted to Bloodnamed warriors. Its warriors are equally skilled at offensive and defensive combat operations, in addition to parade drills and ceremonial duties. Corvus Keshik consists of a Star of the most current crop of OmniMechs, a Star of Elementals and an aerospace Star.

The saKhan controls the Fleet Command Star. The Snow Raven Fleet Command Star currently consists of the *Nightlord*-class *Snow Raven*, the *Volga*-class *Scavenger* and the *Potemkin*-class *Wild Swan*, supported by the *Aegis*-class *Blue Quest* and *Lord Death*. The remaining Raven naval assets appear in the unit rosters.

MILITARY PRACTICES

The Snow Ravens' historical bias toward aerospace and naval technology colors our tactical thinking, prompting ground troops to rely on close air support and reconnaissance data provided by aircraft. When deprived of such assets (a fortu-

nately infrequent occurrence), Raven forces can be swiftly overmatched. In most cases, however, Clans that underestimate the Ravens because of our smaller 'Mech forces receive a rude awakening. The emphasis on aerospace and naval assets affects Snow Raven ground forces in other ways as well. Most Elementals are trained in zero-G operations and are equally at home fighting aboard a ship as they are providing support to 'Mech forces on the ground. A few 'Mech pilots are also trained in such operations, learning to operate within or on the hulls of WarShips, or even floating free in space.

For many years, the Snow Raven navy maintained the "two-Clan system"—the ability to fight simultaneous mass naval engagements against any two other Clans with a reasonable chance of victory in both. In effect, the navy was as large as the next two largest Clan fleets combined. The recent acquisition of Clan Burrock vessels by Clan Star Adder has made the Adder fleet large enough to challenge Snow Raven naval dominance, but our Clan's near-stranglehold on naval construction and maintenance facilities gives us a considerable edge.

In addition to contracting with other Clans for the use of our ship facilities, Clan Snow Raven has generated revenue by hiring out elements of its fleet to other Clan powers. Several Clans have benefited from Raven expertise in recent years, most notably the Jade Falcons, Goliath Scorpions and Nova Cats. The early work of Snow Raven engineers on the *Leviathan*-class vessels with Clan Ghost Bear earned us Ghost Bear holdings on Bearclaw and the Bears' asteroid mines. The Raven navy was also the largest contributor to the ad hoc homeworlds defense fleet. However, with the sacking of Huntress and the rise of inter-Clan hostilities in the Trials of Possession following the Crusader defeat on Strana Mechty, the Ravens have pulled back from such efforts in order to concentrate on defending their own assets.

TRAINING

The modern Raven Touman is a far cry from the rag-tag assembly of warriors that gathered after the liberation of Circe, so understrength that they would accept any qualified warriors among their number. Though small when compared to the invading Clans, the Raven Touman is well-trained and well-equipped. Unlike more traditional Clans, the Snow Ravens emphasize the use of simulators to hone cadets' skills, and engage in much less live-fire training. This system makes the best use of available equipment and personnel, avoiding wasteful ammunition expenditure, and allows the assignment of the bulk of the Clan's equipment to combat units. As a result, the Clan's 'Mech, fighter and WarShip simulators are among the most advanced in the Clans.

Snow Raven warrior training is also notable for its emphasis on teamwork. Beginning in basic training, the warders (trainers) of the Ravenshead training ground and the orbiting McKenna Naval Training Facility ensure that their charges learn to work together on the battlefield, irrespective of their personal feelings toward each other or their superiors. All trainees are taught to put the needs and honor of the Clan above all else, including their personal honor. Having been pushed to the brink of extinction on two previous occasions—in the fighting to liberate Circe, and again by the treachery of the Not-Named Clan—the Snow Ravens have no desire for a third look into that abyss.

UNIFORMS AND INSIGNIA

The uniforms and insignia of Clan Snow Raven reflect the Clan's unity of purpose and allow at-a-glance recognition of a warrior's branch, Bloodname House, rank and specialization. Uniforms vary from the practical combat dress worn by warriors in the field to the more ostentatious dress and ceremonial uniforms.

BATTLE DRESS

Combat dress varies according to branch, reflecting the widely differing needs of each.

Conventional infantry and vehicle crews wear a camouflage jumpsuit appropriate to the terrain, over which they wear a ballistic cloth jacket with kevlar inserts in the lower torso and back. Black form-fitting half-armor of high-impact polymer covers the back and upper torso, and includes an armored collar that connects to the sophisticated combat helmet. Made of Clan copper, the helmet contains communications equipment, as well as a light amplification system and heads-up display that allows swift access to targeting and tactical information. Black armored gauntlets and boots complete the outfit. Vehicle-crew armor, more rigid than that worn by infantry, protects the entire torso and is equipped with firmpoints. The firmpoints allow the wearer to be locked into his or her seat to protect the trooper from the shock of impact. Vehicle crews also wear temperature-regulating underclothes similar to those worn by MechWarriors and aerospace pilots. The combat technicians of R-teams wear infantry battle dress.

The base element of MechWarrior and pilot uniforms is the cooling sock that covers the body from knees to neck with a series of cooling capillaries. A MechWarrior adds boots, gauntlets and a neurohelmet to complete the outfit, or a jumpsuit when dismounted. An aerospace pilot wears a bulky, self-sealing pressure suit that protects him from the vacuum of space. Unlike the lightweight suits worn by pilots in other Clans, the Snow Raven suit incorporates a G-suit to prevent blood pooling in the limbs, a life-support system designed to sustain the pilot for up to 48 hours, an exoskeleton to aid movement under G-forces and an EVA maneuvering system. The aerospace neurohelmet is a direct descendant of that used by the SLDF, providing a constantly updated 3-D representation of the area around the craft and allowing the pilot to look "through" his own fighter. Both MechWarriors and aerospace pilots traditionally wear sidearms in the cockpit.

Naval crews wear a lightweight version of the aerospace pilot's spacesuit, lacking the cooling sock, exoskeleton and the integral G-suit. The naval suit's life support system lasts only

six hours. Lighter and more flexible than the aerospace suit, the naval suit is more comfortable for prolonged wear, with wrist and ankle seals allowing gloves and boots to be detached.

Elementals wear two types of battle dress. Ground-based troops wear dark green battle armor over a larger version of the cooling garment worn by pilots, MechWarriors and vehicle crews. Outside the suit, Elementals wear a dark green jumpsuit over the cooling sock. Elementals serving as marines aboard a DropShip, JumpShip or WarShip wear similar gear, but their suits are painted white and are equipped with enhanced thrusters that give them improved maneuverability in free-fall conditions.

Rank insignia are worn on the helmet and left side of the chest, while unit and Galaxy patches are worn on the right shoulder. The Clan insignia and that of a warrior's Bloodname House appear on the left shoulder.

FIELD UNIFORM

The Snow Raven field uniform, worn away from combat, consists of a powder-blue jacket over black stirrup pants. A broad, navy blue stripe runs down the outside of the trouser legs and across the shoulders. Finer piping runs down the jacket sleeves and highlights the paneling on the chest. Armored inserts in the front and back of the jacket provide limited protection against small-arms fire and blunt trauma. A lightweight helmet protects the wearer's head; it contains a short-range communication system, but lacks the sensor and display systems of the combat version. Field uniforms are identical between branches, but naval personnel do not wear the field uniform while aboard ship or on a space station.

Rank insignia are worn on the collar of the field uniform, with branch insignia on the left side of the chest. Unit and Galaxy patches appear on the right shoulder, the Clan and Bloodname House insignias on the left.

DRESS UNIFORM

The Snow Raven dress uniform consists of a snug-fitting, snow-white woolen jacket and trousers. Black chevrons cover the upper torso and back, crossing the flared shoulders and merging with the black full-length cape. Black boots and belt complete the uniform. The belt buckle denotes the wearer's service branch; a cadet's belt buckle shows the Clan insignia instead of branch markings. The cadet uniform also omits the cape and has red epaulets. Members of the civilian castes who work with the Raven Touman wear the dress uniform without the cape.

Rank insignia are worn on the collar of the dress uniform, and the Clan insignia appears on the right breast. The warrior's decorations, if any, appear on the left breast of the jacket.

CEREMONIAL DRESS

Worn on only the most solemn occasions, ceremonial dress is an all-white version of the dress uniform, complete with white leather boots, belt and gauntlets. A white helmet covers the wearer's head; a dark transparent visor molded to resemble a beak shields the warrior's eyes and upper face. Attached to the rear and sides of the helmet is a swath of fabric that blurs the line between the head and shoulders, giving the warrior an avian appearance.

In addition, Bloodnamed warriors wear a cloak of snow raven feathers. Considerable ritual surrounds this cloak, which is handmade by the wearer. There is no set time limit during which the cloak must be made, but without a ceremonial cloak, a warrior cannot be fully accepted as a member of his or her Bloodname House.

RANK INSIGNIA

The rank insignias worn by Snow Raven warriors clearly indicate the different ranks, allowing easy maintenance of the chain of command. Rank is denoted by collar pins on field, dress and ceremonial uniforms, and by patches or enameled insignia on battle dress. A warrior wears one V; a Point commander one V below a crossbar; a Star commander a double V; a Star captain a double V below a crossbar; Star colonels and commodores wear a single diamond; Galaxy commanders and Star admirals wear a double diamond, and Khans a single star. Rank insignias also mark the warrior's position within the Star by a diagonal stripe in the branch color in the background of the pin or patch. Point 1 has a plain white background, Point 2 a single stripe, Point 3 a double stripe, Point 4 a triple stripe, and Point 5 a cross.

The background color denotes service branch and follows standard Clan policy. MechWarriors wear red, Elementals green, pilots blue, naval personnel (warriors and technicians) black, armor crews orange, infantry pale green and support personnel silver.

DECORATIONS

Contrary to standard Clan doctrine, which generally disdains them as useless, decorations and awards play a major role in Clan Snow Raven. They encourage warriors to perform well and foster a sense of teamwork. The Snow Ravens recognize that rank and position, together with the codex, are the primary indicators of a warrior's achievements, but unlike most Clans, they appreciate the added benefit of awards: motivation.

Bloodline Pins

The most generally available award, worn by every trueborn warrior, is a Bloodline pin signifying the House to which each warrior belongs. Intricate and colorful, the thumbnail-sized pins are worn on the collar of dress and ceremonial uniforms. On field dress, the pin is replaced by a larger patch worn on the left shoulder. No indication of Bloodname House appears on battle dress. The pin of an unblooded warrior is edged in silver, that of a Bloodnamed warrior in gold.

Order of the Raven

Membership in the Order of the Raven denotes conspicuous gallantry in which a warrior put the honor and goals of the Clan above his or her own. Inducted in a lavish ceremony, recipients of the award are treated with great respect by other Raven warriors. Membership in the order is required to attain the ranks of Galaxy Commander or Star Admiral, as well as the posts of Khan, saKhan and Loremaster. Members wear a silver version of the Clan insignia on dress and ceremonial uniform.

The McKenna Wheel

A direct descendant of the Star League award of the same name, the McKenna Wheel acknowledges the best WarShip crew in the Raven Touman. Awarded annually, the decoration is a ocean-going ship's wooden steering wheel, displayed on the bridge of the current holder. Crew members of the holding vessel may wear a small winged lapel badge reminiscent of the Star League original. The current holder is the *Conqueror*.

The Kerensky Pennant

An analog of the McKenna Wheel for ground-based units, the Kerensky Pennant is awarded annually to the best Cluster within the Raven Touman. The pennant is a royal blue field crossed with black bars and emblazoned with a white dagger-star. The recipient unit displays the pennant in a place of honor in its mess hall, and a nominated standard bearer carries it into battle. Members of the unit wear a miniature version of the pennant on their collars. Loss of the pennant brings major disgrace to the unit, and may provoke feuds that can go on for years. The current holder of the Kerensky Pennant is the Ninth Raven Striker Cluster.

NOTABLE PERSONALITIES

Clan Snow Raven contains many noteworthy individuals, but the following three have had the greatest impact on the Clan's fortune in recent years.

SENIOR KHAN LYNN MCKENNA

First impressions of Khan McKenna are invariably misleading. Short and slight, with mousy hair and a nondescript round face, Lynn McKenna rarely impresses those who meet her for the first time. Other people tend to underestimate her abilities. The cunning she displays in the Clan Council testifies to the fifty-two years of physical and political fighting she has endured.

Warders at the McKenna NTF regarded McKenna as the "runt of the litter," and encouraged her sibmates to make her life difficult. Rather than breaking her, these actions drove McKenna onward. Hatred of the abuse to which she was subjected prompted her to exceed the performance of her stronger brethren. She soon negated her physical shortcomings by developing the ability to manipulate her peers into doing what she wanted. In a Clan full of politicians, McKenna's swift ascension to the highest post in the Clan—which she has held for seventeen years—attests to her acumen. Her career typifies the Raven ideal, overcoming adversity and turning it to her own and the Clan's advantage.

SAKHAN BRYN COOPER

The knowledge that he was not Lynn McKenna's first or even second choice as saKhan is a cancer that eats away at saKhan Cooper's psyche. He attained the post only recently, following the death in a Trial of Position of Richard McTiernan, McKenna's second choice. He regards McKenna's first choice, Loremaster Klaus Harper, as a mortal enemy. Believing that the Loremaster intends to usurp his position, Cooper has spent much of the time since his election plotting to discredit and remove Harper. So far, he has met with little success, but his actions have come to the attention of Khan McKenna. She is considering a motion within the Clan Council to remove the saKhan should his apparent mental instability worsen.

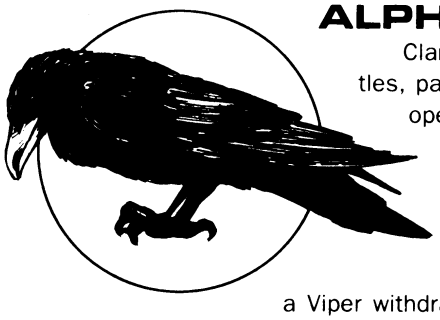
The Khan has so far tolerated Cooper despite his oddities because of his extraordinary tactical and administrative abilities, which make him a natural to command the Raven Fleet Command Star. A pilot who specialized in space-superiority missions, Bryn Cooper was a ristar whose ability to pluck victory from the jaws of defeat earned him promotion after promotion. He attained command of the Twenty-second Tactical Air Wing, attached to the Storm Crow Naval Pursuit Star, at the young age of twenty-five. Transferred to the Fleet Command Star on the orders of saKhan Joseph Crow, he rose to the rank of Star Admiral and commanded the fleet air wing, becoming the entire fleet's de facto third in command. Never one to hide his ambition, Cooper's attitude earned him numerous enemies, many of whom sought to block his rise. The need to counter their power plays became second nature, and Cooper developed a distrust of his peers that often borders on paranoia.

LOREMASTER KLAUS HARPER

An Elemental in a prestigious post, Klaus Harper is an anomaly among the Clans. His rise to command of the Clan's most prestigious unit, and then to his current post, testifies to his martial and mental abilities, and has earned him considerable respect. He wields immense power in the Clan Council, and many factions within the Clan court his support. During his five-year tenure as Loremaster, however, Harper has shown considerable restraint. He chooses to do what is best for the Clan rather than for himself or House Harper, earning him respect and enmity in equal measure.

Harper's refusal to take the position of saKhan following the death of Joseph Crow added to his mystique, but his recent clashes with saKhan Cooper have give Harper cause to regret his decision. The exact reasons for Harper's refusal are unknown, but he has hinted that his skills are best suited to maintaining balance in the Raven Council rather than in the political arena of the Clan Grand Council.

CLAN SNOW RAVEN



ALPHA GALAXY: SWIFT WING GALAXY

Clan Snow Raven's primary assault force, the Swift Wing Galaxy saw action in many recent battles, particularly on Homer against the Steel Vipers and on Circe against the Wolves. The former operation demonstrated a classic Raven strategy—pressuring an opponent into rash action by backing him into a corner. Though frowned on by other Clans, these actions do not break Clan law, and so Clan Snow Raven continues to use such strategies.

The Sixth Battle Cluster is the principal aggressor on Homer since the September 3060 landings on that world. On several occasions, the Sixth has provoked Steel Viper forces to battle, but none of the clashes have yet caused serious enough losses to force a Viper withdrawal. On Circe, elements of Alpha Galaxy moved to consolidate Raven control of former Smoke Jaguar holdings, coincidentally supporting the Nova Cat withdrawal and gaining possession of that Clan's holdings. Unhappy with this arrangement, the Wolf Clan has instigated several bitter Trials of Possession, against which Clan Snow Raven is so far holding its own.

The insignia of the Swift Wing Galaxy depicts a stooping snow raven.

OFFICERS

Galaxy Commander Thorsten Magnus is arrogant even by Clan standards, but comes by his attitude through an impressive array of victories as a MechWarrior and as a unit commander. Star Admiral Hinda Shu, one of the few aerospace pilots to achieve fleet command, became an ace within six weeks of passing her Trial of Position.

Swift Wing Naval Assault Star
Naval Star/Elite/Fanatical
CO: Star Admiral Hinda Shu

This Star's five WarShips and their escorts are currently supporting Raven operations on Homer. The lead ship of the Star is the *McKenna*-class *James McKenna*, supported by the *Cameron*-class *Blizzard*, the *Aegis*-class *White Terror* (formerly on loan to Clan Jade Falcon) and the *Lola*-class *Spur*. The *Sovetskii Soyuz*-class *White Cloud*, best WarShip of the 2736 Martial Olympiad, completes the Star. The unit insignia depicts a *Sovetskii Soyuz*-class cruiser emerging from an explosion.

1st Raven Phalanx (The Longshanks)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Cain Harper

The Elemental-heavy First Phalanx has played a major role in Raven operations on Homer. Its single 'Mech Trinary was the first Raven force to land on the contested world, and it immediately staged a Trial of Refusal against Steel Viper units attempting to seize the former Smoke Jaguar Firebase Hermes. The First's victory provided Alpha Galaxy with a base of operations from which to stage further Trials. The unit insignia is a charging Elemental before a golden star.

6th Raven Battle Cluster (The Meteors)
5 Trinaries/Veteran/Questionable
CO: Star Colonel Dorian Howe

Bloodname House politics have set Howe against Galaxy Commander Magnus. The two Houses are at odds over a sibko bred of the two Bloodlines, none of whom were deemed strong enough to pass basic warrior training. Both Houses blame the other for the failure. The insignia of the Sixth Battle Cluster depicts a shooting star being pursued by a snow raven.

9th Raven Striker Cluster (The Snow Hunters)
5 Trinaries/Elite/Reliable
CO: Star Colonel Marilena Reinhold

Ironically, the force assigned to secure the former Nova Cat and Smoke Jaguar enclaves on Circe against Clan Wolf is led by the abtakha warrior Marilena Reinhold, taken from Clan Wolf in minor clashes in 3043. Khan McKenna's willingness to entrust Raven operations to Star Colonel Reinhold demonstrates how well the Star Colonel has integrated into Clan Snow Raven.

The Cluster insignia—a pair of avian eyes set on a white disc—reflects the unit's specialization in arctic operations. The Ninth currently holds the Kerensky Pennant.

4th Raven Wing Cluster (The Snow Wing)
4 Trinaries/Elite/Fanatical
CO: Star Colonel Andery McKenna

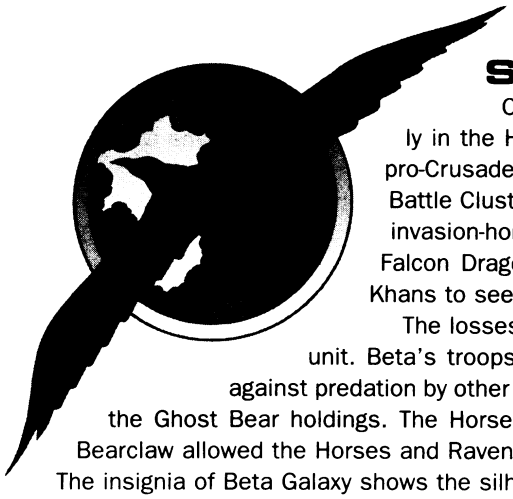
Star Colonel McKenna recently received command of the Fourth Wing after his predecessor, Eric Shu, died in clashes with Clan Wolf on Circe. The insignia of the Fourth Wing is a *Visigoth* fighter, the front section of which is a raven's head, emblazoned on a blue disc.

5th Raven Wing Cluster (The Frost Wing)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Maury Lanknau

Deployed to Homer, the Fifth Wing had hoped to bait the Steel Vipers into a costly and futile air war. The commander of the Fourteenth Viper Regulars recognized the futility of mass engagements with the Fifth, however, and declined to activate the Fourteenth's aerospace forces.

The unit insignia, painted on the side of its fighters, depicts a red raven on a green disc.

CLAN SNOW RAVEN



BETA GALAXY: STORM CROW GALAXY

Officially the second Snow Raven assault Galaxy, the Storm Crows suffered grievously in the Harvest Wars. The Jade Falcons reduced the Galaxy's strength by two Clusters; the pro-Crusader Sixth Stoop Cluster defected to the Falcons after a token engagement. The Eleventh Battle Cluster fought bravely against the Falcon aggressors, but were no match for Khan Pryde's invasion-honed troops. Former Snow Raven warriors now form a large part of the First and Third Falcon Dragoon Clusters. Though devastating to Beta Galaxy, the losses prompted the Raven Khans to seek rapprochement with the Falcons. The results of their initiatives remain unknown.

The losses to the Falcons have not prevented Beta Galaxy from fulfilling its duty as an assault unit. Beta's troops were most recently assigned to secure the former Ghost Bear world of Bearclaw against predation by other Clans, a decision that proved wise when units from Clan Hell's Horses moved to take the Ghost Bear holdings. The Horses bore the Ravens no ill will, however, and the withdrawal of the Nova Cats from Bearclaw allowed the Horses and Ravens to reach an amicable solution.

The insignia of Beta Galaxy shows the silhouette of a snow raven against a backdrop of storm clouds.

OFFICERS

Galaxy Commander Reagan McCorkell is hard pressed to keep what remains of the Storm Crows in fighting form, but has performed admirably. Circumstances forced her to innovate and take several grave risks, but the situation on Bearclaw demonstrates the success of her strategy. The Snow Ravens' victory on that world has enhanced McCorkell's reputation considerably, which she has exploited in the Clan Council to further her goals and those of her House. Currently, she is attempting to persuade the Khans to transfer the front-line Ninety-seventh Striker Cluster from Gamma Galaxy to her command.

TACTICS

Beta Galaxy's Stoop Clusters are adept at mobile warfare, using their preponderance of light and medium 'Mechs to outmaneuver their foes. The loss of the Sixth Stoop Cluster to the Jade Falcons has severely reduced the options available to Galaxy Commander McCorkell, with the Fourteenth Battle Cluster specializing in frontal assault tactics and the Ninth Wing a pure aerospace unit.

Storm Crow Naval Pursuit Star
Naval Star/Elite/Fanatical
CO: Star Admiral Lydia Sukhanov

The heart of the Storm Crow Pursuit Star is the *Texas*-class *Mountbatton*. The command ship of Raven founder Stephen McKenna, this powerful vessel is one of the few Clan WarShips to retain its Star League designation. Support is provided by the *Carrack*-class *Nestling*, the *Sovetskii Soyuz*-class *Storm Crow*, the *Cameron*-class *Kerensky's Hope* and the *Conqueror*-class *Ark Royal*. The *Ark Royal* is the newest vessel in the Touman, launched in 3059.

The insignia of the Storm Crow Star is a black disc sporting the constellation Cygnus (the Swan) as visible from Terra, marked with Cameron Stars.

5th Raven Stoop Cluster (The Wind Riders)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Lewis Magnus

The Fifth Stoop went head-to-head with the Hell's Horses' Eleventh Mechanized Cavalry (the Blackhorse Cluster) on Bearclaw, sustaining moderate losses before the cessation of offensive operations.

The unit insignia is a snow raven emerging from a tornado.

14th Raven Battle Cluster
(The Thunder Heart Cluster)
5 Trinaries/Veteran/Questionable
CO: Star Colonel Arianne D'Amone

A staunch Crusader, Star Colonel D'Amone is currently viewed with some suspicion by the pro-Warden Galaxy commander. Nevertheless, D'Amone performed admirably against the Hell's Horses Alpha Command Trinary and Twenty-first Mechanized Assault Clusters on Bearclaw; her brilliant defense of the newly acquired Raven holdings was cited as a major factor in the willingness of both parties to negotiate a settlement.

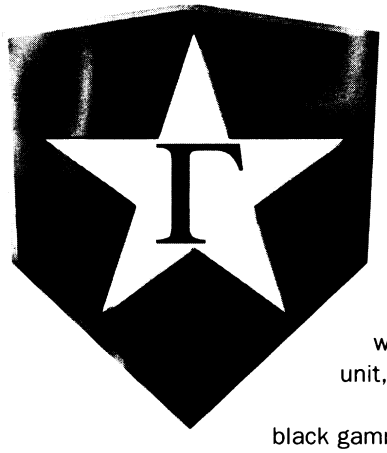
The Fourteenth's insignia is an inverted version of the Galaxy insignia: a black disc emblazoned with roiling storm clouds in the shape of a snow raven.

9th Raven Wing Cluster (The Ice Wing)
4 Trinaries/Veteran/Reliable
CO: Star Colonel Todd Patterson

The main role of the Ninth Wing on Bearclaw has been to provide Combat Air Patrols (CAP) for on-planet supply convoys, a far cry from the unit's traditional role as ground-support specialists.

The insignia of the Ninth Wing is a snow raven made of ice.

CLAN SNOW RAVEN



GAMMA GARRISON GALAXY: THE HAWKSHEAD GALAXY

Gamma Galaxy goes against Snow Raven standard organizational practices by including a front-line unit, the Ninety-seventh Striker Cluster. The downgrading of Gamma Galaxy to second-line status after the pre-invasion clashes with Clan Coyote left too many units for Alpha and Beta Galaxies to absorb, and so the Ninety-seventh remained with Gamma Galaxy.

The Ninety-seventh is currently the center of a dispute between Galaxy Commanders Reagan McCorkell of Beta Galaxy and Tristen Crow of Gamma. McCorkell seeks to have the Ninety-seventh transferred to her command since losing troops to the Falcons in the Harvest Wars. Her resolution of the situation on Bearclaw has given her additional authority in council, which she has used to her advantage. Galaxy Commander Crow appears resigned to losing the unit, but will make sure that McCorkell pays an appropriate price for her victory.

The insignia of Gamma Galaxy is a red shield emblazoned with a gold star. Within the star is a black gamma symbol.

OFFICERS

Tristen Crow became commander of Gamma Galaxy in 3050, but has seen the unit decline despite his best efforts. A notable commander and administrator, Crow is ambitious even by Snow Raven standards. He believes command of Gamma Galaxy denies him the prestige needed to advance further, and has done everything in his power to remain in the Clan's political game.

Star Admiral Sukhanov has berated Galaxy Commander Crow for failing to exploit the withdrawal of the Nova Cats from Clan space. Technically the most senior officer in the Brim system, as all Raven naval Stars are considered front-line troops, Sukhanov chafes at the military protocol that prevents a naval officer from interfering in ground operations. Instead, he is forced to stand by and see opportunities squandered—a cardinal sin to Snow Ravens—as Crow and McCorkell prosecute their war of words.

TACTICS

The Hawkshead Galaxy is adept at defensive operations, but Galaxy Commander Crowfavors pre-emptive attacks on enemy positions, forestalling their attacks and ensuring wherever possible that engagements occur away from Raven territory.

Brim Naval Assault Star
Naval Star/Veteran/Fanatical
CO: Star Admiral Broderick Sukhanov

Assigned to defend Snow Raven holdings on Brim against outside aggression, the Brim Naval Assault Star remains an imposing force despite its role as a security fleet. The Star's flagship is the *Conqueror*, the first of the *Conqueror*-class carriers, launched in 3052. It is supported by the *Whirlwind*-class *William Adams*, the *Congress*-class *Magpie* and the *Potemkin*-class *Snowflake*. Heavy firepower is provided by the *Black Justice*, an *Aegis*-class cruiser recently returned from service to Clan Jade Falcon. The unit insignia depicts a snow raven bearing aloft the world of Brim in its talons.

97th Raven Striker Cluster (The Soaring Ravens)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Lom Shu

Bemused by the political fighting that currently surrounds his unit, Star Colonel Shu is effectively operating independently of the Galaxy command structure. This freedom has allowed him to ensure the security of the Raven holdings on Bearclaw as he sees fit, including staging small-scale actions against Clan Star Adder for control of elements of the former Nova Cat enclave. The insignia of the Ninety-seventh shows a snow raven silhouetted against a snow-capped mountain.

1st Raven Regulars
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Ruth Howell

The First Regulars use the front-line organizational structure of three 'Mech Trinaries, one Elemental Trinary and a fighter Trinary rather than the five-Triad arrangement common to garrison units. Some observers suggest that Galaxy Commander McCorkell plans to redesignate the Regulars as a front-line unit, renaming them the 100th Battle Cluster.

The insignia of the First Regulars depicts a small white rodent, over which is the shadowy outline of a stooping raven.

3rd Raven Auxiliaries
5 Trinaries/Regular/Reliable
CO: Star Colonel Joseph Chand

The Third Auxiliaries' insignia is a red Roman-style rectangular shield emblazoned with a gold star containing the Roman numeral "III."

12th Raven Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Alice Hakimi

The Twelfth Garrison Cluster contains only two Stars of 'Mechs, along with three vehicle Stars. The unit's insignia is a red disk containing the Roman numeral "XII."



DELTA GARRISON GALAXY

Delta Galaxy plays a vital role in securing the Raven capital world of Lum against outside aggression. Its three second-line and single solahma Clusters secure the cities, factories and training facilities located on-world, and a Star of WarShips is permanently assigned to work with the Galaxy. With the return of the two Stars of WarShips loaned to the Jade Falcons, the Lum garrison fleet has been expanded to a double Star and split into two-ship units that patrol the jump points, approach routes and near orbit.

Delta Galaxy's resolve was tested in 3057 when the Jade Falcons launched a raid in force against Lum. Star Colonel Buhallin of the Falcons' Fourth Striker Cluster persuaded the Ravens to grant his force safcon and then launched a Trial of Possession for the J7 Armor Fabrication plant. Two Trinaries of the Fifth Raven Auxiliaries stood against the Falcons and were swept aside. However, knowing they lacked the troops to hold the facility, the Falcons ransomed the plant back to the Ravens in exchange for a month's production.

The insignia of Delta Galaxy is a blue shield emblazoned with a white star that contains a black delta symbol.

OFFICERS

Galaxy Commander Morgan Sukhanov is a fine tactician and administrator, but has a hair-trigger temper. He does everything in his power to support his troops and takes any slur on their honor as an attack on his own. Though feared by those under his command for his outbursts, his willingness to fight for the Galaxy has tempered this fear with respect, allowing him to get the most from them. Nicknamed "il Principe," Sukhanov is a staunch believer in the philosophies of Nicolo Machiavelli.

Lum Garrison Fleet
2 Naval Stars/Regular/Fanatical
CO Alpha Star: Star Admiral Thomas Waters
CO Beta Star: Star Admiral Asif Cole

Recently expanded following the return of ships loaned to the Falcons, the Lum Garrison Fleet currently serves in five two-ship units. The *Sovetskii Soyuz*-class *Avalanche* and the newly returned *Aegis*-class *Morning Violence* patrol the shipping lanes out to Lum's zenith jump point and the Tivoli station located there. The *Scabbard* and *Bloody Talon*, *Aegis*- and *Lola III*-class respectively, patrol the routes out to Hofburg station at the nadir point.

The *Bonaventure* and *Eden Rose*, both *Potemkin*-class transports, serve a dual role as guard ships and transports for the numerous factories that orbit Lum at the planet's LaGrange points. The *Essex*-class *Eternity* and the *Vincent*-class *Huninn* also guard the factories, while the *York*-class *Corvidae* and the *Whirlwind*-class *Drake* serve as a reserve along with the ships of the Naval Command Star.

The insignia of the Lum Garrison Fleet is a gold disk upon which are five red stars surrounding a stylized version of the world.

2nd Raven Phalanx
5 Trinaries/Regular/Reliable
CO: Star Colonel Robert Shu

The insignia of the Second Phalanx shows a raven with a lightning bolt in one talon and a sword in the other.

5th Raven Auxiliaries
4 Trinaries/Regular/Reliable
CO: Star Colonel Dara McCorkell

Badly damaged by the Jade Falcon Fourth Striker Cluster in 3057, the Fifth Auxiliaries are not well regarded by Delta Galaxy's other units. Blaming the loss on then-unit commander Velena Chad's lack of judgment, Galaxy Commander Sukhanov fought a Trial of Grievance against her and demoted her to command of Delta Solahma following his victory.

The insignia of the Fifth Auxiliaries is a blue Roman-style rectangular shield emblazoned with a white star containing the Roman numeral "V."

4th Raven Garrison Cluster
5 Trinaries/Green/Reliable
CO: Star Colonel Rafe Siegel

The Fourth Garrison Cluster serves as a cadre unit for the other Clusters on Lum, and thus has the lowest experience rating in the Galaxy. The unit's insignia is a red disk containing the Roman numeral "IV."

Delta Sohlama Cluster
5 Trinaries/Veteran/Questionable
CO: Star Colonel Yelena Chand

Star Colonel Chand, former commander of the Fifth Auxiliaries, recognizes the truth of Galaxy Commander Sukhanov's accusations about her performance at J7, but that realization has done little to temper her hatred for her commanding officer.

The Cluster insignia is a white disk emblazoned with the Greek letter Delta inside the stenciled outline of a raven.

CLAN SNOW RAVEN



EPSILON GARRISON GALAXY

Formerly the Second Lum Garrison Galaxy, Epsilon was transferred to Hellgate following the agreement with Clan Jade Falcon that returned the world to the Snow Ravens in exchange for military and political support. Assigning a full Galaxy to garrison the smallest colony of the Kerensky Cluster at first seemed an overreaction, but Hellgate has immense significance for the Snow Ravens. The Clan has no desire to repeat the mistakes that cost them the world at the end of the twenty-ninth century.

The Khan's decision to dispatch Epsilon to Hellgate proved fortuitous, allowing the deflection of probing assaults by the Steel Vipers and Jade Falcons. The engagements had their costs, however. Two WarShips belonging to the Snow Raven Assault Star withdrew to Lum for extensive repairs and have only recently returned to active duty. Similarly, both the Fourth Regulars and Eighth Garrison Clusters have recently returned to full strength after rebuffing attacks on Hellgate by the Vipers during the Harvest Wars.

The insignia of Epsilon Galaxy shows a blue, multifaceted gemstone embedded in the trunk of a Circe oak.

OFFICERS

Galaxy Commander Ramon McKenna and Star Admiral Nevris McKenna were raised in the same sibko and trust each other implicitly, a rarity in the highly competitive atmosphere of Clan Snow Raven. The two officers engage in a friendly rivalry, each advancement by one spurring the other on to new efforts. Both began their careers as aerospace pilots. Nevris McKenna specialized in air/space dominance operations, leading him into the naval command branch, while Ramon McKenna proved adept at ground support operations and rose to command the Fourteenth Battle Cluster before taking command of Epsilon Galaxy.

TACTICS

Though attached to Epsilon, the Snow Raven Assault Star remains an independent unit. Nevertheless, Star Admiral Nevris McKenna works closely with his sibmate to coordinate the actions of the two units. At his suggestion, many members of Epsilon ground units have spent time learning to fight aboard a ship and on its hull. Similarly, many members of the Assault Star's WarShip and assault DropShip crews have spent time learning the combat styles of their ground-bound cousins. This cross-training has led to a level of cooperation between the two units that is usually found only in front-line Galaxies.

Snow Raven Assault Star
Naval Star/Veteran/Fanatical
CO: Star Admiral Nevris McKenna

The *Lola*-class *Cold Hunter* and the *Cameron*-class *Ice Storm* have only recently returned to active duty following their clash with the Jade Falcon Emerald Talon Assault Star. The *Lola*-class *Vision of Terra*, the *Carrack*-class *Venture Star* and the recently returned *Blue Lancer*, an *Aegis*-class heavy cruiser, complete the Star.

The unit's insignia depicts a snow raven picking at the corpse of a jade falcon, which the Jade Falcons resent immensely.

4th Raven Regulars
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Weston Cooper

In his youth, Star Colonel Cooper was the youngest recipient of the Order of the Raven, earning the award just three months after gaining warrior status in 3020. This award for gallantry, combined with a reputation for brilliant tactics and his stint as Khan in the late 3030s has so far saved the Star colonel from relegation to a solahma cluster.

The insignia of the Fourth Regulars depicts a broad-bladed sword piercing a blue diamond.

7th Raven Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Silas deMarque

The Seventh Garrison Cluster features armored vehicle Stars instead of five 'Mech Stars. Though it masses considerable firepower, the difficulty of moving and supplying vehicles and their crews compared to 'Mech forces makes the Cluster unsuitable for offensive operations.

The unit insignia depicts a medieval cannon and a pile of cannonballs.

8th Raven Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Sian Magnus

Star Colonel Sian Magnus used her influence to ensure that her command received priority for rebuilding after the clashes with the Steel Vipers in 3059.

The Cluster insignia depicts a modern combat helmet upon which lie a rifle, a sword and a grenade.

Epsilon Sohlama Cluster
5 Trinaries/Veteran/Reliable
CO: Star Colonel Nassim Chand

The unit insignia is a white disk emblazoned with the Greek letter epsilon inside the stenciled outline of a raven.



KAPPA GARRISON GALAXY

Until recently, Kappa Galaxy had the largest area of responsibility of all Snow Raven garrison Galaxies, with troops stationed on three worlds in the Kerensky Cluster. However, troop rotations and tactical considerations recently concentrated the Galaxy on the Pentagon world of Circe, allowing them to exploit the fall of the Smoke Jaguars and the withdrawal of the Nova Cats. In recent operations on Circe, Kappa Galaxy provided backup to Alpha Galaxy in its drive to secure the Jaguar holdings. Though Kappa's troops saw little combat, their presence allowed Alpha Galaxy's forces to advance without worrying about protecting their rear areas. Consequently, the front-line unit took control of most of the Jaguar enclave before the Ravens' main rivals for the territory, Clan Wolf, could react.

Kappa Galaxy, especially the attached Circe Battle Star, worked hard to facilitate the withdrawal of Nova Cat forces on Circe despite the Cats' Abjuration by the rest of the Clans. Though nominally attached to Kappa Galaxy, the naval Star currently serves as a contracted escort for the withdrawing Cats.

The Galaxy insignia shows a white disk emblazoned with the image of a frog-like humanoid rising from a river.

OFFICERS

Galaxy Commander Patricia Harper has a long-standing rivalry with Morgan Sukhanov, commander of Delta Galaxy. The two fought a Trial of Grievance over the defeat of Delta's Fifth Auxiliaries on Lum, and the verbal sparring between the two has grown particularly fierce since Star Colonel Kelse Howe withdrew Kappa's Second Garrison Cluster from York.

Circe Battle Star
Naval Star/Veteran/Reliable
CO: Star Admiral Miklos Roul

The Circe Battle Star is ideal for its current task: the transport of Nova Cat personnel and materiel from the Kerensky Cluster to the Inner Sphere. Three massive cargo vessels—the *Potemkin*-class *Rook* and *Treachery* and the *Volga*-class *Tenacity*—form the core of the Star, with the *Fredasa*-class *Black Beard* and the *Vincent*-class *Muninn* serving as escorts. Though its origin is not widely discussed with outsiders, the *Treachery* was formerly the *SLS Hermes*, one of the ships involved in the Prinz Eugen Revolt during the original Exodus from the Inner Sphere.

The unit insignia shows a sorceress standing on a hilltop surrounded by pigs.

6th Raven Regulars
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Alberto Crow

The newest Star Colonel in the Galaxy, Star Colonel Alberto Crow won his Bloodname in the Trial of Bloodright that followed the death of saKhan Joseph Crow. Only twenty-three years old, he is acknowledged as a ristar in the Clan.

The insignia of the Sixth Regulars is a black tower atop a hill.

7th Raven Regulars
5 Trinaries/Regular/Reliable
CO: Star Colonel Francois Lanknau

The insignia of the Seventh Regulars shows a hand reaching to pluck a star from the sky.

2nd Raven Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Kelse Howe

Star Colonel Howe has been vilified for losing the duel with Galaxy Commander Hunter Lewis of Clan Blood Spirit that resulted in the recent Snow Raven withdrawal from York. Howe's critics overlook the fact that her decision to take part in the duel saved the rest of the Cluster from annihilation by the superior Blood Spirit force. The Star Colonel has only recently returned to active duty after being fitted with a prosthetic arm to replace the limb she lost in the duel.

The insignia of the Second Garrison Cluster is a white disk emblazoned with the Roman numeral "II."

15th Raven Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Erin Sukhanov

Star Colonel Sukhanov is the only holder of the Sukhanov Bloodname not serving on a WarShip or in a senior command post. A spinal injury received in training prevents her from sustaining high-G forces, barring her from aerospace or naval operations. However, rather than flushing out of the warrior program, she retrained as a MechWarrior, and her subsequent success attests to her drive and tenacity.

The insignia of the Fifteenth Garrison Cluster is a white disk emblazoned with the Roman numeral "XV."

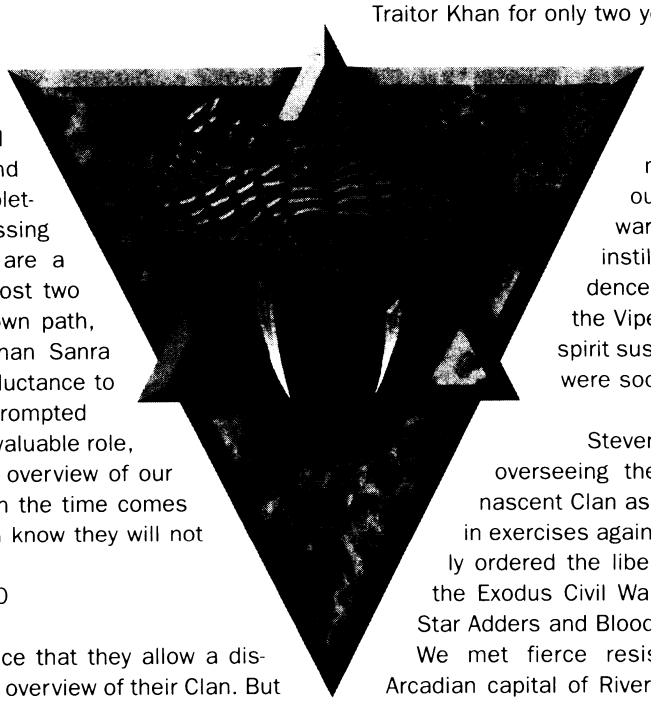
16th Raven Garrison Cluster
5 Trinaries/Regular/Reliable
CO: Star Colonel Rhia Shu

The insignia of the Sixteenth Garrison Cluster is a white disk emblazoned with the Roman numeral "XVI."

CLAN STEEL VIPER

With the truth of Kerensky's vision,
Khan Mercer brought harmony from discord,
And as the Founder had done before,
Sought isolation to bring forth victory.

—*The Remembrance* (Clan Steel Viper), Passage 171, Verse 27, Lines 16–19



Though the Star League's Great Refusal ended the invasion of the Inner Sphere (the original reason for producing this Field Manual), Khans Zalman and Andrews saw the wisdom in completing this work as a means of assessing our strengths. We Steel Vipers are a Clan undergoing change. For almost two centuries we have followed our own path, the teachings of our greatest Khan Sanra Mercer, but the Inner Sphere's reluctance to wisely accept our leadership has prompted a re-evaluation. This work plays a valuable role, providing a concise and accurate overview of our history, practices and units. When the time comes for our military to take up arms, I know they will not be found lacking.

—Natalie Breen, 5 May 3060

It is a mark of Viper arrogance that they allow a disgraced former Khan to produce an overview of their Clan. But there is more at work here than arrogance. I believe they are up to no good, and advise caution in any dealings with them. Though they are not as dishonorable as the Snow Ravens, treachery nonetheless runs in their blood.

—Kael Pershaw, Jade Falcon Watch, 12 May 3060

THE VIPER'S TALE

We are named for the Arcadian steel viper, a swift and terrible predator that coils around its prey and paralyzes it with strong venom. It is a hunter without peer, and Nicholas Kerensky deemed it an ideal Clan totem. We Vipers embody the strength of our namesake, which enabled our Clan to rise above a disaster in its early years that would have destroyed a lesser breed.

FOUNDING AND TREACHERY (2801-2824)

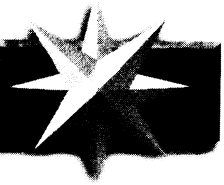
The history of Clan Steel Viper is long and proud, but the treachery of one individual mars the telling of our founders' deeds. We acknowledge Antonius Zalman as our founder, but he was not our first Khan. He was saKhan to that individual, whose name we have wiped from the memory of humankind. Zalman refused the Khanship, citing his advanced age, and unluckily recommended a subordinate for the post who proved tragically unworthy of it. That subordinate betrayed the Founder of all the Clans, Nicholas Kerensky, and so we acknowledge her only as the Traitor Khan.

Even though Antonius Zalman served as advisor to the Traitor Khan for only two years before succumbing to old age, his actions shaped and guided our people for many years. His loyalty to Kerensky drove us onward, providing the basis for the martial traditions that have ensured our strength and the dominance of our warriors over the lesser castes. He instilled within us a sense of independence and a flexibility of mind that typifies the Vipers. Most important of all, Zalman's spirit sustained us through the dark days that were soon to come.

After Zalman's death, Star Colonel Steven Breen replaced him as saKhan, overseeing the provisioning and training of the nascent Clan as well as proving his military prowess in exercises against other Clans. When Kerensky finally ordered the liberation of the Pentagon worlds after the Exodus Civil War, we moved with the Ghost Bears, Star Adders and Blood Spirits to free the world of Arcadia. We met fierce resistance, but captured the former Arcadian capital of Rivera by working with Clan Blood Spirit saKhan Devin Boques. In so doing, we avoided bloody battles like those that cost Clan Star Adder so dearly at the Aeschel Plateau. In the years that followed, we worked hard to absorb and retrain the liberated population, earning the commendation of the ilKhan. No one could foresee the gathering storm clouds.

When Nicholas Kerensky arrived on Arcadia for a vacation in late 2824, the Traitor Khan enacted a despicable plan to assassinate Kerensky's wife. Driven mad by infatuation, the Traitor hoped that the death of Jennifer Winson would somehow prompt the ilKhan to return her affections. She reckoned without the diligence of saKhan Steven Breen, whose personal intervention stopped the assassins. Doing so forced Breen to kill his own Khan, under most circumstances a heinous offense. Fortunately, the Traitor's journals proved her madness, and together with Winson's testimony, vindicated Breen, who subsequently became Khan.

Though many feared that Nicholas would order our entire Clan Annihilated or Absorbed for the Traitor's actions, he chose instead to punish the Traitor with what became known as the Trial of Abjuration. By his order, her name was struck from all Clan records and her genetic material destroyed. Save for the



ilKhan's personal journals, held by Clan Wolf, no official documents now record the history of that individual or her acts.

Other Clans were less forgiving. Believing us badly led and therefore weak, they mounted extensive raids against us. Khan Breen and saKhan Shandra Zalman quickly disabused them of such notions, however, soundly defeating all challenges for our territories and assets.

CLAN WITHOUT A CAUSE (2825-2860)

The actions of the Traitor Khan drove us to excel, seeking to wash away the stigma in the glory of battle. Though our warriors always had the most thorough training of any in the Clans, we stepped up our military preparations, honing our fighting skills and stockpiling materials. These actions made our adherence to Kerensky's vision of a martial society plain for all to see, and honored his wisdom and trust in sparing us. However, as our warrior caste grew strong, the civilian castes withered under the strain. Given little opportunity to develop the breadth of skills found in other Clans, they grew restless, and lower-caste rebellions became a part of everyday life. This forced our leaders to commit more and more resources to maintaining law and order.

We lacked a purpose other than warfare, something even the Smoke Jaguars realized did not truly serve the interests of a Clan. Yet no leader in those days possessed the vision to take the reins of power and focus our strengths in a productive direction. Instead, Clan Steel Viper lumbered onward toward war for war's sake. We might well have suffered a fate like Clan Widowmaker's—Absorption by a rival Clan—had not Sanra Mercer saved us from that destiny.

Elected to the post of saKhan in 2860, Sanra Mercer revealed new knowledge of Kerensky's true vision for the Clans. She told the Vipers of secret meetings between Nicholas Kerensky and Khan Steven Breen, in the days following the Traitor Khan's crime, in which Kerensky stated that the Clans would return to the Inner Sphere. Kerensky also said that after subduing the rebellious Great Houses, the Clans would lead their charges by example—not by force alone—into a new Star League. The other Clans, saKhan Mercer said, were too caught up in their own petty concerns to make our Founder's dream a reality; only the Vipers were in a position to follow this road. Others believed in the imposition of their will by force, or in complete isolationism. In later years, these erring philosophies would become the Crusader and Warden creeds.

Mercer's vision gave hope to all of Viper society, advocating invasion of the Inner Sphere not to subjugate it, as Clans like the Jade Falcons wished, but to teach its people a better way. This distinction would later set the Steel Vipers apart from the Crusader Clans. In Kerensky's true vision, Clan warriors would retake the Inner Sphere and form its ruling class, but the lower castes would also have a clearly defined and important role in society. Though the lesser castes among the Clans must suffer austerity measures while the Clans remained in exile and prepared for the great work of redeeming the rest of humanity, upon the liberation of the Inner Sphere they would receive many rewards and great freedoms. They would be leaders of society, responsible for teaching the people of the Inner Sphere the error of their ways and the wisdom of our Founder. This new Star League, led by the Steel Vipers, would be a cooperative effort by all for the good of everyone.

Though some doubted the veracity of this vision, among them senior Khan Jacob Masters, the saKhan's ideals found a groundswell of support among the Clan as a whole. Seeing Mercer's ideas as a challenge to his authority, Masters sought to strip the saKhan of her powers. Subverting the will of the Khan was legally treason, and Mercer was found guilty of this charge. As was her right, she demanded a Trial of Refusal. She won, vindicating her position and killing Masters in the process. Not long afterward, at a Clan Council on 12 August 2860, Sanra Mercer was elected Khan.

THE LONELY PATH (2861-3048)

Khan Mercer declared the other Clans a corrupting influence and moved to isolate the Vipers from the rest of the Clan confederation. Other Clans likened the Vipers' desire for privacy to the unClanlike actions of the Not-Named Clan, who had been destroyed for their declaration of independence several decades earlier. However, Mercer's clear statement that the Vipers would remain part of Clan society forestalled any major action against us, and our elite military defeated the few challenges to our lifestyle, demonstrating the truth and superiority of the Vipers' choice.

Despite her generally isolationist policy, Khan Mercer saw wisdom in limited contact with other Clans, particularly with relation to miiitary and technological developments. Our Touman was encouraged to test itself against the other Clans, and time and again demonstrated the vitality and strength of our forces. Through this practice we gained access to OmniMech technologies and Elemental battle armor, as well as territory and genetic material.

EXCLUSIVE BLOODNAMES

General Bloodnames
Breen
Zalman

MechWarriors
Ahmed
Andrews
Mercer
Moffat

Aerospace Pilots
Cochraine
Masters
Tamm

Elementals
Chapman
Grimani
Roland

Our greatest victory occurred between 2897 and 2899, when we seized the resource-rich but inhospitable world of Hellgate from Clan Snow Raven. Having invested much in their colony, the Ravens took every opportunity to curb our actions, and also to slight us in every way they could conceive. The feud sparked by our rightful conquest of Hellgate remains in effect even today, as attested to by the Ravens' despicable actions against our troops on the former Smoke Jaguar world of Homer.

By following our own path and doing what was best for our Clan rather than for some abstract and artificial principle, we earned only disdain from many other Clans. Chief among these were the Jade Falcons, who took our decisions as a personal affront. The Falcons still claim that we set out to block their actions, though in truth their goals are so different from ours that any move to support our policies often went against them by definition. We rebuffed their repeated attempts to force their will upon us, but in their 2906 assault on our capital of New Kent the Falcons succeeded in killing Khan Mercer. They thought that with Khan Mercer gone, we would bow down before them. They were wrong. In reprisal, we launched heavy raids against the Falcon planets of Ironhold and Marshall. The Falcons paid in blood for their actions, though this only served to fan the flames of their resentment.

Despite Mercer's death, we remained true to the path she showed us. Each Khan that followed adhered to her vision and built upon the foundations she set down. By 3000, the invasion of the Inner Sphere appeared imminent, and we faced a dilemma. Our warrior blood called for invasion, but such action would be of no value if the Clans or the Inner Sphere lay in ruins. We knew that the best hope for us and for the formation of a new Star League was a carefully planned assault. Given the choice between the Crusaders' reckless attack and the Wardens' isolation, Khan Royce Chapman chose neutrality, supporting neither faction.

When the Warden-minded Wolf Khan Kerlin Ward proposed the Dragoon Compromise, a military reconnaissance of the Inner Sphere by a unit later infamous as Wolf's Dragoons, we supported the move as the common sense it was. Though it would take many years to complete, the Compromise would provide the information we sought to plan a successful invasion and, as Khan Ward pointed out, it perfectly embodied our Clan's philosophy of cooperation. Even though mere freebirth warriors made up the bulk of the unit, Khan Chapman set aside his personal distaste and backed the deployment of Wolf's Dragoons for the good of our Clan.

OPERATION REVIVAL (3048-3052)

The seeming treachery of Wolf's Dragoons some years after their departure—abandoning the reconnaissance mission given them by the Grand Council—forestalled an immediate return to the Inner Sphere. The Grand Council stood firm against the call for war until the arrival of the *Outbound Light*, a ComStar Explorer Corps vessel, near the Smoke Jaguar capital world of Huntress. This unexpected event gave the Crusader position an unassailable advantage. With the apparent discovery of our homeworlds by forces of the Inner Sphere, our Khans chose to support the call for invasion. By taking our rightful place in the vanguard of the assault on the Inner Sphere, we sought to ameliorate the excesses of the Crusaders and to fulfill the vision of Mercer and Kerensky. Our warriors fought well in the subsequent Trials of Possession for a place in the invasion, but we failed to win the right to join the primary assault force. It was instead our honor to be designated the primary reserve, which meant that unlike the lesser Clans, our forces would accompany the invasion fleet.

Our primary task was to secure the rear areas of the other Clans and to protect the route to the homeworlds. Within Clan space, this would have been a demeaning task, but any assignment that was part of our mandate to reclaim the Inner Sphere was a great prize. When Clan Ghost Bear proved incapable of pacifying their Occupation Zone, they borrowed our troops to deal with the insurgents. The death of ilKhan Leo Showers and the rise of the Warden ilKhan Ulric Kerensky, both of which took place less than two years into the invasion, saw the Viper Touman elevated to fully active status. Kerensky's decision was political, pairing us with our bitter rivals the Jade Falcons in order to slow their advance while increasing Warden representation among the invading Clans (or so Kerensky believed). Whatever the ilKhan's motives, however, his action gave us our long-awaited chance to prove our vision and our skills.

Grudgingly, the Falcons ceded us the world of Waldorff as a base of operations—a calculated insult, given the planet's location. It lay only eight parsecs from the Federated Commonwealth, but thirty parsecs—four jumps—from the nearest target in an invasion corridor. In response, our first action was to liberate the world of Twycross, site of the Falcons' greatest defeat at the hands of Federated Commonwealth troops. The implications were obvious, and the Falcons attempted to exact revenge on our forces in the bitterly contested Trial of Possession for the world of Montmarault. The Trial for the planet Orkney was less clear-cut, and we shared possession of it with the Falcons for almost six months. In the meantime, our troops gave the lie to Falcon claims that we were only targeting their weakened forces by defeating Spheroid troops on Benfled and Jabuka.

In the assessment of our performance on Tukayyid, I must be frank. We did not perform as well as we had hoped. The treacherous terrain of the Devils' Bath cost us many troops and prompted us to expend munitions much faster than we had anticipated. We defeated those who stood against us, but were in turn defeated by our own logistics. Contrary to reports from elsewhere, our withdrawal was not a rout, but rather recognition that any attempt to press further against fresh Com Guard troops would serve no useful purpose. As senior Khan at the time, I accepted full responsibility for the decision and took the only honorable course, resigning from my post.

PULLING THE FALCONS' FEATHERS (3052-3055)

With saKhan Perigard Zalman elevated to senior Khan after the resignation of Khan Breen, Alpha Galaxy Commander Christopher Ahmed became saKhan. Aggressive and battle-hardened, he worked with Khan Zalman to develop the strategy that took the Vipers and the Falcons head to head. Our troops, infuriated by the forced withdrawal from Tukayyid, sought an outlet for their anger, and the stream of invective accompanied by raids that flowed from the Jade Falcons provided the perfect opportunity. The Vipers had taken the fewest casualties of any Clan on Tukayyid, a mere nine percent dead and twenty-nine percent injured. After re-arming, we were in an ideal position to use this strength, as the Falcons found to their cost. Barely a month after ComStar's victory on Tukayyid, our troops ejected the Jade Falcons from the Inner Sphere worlds of Goat Path, Blackjack and Parakoila.

By mid-3055 we had taken another six worlds, but the threat of overextending our forces prompted Khan Zalman to order a halt to operations. However, raids against the Federated Commonwealth continued apace as we tested our forces against their supposedly elite troops along the Occupation Zone border. By Inner Sphere standards, our holdings were small, but when compared to the marginal worlds of the Kerensky Cluster they formed a vast empire, brimming with resources. Like the other invading Clans, we made good use of these materials, expanding our military and economic base and ensuring the invaders' dominance over the home Clans.

SHATTERED DREAMS (3056-3060)

The low-intensity war against the Jade Falcons vindicated our military prowess, but Sanra Mercer's vision of unifying the Inner Sphere in a new Star League seemed a long way off. The people of the Inner Sphere proved unexpectedly resistant to our control, seeming to prefer chaos to the benefits of life under our hegemony. Civil disturbances and sabotage tied down an increasingly large proportion of our troops.

In 3057, the outbreak of hostilities between the Wolf and Jade Falcon Clans over the impeachment of Wolf ilKhan Ulric Kerensky for treason—better known as the Refusal War—posed both an opportunity and a problem for our Clan. Whatever the result, the Steel Vipers would be left as the strongest Clan on the Federated Commonwealth front, but the raging war made our Spheroid citizens uneasy and prompted wide-scale rioting. Though we crushed these rebellions, the continued success of the Wolves and their "liberation" policy—capturing Falcon worlds, arming the population and declaring them free of Falcon rule—continued to destabilize our holdings. In response, saKhan Ahmed leaked intelligence on Wolf movements to the Falcons. So as to appear neutral in the two Clans' dispute, he also granted Wolf Khan Natasha Kerensky's request to stage a battle against the Falcons on Twycross, which the Vipers held. He justified his actions by pointing out that enabling the Wolves and Falcons to keep fighting each other strengthened the Vipers' position while earning us the gratitude of the victors—most likely the Wolves, in his view. He paid for that wrong guess with his life.

The death of Natasha Kerensky on Twycross shattered hopes that her thrust would gut the Falcons, and Falcon saKhan Vandervahn Chistu's decision to reinforce the Falcon capital of Wotan led to the death of Ulric Kerensky. With former ilKhan Ulric dead, the Refusal War ended, and the Jade Falcons, who despite saKhan Ahmed's support had little reason to like us, were declared the victors. To make things worse, the surviving Wolves espoused the Crusader cause and, as recent events have shown, were willing to work with their former Falcon enemies. This new Wolf attitude removed the principal brake on Falcon ambitions.

The Clan Council, unhappy with the results of the Refusal War, accused saKhan Ahmed of acting without the approval of the senior Khan or the Clan Council—in effect, of treason. Rather than deferring judgment to the next Grand Council as was his right under Clan law, Ahmed chose trial by the Clan Council. Found guilty, he demanded a Trial of Refusal, in which he died at the hands of the Khan's Champion, Brett Andrews, on 14 March 3058. Andrews then took up the post of saKhan.

The impeachment of Ahmed provoked outrage among his supporters within the Clan, effectively paralyzing our forces for months as political factions argued. Combined with unrest stirred up among the people on our captured worlds by Lyran agents, this political firestorm denied us the opportunity to exploit the temporary weakness of Wolf and Falcon forces. Had we not been distracted, we would have seized many worlds from the Falcons and Wolves, but it was not to be. By the summer of 3058, our Khans were recalled to the homeworlds to elect a new ilKhan, and our window of opportunity had passed.

The destruction of the Smoke Jaguars in 3060, together with the Ghost Bears' withdrawal to the Inner Sphere and the Abjuration of the Nova Cats, has opened up many new territories that are currently the subject of Trials of Possession. Our attempt to seize former Jaguar holdings on Homer was unluckily repulsed by the Cloud Cobras. Adding insult to injury, the Snow Ravens, who have long despised us for taking Hellgate from them, were granted a small portion of that land from which to stage strikes against us. They are currently engaged in actions intended to provoke us into abandoning our colony on the continent of Bagrain. Though this ploy has little chance of success, the Ravens know our forces are too diluted to mount an effective counteraction. They forget that we are an invading Clan, and when the moment is right they will pay for their audacity.

The Viper is coiled to strike.

PRACTICES AND CUSTOMS

The Steel Vipers occupy an interesting position in the Clans. Years of self-enforced isolation have tempered our view of the universe and led to the adoption of a unique philosophy.

CLAN STEEL VIPER

We are neither Warden nor Crusader, yet might be called both. We are described as Warden Crusaders or Crusading Wardens with equal accuracy, depending on the point of view of the commentator—something both factions find unsettling. Unlike "true" Warden Clans, the central tenet of our beliefs is the restoration of the true Star League. However, unlike the Crusaders, we believe the restoration should come about with the Spheroids as participants in the process, under the benevolent guidance of ilClan Steel Viper.

We must crush the Inner Sphere's military forces to bring about the restoration of the true Star League, but we intend to lead the people rather than force them to cooperate. The people of the Inner Sphere are misguided individuals to be returned to the true path, much as the population of the Pentagon after the Exodus Civil War. In practice, however, leading the people of the Inner Sphere onto the true path has proved more difficult than we anticipated. Those in our occupation zone stubbornly cling to outmoded ideas and profess loyalty to the degraded nation from which we liberated them. In this we suspect the adverse influence of our neighbors, Clan Jade Falcon, whose authoritarian ways have doubtless provoked undue fear of our benign leadership. The actions of extremist Inner Sphere demagogues and terrorists have not helped the situation.

In many ways our troops are as fanatical as any Crusader Clan, more so in some regards. Our treatment of freeborns, relegating them to their rightful lesser status, is more akin to the policies of Clan Smoke Jaguar than to the supposedly die-hard traditionalist Jade Falcons. Indeed, the attitudes of many individual Viper warriors are indistinguishable from those of Crusader Clans; if asked, they would express wholehearted support for the Crusader philosophy. It is the beliefs and agenda of the Clan as a whole and our leaders that distinguish us from both Wardens and Crusaders.

UNIT STRUCTURE

Designed for ground operations, Steel Viper units make good use of a wide range of OmniMechs, supported by Elementals. Most front-line Clusters deploy five Trinaries, usually three 'Mech Trinaries and one each of Elementals and aerospace fighters. The composition of second-line Clusters varies considerably. Fang Clusters deploy three Trinaries of second-line 'Mechs, a conventional infantry Trinary and an aerospace Trinary. Phalanx Clusters reverse the 'Mech and infantry roles, with three Trinaries of infantry and one of 'Mechs. Legion Clusters occupy the middle ground, with two 'Mech and two infantry Trinaries. All Viper troops, whether front-line or garrison units, are trueborn.

Medium and heavy 'Mechs dominate our Touman, with light and assault 'Mechs included only in specialized units. This allows most Viper units to remain mobile and still deploy formidable firepower. The Coil and Viper's Maw tactics, described under *Military Practices*, make particular use of these advantages.

Unlike most Clans, we regard single aerospace fighters as a Point, which means that most Viper aerospace Stars contain only five OmniFighters rather than the usual ten (five two-fighter Points). We deploy the same number of fighters as other Clans, but assign them differently. A smaller number work directly with ground units; WarShips and other naval vessels carry a proportionately larger number as escorts. This arrangement benefits the vessels that travel along the Exodus Road, a vital requirement given our on-and-off hostilities with Clans Snow Raven and Jade Falcon, as well as our nascent feud with Clan Fire Mandrill. However, this deployment leaves Viper ground units particularly vulnerable to air assault, a flaw unlikely to be corrected in the near future.

Elementals are present in most front-line units, but our Touman is unusual in also making extensive use of non-solahma conventional infantry. Though rarely seen outside garrison Clusters, such troops play a vital role in guarding facilities and maintaining order. Conventional infantry troops are a common sight in the streets of our Inner Sphere possessions. Unlike the conventional infantry used by other Clans, those in our units are not freeborns but trueborn warriors who had the misfortune to test less well. We also use combat vehicles in some second-line units, but they are not common.

Unlike many Clans, we rarely deploy Stars containing mixed unit types. Rattler Stars, each containing five OmniMechs and five Elemental Points, are the principal exception. However, ad hoc combined-arms units known as molt Stars may be assembled for small-scale operations. As their name suggests, they are created by detaching forces from other Stars for the duration of the mission.

Steel Viper Star Variants

Krait: Assault Star (heavy and assault 'Mechs)
Boa: Battle Star (medium and heavy 'Mechs)
Mamba: Striker Star (light and medium 'Mechs)
Rattler: Reinforced Star of five OmniMechs and five Elemental Points
Cobra: Elemental Star
Adder: Aerospace Star
Viper: Conventional infantry Star
Asp: Vehicle Star
Molt: Ad hoc combined-arms Star
Head: Command Star

Naval Assets

The fifteen WarShips of the Steel Viper fleet are broken into three naval Stars. Two Stars are attached to Galaxies, while the third secures our supply routes along the Exodus Road. Viper vessels include the *Fedasa*-class *Pit Viper*, the *Carrack*-class *Pride of New Kent*, the *Vincent*-class *Coiled Serpent*, the *Whirlwind*-class *Constrictor* and *Snake-in-the-Grass*, the *Essex*-class *Martial Legacy*, the *Lola III*-class *Snake Pit* and *Anaconda*, the *Aegis*-class *Steel Python*, the *Congress*-

CLAN STEEL VIPER



class *Snake Leader*, the *Sovetskii Soyuz*-class *Sanra Mercer*, the *Cameron*-class *Zalman's Endeavor*, the *Potemkin*-class *Ophidian* and *Serpentes*, and the *Nightlord*-class Clan flagship, the *Dark Asp*.

COMMAND STRUCTURE

A central principle of Clan Steel Viper is the establishment of a strong military. Though creating superlative warriors lies at the core of this, we recognize the value of teamwork and individual initiative. We therefore rely on clear delegation of authority and well-defined areas of responsibility. Our Khans determine the broad strokes of any campaign, laying down the grand strategy to be followed by their subordinates. Galaxy commanders are responsible for enacting the plans of the Khans and the Clan Council, forming the strategic command of each operation. They in turn delegate tactical responsibilities to their Star colonels.

This chain of command is intended to give individual commanders leeway to carry out operations as they see fit, maximizing the abilities of individual officers and avoiding the problems of micro-management suffered by Clans like the Blood Spirits. However, honesty compels me to admit that it poses several problems of its own. Inter-Galaxy cooperation is poor, as each commander acknowledges only the authority of the Khans and the Clan Council. A similar problem exists within Galaxies, with Cluster commanders prone to accept only the orders of their Galaxy commander.

This means that any large-scale operation, such as the battles fought on Tukayyid, relies heavily on senior officers to coordinate efforts. Multi-Galaxy operations require the presence of a Khan, and multi-Cluster operations a Galaxy commander. This weakness renders our forces vulnerable to headhunter attacks against command facilities. If the overall commander is injured, as happened to our Khans on Tukayyid, the command structure can be imperiled. Individual units would likely continue to fight well, but without coordination they would be isolated and could be destroyed one at a time.

REGARDING THE OTHER CLANS

Clan Blood Spirit

They are even more isolationist than we are, and so we have had little contact with the Blood Spirits.

Clan Cloud Cobra

The Cobras are respected opponents, but their decision to allow the Snow Ravens to attack us on Homer suggests a susceptibility to Raven manipulation.

Clan Coyote

Once a respected Clan of leaders and technicians, their time has passed. We should court their support against our mutual enemies. One cannot have too many friends.

Clan Diamond Shark

Other Clans dismiss them as mere merchants; our dealings show otherwise.

Clan Fire Mandrill

We are amazed that such a fractious Clan is capable of organizing anything so complex as their actions against Marshall, but their raids will be repaid when we are ilClan.

Clan Ghost Bear

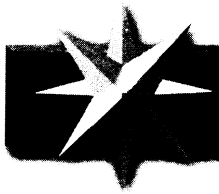
They have made clear their dislike of our policies, and their plodding approach to life and warfare is the antithesis of our own.

Clan Goliath Scorpion

They have begun to show a disturbing lack of faith and are massing forces on Marshall. We suspect they are now in league with our enemies.

Clan Hell's Horses

We share many traits with this Clan, including a belief in cooperation, but their honoring of freeborns and persistent use of combat vehicles sickens us.



CLAN STEEL VIPER

Clan Ice Hellion

The so-called Hellion's Fury campaign appeared alarming, but was little more than the yapping of a Clan whose ambitions outstrip its abilities.

Clan Jade Falcon

Marthe Pryde is a competent leader, but eminently predictable. If given time to prepare, she will lead the Falcons against us. We should act first.

Clan Nova Cat

The Nova Cats have taken the concept of cooperation too far and have betrayed the Clans. Rather than ruling the Inner Sphere, they have allowed the Inner Sphere to rule them.

Clan Snow Raven

This weak Clan follows a misguided principle of warfare. Let them think their actions on Homer are of concern to us. Once we have dealt with the real threat, we will end their petty games.

Clan Star Adder

Aggression is a commendable trait, but the Star Adders should be wary of testing the patience of an invading Clan.

Clan Wolf

The Wolves are solid warriors, but their defection to the Crusader camp is disturbing. Without them, there is no brake on Falcon ambition. If "the enemy of my enemy is my friend," might we deal with the exiled Wolves? They share our distaste for the Falcons, but they betrayed the Clans and therefore should not be trusted.

MILITARY PRACTICES

The Steel Vipers' attitude to warfare varies depending on the circumstances. Against respected Clan forces, we staunchly adhere to the rules of zellbrigen. Against those we regard as dishonorable—for example, the troops of the Inner Sphere—or a mortal enemy such as the Jade Falcons, our warriors may abandon these principles and do whatever is necessary for victory. This pragmatism and adaptability has earned our Clan many of its successes over the centuries.

Our troops have developed several innovative battlefield tactics, making use of their maneuverability and firepower. The most notable are the Viper's Maw and the Coil. Developed in the early thirtieth century, the Viper's Maw calls for two columns of 'Mechs, known as "fangs," to attack at separate points along an enemy's front line. Making use of krait and boa Stars, these Trinary-sized forces breach the enemy line and then exploit the weakness with Elementals. When one or more of the fangs breaks through the enemy line, a group of Viper 'Mechs known as the "maw" moves into place to pin the defenders. This places the enemy troops in the difficult position of either allowing the Elementals to maraud through their rear areas, or being mauled by the maw as they attempt to withdraw.

Unlike the Viper's Maw, the Coil tactic is used by small units, usually only two or three Stars. It calls for the division of the attacking force into two units. The first unit engages the enemy and pins them in place while the second flanks and envelops the enemy position. Once both forces are in place, they circle the enemy unit, slowly reducing the size of the envelopment. This tactic, a variant of surrounding the enemy, restricts enemy maneuverability and prevents opposing forces from concentrating fire on a specific Viper 'Mech. However, in general this tactic only works against forces smaller than that of the Vipers. Also, as it requires our MechWarriors to constantly change targets, it is only suitable for use against Inner Sphere troops or other dezgra forces.

TRAINING

Since the earliest days of the Clans, the Steel Vipers have been renowned for harsh but effective training practices. Where most Clans graduate four or five warriors from each sibko, ours rarely produce more than one or two. Other Clans found this small number so alarming that they called for an independent investigation of our practices, which scientists from Clan Diamond Shark (then known as Clan Sea Fox) duly carried out. The investigation validated our methods, declaring our training procedures were fair, if somewhat more exacting than those of other Clans (save the Blood Spirits). Fewer warriors from each Viper sibko graduate to serve in front-line units, but we train roughly twice the number of cadets as other Clans, and so field almost the same total number of front-line warriors. Those who pass their initial Trial of Position are superior to the warriors of other Clans, to say nothing of the Inner Sphere. Furthermore, Clan Steel Viper does not accept any freebirth warrior for military training, resulting in a wholly trueborn Touman. By definition, freebirths are flawed and thus incapable of meeting our standards.

To ensure that only the best warriors graduate to serve in our Touman, Viper tradition dictates that the initial Trial of Position for any warrior be against another member of his or her sibko. This ensures that only the strongest warriors pass on to the qualification stages of the Trial. However, rather than waste those who fail this last hurdle, we follow the lead of Clan Hell's Horses and allow a secondary Trial of Position. Rather than accepting assignment to a civilian caste, failed warriors may re-test with a view to assignment in a conventional infantry unit. Many choose this path and remain in the warrior caste rather than suffering the disgrace of relegation to a lower caste. However, such warriors are poorly regarded by those who qualified in their original test, and are often scornfully referred to as "seconds."

Training occurs at the Fer-de-lance facility on Arcadia or the Sandsea Training Camp on New Kent. Alpha and Beta Galaxy's "Newt" units, akin to the Jade Falcons' Eyrie units, teach newly graduated warriors how to fight as a cohesive force and serve as "feeder" units for the four front-line Galaxies.

UNIFORMS AND INSIGNIA

As befits a Clan with such a strong military tradition, the dress and insignia of Clan Steel Viper are both practical and distinctive. Each warrior has at least three outfits: battle dress worn during combat, dress uniform for non-combat situations and a ceremonial outfit for important ritual occasions. Unlike most Clans, the Steel Vipers do not have a set non-combat field uniform. Rather, each warrior wears the basic combat garb of his subcaste, adding or removing elements (combat helmets, over-trousers or cooling vests) as conditions dictate.

UNIFORMS

The basic element of Steel Viper battle dress is a gray-blue, form-fitting bodysuit, designed to provide protection from the elements without restricting mobility. Originally intended for use in the hot and humid jungles of Arcadia, the suit is made of material that allows the wearer's skin to "breathe," thus minimizing discomfort. The suit incorporates thin heating and cooling elements, allowing its use in all climes. A coif-like hood extends the suit's protection to include the head, but many Viper warriors choose not to use this part of the suit and instead wear it rolled around their necks. The hood cannot be worn with a neurohelmet.

Some MechWarriors add boots and gauntlets to complete the outfit, also wearing a cooling vest over the lightweight suit (as its integral heating/cooling system is insufficient to cope with the high heat of a 'Mech cockpit). Others choose to forgo the bodysuit while in the cockpit and instead wear the commonplace "uniform" of shorts and T-shirt.

Aerospace pilots wear a G-suit (designed to prevent the pilot's blood from pooling in lower limbs during high-G maneuvers) and a spacesuit over the standard bodysuit. The spacesuit contains additional heating and cooling elements that substitute for a MechWarrior's cooling vest. Boots and gauntlets integral to the spacesuit may be detached for comfort outside the aerospace craft.

Elementals eschew the bodysuit in favor of a fine mesh of sensors that translate their actions into the movement of their battle armor suits. In addition to black boots and gauntlets, conventional infantry troops wear a green armored vest and two-tone over-trousers that contain large hip pockets for ammunition and other equipment. A green snake-head-like helmet completes the outfit.

In all cases, rank and unit insignia are worn on the left shoulder and on the front of helmets. The Clan insignia appears on the right shoulder.

Steel Viper dress uniform comprises a lightweight, double-breasted jacket and trousers woven from a synthetic material that shimmers as the wearer moves. Broad green stripes run along the outside of the legs and arms, and thin green piping runs across the shoulders and around the front panel of the jacket. Knee-high black boots, a black belt and black gloves complete the outfit. In addition to the basic uniform, Bloodnamed warriors wear a half-cape of the same iridescent material.

As with battle dress, rank insignia are worn on the left shoulder, and rank pins appear on both collars. Unit insignia appears on the right breast of the jacket, along with the warrior's branch pin. Any decorations are worn on the left breast.

Worn by the Steel Viper Bloodnamed for the most important occasions, ceremonial dress is superficially similar to the standard dress uniform. However, rather than an iridescent synthetic, the jacket and trousers are made from the skins of steel vipers. Similarly, a full-length snakeskin cloak replaces the synthetic half-cape. An enamel mask, shaped like a viper's head with the fangs framing the wearer's face, completes the outfit. High officials—the Khans, the Loremaster and the heads of Viper Bloodname Houses—also wear a thick rolled collar that simulates the size and markings of the Arcadian steel viper.

Unlike the regalia of other Clans made from the hide of their totem animals, there is no ritual behind the creation of this garb. Instead, tradition dictates that the suits be handed down through the generations, from the belongings of the former Bloodname holder to his or her successor. Only when a suit is damaged or destroyed is a replacement made, though occasionally those of famous heroes or leaders are put on display in the Mercer Building on our capital of New Kent. Another tradition dictates that a Khan of the Steel Vipers always wears the garb of his predecessor, and so these suits are constantly patched and repaired. It is a testament to the skill of those charged with their maintenance that, despite their great age, these suits are indistinguishable from newly made ones.

INSIGNIA

Steel Viper warriors wear their rank insignia on the left shoulder of all uniforms save for their ceremonial garb, as collar pins on the dress uniform, and on the front of their helmets. Interlocking rings denote rank, ranging from a single ring for a warrior to six rings for a Khan.

Branches are shown by traditional daggerstars: red for a MechWarrior, green for an Elemental, blue for aerospace and black for naval personnel. The Clan's regular infantry wear a yellow daggerstar; the few vehicle crews wear a white daggerstar.

Golden stars arranged symmetrically around the rank insignia denote position within a Star, ranging from none for Point One up to four for Point Five.

DECORATIONS

According to our tradition, decorations play a small role in a Steel Viper warrior's life. To most members of our Clan, their codex—or a reference in the Clan Remembrance, if their actions are significant enough—is sufficient reward. Our Clan gives only three other awards: the Viper's Coil, the Honor Medal and the Mercer Cross.

The Viper's Coil

Like the Jade Falcons, we recognize participation in the invasion of the Inner Sphere with this award. Known as the Viper's Coil, the award is a three-centimeter snake about to strike. The material from which the insignia is made indicates the grade of the award. The gold award indicates participation in a battle against Inner Sphere forces prior to and including the Battle of Tukayyid. The silver award denotes those who fought in battles after Tukayyid. One award is made per battle, and so members of some units wear multiple decorations. Warriors deployed to the Inner Sphere who have not fought in battle there do not wear the Viper's Coil.

Honor Medal

The Honor Medal denotes an action that upheld the honor and traditions of Clan Steel Viper. Usually awarded to participants in a successful Trial of Refusal against representatives of another Clan, the Honor Medal is an ornately engraved silver daggerstar, roughly five centimeters by three, worn on a green ribbon. Multiple awards are shown by a bar under the medal.

Mercer Cross

Awarded for a major contribution to the Steel Viper cause, only forty-five Mercer Crosses have been awarded this century, almost half of those in the past decade. The size of the medal indicates its stature. A two-centimeter silver disc bearing the Steel Viper insignia forms the core of the medal. From the cardinal points of the disc sprout four two-centimeter points, with four one-centimeter points equally spaced between them. The medal attaches to the left breast of the dress uniform.

NOTABLE PERSONALITIES

Clan Steel Viper contains many prominent individuals. The following are particularly noteworthy because of recent actions.

KHAN PERIGARD ZALMAN

Tall and lanky, Khan Perigard Zalman stands almost two meters but weighs only seventy-six kilograms. His eyes, intent and calculating, shine darkly from his sharply chiseled face. By traditional reckoning, Zalman is ugly, but that is of little concern to the Clan's senior Khan.

A cautious and calculating leader, Zalman has a formidable presence in Clan Councils. Formerly commander of Alpha Galaxy, he became saKhan in 3045 and fought hard for his Clan's inclusion in Operation Revival. Though disappointed that the Vipers placed fifth in the Trials, he was pragmatic enough to realize that the Vipers would eventually see action in the invasion.

Zalman's promotion to Khan followed the resignation of Khan Natalie Breen after the withdrawal from Tukayyid. As a mark of his political savvy, he retained Breen as an advisor and appointed Alpha Galaxy Commander Christopher Ahmed as saKhan. It was Zalman, using Ahmed as an intermediary, who orchestrated the capture of nine worlds from the Jade Falcons. It was also the Khan's foresight that prompted a halt to the Trials to conserve the Viper Touman. Ironically, despite the Clan's strong position, the political aftermath of Ahmed's removal prevented the Vipers from exploiting the weakness of the Wolves and Falcons in the wake of the Refusal War. Khan Zalman regards this as the only failure of his Khanship.

Though well respected within and outside the Clan, the Khan remains uncomfortable in his role. In recent months, Zalman has focused his attention increasingly on Clan Jade Falcon, whose decision to allow a freeborn to compete in Bloodname trials he finds offensive. Indeed, Zalman has publicly declared his intention to "eliminate" the warrior in question, whom he views as an aberration and an affront to all the Clans.

SAKHAN BRETT ANDREWS

The former commander of the Fourth Viper Guards and the leader of Bloodname House Andrews, Brett Andrews is by all accounts a fervent Crusader. He is arrogant, aggressive, quick to anger and regarded by many as a harsh commander. He is also a canny politician, as shown by his promotion to saKhan despite the debacle of the 3057 raid on Cumbres, when Inner Sphere troops defeated warriors from his Cluster.

Andrews' ability to escape political harm and ruthlessly crush his foes prompted Khan Zalman to select him for the junior Khan post. Zalman also respects saKhan Andrews' willingness to speak his mind and argue for what he believes; though inexperienced, Andrews is no sycophant. Andrews is known to have argued with Zalman more than once, most notably over the senior Khan's continued association with Natalie Breen. The Khan expects great things of Andrews, but is also wary of his ambition.

FORMER KHAN NATALIE BREEN

I have included the following profile myself. Though former Khan Breen would not include herself among the people to watch in Clan Steel Viper, clearly she continues to influence events in her Clan.

—Kael Pershaw, Jade Falcon Watch, 12 December 3060

Natalie Breen commanded the Steel Vipers up to and during the Battle of Tukayyid. Badly wounded and dismayed at her Clan's lackluster performance, she resigned shortly after the conclusion of the battle and took up a post with Khan Zalman's headquarters staff. Few see the reclusive former Khan, but she regularly tests out in her Crossbow and remains a qualified warrior. Her political enemies have long sought to consign her to a solahma unit, but have met with little success.

These same critics have suggested that the former Khan is the instigator of several recent aggressive moves by Clan Steel Viper in the Grand Council. Khan Zalman has dismissed these accusations, but questions remain as to Breen's exact role in Steel Viper society.



ALPHA GALAXY: STEEL VIPER GALAXY

Alpha Galaxy is the primary assault force of Clan Steel Viper. Based on Arcadia for many years, the Galaxy contained five front-line Clusters prior to the Inner Sphere invasion, but the 250th Assault Cluster was shattered on Tukayyid and its remnants absorbed into the 400th.

On Tukayyid, the Steel Viper Galaxy faced the Sixth Com Guard Army at Devil's Bath, which it duly shattered. However, the counterattack by the Second and Fifth Com Guard armies, together with the near-exhaustion of the Galaxy's ammunition stockpile, forced the Vipers to withdraw. Adding insult to injury, the exhausted Viper troops were escorted from the field by the second-line Zeta Galaxy. This loss of honor has driven Alpha Galaxy to excel.

The insignia of the Steel Viper Galaxy is a black disc emblazoned with a coiled steel viper.

OFFICERS

Though the Triasch Keshik is officially under the command of Khan Zalman, Star Colonel Danielle Andrews handles the unit's day-to-day operations. The Star Colonel is a capable administrator and commander, but her pro-Crusader sentiments often put her at odds with Khan Zalman.

SaKhan Brett Andrews was promoted from command of the Fourth Viper Guards in 3058. He is still coming to grips with the requirements of Galaxy command, but has so far avoided any attempt to micromanage his troops.

TACTICS

Alpha Galaxy has considerable experience with multi-Cluster engagements and has developed a grand-scale version of the "Viper's Maw" tactic. Elements of the heavy 400th Assault Cluster serve as the "fangs" of the attack, while the Elemental-heavy First and Second Viper Guards exploit any breaches and the fast Fourth Guards serve as the "maw."



Triasch Keshik
5 Trinaries/Elite/Fanatical
CO: Khan Perigard Zalman

The Triasch Keshik specializes in fast assaults, using speed and pinpoint accuracy to demoralize opponents. The unit insignia is a striking steel viper.



1st Viper Guards (The Viper's Fury)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Elias Andrews

In their first battle of the invasion, the First Viper Guards defeated the Jade Falcons' 305th Assault Cluster for control of the planet Montmarault. The unit later worked with the Second Guards to eject the Falcons from Antares in a particularly laudable performance, given the absence of aerospace forces from the Cluster and the presence of twice the normal number of Cobra Stars. The unit insignia shows a viper rearing amid a field of bodies.



2nd Viper Guards (The Sidewinders)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Geoff Mercer

Like the First Viper Guards, the Second Guards have an unusually large number of Elemental Stars. Rather than sacrificing their aerospace force as the First Vipers did, the Second Guards kept them in lieu of one Trinary of 'Mechs. The insignia of the Sidewinders shows the unit's namesake, complete with its distinctive tracks, crossing sandy ground.



4th Viper Guards (The Deadly Venom)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Angela Masters

Though they saw little action in the early days of the invasion, the Fourth Guards have been among the most active Clusters since the Truce of Tukayyid. The insignia of the Fourth Guards shows two fangs dripping venom.



400th Assault Cluster (The Diamondbacks)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Liam Callaghan

The homegrown *Crossbow* design dominates the krait and boa Stars of the 400th. The unit insignia shows the head and markings of the diamondback snake.



Alpha Solahma Cluster
3 Trinaries/Regular/Reliable
CO: Star Colonel Hitomi Varga

The Alpha Solahma Cluster, formed in the aftermath of Tukayyid, was shattered in the bitter fighting for Blackjack in 3052. The unit's insignia depicts the shed skin of a steel viper.



Alpha Newt Cluster
2 Trinaries/Green/Fanatical
CO: Star Colonel Martin Sinclair

The deployment of Steel Viper Newt Training Clusters to the Inner Sphere demonstrates the Clan's commitment to producing the best possible troops. The insignia of the Alpha Newt Cluster shows a nest of newly hatched golden eggs.

CLAN STEEL VIPER



BETA GALAXY: STEEL FANGS GALAXY

Despite being part of the Inner Sphere invasion force, Beta Galaxy did not see its first military engagement until the Trials of Possession for Jade Falcon-held worlds that followed the Battle of Tukayyid—thus Beta Galaxy avoided the stigma associated with Tukayyid.

Beta Galaxy is responsible for the region facing the Arc-Royal Defensive Cordon. The Steel Fangs have lately helped repulse Inner Sphere probes against Viper worlds in that region, most notably the recent House Ijori attack on Goat Path.

The insignia of Beta Galaxy is a red disc emblazoned with a steel viper about to strike.

OFFICERS

Angelica Zalman replaced Jonathan Mercer as commander of Beta Galaxy in late 3055, after the Galaxy Commander died leading a raid against the Jade Falcon world of Evcilier. Zalman is a competent commander, but her hatred of the Jade Falcons and desire to avenge Mercer's death have blinkered her strategic planning.

TACTICS

Originally based on the Steel Viper capital of New Kent, the Steel Fang Galaxy is renowned for its tenacity. Its skill at small-scale operations results from the unit's near-constant skirmishing with the forces of the other Clans that share the world.

Viper Fusiliers
5 Trinaries/Elite/Fanatical
CO: Star Colonel Allen Dumont

Though the Viper Fusiliers have staged numerous Trials against the Jade Falcons, they fought their most significant battle in recent years against an Inner Sphere force. Chancellor Sun-Tzu Liao dispatched the Capellan Warrior House Ijori to the Arc-Royal Defense Cordon and charged them to test the mettle of the Clans; their chosen target was Goat Path and the Viper Fusiliers. Neither side knew what to expect of the other, but both forces were significantly bloodied.

The insignia of the Viper Fusiliers is a pennant blowing in the wind, bearing the Steel Viper Clan insignia.

126th Striker Cluster (The Copperheads)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Julian Bukannon

Ever since supporting the Fusilier's liberation of Goat Path in 3052, the 126th have been regarded as a support Cluster. Star Colonel Bukannon has done everything in his power to extricate his Cluster from the shadow of the Viper Fusiliers.

The insignia of the 126th Striker Cluster shows a copperhead snake preparing to strike.

195th Striker Cluster (The Black Mambas)
5 Trinaries/Veteran/Questionable
CO: Star Colonel Paul Thibaudeau

The disastrous campaign to liberate the world of Persistence from Clan Jade Falcon in 3054 tarnished the reputation of the 195th. The Vipers were victorious, but the stain on the 195th's honor remained, and prompted the Cluster to raid Falcon-held Evciller in late 3055—an attack that cost the life of Galaxy Commander Mercer at the hands of the Seventh Falcon Regulars. Since then, the Black Mambas have prosecuted a feud with the Seventh.

The insignia of the 195th depicts the unit's namesake black mamba coiled atop a pile of "dead" BattleMechs.

233rd Battle Cluster (The Hunting Vipers)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Jen Ahmed

The warriors of the 233rd detest their assignment to patrol the Exodus Road, but neither the Khans nor Galaxy Commander Zalman have seen fit to recall Star Colonel Ahmed and her unit.

The insignia of the 233rd Battle Cluster depicts a steel viper hunting a much larger mammalian predator.

9th Viper Guards (The Anacondas)
5 Trinaries/Regular/Reliable
CO: Star Colonel Kathryn Hartford

A member of a minor Bloodname house, Star Colonel Kathryn Hartford knows that commanding a unit on a backwater way-station world like Ramsey is the only way she will retain her current rank.

The insignia of the Ninth Viper Guards is a silver diamond emblazoned with the head of an anaconda rising from a lake.

Beta Newt Trinary
1 Trinary/Green/Fanatical
CO: Star Colonel Edward Roland

A hulking Elemental, Star Colonel Roland was badly injured on Tukayyid and reassigned from his front-line position. Rather than accept the verdict of the medtechs, who wanted to retire him completely, Roland accepted a posting to head one of the Clan's training units. The insignia of the Beta Newt Cluster shows a nest of just-hatched silver eggs.



GAMMA GALAXY: STRIKING SERPENT GALAXY

Gamma Galaxy was the second Viper front-line force assigned to Tukayyid. Like Alpha Galaxy, Gamma was mauled at the Devil's Bath, and suffered the indignity of "rescue" by Zeta Galaxy. Worse was to come when the Striking Serpents encountered the fresh 321st and 401st Com Guard divisions. Gamma Galaxy was shattered, but refused to be routed. Gamma held back the Com Guard troops, though at an incredible cost; the unit took two-thirds of all Steel Viper losses on Tukayyid. The need to rebuild denied Gamma Galaxy a major role in the subsequent raids against the Jade Falcons, though Clusters from the Galaxy later liberated Trell I and Parakoila.

The insignia of Gamma Galaxy depicts an over-sized steel viper biting into the leg of a *Summoner* BattleMech.

OFFICERS

Galaxy Commander James Andrews is ambitious and politically astute, a dangerous combination given his strong support for the Crusader cause. He shows little mercy on the political or military battlefields, and relishes humiliating his opponents.

Star Colonel Ivan Sinclair has only recently returned to duty after a battle near the village of West Scar on Strana Mechty. His role as Steel Viper Champion, his position as commander of the Fifty-seventh Striker Cluster and his staunch anti-freeborn views have won him considerable support throughout the Clan.

TACTICS

Like the warriors of Alpha Galaxy, the units of the Striking Serpent Galaxy work together well, as their mauling of the Tenth Lyran Guard on Twycross made clear.



423rd Assault Cluster (Gamma's Pride)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Ulrica Stoklas

The 423rd was one of three Clusters assigned to eject Federated Commonwealth forces from Twycross. The unit engaged the FedCom troops on the Plain of Curtains, using the Viper's Maw tactic along with the 428th to deadly effect.

The insignia of the 423rd is the Steel Viper insignia before a Gamma symbol.



428th Assault Cluster (The Striking Serpents)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Timothy Gerard

Working in concert with the 423rd Cluster, the Striking Serpents nearly destroyed the Tenth Lyran Guard on Twycross, but soon afterward was virtually destroyed on Tukayyid.

The unit insignia is a pair of steel vipers working to bring down a large canine predator.



51st Battle Cluster (The Silent Strikers)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Greg Mathews

The Fifty-first Battle Cluster was transferred from the homeworlds-based Delta Galaxy to the Inner Sphere in late 3052. The Fifty-first was assigned to halt raids originating on the world of Trell I, but the unit's greenness became apparent when the Cluster walked into a Falcon ambush. The Viper Cluster ultimately won its battle, but not without cost.

The insignia of the Fifty-first Cluster is a black disc from which two reptilian eyes stare.



94th Battle Cluster (The Cottonmouths)
5 Trinaries/Veteran/Reliable
CO: Star Colonel Ivan Sinclair

Star Colonel Sinclair led the challenge that secured the Steel Vipers' right to retake Twycross from the forces of the Federated Commonwealth. After several years of inactivity, the Ninety-fourth moved against the Jade Falcon world of Trinity. Despite the attack's initial success, the arrival of two front-line Falcon units en route to the Inner Sphere prompted Sinclair to withdraw. The insignia of the Ninety-fourth Cluster shows a cottonmouth snake ready to strike.



57th Striker Cluster (The Fangs of Death)
5 Trinaries/Elite/Reliable
CO: Star Colonel Robert Grimani

In flanking the Com Guard Sixth Division and isolating it, the fast 'Mechs of the Fifty-seventh Striker Cluster broke the stalemate of Devil's Bath and gave the Steel Vipers their victory—a Pyrrhic one for the Fifty-seventh, which essentially ceased to exist. The loss of this unit left the Steel Vipers too weak to complete the campaign. Despite its failure, Khan Zalman ordered the Fifty-seventh rebuilt. Within months, the understrength Cluster was deployed to seize control of Parakoila, but lost its chance at glory when the Falcon commander withdrew as the battle began. The insignia of the Fifty-seventh Striker Cluster depicts a skeletal viper with fangs bared.

ZETA GALAXY

Despite its status as a second-line unit, the Steel Viper Khans included Zeta Galaxy in their bidding for the Battle of Tukayyid. By replacing the front-line Beta Galaxy with this garrison Galaxy, they showed their contempt for the Com Guard forces, an action that secured them good targets and an early drop time. Neither Perigard Zalman nor Natalie Breen actually planned to use Zeta's troops, instead consigning them to the reserve.

The carnage in Devil's Bath changed the Khans' plans, forcing them to call upon the fresh troops of Zeta to escort the battered Alpha and Gamma Galaxies back to the Vipers' landing zone. Had Khan Zalman chosen to press forward with Zeta's troops, the Clan might have taken its objectives. However, allowing a mere second-line unit such an honor was unthinkable for the tradition-conscious Steel Viper Clan. Instead, with the assault bogged down and facing fresh defenders from the Com Guards' 386th Division, the Khans issued the order to withdraw.

Following Steel Viper tradition, Zeta Galaxy contains only trueborn warriors. However, their lesser status as second-line troops and subsequent contemptuous treatment by warriors from front-line units leads many outsiders to assume they are freeborns. Indeed, more than a few trueborns habitually refer to Zeta Galaxy as a "freebirth" unit.

Zeta Galaxy's insignia is a steel viper with the Greek letter zeta in its open mouth.

OFFICERS

Galaxy Commander Soren Grimaldi took command of Zeta Galaxy immediately after Tukayyid. The unit's former commander, Bard Tsongas, was executed for treason after he publicly laid the blame for the Vipers' defeat on Tukayyid at the feet of the Viper Khans. However, Khan Natalie Breen's subsequent resignation suggests there may have been some truth to the accusations.

TACTICS

Largely equipped with second-line 'Mechs, the Clusters of Zeta Galaxy lack the flexibility of their front-line colleagues. However, Zeta's warriors have learned to live with this handicap. Knowing exactly what weapons each 'Mech is carrying allows Cluster commanders to pre-plan missions in great detail. As a result, Zeta warriors frequently can maneuver and fight with minimal radio communications, which unsettles many opponents and offers significant advantages when faced with electronic warfare or other factors that interfere with field communication.



1st Fang
5 Trinaries/Veteran/Reliable
CO: Star Colonel Monday Stoklas

Raised in the same sibko as Loremaster Arthur Stoklas, Star Colonel Monday passed her Trial of Position, but her potential was deemed limited by the instructors and scientists. She has therefore spent her career commanding test-down warriors and seconds.

The insignia of the First Fang is a red Roman numeral "I" between a pair of fangs.



2nd Fang
5 Trinaries/Regular/Questionable
CO: Star Colonel Lev Gerard

Star Colonel Gerard commanded the 250th Assault Cluster at Tukayyid. Disgraced as one of a handful of survivors, he was assigned to the second-line Second Fang and the remainder of his former command was absorbed into the 400th Assault Cluster.

The insignia of the Second Fang is a red Roman numeral "II" between a pair of fangs.



38th Phalanx
5 Trinaries/Veteran/Reliable
CO: Star Colonel Nuon Dumont

Dominated by infantry stars, the Thirty-eighth is typical of Steel Viper Phalanx units. The unit earned several honors on Tukayyid when its infantry launched near-suicidal spoiling attacks on Com Guard positions, allowing the Viper Touman to withdraw.

The insignia of the Thirty-eighth Phalanx is a black disc emblazoned with a snake slithering from beneath a Greek helmet. The number "38" is written in red on the helmet's front.



71st Phalanx
5 Trinaries/Regular/Reliable
CO: Star Colonel Maya Thibaudeau

The Seventy-first differs from traditional Phalanx organization, replacing its aerospace Trinary with a second 'Mech Trinary. This additional force proved useful when the Cluster faced the Com Guards' 321st Division on Tukayyid.

The insignia of the Seventy-first Phalanx resembles the Thirty-eighth's, except that the number "71" is written on the front of the Greek helmet.



RHO GALAXY

Assigned to guard the rimward worlds in the Steel Viper occupation zone, Rho Galaxy is the largest of the garrison units. The unit's main responsibility is the Clan Hall on Jabuka, the Viper world closest to Terra. Despite Rho's status as a second-line unit, its forces are well-trained and -equipped.

Rho Galaxy also supports operations by Alpha Galaxy, though Viper tradition restricts this to exercises and logistical support. Rho Galaxy troops often play the role of Spheroid opponents when Alpha runs exercises for a planned assault.

A steel viper coiled around a rose is the emblem of Rho Galaxy.

OFFICERS

Galaxy Commander Lars Varga has served with the Steel Viper Touman for almost thirty years, and remains a skilled MechWarrior and commander despite his encroaching age. Knowing that his time as Rho Galaxy's leader is drawing to a close, Varga has been grooming his aide, Star Colonel Maurizio Grimani, to replace him. Impatient by nature, however, Grimani is suspected to be behind a whispering campaign designed to force Galaxy Commander Varga from office.

TACTICS

Rho Galaxy rarely gets to practice offensive operations, but years of playing the enemy in exercises against Alpha Galaxy raiders have made its troops adept at defense. The willingness of Rho units to use Inner Sphere tactics, another side effect of serving as opposition for Alpha Galaxy, comes as an often-fatal surprise to Inner Sphere raiders.



5th Legion
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Raj Gerard

Though designated a second-line unit, the Fifth Viper Legion fields battle-armored Elementals rather than regular infantry. Consequently, the Cluster harbors ambitions that others in the Clan find presumptuous. The unit's close association with the First and Second Viper Guards has led Star Colonel Gerard to push for his unit's re-designation as a front-line force.

The insignia of the Fifth Legion shows a shield set before crossed pikes. A steel viper forming the number "5" lies atop the shield.



3rd Fang
5 Trinaries/Regular/Questionable
CO: Star Colonel Yvgeny

The Third Fang is comprised of test-down warriors from other Clusters. Most have had front-line experience, and the majority fought on Tukayyid. Star Colonel Yvgeny served as a Star captain at Tukayyid and was promoted to command of the unit when no Bloodnamed officer would accept the task. In the years since the epic clash with the Com Guards, Yvgeny has slipped into alcoholism; for some time, Star Captain Nico has been the real commander of the Third Fang.

The Third Fang's insignia is a red Roman numeral "III" between a pair of fangs.



4th Fang
5 Trinaries/Regular/Reliable
CO: Star Colonel Octavian Tamm

One of the few aerospace-specialized Clusters in the Viper Touman, the Fourth Fang replaced a Trinary of 'Mechs with a pair of aerospace Binaries. The unit's aerial abilities came as an unpleasant surprise to the Fourth Davion Guards when the Inner Sphere unit raided Benfled in late 3056.

The insignia of the Fourth Fang shows a flying viper with the wings of a *Sabutai* fighter, wearing an early twentieth-century aviator's goggles and helmet.



141st Phalanx
5 Trinaries/Veteran/Reliable
CO: Star Colonel Jordan Andrews

Star Colonel Andrews has long nursed a feud against Clan Wolf after sustaining major injuries in a Trial of Possession against forces from that Clan.

The insignia of the 141st Phalanx is a black disc emblazoned with a snake slithering from beneath a Greek helmet. The number "141" is written in red on the helmet's front.

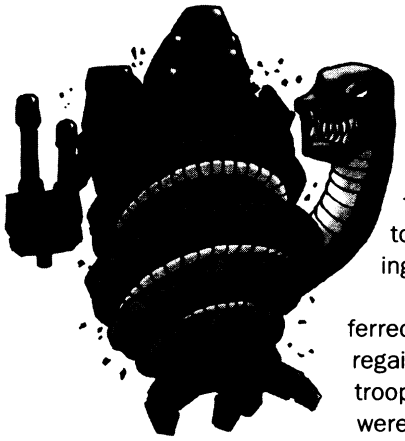


164th Phalanx
5 Trinaries/Veteran/Reliable
CO: Star Colonel Kirk Roland

Almost fifty years old, Star Colonel Kirk Roland is one of the oldest field commanders in Clan Steel Viper. Were it not for his ability to keep the hotheaded troops of the 141st Phalanx in line, Roland would long since have been retired to a training position or solahma Cluster.

The insignia of the 164th Phalanx resembles the 141st's, except that the number "164" is written on the front of the helmet.

CLAN STEEL VIPER



CHI GALAXY

The smallest of the garrison Galaxies, Chi Galaxy occupies an unusual niche in the Viper Touman. Though technically a second-line unit, two Clusters—the Fifth and Eleventh Regulars—use front-line equipment and organization. This aberration stems from Khan Natalie Breen's plan in the late 3040s to raise a fifth front-line Galaxy. The Clusters intended for this Galaxy, temporarily designated second-line units, went through rigorous tests intended to weed out those warriors unfit for front-line duty. Before "Epsilon Galaxy" could finish its testing and receive formal recognition, however, Operation Revival intervened.

In the aftermath of the defeat on Tukayyid, the most promising of the Epsilon troops were transferred to existing front-line Galaxies to make good their losses and allow battle-damaged units to regain their strength in weeks rather than years. In turn, Epsilon Galaxy was flooded by second-line troops. Upon Khan Breen's resignation, her plans to redesignate the unit from Chi to Epsilon Galaxy were quietly set aside.

Chi Galaxy's insignia depicts a coiled viper crushing a *Mad Dog* OmniMech.

OFFICERS

A harsh and authoritarian commander, Galaxy Commander George Mercer dreams of becoming Khan. His Galaxy's failure to be designated a front-line unit destroyed his plans, however; he knows that without some great victory, he can never overcome the stigma of commanding a second-line unit. To procure just such a victory, Mercer has secretly been planning a massed assault on the Arc-Royal Defensive Cordon, but his Galaxy's poor supply situation and the absence of reinforcements have stalled his scheme. Unknown to Mercer, his aide, Star Colonel Natalie Chapman, recently leaked his plans to Khan Zalman. The Khan has since ordered that Chi Galaxy be kept understrength to stifle Mercer's ambitions.

TACTICS

The Fifth and Eleventh Viper Regulars Clusters are equipped with front-line OmniMechs and battle armor. Though they lack sufficient combat experience with OmniMechs to make the best use of the equipment, the soldiers of these Clusters are nonetheless accomplished warriors who favor aggressive tactics. Unlike most garrison Clusters, the Fifth and Eleventh prefer to attack enemy positions, seizing the initiative and forcing their enemies on the defensive.



1st Legion
4 Trinaries/Veteran/Reliable
CO: Star Colonel Suzan Thibaudeau

Based on Blair Atholl, the First Legion has fended off several probes by Federated Commonwealth forces. In 3055, the Eleventh Avalon Hussars launched a major assault on the world, but the Vipers demonstrated their contempt for the Inner Sphere unit by sending only the First Legion to meet them. The First repulsed the Hussars in short order. The Kathil Uhlans fared better in 3057, when their Third Battalion raided Blair Atholl. Thinking to repeat the victory over the Hussars, the First Legion moved to repel the invaders, but instead found themselves the victims. After felling a Trinary of Viper 'Mechs, the Uhlans withdrew. Reports from the Watch indicate that only the secession of the Lyran Alliance and the formation of the Arc-Royal Defensive Cordon forestalled an assault by the entire Kathil Uhlans to destroy the Viper Cluster.

The insignia of the First Legion shows a shield set before crossed pikes. A steel viper forming the number "1" lies atop the shield.



5th Viper Regulars
5 Trinaries/Veteran/Questionable
CO: Star Colonel Ginny Zalman

The Fifth Regulars were transferred to Chi from Nu Galaxy in 3054. Star Colonel Zalman, who fought numerous engagements against other Clans in the homeworlds, resents the fact that Star Colonel Bryan Mercer of the Eleventh Viper Regulars is her senior officer on Antares simply because he has been in the Inner Sphere since 3051. She regards herself as his superior in every respect, but has so far held back from open defiance of his orders. The insignia of the Fifth Regulars shows a steel viper coiled around a rifle.



11th Viper Regulars
4 Trinaries/Regular/Reliable
CO: Star Colonel Bryan Mercer

Star Colonel Bryan Mercer despises his youthful counterpart in the Fifth, Star Colonel Zalman, and has gone out of his way to make her life difficult. Thus far, Zalman has refrained from lodging an official complaint; she knows that Bryan Mercer and Galaxy Commander George Mercer were sibmates, and realizes that the chances of a fair hearing from the Galaxy Commander are low. The Eleventh's insignia depicts a boa hanging from the branches of a tree.

CLAN STEEL VIPER



OMEGA GALAXY

Omega Galaxy was formed in 3052 to oversee security on several key worlds in the Vipers' supply chain. Its troops work closely with those assigned to the Exodus Road, ensuring that Viper supply convoys receive adequate protection while traveling through the coreward area of the occupation zone.

The insignia of Omega Galaxy is a golden disk emblazoned with the red forked tongue of a viper.

OFFICERS

Upon arriving in the Inner Sphere, Star Colonel Antonius Cochraine appeared to undergo an epiphany. This skilled, charismatic and highly ambitious officer could have had his pick of assignments, but instead succumbed to "conqueror's euphoria" and became entranced by the worlds of the Inner Sphere. He lost interest in proving himself in battle, to the point where the Viper Khans feared they had lost an excellent warrior. However, they soon realized that Cochraine's almost religious commitment to retaining his Clan's hold on its Inner Sphere possessions made him ideal for defensive operations. Promoted to command of the newly formed Omega Galaxy, Cochraine was charged with the security of the strategically important world of Waldorff.

Star Colonel Alaid Running-Elk of the Eightieth Fang is unique among Viper warriors, a former Jade Falcon taken as abtakha when the Vipers seized the world of Blackjack in 3052. Separated from the Third Talon in a melee at Guadalupe Spaceport, she was downed by a Star of Viper warriors and made a bondswoman. In 3054, she was adopted into the Viper warrior caste and soon earned the rank of Star Colonel. Though regarded as an excellent warrior, her Jade Falcon origins bar her from service in a front-line unit.

TACTICS

Galaxy Commander Cochraine has instructed all Omega Galaxy troops that their duty to their Clan comes before any personal or unit honor. He has ensured that all four Clusters will do whatever is necessary to defend the worlds they are privileged to guard, including urban warfare, ambushes and refusal to abide by the tenets of zellbrigen. It is a testament to Cochraine's charisma that so few have spoken against these unClanlike orders.



9th Fang
4 Trinaries/Regular/Reliable
CO: Star Colonel Dakan Hartford

The Ninth Fang was badly bloodied when the Jade Falcons' Seventh Talon Cluster raided Waldoff in June 3057, and has yet to return to full strength.

The insignia of the Ninth Fang is a red Roman numeral "IX" between a pair of fangs.



10th Fang
5 Trinaries/Regular/Reliable
CO: Star Colonel Jeremy

In addition to being the Vipers' first possession in the Inner Sphere, the world of Waldorff is the site of a major logistics depot and a massive munitions plant that supplies the Viper Touman. Knowing how much the Jade Falcons covet the plant, the Viper Khans have made sure that Waldorff is well protected, assigning the Tenth Fang to guard the factories and warehouse complexes. In order to familiarize themselves with fighting in urban environments, a practice alien to most Clan warriors, Cluster warriors have staged several battles in the abandoned coastal city of Daemon.

The insignia of the Tenth Fang is a red Roman numeral "X" between a pair of fangs.



80th Fang
5 Trinaries/Regular/Fanatical
CO: Star Colonel Alaid Running-Elk

Star Colonel Alaid Running-Elk's fanatical adherence to Viper ways have rubbed off on her Cluster, whose warriors take immense pride in their duties. The unit's newly constructed base is located on the former site of the despised Blackjack School of Conflict. The insignia of the Eightieth Fang is a red Roman numeral "LXXX" between a pair of fangs.



167th Phalanx
4 Trinaries/Regular/Reliable
CO: Star Colonel Karol Breen

The career of Star Colonel Karol Breen was cut short by the disgrace of his genemother, Natalie Breen. The young warrior had just won his Bloodname when the Khan resigned, casting doubt on the abilities of her progeny. A competent officer, Karol Breen attained the rank of Star colonel in 3058, but was assigned to the understrength 167th Phalanx rather than to some more prestigious unit. The Cluster lost a Trinary of infantry to a Wolf Clan raid in 3056, and its position near the bottom of the logistics priority list has left it unable to recover the loss.The insignia of the 167th Phalanx is a black disc emblazoned with a snake slithering from beneath a Greek helmet. The number "167: appears in red on the helmet's front.

PSI GALAXY

Psi Galaxy claims the dubious distinctions of the poorest equipment, worst maintenance and least adequate staff of any Galaxy in the Viper Touman. It serves as a repository for "problem" warriors expelled from other units, but upon whom the Khans do not wish to waste the expense of repatriation to the homeworlds. Jokingly called the "Psink Galaxy" by other commanders, the unit is locked into a self-perpetuating and self-destructive downward spiral. Were it not for the Vipers' long-standing aversion to waste, the Khans would likely have ordered Psi Galaxy on a glorious but suicidal raid into the Federated Commonwealth.

Considered dezgra, the warriors of Psi Galaxy are denied their own insignia; their machines bear only the Clan crest.

OFFICERS

Galaxy Commander Saul Ahmed was accused of cowardice on Tukayyid and found guilty, but was vindicated by winning a subsequent Trial of Refusal. However, the stigma of the accusations sidelined Ahmed's career. Considered a poor example for his troops, he was "promoted" to command of Psi Galaxy, though in practice his aide, Star Colonel Pitr Masters, serves as commander of the unit.

Outwardly a competent and affable officer, Star Colonel Isabelle Zukov has a blinkered perception of military practices and tactics. An aerospace pilot, she places undue emphasis on her Adder Stars to the exclusion of 'Mechs and Elementals. Stationed on the world of Orkney, she has ample opportunity to utilize her "pet" troops to discourage enemy raids, a task she has performed admirably.

TACTICS

As individuals, the warriors of all three Psi Clusters are competent enough, but with the exception of the 144th, they display few tactical skills and no real teamwork. Consequently, the Galaxy lacks formal tactics and battle plans, and its troops rarely fight in units larger than Trinary size. The aerospace Stars of the 144th are a notable exception, a result of continual drilling and Star Colonel Zukov's preferential treatment.



144th Phalanx
5 Trinaries/Veteran/Reliable
CO: Star Colonel Isabelle Zukov

The Jade Falcons abandoned their possessions on Orkney shortly after the battle of Tukayyid, but they have long sought to regain their former holdings. The 144th Phalanx has used its double-strength aerospace force to deter attacks by Jade Falcon forces based on the nearby worlds of Quarrel and La Grave.



165th Phalanx
5 Trinaries/Regular/Questionable
CO: Star Colonel Sebastian

The 165th Phalanx is currently wracked by internal dissent. For the past six months, Star Captains Bowman and Quinn have fought a virtual civil war, engaging in numerous Trials of Position and refusing to enact surkai. The initial cause of the dispute has faded, but the combatants remain locked in a self-perpetuating feud. Until ordered to end the conflict by saKhan Andrews, Star Colonel Sebastian seemed to gain perverse enjoyment from watching his subordinates' struggles.



83rd Fang
3 Trinaries/Green/Questionable
CO: Star Colonel Durn

Originally the 202nd Striker Regiment from the frontline Delta Galaxy, the Eighty-third Fang was disgraced in a failed raid against the Federated Commonwealth. The inexperience of the unit's commander led him to underestimate the devious tactics of his FedCom counterpart, who bid his DropShips into the combat. The Viper Star Colonel did likewise, making them a legitimate target for Inner Sphere fighters. Two-thirds of the Viper force was destroyed when aerospace attacks crippled the unit's DropShips; the ranking surviving officer, Star Captain Durn, ordered the troops to withdraw. The 202nd was stripped of its name and insignia, renamed the Eighty-third Fang and assigned garrison duty on the world of Bensinger.



DELTA GALAXY: THE FER-DE-LANCE GALAXY

The front-line Delta Galaxy is considerably below its official strength. Several of its Clusters have been sent to the Inner Sphere, and the remaining units are poorly maintained when compared to their Inner Sphere counterparts. However, recent months have seen an apparent turnaround in the Galaxy's fortunes, with the arrival of new 'Mechs and recruits to fill gaps in the unit.

Despite the reinforcements, most Delta units remain considerably understrength, often with only two-thirds of their official complement. Most of the depletion can be traced to a steady stream of "headhunting" requests by Inner Sphere-based Clusters for new recruits. Consequently, the official experience ratings of the Delta Clusters probably overstate the unit's abilities, especially in light of recent troop rotations to the Inner Sphere.

One of the few Steel Viper insignias that does not show a snake or reptile, the Delta Galaxy emblem shows a blazing arrow leaving a trail of stars.

OFFICERS

At twenty-six years old, Nicole Hoskins is the Steel Vipers' youngest Galaxy Commander. Widely touted as a ristar, she was too young to participate in the invasion of the Inner Sphere, but passed her Trial of Position with three "kills" and earned the rank of Star captain in the Ninety-third Assault Cluster. Regarded as cold and calculating by her peers, she earned a Bloodname in 3055 and successfully won command of the Ninety-third in 3057.

Then-Galaxy Commander Gunther Andrews regarded Hoskins as an upstart, and so denied her Cluster essential supplies. This treatment led to the Cluster's defeat against the Snow Ravens on Hellgate in 3059, after which Hoskins challenged for and won the post of Galaxy Commander.

TACTICS

The units of the Fer-de-lance Galaxy have no unifying tactics, save their ferocity and determination in combat. All three Clusters seek to demonstrate their worthiness for inclusion in an Inner Sphere Galaxy. This is particularly true of the 104th, whose warriors seek to regain what they regard as their unjustly denied right.



93rd Assault Cluster (The Moccasins)
3 Trinaries/Veteran/Reliable
CO: Star Colonel Anders Breen

A mainstay of raids against the Snow Ravens and Ice Hellions before the invasion, the unit's performance in the past decade has ranged from excellent to merely adequate. The Ninety-third probed the Snow Ravens' defenses on Hellgate in 3055, and again in 3059, losing both engagements. The latter, associated with the so-called Harvest Trials, resulted in a Trial of Position between then-Star Colonel Hoskins and Galaxy Commander Andrews. Khan Zalman named the victorious Hoskins the new Galaxy Commander, and promoted Star Captain Anders Breen to command the Ninety-third Assault Cluster.

The insignia of the Ninety-third shows two snakes coiled around each other.



104th Assault Cluster (The Midgard Serpent)
4 Trinaries/Veteran/Questionable
CO: Star Colonel Russell Ahmed

The 104th has the distinction of being the only Viper unit to have fought in the Inner Sphere invasion and subsequently returned to Clan space. In early 3053, the unit escorted a shipment of material from the Inner Sphere to manufacturing plants on New Kent, but received no orders to return to the Inner Sphere. The 104th's presence on New Kent proved a blessing when it and Nu Galaxy's Thirtieth Fang repulsed a raid by the Ice Hellions' Zeta Galaxy. Star Colonel Ahmed has spent most of the past seven years seeking to rejoin Beta Galaxy, the Cluster's former assignment, so far without success.

The insignia of the 104th depicts its namesake, the Midgard Serpent of Norse legend, a massive snake encircling a world.

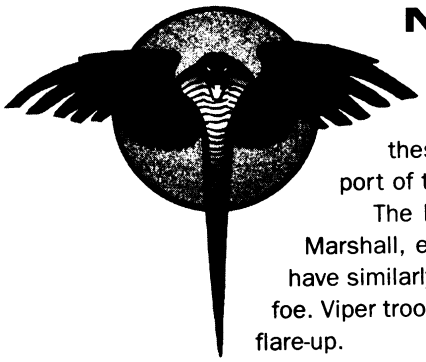


61st Striker Cluster (The Heirs of Cukulcan)
4 Trinaries/Regular/Reliable
CO: Star Colonel Sally Bukannon

Like the Ninety-third Assault Cluster, the Sixty-first Striker suffered major embarrassment when it failed to make significant gains in a raid on the Snow Raven world of Hellgate. Attacking as part of the Harvest Trials, the Sixty-first was rebuffed by a lowly garrison unit, earning the Cluster the scorn of other Steel Viper warriors.

The insignia of the Sixty-first shows a feathered serpent flying across a desert.

CLAN STEEL VIPER



NU GALAXY

Nu Galaxy faces the considerable challenge of securing four of the five Steel Viper possessions in Clan space—a task made increasingly difficult by the massive upswing in Trials for former Smoke Jaguar, Nova Cat and Ghost Bear possessions. Some of the challenges in these so-called Wars of Possession have served as proxies for ongoing feuds. Even with the support of the understrength Delta Galaxy, Nu Galaxy is hard pressed to fulfill its task.

The Fire Mandrills and Goliath Scorpions have begun to press the Viper enclave on the world of Marshall, exploiting the Vipers' temporary weakness. Cloud Cobra and Snow Raven activities on Homer have similarly harmed Steel Viper interests, with the Ravens actively seeking the expulsion of their long-time foe. Viper troops are being reorganized to deal with the threats even as Nu Galaxy struggles to deal with each flare-up.

Unofficially nicknamed the "Buto Galaxy" after an ancient Egyptian goddess, Nu's insignia shows the goddess's winged-cobra image.

OFFICERS

Galaxy Commander Carron Moffat is in a difficult position. With the Khans en route to the Inner Sphere, the defense of Viper possessions in Clan space rests on her shoulders, and the slightest misstep could have drastic consequences. Moffat realizes that keeping Viper territory secure will require ingenious planning and considerable daring.

TACTICS

As the primary defense force of the Clan space holdings, Nu Galaxy is allowed considerable leeway in its actions, though its Clusters are not officially allowed to take the offensive. In practice, Galaxy Commander Moffat has relaxed that restriction, allowing tactical assaults wherever such action helps to safeguard Steel Viper interests.



14th Viper Regulars
5 Trinaries/Veteran/Reliable
CO: Star Colonel Samuel Grimani

After the Smoke Jaguars fell, the Fourteenth moved to take control of Jaguar territories on Homer. The unit made early gains, but were savaged by Clan Cloud Cobra troops. The Cobras then gave Clan Snow Raven a foothold on the world, from which the Ravens have been steadily increasing the pressure on the Viper enclave. Star Colonel Grimani now faces the nearly impossible task of holding off the Raven threat.

The insignia of the Fourteenth Regulars shows a snake-headed warrior wielding a spear.



17th Viper Regulars
3 Trinaries/Regular/Reliable
CO: Star Colonel Glenda

Based on Marshall, the Seventeenth Regulars have been slowly but surely drawn into the growing Steel Viper–Fire Mandrill feud. With Marshall the only planet shared by the two Clans, the Seventeenth has borne the brunt of many Trials of Grievance and so is considerably understrength.

The Seventeenth's insignia, adopted in 3051, depicts a steel viper lying across the body of a paralyzed fire mandrill.



131st Phalanx
5 Trinaries/Regular/Reliable
CO: Star Colonel Lewis

The 131st Phalanx recently suffered the indignity of defeat at the hands of the Fifth Scorpion Cuirassiers on Marshall. The infantry-dominated unit stood little chance against the elite Scorpion Cluster and was forced to withdraw before it sustained major losses. The insignia of the 131st Phalanx is a black disc emblazoned with a snake slithering from beneath a Greek helmet. The number "131" is written in red on the front of the helmet.



29th Fang
5 Trinaries/Regular/Reliable
CO: Star Colonel Fasil

Though regarded as regular rather than veteran or elite troops, the Twenty-ninth is a solid and dependable unit. Its warriors are currently preparing for deployment to Homer to support the Fourteenth Regulars. Star Colonel Fasil has been putting his troops through extensive anti-air drills designed to minimize the Snow Ravens' massive aerospace advantage.

The insignia of the Twenty-ninth Fang is a red Roman numeral XXIX between a pair of fangs.



33rd Phalanx
6 Trinaries/Green/Reliable
CO: Star Colonel Orien

The Thirty-third Fang is little more than an over-sized "police" Cluster, charged with keeping the Viper capital secure. As with most Phalanx Clusters, conventional infantry dominate this unit. A Trinary of Elementals assigned to the Cluster serves as security detail for the Viper headquarters in the Mercer Building. The insignia of the Thirty-third Fang is a red Roman numeral "XXXIII" between a pair of fangs.

CLAN WOLF (IN EXILE)

And the ilKhan gave us his final words,
Charging us to protect those
With whom we found refuge in our time of need.
In this, our final duty, we shall not fail.

—*The Remembrance* (Clan Wolf in Exile), Passage 411, Verse 16, Lines 1–4

We endure. We adapt. We persevere.

It has always been so with the Wolves, leaders among the Clans ever since the first days of the Pentagon campaign. The great Nicholas Kerensky recognized our superiority by adopting Clan Wolf as his own. Seldom has any significant event in Clan history occurred in which the Wolves were not involved, or at least consulted. Despite the terrible trials of recent years, which many believed would damage Clan Wolf beyond redemption, still the Clan survives. That Clan Wolf exists now as two distinct entities rather than a single Clan is merely a reflection of the divisions throughout Clan society.

Our former brethren may still be inclined to disregard us. Many have paid for that mistake in the past, and may do so in the future.

—Daphne Vickers, Loremaster of Clan Wolf (in Exile), 13 October 3060

Traitors or patriots. Bandit Clan or lost brethren. However we judge the splinter Wolf Clan, exiled to the Inner Sphere first by choice and later by Abjuration, we cannot deny that they are of the Clans and so remain part and parcel of us all. We can leave them alone, despise them or accept them, as each individual Clan wishes. But in Daphne's message lies a simple truth—to dismiss them out of hand would be folly. The Jade Falcons can attest to the exiled Wolves' continued martial strength, and the continuing existence of political ties is shown by the fact that Phelan's Wolves know of our efforts to include a military evaluation of them in this Field Manual. That may be for the best, as the information sent us by Daphne (and verified by our own efforts) has helped to present a clearer picture of Clan Wolf (in Exile) military assets than we might have achieved on our own. And information, like any other resource, should never be wasted.

The exiled Wolves find in their history and traditions justification for their exile and continued opposition to the rest of the Clans. We may scoff at their tale of how they established themselves in the Inner Sphere and how they seek to maintain the Way of the Clans, but they clearly believe that what has passed in no way diminishes their claim to the Wolf name. Their intent is to bring honor to the Clans through their actions and lives; we must wait and see if such an accomplishment is still possible.

—Katya Kerensky, Loremaster of Clan Wolf, 15 November 3060

A NEW BEGINNING

Those who remain must remember that we left by our own choice. The Falcon attempt at Absorption was not binding, and a new Clan usurping the name of Wolf cannot through Abjuration steal from us who we are. We remain as always. We are still Clan Wolf.

—Khan Phelan Kell, 7 January 3058

Ulric Kerensky foresaw the outcome of the Refusal War; he knew that, even if his Clan defeated the Jade Falcons, they could not stand against the next challenge, or the next. He realized that the Wolves would be forced to relocate to the Inner Sphere and that they would need Clan traditions of their own to bridge the gap between what they had been and what they had become. On the eve of his trial for treason, ilKhan Ulric Kerensky authorized the formation of a new Bloodname: Kell, in honor of Phelan Ward Kell's Inner Sphere heritage. In a postdated message, the ilKhan bestowed the name on Khan Phelan, to give the Wolves a leader whose Bloodname could not be stripped through Abjuration. This act was his final gift to those who chose exile. Along with it, he gave us his final charge: to stand united as protectors of the Inner Sphere. Phelan Kell's Wolves have since eagerly taken up that charge as their own.

Through negotiations with Khan Kell's Inner Sphere family, the exiled Wolves were given a virtually abandoned continent on the Kell homeworld of Arc-Royal. Once settled here, the Wolf (in Exile) civilian castes began to build a Clan society. Meanwhile, Khan Phelan Kell devoted the Wolf warriors to the defense of the new Arc-Royal Defense Cordon, a large section of Lyran space bordering the Jade Falcon occupation zone. Here the Wolves would remain, to meet their former brothers in combat when and if the invasion resumed.

Over the next few years, the Wolf (in Exile) military did not stand idle. In mid-3058, Khan Phelan Kell loaned Wolf warrior Ragnar (formerly Prince Ragnar Magnusson of the Free Rasalhague Republic) to Prince Victor Steiner-Davion, to help him deal with the Jade Falcon drive that had reached the Lyran world of Coventry. Ragnar's understanding of Clan ways provided the crucial information that allowed the Falcons to accept Prince Victor's offer of hegira and withdraw from a stalemate on Coventry without loss of honor. This pattern of assistance repeated itself several times as Phelan's Wolves accompanied Kell Hound units on tours of the ARDC, sometimes clashing with Jade Falcon units that had slipped out of the occupation zone. Clan Wolf had always been skilled bidders, but Phelan's Wolves carried the art of bidding to new heights; every piece of Clan technology they had was irreplaceable until full production facilities were up and running on Arc-Royal. To bring production of war materiel online and develop a eugenics program to

EXCLUSIVE BLOODNAMES

General Bloodnames
Fetladral
Kerensky

MechWarriors
Carns
Radick
Vickers*
Ward
Sender*

Elementals
Shaw
Sradac
Tutuola

Aerospace Pilots
Ch'in
Mehta
Rhyde*

*Widowmaker Bloodnames normally under the genetic control of Clan Wolf. The Wolves (in Exile) have lost the Bloodnames of Conners and Leroux, as no warriors with this name or of appropriate sibkos accompanied Phelan's Wolves.

replace fallen warriors was a monumental task. But what they lacked in numbers, the Wolves (in Exile) made up for in ferocious combat, proving that they had not lost their fighting edge.

STALKING THE SMOKE JAGUAR

When the Great Houses of the Inner Sphere met on Tharkad in 3058 to resurrect the Star League, Phelan Kell was there as an advisor. His insight into Clan politics and traditions helped the new Star League draft its plan to halt the invasion forever. Khan Kell and the Inner Sphere leaders determined that one Crusader Clan must die. Only a deed of that magnitude would give the Inner Sphere's "inferior" fighting forces legitimacy in the eyes of the Grand Council. The chosen target was Clan Smoke Jaguar, most brutal of all the Crusader Clans toward the people they had conquered. The leaders of the new Star League drew up strategic plans to eradicate Clan Smoke Jaguar from the Inner Sphere and, once they learned of the Exodus Road to the Clan homeworlds, from Clan space as well.

Five Clusters of the Wolves (in Exile) joined the Inner Sphere assault on the Smoke Jaguar occupation zone, almost half the Wolves' total military assets. Three of these Clusters were committed to battle in the second wave, attacking the world of Labrea and taking the Sixth Jaguar Dragoons nearly intact. As the assault continued, the Wolf Clusters met and defeated Jaguar forces on six other worlds, and then were instrumental in the clean-up operations directed in part by Khan Kell. Phelan Kell's involvement in these final operations came about as a result of the absence of Prince Victor Steiner-Davion, who had led his task force to the Clan homeworlds and demanded the Trial of Refusal against the entire Clan invasion of the Inner Sphere—though his actions were not known at that time.

WARDENS OF THE INNER SPHERE

In the aftermath of the Smoke Jaguar Annihilation and the Great Refusal, the exiled Wolves rebuilt their military while the civilian castes forged the infrastructure of a new Clan society. In 3060, the first of the exiled Wolves' new 'Mech designs walked off the production floor and entered service in the Wolf (in Exile) Touman. The commitment of Phelan Kell's warriors to the defense of the Inner Sphere went a long way toward earning them acceptance from their neighbors, though a few conflicts with Inner Sphere extremists continued to plague the Wolves. Most of these were attributed to the Ragnarok terrorists who still opposed the Wolf capture of Rasalhague Prince Ragnar Magnusson. Phelan Kell's efforts to speed up the building of a Clan infrastructure inadvertently solved most of the latter problem.

Toward the end of 3060, Khan Kell took his Fourth Wolf Guards to Utrecht, formerly of the Draconis Combine, and challenged the Bears for the contents of one newly arrived Ghost Bear "ark" ship. The prefab buildings and equipment it contained included resources for building entire factory complexes, which the Wolves very much needed. The Ghost Bears accepted the challenge and even allowed the Wolves safcon. Star Colonel Ranna Kerensky led the main drive, while Star Captain Ragnar led a flanking maneuver that met heavy resistance from the elite Trinary command of the Third Bear Guard. Ragnar's Trinary fell after hard fighting, and Ragnar was claimed as a bondsman by Ghost Bear Star Colonel Sarah DelVillar. Ragnar will be missed, but Ranna Kerensky's victory claimed for the Wolves the resources necessary to complete their efforts at settling in the Inner Sphere.

MARTIAL ASSETS—THE PACK

For Phelan Kell, rebuilding his Wolves after the Refusal War proved much more difficult than Vlad Ward's efforts to bring the Crusader Wolves up to full strength. Spare parts, though available, ran low quickly without production facilities to make more. The exiled Wolves also lacked a large garrison pool from which to draw warriors, and could afford to recruit only sparingly from the lower castes. A functioning eugenics program was among the first orders of business, but years would pass before it could produce battle-ready warriors. Never one to waste time, however, Phelan Kell made do with the resources at hand.

FORCE COMPOSITION

Phelan Kell arrived on Arc-Royal with a battered Alpha Galaxy and Omega Provisional Garrison Galaxy. The Thirteenth Wolf Spiders, Natasha Kerensky's unit, had been transferred to Beta Galaxy as part of her spearhead; to replace these lost warriors, the Golden Keshik had been expanded into a full Cluster. The addition of Gamma Galaxy's Sixteenth Battle Cluster rounded out Khan Kell's front-line forces until survivors of the Refusal War began to straggle in.

The Thirteenth Wolf Spiders made it off Wotan after an impressive showing and regrouped with Khan Kell's forces. A few sur-

viving elements of the Thirty=seventh Striker Cluster arrived at the same time, bringing with them the Warden warriors from Beta Galaxy's 352nd and 341st Assault Clusters. These warriors were used to rebuild the Thirty-seventh. The surviving members of the old Bronze Keshik brought in a few shattered Gamma Galaxy Trinaries a few months later; most of these warriors filled Alpha's rosters back up to full capacity.

Early reports, especially from Inner Sphere sources, were filled with inconsistencies regarding the exact composition of the Wolves (in Exile) following the Refusal. By late 3059, however, Kell managed to stabilize his forces and seriously begin rebuilding. With single warriors and fragments of broken units as his building blocks, Khan Kell reorganized his warriors into new units. Trinary and Cluster composition remained true to Wolf Clan form, relying on mixed Trinaries and ensuring that each Cluster could call on a variety of support from within its own ranks. Strategic command Stars, mixing a Point of fighter craft with 'Mechs and Elementals, were put to greater use than before. Supernova Trinaries remained uncommon, used mainly for special purposes. Galaxy composition followed the Wolf tradition of four Clusters each, with Alpha Galaxy short one Cluster until the capture of the Sixth Jaguar Dragoons on Labrea. Some replacements for front-line units also came from Omega Garrison Galaxy, which was already light on warriors and equipment. Omega remains a solid Galaxy of three Clusters, two of which are always stationed on Arc-Royal to protect the Wolf (in Exile) stronghold.

The combat history of the few Clusters left to Phelan's Wolves has prompted what some have dubbed an "all meat" military—none of the Clusters, and few Trinaries, average out to an experience level of green. The Wolf (in Exile) Touman has also been called the "chicken bone defense"—they cannot stand before another Clan's full military, but attempting to swallow them would result in the attacker choking to death.

Technology

Because Khan Phelan Kell traded growth for strength in his front-line forces, he was not forced to adulterate his ranks with BattleMechs rather than OmniMechs. The supplies brought from the homeworlds by the Wolf transport *Full Moon*, and salvaged Clan technology from the Kell Hounds, allowed Khan Kell this luxury. A few of the new Wolf (in Exile) BattleMech designs have been deployed in the front-line ranks, but they are likely to remain rare, since the recent acquisition of factory equipment from Clan Ghost Bear restores the Clan's OmniMech production capabilities.

Certain Inner Sphere designs have also joined the Wolf forces, incorporated into the garrison Galaxy TO&E. Phelan's Wolves have made no secret of their trade agreements with the Kell Hounds, which have benefited both sides. Working together with Wolf scientists and technicians, the Kell Hounds recently produced a new OmniMech based on Inner Sphere technology; some garrison warriors have traded their Clan BattleMechs for the versatile Kell Hound *Arctic Fox*.

Warriors

Clan Wolf has always at least tolerated freeborn warriors; relations between freeborns and trueborns have historically shifted between near-friendly rivalry and mild contempt. Today, in the exiled Wolf Clan, the pendulum has swung in favor of friendly rivalry. Until the sibko program is fully viable, freeborn warriors must make up the differences caused by attrition and military engagements, and so play a vital role in the continuance of the Wolf Clan.

Fortunately for Khan Phelan Kell, Ulric Kerensky had the foresight to send portions of various sibkos along to the Inner Sphere. Ranging from two to fourteen years of age at the time of transfer, the oldest of these warriors-to-be are now sixteen and nearly ready for their Trials of Position. This small reserve of trueborn warriors gives the exiled Wolves some breathing room, though demand could easily outstrip supply in a protracted military engagement. The first sibkos created by the followers of Khan Kell are reaching their third year, and so another fourteen to fifteen years must pass before the eugenics program can be considered viable.

PHELAN KELL ON THARKAD

For the benefit of the more reactionary Clans, we need to clarify the exact role played by Khan Phelan Kell in the decisions made on Tharkad—or perhaps more to the point, the roles Phelan Kell did not play. There will still be those who would prefer to attribute gross treachery to Khan Kell instead of accept the obvious but painful truth: that the Clans were betrayed by one of their own, and that the Smoke Jaguars drew retribution down on their heads by their own actions.

First and foremost, Khan Phelan Kell did not provide the Inner Sphere with the Exodus Road. Ulric Kerensky had ordered it wiped from the computer memory of all vessels accompanying Khan Kell into the Inner Sphere, rendering it impossible for any Wolf (in Exile) to betray this secret even inadvertently. And though Khan Kell could have stuck by that simple reason and saved himself undue antagonism, he went so far as to state publicly that even if he had the Exodus Road, he would not surrender it to the Clans' enemies.

Khan Phelan Kell also had little to do with the selection of the Smoke Jaguars as the target of Annihilation. That choice was a political decision made by the Inner Sphere House leaders, based on the Jaguars' ruthless pursuit of the Crusader agenda and the Draconis Combine's control over its media (the latter would keep the coming invasion a secret).

Khan Kell suggested tactics and committed his warriors to the side of the Inner Sphere. And when the battles came, he fought them with courage and honor.

REGARDING OTHER CLANS

Clan Blood Spirit

We wish them luck on the path they have chosen.

Clan Cloud Cobra

The Cloud Cobras have never been our enemies; we would welcome a chance to make them our friends.

Clan Coyote

Always an ally. Though our Abjuration has strained communications, we will not forget the Coyotes in their time of need.

Clan Diamond Shark

Diamond Shark merchants will always be welcome, as a further tie to the Clan society we left behind. Though the political implications of dealing with an Abjured Clan may be too harsh for their tastes at the moment, we believe this will not always be so.

Clan Fire Mandrill

The Mandrills have always lived with the type of factionalism that split the Wolves—not because they are stronger, but because they will never be strong enough for their factions to do so much harm.

Clan Goliath Scorpion

The tacit support we have received from the Goliath Scorpions, as well as their arguments in our favor reported through our sources, suggest that we have not lost all ties with this Clan.

Clan Ghost Bear

We welcome the Ghost Bears to the Inner Sphere as guardians of the Free Rasalhague Republic. We hope Star Captain Ragnar serves them as well as he did us.

Because Alpha Galaxy took comparatively light casualties in the Refusal War, the Inner Sphere Wolves possess a large number of Bloodnamed warriors. Defying the Abjuration, the Wolves (in Exile) have all retained their Bloodnames, except for Phelan's Bloodname of Ward. This gives Khan Kell's followers access to enough legal Bloodnames to satisfy junior warriors.

NAVAL ASSETS

Along with one-third of the Clan Wolf front-line forces and a garrison Galaxy, Khan Kell brought several WarShips to the Inner Sphere. Only three accompanied his small flotilla of JumpShips; more arrived soon after, having been ordered by ilKhan Ulric Kerensky to depart Clan space upon hearing of his death. Their arrival and deployment in the Arc-Royal Defense Cordon has caused considerable concern among Inner Sphere citizens as well as in the neighboring Jade Falcon occupation zone.

The WarShips that originally accompanied Khan Kell to the ARDC are the *McKenna*-class battleship *Werewolf*, designated as the Wolf (in Exile) flagship; the *Black Lion*-class battlecruiser *Implacable*; and the *Cameron*-class battlecruiser *Mother Jocasta*, renamed the *Ulric Kerensky* on 31 December 3057. Later additions are the two *Vincent MK 42*-class corvettes *Valiant* and *Killing Blow*; and the *Potemkin*-class troop transport *Full Moon*, which brought more lower-caste Clan members from the homeworlds.

MARTIAL PRACTICES

Clan Wolf has always excelled at bidding, and Phelan's Wolves have been forced to cut closer to the edge as they conserve their resources. In addition to skating closer to the cutdown (and often below it), the Wolves (in Exile) attempt in most batchalls to convince opponents to commit fewer forces than they have at their disposal. In this way, fewer warriors waste fewer resources to accomplish the same goal. Phelan's Wolves remain more than capable of fighting large-scale engagements, however. In the Star League assault against the Smoke Jaguar occupation zone, Khan Kell risked his best Clusters on several occasions. Recently, Ranna Kerensky led the Fourth Wolf Guards Assault Cluster against the Ghost Bears, taking heavy casualties in manpower and 'Mechs.

Where bidding has grown sharper, some among the Clans might claim that military tactics have degraded. In truth, the Wolves have merely grown more adaptable. Contrary to what staunch traditionalists might believe, the Wolves (in Exile) offer their foes zellbrigen more often than ever, as single combat represents the ultimate tactic for conserving resources and lives. Where zellbrigen is not offered, accepted or asked for—or would not be appropriate—the Wolves are likely to use large-unit tactics and limited variations of such tactics as combined fire (dishonorable, from the rigid Clan point of view).

CALL OF THE WOLF

Proud of their heritage, the exiled Wolves have kept their Clan's standards and uniforms, and have made only a slight change to their Galaxy insignias, using a daggerstar rather than a five-pointed star. Necessary reorganization changed some Cluster designations and insignias, and the exiled Wolves no longer wear real wolf fur with ceremonial dress uniforms, because they no longer have access to the Strana Mechty wolf for their ritual. For a refresher course on the Wolf standards and uniforms, see Khan Ward's exceptional report in the Crusader Clan field manual.

RITUALS, DECORATIONS AND AWARDS

The Wolves still observe only the formal Clan-wide rituals, such as the Rite of Maturity and the adoption ceremony. The Wolf adoption ceremony is open to freeborn warriors who have proven their worth in battle. The Rite of Maturity is held after a cadet's Trial of Position and includes the gift of a new warrior's ceremonial garb. Unlike some Clans, the Wolf rite requires no loyalty test; the Wolves trust the upbringing of their warriors.

The Kerensky Star

The Wolves (in Exile) have added one new decoration to their list of honors—the Kerensky Star, a white daggerstar enameled with red. The front of the long, dagger-like point is colored red in honor of Nicholas Kerensky, and his name is inscribed in gold on its back. Four of the smaller points are tipped in red as well, marked on the back with the names of four other famed Kerenskys: Andery, Nicholas Kerensky's brother, who fought and died on Eden; Anya, a Wolf Khan from the Golden Century whose heroic last stand in a Trial of Possession prevented Nicholas Kerensky's genetic heritage from capture by the Smoke Jaguars; Natasha, the Black Widow, whose exploits are legendary throughout the Inner Sphere as well as among the Clans; and Ulric, whose foresight and bravery match those of his forebearers and who never shied away from doing what was necessary, regardless of the personal cost. This decoration is given to any Wolf warrior who demonstrates extraordinary devotion to the Wolves and to the Way of the Clans, like those in whose honor the award was devised. It has also become a personal badge of honor for every member of the Kerensky Bloodname House, who can all hope to have their own names inscribed on the award one day.

NOTABLE PERSONALITIES

The recent Trials that tested the exiled Wolves have also matured several already impressive warriors.

KHAN PHELAN KELL

Without too much aggrandizement, one could call Khan Phelan Kell the best-known Khan in the last century. A freeborn Inner Sphere warrior, made bondsman to Clan Wolf, he possessed ancestral ties to the Ward Bloodline that allowed him to compete for the prestigious Ward Bloodname. He won his Trial of Bloodright, garnering the additional honors of being the youngest warrior ever to earn a Bloodname and also the youngest Khan, elected to the post immediately following the awarding of his Bloodname at the age of twenty-one. In the wake of the Refusal War, Phelan Kell led a viable portion of the Wolves into the Inner Sphere, thereby ensuring his adopted Clan's survival.

As Khan, Phelan Kell has proved himself worthy by keeping his Clan alive and thriving in a hostile region of space. His leadership is unquestioned among his followers, much to the chagrin of Khan Vlad Ward. The long-standing rivalry between Khan Phelan Kell and Khan Vlad Ward, in which Phelan has most often been the victor, likely contributes considerably to the schism in Clan Wolf, and also likely prevents any serious attempt at reconciliation in the near future.

SAKHAN MARCO HALL

A protegé of Natasha Kerensky, the famed Black Widow, Marco Hall comes from a competent but fairly undistinguished Bloodheritage. The best Wolf geneticists cannot pinpoint the source of his raw natural ability, to which he added impressive skill under the Black Widow's tutelage. He shows the same natural flair on the battlefield as Natasha Kerensky, as well as a ruthless streak.

As a Star colonel in Natasha's old unit, the Thirteenth Wolf Guards, Marco Hall was reluctant to accept the post of saKhan when the assembled Bloodnamed warriors of the exiled Wolves voted him to that position. With Marco Hall in command, the Wolf Spiders Cluster performed like a well-oiled machine of death and destruction; to remove so gifted a commander seemed a waste of valuable resources. Phelan Kell solved the dilemma by designating the Thirteenth Wolf Guards as the command Cluster of Beta Galaxy, effectively making it Marco Hall's Silver Keshik. His major objection to promotion removed, Marco Hall agreed to serve as saKahn, but refused to rename the unit.

Clan Hell's Horses

Close relations will never be possible. Should they come to the Inner Sphere, we look forward to the Trials that will ensue.

Clan Ice Hellion

It it hard to believe that we will ever associate freely with this Clan, whose reach constantly exceeds its grasp. They have so far said little against us.

Clan Jade Falcon

We will oppose any efforts they make to expand their occupation zone, and someday will help drive them out of the Inner Sphere.

Clan Nova Cat

Just as we are proof that the Clans can coexist with the Inner Sphere, so we expect the Nova Cats to follow their Clan heritage in their new home. Initial relations, formed since their forced abandonment of the homeworlds, are promising.

Clan Snow Raven

Never a Clan with whom we had much contact; we reserve judgment on them so long as the Ravens do likewise.

Clan Star Adder

Our sources make us wonder about the Star Adders' true reasons for Absorbing Clan Burrock. For now, our two Clans are unlikely to have much to do with each other.

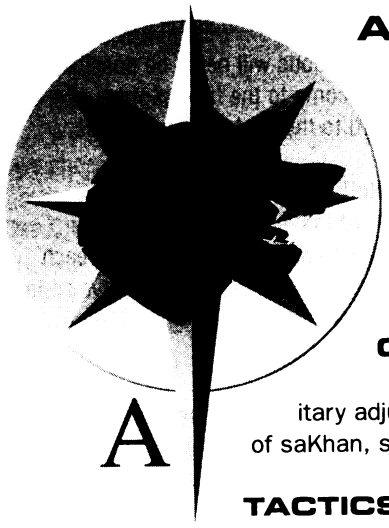
Clan Steel Viper

Their recent clashes with the Falcons are enough to make them our de facto allies. If they want our help, they have only to ask.

Clan Wolf

Though we are committed to our course, we hope to one day reunite our two Clans and so reclaim the Wolves' former glory.

CLAN WOLF (IN EXILE)



ALPHA GALAXY: THE DIRE WOLVES

Alpha Galaxy was part of Khan Phelan Kell's spearhead during the Refusal War, and followed him to the Inner Sphere to form the nucleus of the exiled Clan Wolf's front-line military. Only the Fourth Wolf Guards Assault Cluster retained enough command integrity to maintain its military designation; other Clusters were combined to form the newly christened Wolf Legion and Wolf Strike Grenadiers. Alpha's three Clusters performed admirably in the recent assault against the Smoke Jaguar Occupation Zone, capturing a fourth Cluster, the Sixth Jaguar Dragoons, as isorla in the process.

Alpha uses a brown or reddish-brown paint scheme, with dark accents.

OFFICERS

Star Colonel Evantha Fetladral has taken on the role of Khan Phelan Kell's bodyguard and military adjutant, and in his absence commands the Golden Keshik. Thought to be a contender for the post of saKhan, she instead recommended Marco Hall for the position.

TACTICS

Alpha Galaxy has always been most adept at fighting long, drawn-out battles, in which they force the enemy to expend all consumable munitions and then pull opposing units from strong positions. The recent lightning-strike attack of the Fourth Wolf Guards on Utrecht deviated from this norm; the Wolves sacrificed a Trinary for a superior position against the main Ghost Bear force.

Clan Command Trinary (The Golden Keshik)
Trinary/Elite/Fanatical
CO: Galaxy Commander Khan Phelan Kell

For the Refusal War, the Golden Keshik had been built up to Cluster strength. Afterward, Khan Phelan tore it back down to its original size and used its other Trinaries to fill out many of the large gaps in his Touman. Currently, the unit is comprised of two Strategic Command Stars of OmniMechs and fighters, and one of Elementals and fighter craft. Accenting their machines and armor in gold is these units' only nod to special colors or insignia.

4th Wolf Guards Assault Cluster (Wolf Bane)
5 Trinaries/Elite/Fanatical
CO: Star Colonel Ranna Kerensky

In recent action against the Ghost Bears, the Fourth suffered heavy casualties, including the loss of Trinary Rogue and its commander, Star Captain Ragnar. While the recon Trinary is being rebuilt, the Fourth can call upon a Supernova Trinary Assault, a Trinary Assault of OmniMechs and two Trinary Battles of 'Mechs and fighter craft.

After the Refusal War, the Fourth Wolf Guards adopted a new unit name and took as their Cluster insignia a rabid wolf in mid-leap. Many warriors have taken to painting jade-green feathers flying in the background, one for each of their Falcon kills.

1st Wolf Legion Cluster (Stalking Death)
5 Trinaries/Veteran/Fanatical
CO: Star Colonel Daphne Vickers

This Cluster was formed by combining the old 328th Assault and 279th Battle Clusters. Her success in merging the fighting styles and working out differences in combat philosophy between these two old Wolf units first brought Star Colonel Vickers to Khan Kell's attention, and put her in the running for Loremaster. She has begun testing her Cluster against other units stationed in the ARDC in a series of mock battles designed to further improve cooperation.

The First Wolf Legion insignia shows a pack of wolves cresting a hill, backlit by a crescent moon.

1st Wolf Strike Grenadiers (Snapping Jaws)
6 Binaries/Veteran/Reliable
CO: Star Colonel Hampton Schroeder

Four OmniFighter Binaries form the mainstay of this Cluster. For ground power, Hampton Schroeder formed two Supernova Binary Battles, using lighter OmniMechs and specializing in fast deployment.

The First Strike Grenadiers have no Cluster insignia, instead allowing each Trinary its own device.

6th Wolf Guards Cluster (The Dragoons)
3 Trinaries/Elite/Questionable
CO: Star Colonel Logan Moon

Almost to the last warrior, this Cluster was once the Sixth Jaguar Dragoons. Khan Kell took the unit as isorla on Labrea after Logan Moon accepted zellbrigen rather than be destroyed out of hand, and lost the duel. Though the unit has demonstrated its loyalty to the Wolves, the warriors' enthusiasm in defense of Warden policy remains in doubt.

The Dragoons' insignia is a sphinxlike creature with the body of a jaguar and the head and front paws of a wolf.



BETA GALAXY: THE WOLF MARAUDERS

Built around Marco Hall's Thirteenth Wolf Guards and remnants of the Sixteenth Battle Cluster, Beta Galaxy had an auspicious start. Half of Beta traveled with Khan Kell to participate in the Star League assault against the Smoke Jaguar occupation zone. Meanwhile, saKhan Marco Hall led two elite Clusters against Jade Falcon worlds in short but vicious preemptive strikes, deterring the Falcons from attempting any mischief while the majority of the ARDC defenders were away. Hall's forces claimed no Falcons as bondsmen; captured Falcon warriors were sent back to their units with a red "black widow" hourglass painted on their foreheads.

Beta Galaxy uses primarily white and gray paint, with the exception of the Wolf Spiders, who have kept their unit's original black-and-red paint scheme.

OFFICERS

Star Colonel Craig Fetladral is an Elemental turned MechWarrior. Extensive reconstructive surgery after injuries suffered on Wotan guaranteed that he could never withstand the strain of operating battle armor again. As a MechWarrior, however, the Star colonel is back among the best. His perseverance and dedication have earned him the Kerensky Star.

TACTICS

Nearly smashed by the Smoke Jaguars on Pesht during their counterattack, the Second regrouped and mounted a hard-hitting flanking attack. Despite their own losses, they engaged and shattered the Jaguars' Delta Galaxy Command Trinary. Not one Jaguar warrior returned from the field.



13th Wolf Guards Cluster (The Wolf Spiders)
4 Trinaries/Elite/Fanatical
CO: saKhan Marco Hall

This unit serves as Beta Galaxy's command Cluster, though saKhan Marco Hall has refused to give up the unit's original designation. The Thirteenth includes more than its share of older warriors, but battlefields are littered with the corpses and broken machines of those who dared treat the Wolf Spiders as a solahma unit.

The Wolf Spider insignia is a black widow spider cradling the Clan's wolf's-head insignia. Many warriors also display the red hourglass insignia that Natasha Kerensky made so infamous.



2nd Wolf Legion (The Blood Kits)
4 Trinaries/Veteran/Fanatical
CO: Star Colonel Alexia

Built up from survivors who straggled in after the Refusal War, the Second Wolf Legion takes its name from the old Thirty-seventh Striker—the unit from which most of the Second's officer corps originated. Star Colonel Alexia has been credited with preserving many of the unit's elite warriors during the vicious fighting on Pesht, keeping the formerly elite unit's rating from dropping below veteran despite heavy losses. The Blood Kits currently field three Trinaries of OmniMechs and one Supernova of fighter craft and Elementals.

The insignia of the Blood Kits is a seated red wolf holding a victim by the heel with its teeth.



16th Wolf Guards Battle Cluster
(The Golden Marauders)
5 Trinaries/Elite/Reliable
CO: Star Colonel Craig Fetladral

A Supernova Command and Supernova Battle Trinary, both consisting of OmniMechs and Elementals, top this Cluster's TO&E. An unmixed aerospace Trinary and two mixed Trinaries of 'Mechs and Elementals round out the unit. The Sixteenth often divides into component Stars and fights with different pairings, just to keep its warriors from growing too dependent on their current Trinary formations. This flexibility translates well onto the battlefield.

The insignia of the Sixteenth Wolf Guards is a running wolf set over a golden, flaring sun.



2nd Wolf Strike Grenadiers (The Maulers)
5 Trinaries/Regular/Reliable
CO: Star Colonel Serret

Star Colonel Serret, a freeborn warrior, had earned and kept his high rank for some years before the Warden Wolves' exile to the Inner Sphere. His prowess has gained him so much respect from the warriors beneath him, including some Bloodnamed trueborns, that all challenges to his position over the past two years have come from outside the Second Strike Grenadiers.

The unit's insignia is a mechanical wolf's head with steel-trap jaws and a mouth full of razor-sharp teeth.



OMEGA GALAXY: GUARDIANS OF THE LAIR

Not wanting to weaken the homeworlds in case Clan Wolf managed to fight its way through the trap of the Refusal War, Ulric Kerensky ordered Omega Galaxy to accompany Phelan Kell to the Inner Sphere. Because it was stationed on planets well within the Wolf occupation zone and held as a reserve force to bolster other garrison Clusters, Omega could be sent without causing undue difficulty.

Omega's three Clusters are permanently stationed within the Arc-Royal Defense Cordon. Two are assigned to Arc-Royal, protecting the continent given to the Wolf Clan. The third rotates to various worlds on the border shared with Clan Jade Falcon.

Omega Galaxy uses a steel finish on its machines and armor, with bronze accents.

OFFICERS

Star Colonel Quenton is a freeborn warrior with exceptional aptitude for night fighting and combat in other low-visibility conditions. Even when he cannot see, if he knows the terrain he can usually predict enemy responses to his ordered maneuvers. His Guardians have learned to trust his judgment, and respond to his orders with deadly efficiency.

Star Colonel Sradac is one of those rare Elementals who defeated a MechWarrior in an OmniMech in order to win his Bloodname. Since then, he has twice met 'Mechs in single combat, and won both times. His Elementals are among the best when it comes to anti-'Mech tactics.

TACTICS

In night conditions and limited terrain, the First Wolf Guardians have learned to move without risk of detection. Star Colonel Quenton usually engages with a Trinary Rogue, skirmishing while his larger units move onto the field and then around to cut off the enemy's retreat.

Omega Galaxy Command Trinary
(The Bronze Keshik)
2 Trinaries/Elite/Reliable

CO: Galaxy Commander Kirsten Carns

In a deviation from the standard Wolf Keshik formation, Galaxy Commander Carns' second Trinary is made up of three artillery BattleMech Stars. All Elementals in these Stars are trained as spotters. The unit's Command Trinary consists of two strategic Command Stars of 'Mechs and fighter craft and a third of Elementals and fighters.

1st Wolf Guardians Cluster (Night Runners)
5 Trinaries/Veteran/Fanatical

CO: Star Colonel Quenton

Members of the First Wolf Guardians quickly put down the single major incursion against Clan Wolf's new stronghold on Arc-Royal. Ragnarok extremists put together a mercenary company to stage a hit-and-run raid, targeting the Wolves' genetic repository. A Trinary Assault protected the facility, but could not bring down the faster mercenary unit. Star Colonel Quenton's Trinary Rogue tracked them, and in a series of fast strikes diverted them long enough for a Trinary Battle to slip between the mercenaries and their DropShip. The mercenaries were destroyed and executed on the battlefield.

The First Guardians' insignia is a howling wolf silhouette over a crescent moon.

2nd Wolf Guardians Cluster (Sradac's Rogues)
5 Trinaries/Regular/Reliable

CO: Star Colonel Derak Sradac

Two unmixed Elemental Trinaries form the nucleus of this Cluster, and all other Trinaries have at least one Star of Elementals. The unit prefers fast BattleMechs, and the Second also fields several armored personnel carriers designed to deploy Elementals quickly over a battlefield.

The insignia of the Second Wolf Guardians seems irreverent at first: a gaunt, scruffy wolf with teeth bared in warning. Its underlying message warns never to discount a threat, no matter how slight it may appear.

3rd Wolf Guardians Assault Cluster
(The Cerberus Cluster)
4 Trinaries/Regular/Reliable

CO: Star Colonel Drew Mehta

Though commanded by an aerospace pilot, the Third Guardians is primarily a BattleMech unit. Its Trinary Command follows standard Wolf Clan Strategic Command Star formation. All other Trinaries are mixed—two 'Mech Stars for one fighter or Elemental Star. The Third prefers heavily armed and armored machines, using them with strong defensive tactics.

The Third Guardians' insignia is the mythological Cerberus, a snarling three-headed dog.

THE WARDEN CLANS

(Deployment as of 17 January 3061)

CLAN CLOUD COBRA

Commander: Khan Din Steiner
Aide: saKhan Kieran Telinov
Strength: Approximately 6 Galaxies (22 Clusters)

KESHIKS AND NAVAL RESERVE

Commander: Khan Din Steiner
Aide: saKhan Kieran Telinov
Strength: 2 Clusters

Unit Name	Exp	Loyalty	Homeworld
Cobra Pharaoh Keshik	Elite	Fan	Strana Mechty
Cobra Temple Keshik	Elite	Rel	Homer
Alpha Naval Reserve	Vet	Fan	—
Beta Naval Reserve	Reg	Rel	Homer

ALPHA GALAXY

Commander: Galaxy Commander Aldrich Spaatz
Aide: Star Colonel Ishaq Steiner
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
33rd Battle Cluster	Vet	Rel	Homer
149th Cobra Guards	Elite	Rel	Homer
214th Cobra Fangs	Elite	Rel	Homer
243rd Cobra Guards	Reg	Fan	Homer

BETA GALAXY

Commander: Galaxy Commander Yishai Hobbes
Aide: Star Colonel Thahn Eaker
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
45th Cobra Grenadiers	Vet	Ques	Babylon
97th Cobra Guards	Reg	Ques	Babylon
121st Cobra Fangs	Reg	Rel	Babylon

GAMMA GALAXY

Commander: Galaxy Commander Findlay Khatib
Aide: Star Colonel Diana Telinov
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
59th Cobra Guards	Reg	Fan	Homer
254th Cobra Guards	Vet	Rel	Homer
441st Cobra Guards	Grn	Rel	Babylon

DELTA GALAXY

Commander: Star Admiral Tor Kardaan
Aide: Star Admiral Sebastian Dana'La
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
1st Cobra Coil	Vet	Rel	Tanis
5th Cobra Coil	Reg	Ques	Babylon
84th Cobra Fangs	Elite	Rel	Brim
170th Cobra Coil	Vet	Rel	Tanis

EPSILON GALAXY

Commander: Galaxy Commander Elena Norris
Aide: Star Colonel Shauna
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
73rd Cobra Guards	Grn	Rel	Tanis
185th Cobra Fangs	Vet	Fan	Tanis
268th Cobra Fangs	Reg	Fan	Tanis

ZETA GALAXY

Commander: Galaxy Commander Cynthia Beckett
Aide: Star Colonel Lilith Chayama
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
57th Cobra Guards	Reg	Ques	Brim
116th Dragoon Cluster	Vet	Rel	Brim
222nd Cobra Fangs	Vet	Rel	Brim

CLAN COYOTE

Commander: Khan Sullivan Koga
Aide: saKhan Silas Kufahl
Strength: Approximately 8 Galaxies (35 Clusters)

NAVAL RESERVE

Unit Name	Exp	Loyalty	Homeworld
Alpha Naval Reserve	Reg	Rel	—
Beta Naval Reserve	Reg	Fan	—

ALPHA GALAXY (SPIRIT OF THE COYOTE)

Commander: Khan Sullivan Koga
Aide: Star Colonel Sancia Kufahl
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
Golden Keshik	Vet	Fan	Strana Mechty
Silver Keshik	Elite	Rel	Strana Mechty
Brazen Keshik	Reg	Rel	Babylon
38th Assault Cluster	Vet	Fan	Babylon
72nd Reserve Battle Cluster	Reg	Rel	Babylon

DELTA GALAXY (HEART OF THE COYOTE)

Commander: Galaxy Commander Natron Kozyrev
Aide: Star Colonel Farryn Kufahl
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
9th Strike Cluster	Reg	Rel	Londerholm
19th Battle Cluster	Vet	Rel	Londerholm
34th Strike Cluster	Elite	Rel	Londerholm
67th Assault Cluster	Vet	Fan	Londerholm
44th Reserve Battle Cluster	Reg	Fan	Londerholm

EPSILON GALAXY (THE STALKING COYOTES)

Commander: Galaxy Commander Raven Clearwater
Aide: Star Colonel Adham Steele
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
12th Battle Cluster	Reg	Fan	Foster
49th Battle Cluster	Vet	Ques	Foster
50th Assault Cluster	Elite	Fan	Foster
95th Strike Cluster	Reg	Rel	Foster
55th Reserve Strike Cluster	Vet	Rel	Foster

ZETA GALAXY (SWIFT COYOTES)

Commander: Galaxy Commander Brenda Kufahl
Aide: Star Colonel Luigi Steele
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
8th Recon Cluster	Vet	Ques	Delios
69th Strike Cluster	Reg	Rel	Delios
80th Strike Cluster	Vet	Fan	Delios
81st Strike Cluster	Reg	Rel	Delios
101st Reserve Battle Cluster	Reg	Fan	Delios

LAMBDA GALAXY (THE ARMORED COYOTES)

Commander: Galaxy Commander Alexis Tchernovkov
Aide: Star Colonel Qitarah Kufahl
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
7th Assault Cluster	Reg	Rel	Foster
10th Battle Cluster	Reg	Rel	Foster
18th Assault Cluster	Vet	Rel	Foster
100th Assault Cluster	Vet	Fan	Foster

NU GALAXY (GRAY COYOTES)

Commander: Galaxy Commander Leo Koga
Aide: Star Colonel Ashar Levien
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
92nd Fighter Wing	Vet	Rel	New Kent
120th Strike Cluster	Reg	Rel	New Kent
330th Solahma Attack Cluster	Grn	Ques	New Kent

OMICRON GALAXY (ANCIENT COYOTES)

Commander: Galaxy Commander Anna Skyes
Aide: Star Colonel Schelby Jerricho
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
98th Strike Cluster	Reg	Fan	Babylon
246th Strike Cluster	Vet	Fan	Delios
990th Composite Battle	Reg	Ques	Babylon
509th Solahma Battle Cluster	Reg	Rel	Babylon

RHO GALAXY (SENTINEL COYOTES)

Commander: Galaxy Commander Jaquice Koga
Aide: Star Colonel Corrigan Steele
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
58th Battle Cluster	Grn	Ques	Tamaron
202nd Attack Cluster	Reg	Rel	Tamaron
397th Solahma Battle Cluster	Reg	Ques	Londerholm
403rd Solahma Battle Cluster	Vet	Rel	Tamaron

CLAN DIAMOND SHARK

Commander: Khan Barbara Sennet
Aide: saKhan Angus Labov
Strength: Approximately 8 Galaxies (33 Clusters)

ALPHA (DEATHSTRIKE GALAXY)

Commander: Khan Barbara Sennet
Aide: Star Colonel Wellem
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Diamond Skate	Elite	Fan	Strana Mechty
39th Strike Cluster	Elite	Rel	Babylon
21st Combined Assault	Elite	Fan	Babylon
27th Cruiser Cluster	Vet	Rel	New Kent

BETA (PREDATOR GALAXY)

Commander: Galaxy Commander Raven Ghiberti
Aide: Star Colonel Yuri Borghev
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Pearl Skate	Elite	Rel	Barcella
7th Cruiser Cluster	Vet	Rel	Barcella
6th Strike Cluster	Elite	Rel	Barcella
42nd Combined Strike	Vet	Ques	Barcella

GAMMA (SNAPPING JAWS GALAXY)

Commander: saKhan Angus Labov
Aide: Star Captain Anastasia
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Emerald Skate	Elite	Fan	Strana Mechty
8th Assault Cluster	Elite	Ques	Paxon
21st Strike Cluster	Vet	Rel	Tathis
28th Cruiser Cluster	Reg	Fan	Tathis

LAMBDA SPINA (STARSTRIKE GALAXY)

Commander: Galaxy Commander Stephen Faulk
Aide: Star Colonel Terrence
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Sapphire Skate	Vet	Rel	WarShip *Bloodlust*
11th Strike Cluster	Reg	Rel	Paxon
15th Cruiser Cluster	Reg	Rel	Paxon

RHO SPINA (STEELSOUL GALAXY)

Commander: Galaxy Commander Evangeline "Angel" Clarke
Aide: Star Colonel Tracii Nagasawa
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Opal Skate	Elite	Fan	Priori
33rd Combined Strike	Grn	Ques	Priori
13th Cruiser Cluster	Vet	Rel	Strato Domingo

OMEGA (BLOODSCENT GALAXY)

Commander: Galaxy Commander Blake Hawker
Aide: Star Colonel Freemont
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Coral Skate	Elite	Ques	Delios
101st Strike Cluster	Grn	Rel	Barcella
35th Cruiser Cluster	Grn	Ques	Paxon
57th Combined Assault	Reg	Fan	Babylon
17th Air Assault Cluster	Grn	Rel	—

SIGMA (FOX'S WHELPS GALAXY)
Commander: Galaxy Commander Duaine Borghev
Aide: Star Colonel Amanda
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Moonstone Skate	Vet	Ques	New Kent
23rd Strike Cluster	Reg	Rel	Lum
61st Air Assault Cluster	Grn	Rel	Lum
8th Cruiser Cluster	Reg	Rel	Priori
79th Strike Cluster	Grn	Fan	New Kent

ZETA (TERRITORIAL WATERS GALAXY)
Commander: Galaxy Commander Katerina Kalasa
Aide: Star Colonel Juell
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
The Agate Skate	Elite	Fan	Strato Domingo
51st Strike Cluster	Grn	Rel	Strato Domingo
83rd Combined Strike	Vet	Fan	Strana Mechty
27th Combined Strike	Reg	Ques	Tathis
44th Cruiser Cluster	Reg	Rel	Tathis

CLAN GHOST BEAR

Commander: Khan Bjorn Jorgensson
Aide: saKhan Aletha Kabrinski
Strength: Approximately 13 Galaxies (58 Clusters)

ALPHA GALAXY (THE GOLDEN BEARS)
Commander: Khan Bjorn Jorgensson
Aide: Star Colonel Edore DelVillar
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
Command Supernova	Elite	Fan	Alshain
Trinary Galaxy Command	Elite	Fan	Alshain
1st Bear Guards	Elite	Fan	Arcadia
3rd Bear Guards	Elite	Rel	Trondheim
50th Striker Cluster	Elite	Fan	Alshain
1st Rasalhague Bears	Vet	Ques	Utrecht

BETA GALAXY (NIGHT HOWLERS)
Commander: Loremaster Laurie Tseng
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
Trinary Galaxy Command	Vet	Fan	Strana Mechty
12th Bear Chevaliers	Vet	Fan	Sternwerde
304th Assault Cluster	Vet	Fan	Maule
332nd Assault Cluster	Reg	Rel	Rubigen
14th Battle Cluster	Elite	Ques	Eguilles

DELTA GALAXY (THE BLITZKRIEG)
Commander: Galaxy Commander Roberto Snuka
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
Trinary Galaxy Command	Elite	Fan	Kempten
8th Bear Cuirassiers	Vet	Rel	Toffen
73rd Battle Cluster	Vet	Fan	Kempten
68th Striker Cluster	Vet	Ques	Ardoz
115th Striker Cluster	Elite	Rel	Vipaava
140th Striker Cluster	Vet	Rel	Predlitz

RHO GALAXY (BEAR ESSENTIALS)
Commander: Galaxy Commander Michael Hawkins
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
Trinary Galaxy Command	Elite	Fan	Spittal
18th Battle Cluster	Vet	Fan	Spittal
243rd Battle Cluster	Elite	Rel	Alshain
283rd Battle Cluster	Vet	Fan	Susquehanna
297th Battle Cluster	Vet	Ques	Pinnacle
300th Battle Cluster	Reg	Fan	Alshain

OMEGA GALAXY (THE RAGING BEARS)
Commander: Galaxy Commander Hunter Tseng
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
Trinary Galaxy Command	Elite	Fan	Polcenigo
139th Striker Cluster	Vet	Fan	Mannedorf
5th Bear Guards	Vet	Fan	Polcenigo
357th Assault Cluster	Reg	Fan	Radlje
10th Bear Cuirassiers	Reg	Rel	Tinaca

ZETA GALAXY
Commander: Galaxy Commander Jocelyn Vong
Aide: Star Colonel Kenbarg DelVillar
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
1st Claw	Elite	Fan	Alshain
2nd Claw	Elite	Rel	Utrecht
3rd Claw	Vet	Rel	Predlitz
4th Claw	Reg	Fan	Susquehanna

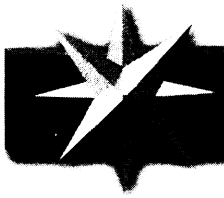
THETA GALAXY
Commander: Galaxy Commander Gerrard Hambash
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
3rd Bear Regulars	Vet	Rel	Casere
17th PGC	Vet	Fan	Marawi
30th PGC	Reg	Ques	Marawi
7th Phalanx	Reg	Rel	Casere

KAPPA GALAXY
Commander: Galaxy Commander Rhea Devon
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
4th Bear Regulars	Vet	Fan	Arcadia
11th PGC	Vet	Rel	Damian
14th PGC	Reg	Rel	Radlje
63rd PGC	Reg	Ques	Goito

XI GALAXY
Commander: Galaxy Commander Bradley Bourjon
Strength: 4 Clusters



THE WARDEN CLANS

Unit Name	Exp	Loyalty	Homeworld
5th Bear Regulars	Vet	Rel	Constance
10th PGC	Grn	Ques	Kaesong
42nd PGC	Reg	Ques	Sheliak
56th PGC	Grn	Fan	Thessalonika

OMICRON GALAXY
Commander: Galaxy Commander Kedric Gilmour
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
6th Bear Regulars	Vet	Rel	Jarett
33rd PGC	Reg	Ques	Jarett
55th PGC	Vet	Fan	Pomme de Terre
69th PGC	Reg	Rel	Soverzene

PI GALAXY
Commander: Galaxy Commander Azrael Bekker
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
23rd PGC	Vet	Fan	Soverzene
29th PGC	Reg	Fan	Jezersko
54th PGC	Grn	Rel	Thule
5th Phalanx	Reg	Rel	Santander V
13th Phalanx	Reg	Rel	Porthos

SIGMA GALAXY
Commander: Galaxy Commander Aleksandr
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
7th Bear Regulars	Reg	Rel	Krenice
12th PGC	Reg	Rel	Last Frontier
10th Phalanx	Elite	Fan	Krenice
21st Phalanx	Vet	Rel	Last Frontier

TAU GALAXY
Commander: Galaxy Commander Franois Cote
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
1st Bear Regulars	Elite	Fan	Goito
2nd Bear Regulars	Vet	Rel	Halesowen
9th PGC	Vet	Rel	Holmsbu
18th PGC	Reg	Ques	Vipaava
37th PGC	Grn	Rel	Pomme de Terre

CLAN GOLIATH SCORPION

Commander: Khan Ariel Suvorov
Aide: saKhan Nelson Elam
Strength: Approximately 7 Galaxies (24 Clusters)

ALPHA GALAXY (THE ROCK MINDERS)
Commander: Khan Ariel Suvorov
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
24th Scorpion Cuirassiers	Elite	Fan	Tokasha
14th Scorpion Hussars	Vet	Fan	Huntress
8th Scorpion Dragoons	Elite	Fan	Tokasha/Babylon
35th Scorpion Cuirassiers	Elite	Fan	Huntress

BETA GALAXY (THE SAND RUNNERS)
Commander: saKhan Nelson Elam
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
23rd Scorpion Cuirassiers	Elite	Fan	Marshall
22nd Scorpion Uhlans	Vet	Fan	Marshall
6th Scorpion Hussars	Vet	Fan	Dagda
1st Cateran Cluster	Elite	Rel	Dagda

GAMMA GALAXY (THE CAVE DWELLERS)
Commander: Loremaster Kyrie Ben-Shimon
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
16th Scorpion Dragoons	Vet	Fan	Roche
3rd Scorpion Cuirassiers	Vet	Fan	Roche
8th Scorpion Uhlans	Reg	Fan	Roche
14th Scorpion Grenadiers	Elite	Fan	Roche/Strana Mechty

DELTA GALAXY (BORODINO GARRISON)
Commander: Galaxy Commander Lincoln Dinour
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
17th Scorpion Cuirassiers	Vet	Fan	Dagda
20th Scorpion Cuirassiers	Reg	Rel	Dagda
7th Scorpion Grenadiers	Reg	Fan	Dagda

RHO GALAXY (NEW ASHUR GARRISON)
Commander: Galaxy Commander Julian Kirov
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
5th Scorpion Cuirassiers	Reg	Ques	Roche
10th Scorpion Dragoons	Reg	Rel	Roche
8th Scorpion Grenadiers	Elite	Fan	Roche

TAU GALAXY (FORT FAIRCHILD GARRISON)
Commander: Galaxy Commander Evelyn Buhallin
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
4th Scorpion Cuirassiers	Vet	Fan	Tokasha
4th Scorpion Uhlans	Reg	Rel	Tokasha
2nd Scorpion Hussars	Reg	Fan	Tokasha

MU GALAXY (QUEENSLAND GARRISON)
Commander: Galaxy Commander Allison Baba
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
11th Scorpion Dragoons	Grn	Rel	Marshall
12th Scorpion Cuirassiers	Vet	Rel	Marshall
33rd Scorpion Grenadiers	Reg	Ques	Marshall

CLAN SNOW RAVEN

Commander: Khan Lynn McKenna
Aide: saKhan Bryn Cooper
Strength: Approximately 6 Galaxies (26 Clusters)

CORVUS KESHIK
Commander: Khan Lynn McKenna
Strength: 1 Trinary, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Corvus Keshik	Elite	Fan	Strana Mechty
Fleet Command Star	Elite	Fan	Lum

ALPHA GALAXY (SWIFT WING GALAXY)
Commander: Galaxy Commander Thorsten Magnus
Strength: 5 Clusters, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Swift Wing Naval Assault Star	Elite	Fan	Homer
1st Raven Phalanx	Elite	Fan	Homer
6th Raven Battle Cluster	Vet	Ques	Homer
9th Raven Striker Cluster	Elite	Rel	Circe
4th Raven Wing Cluster	Elite	Fan	Circe
5th Raven Wing Cluster	Vet	Fan	Homer

BETA GALAXY (STORM CROW GALAXY)
Commander: Galaxy Commander Reagan McCorkell
Strength: 3 Clusters, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Storm Crow Naval Pursuit Star	Elite	Fan	Bearclaw
5th Raven Stoop Cluster	Elite	Fan	Bearclaw
14th Raven Battle Cluster	Vet	Ques	Bearclaw
9th Raven Wing Cluster	Vet	Rel	Bearclaw

GAMMA GALAXY (THE HAWKSHEAD GALAXY)
Commander: Galaxy Commander Tristen Crow
Strength: 4 Clusters, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Brim Naval Assault Star	Vet	Fan	Brim
97th Striker Cluster	Vet	Rel	Bearclaw
1st Raven Regulars	Vet	Fan	Brim
3rd Raven Auxiliaries	Reg	Rel	Brim
12th Raven Garrison Cluster	Reg	Rel	Brim

DELTA GALAXY
Commander: Galaxy Commander Morgan Sukhanov
Strength: 4 Clusters, 2 Naval Stars

Unit Name	Exp	Loyalty	Homeworld
Lum Garrison Alpha Star	Reg	Fan	Lum
Lum Garrison Beta Star	Reg	Fan	Lum
2nd Raven Phalanx	Reg	Rel	Lum
5th Raven Auxiliaries	Reg	Rel	Lum
4th Raven Garrison Cluster	Grn	Rel	Lum
Delta Solahma Cluster	Vet	Ques	Lum

EPSILON GALAXY
Commander: Galaxy Commander Ramon McKenna
Strength: 4 Clusters, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Snow Raven Assault Star	Vet	Fan	Hellgate
4th Raven Regulars	Vet	Fan	Hellgate
7th Raven Garrison Cluster	Reg	Rel	Hellgate
8th Raven Garrison Cluster	Reg	Rel	Hellgate
Epsilon Solahma Cluster	Vet	Rel	Hellgate

KAPPA GALAXY
Commander: Galaxy Commander Patricia Harper
Strength: 5 Clusters, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Circe Battle Star	Vet	Rel	Deep Periphery
6th Raven Regulars	Vet	Fan	Circe
7th Raven Regulars	Reg	Rel	Circe
2nd Raven Garrison Cluster	Reg	Rel	Circe
15th Raven Garrison Cluster	Reg	Rel	Circe
16th Raven Garrison Cluster	Reg	Rel	Circe

CLAN STEEL VIPER

Commander: Khan Perigard Zalman
Aide: saKhan Brett Andrews
Strength: Approximately 10 Galaxies (45 Clusters)

ALPHA GALAXY (STEEL VIPER)
Commander: saKhan Brett Andrews
Aide: Star Colonel Kimberly Hoskins
Strength: 7 Clusters

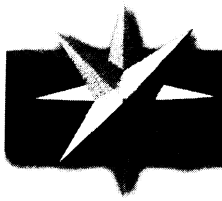
Unit Name	Exp	Loyalty	Homeworld
Triasch Keshik	Elite	Fan	Strana Mechty
Steel Viper Naval Reserve	Elite	Fan	Jabuka
1st Viper Guards	Elite	Fan	Jabuka
2nd Viper Guards	Elite	Fan	Blair Atholl
4th Viper Guards	Elite	Fan	Jabuka
400th Assault Cluster	Vet	Rel	Blair Atholl
Alpha Solahma Cluster	Reg	Rel	Jabuka
Alpha Newt Cluster	Grn	Fan	Jabuka

BETA GALAXY (STEEL FANGS GALAXY)
Commander: Galaxy Commander Angelica Zalman
Aide: Star Colonel Alix Sinclair
Strength: 6 Clusters, 1 Trinary, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Steel Fang Strike Star	Elite	Rel	Goat Path
Viper Fusiliers	Elite	Fan	Goat Path
126th Striker Cluster	Vet	Rel	Goat Path
195th Striker Cluster	Vet	Ques	Antares
233rd Battle Cluster	Vet	Rel	Deep Periphery
9th Viper Guards	Reg	Rel	Deep Periphery
Beta Newt Trinary	Grn	Fan	Antares

GAMMA GALAXY (STRIKING SERPENT GALAXY)
Commander: Galaxy Commander James Andrews
Aide: Star Colonel Lawrence Patrick
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
423rd Assault Cluster	Vet	Rel	Twycross
428th Assault Cluster	Vet	Rel	Twycross
51st Battle Cluster	Vet	Rel	Trell I
94th Battle Cluster	Vet	Rel	Trell I
57th Striker Cluster	Elite	Rel	Twycross



THE WARDEN CLANS

ZETA GALAXY
Commander: Galaxy Commander Soren Grimaldi
Aide: Star Colonel Shane Stoklas
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
1st Fang	Vet	Rel	Parakoila
2nd Fang	Reg	Ques	Parakoila
38th Phalanx	Vet	Rel	Graus
71st Phalanx	Reg	Rel	Graus

RHO GALAXY
Commander: Galaxy Commander Lars Varga
Aide: Star Colonel Maurizio Grimani
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
5th Legion	Vet	Fan	Jabuka
3rd Fang	Reg	Ques	Jabuka
4th Fang	Reg	Rel	Benfled
141st Phalanx	Vet	Rel	Montmarault
164th Phalanx	Vet	Rel	Montmarault

CHI GALAXY
Commander: Galaxy Commander George Mercer
Aide: Star Colonel Natalie Chapman
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
1st Legion	Vet	Rel	Blair Atholl
5th Viper Regulars	Vet	Ques	Antares
11th Viper Regulars	Reg	Rel	Antares

OMEGA GALAXY
Commander: Galaxy Commander Antonius Cochraine
Aide: Star Colonel Lewis Tamm
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
9th Fang	Reg	Rel	Waldorff
10th Fang	Reg	Rel	Waldorff
80th Fang	Reg	Fan	Blackjack
167th Phalanx	Reg	Rel	Persistence

PSI GALAXY
Commander: Galaxy Commander Saul Ahmed
Aide: Star Colonel Pitr Masters
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
144th Phalanx	Vet	Rel	Orkney
165th Phalanx	Reg	Ques	Orkney
83rd Fang	Grn	Ques	Bensinger

DELTA GALAXY (FER-DE-LANCE GALAXY)
Commander: Galaxy Commander Nicole Hoskins
Aide: Star Colonel Harold Sinclair
Strength: 3 Clusters, 1 Naval Star

Unit Name	Exp	Loyalty	Homeworld
Steel Coil Patrol Star	Elite	Rel	Arcadia
93rd Assault Cluster	Vet	Rel	Arcadia
104th Assault Cluster	Vet	Ques	New Kent
61st Striker Cluster	Reg	Rel	Grants Station

NU GALAXY
Commander: Galaxy Commander Carron Moffat
Aide: Star Colonel Tobias Zukov
Strength: 5 Clusters

Unit Name	Exp	Loyalty	Homeworld
14th Viper Regulars	Vet	Rel	Homer
17th Viper Regulars	Reg	Rel	Marshall
131st Phalanx	Reg	Rel	Marshall
29th Fang	Reg	Rel	Arcadia
33rd Phalanx	Grn	Rel	New Kent

CLAN WOLF-IN-EXILE

Commander: Khan Phelan Kell
Aide: saKhan Marco Hall
Strength: Approximately 3 Galaxies (11 Clusters)

NAVAL ASSETS (STAR WOLVES)
Commander: Star Admiral Wolfgang Shaw
Aide: Star Commodore Serif Mehta

Unit Name	Exp	Loyalty	Homeworld
WarShip Fleet	Vet	Fan	—
Naval Reserves	Reg	Rel	—

ALPHA GALAXY (THE DIRE WOLVES)
Commander: Khan Phelan Kell
Aide: Star Colonel Evantha Fetladral
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
Clan Command Trinary	Elite	Fan	Arc-Royal
4th Wolf Guards Cluster	Elite	Fan	Arc-Royal
1st Wolf Legion Cluster	Vet	Fan	Koniz
1st Wolf Strike Grenadiers	Vet	Rel	Koniz
6th Wolf Guards Cluster	Elite	Ques	Arc-Royal

BETA GALAXY (THE WOLF MARAUDERS)
Commander: saKhan Marco Hall
Aide: Star Captain Derringer Radick
Strength: 4 Clusters

Unit Name	Exp	Loyalty	Homeworld
13th Wolf Guards Cluster	Elite	Fan	Arc-Royal
2nd Wolf Legion	Vet	Fan	Morges
16th Wolf Guards Battle	Elite	Rel	Arc-Royal
2nd Wolf Strike Grenadiers	Reg	Rel	Arc-Royal

OMEGA GALAXY (GUARDIANS OF THE LAIR)
Commander: Galaxy Commander Kirsten Carns
Aide: Star Captain Yuri
Strength: 3 Clusters

Unit Name	Exp	Loyalty	Homeworld
Command Trinary	Elite	Rel	Morges
1st Wolf Guardians Cluster	Vet	Fan	Arc-Royal
2nd Wolf Guardians Cluster	Reg	Ques	Arc-Royal
3rd Wolf Guardians Assault	Reg	Rel	Morges

GLOSSARY

The language of the Clans is based on what is known of Star League Standard English, but they have added many words unique to their culture. Some were adapted by the Kerenskys from the Russian language and military terminology. All these words represent the Kerenskys' efforts to express concepts they felt were lacking from Star League Standard English. The following list includes terms used by the warrior caste and other useful explanations of Clan concepts. This list is not exhaustive, and does not reflect the many differences in terminology existing between the various Clans.

Abjuration, Trial of

When a problem within a caste or Clan can be resolved by no other process, the troublesome element may be ejected from Clan society through a Trial of Abjuration. The target of the ritual is stripped of rank and caste, which places them outside Clan law, and is usually forcibly ejected from Clan territory. Members of the Clans may no longer even speak the name of the abjured member or Clan and, in the case of warriors, their genetic material is purged from the gene pool. A Clan also may abjure a warrior for negligence of duty or conduct unbecoming a warrior.

The results of a Trial of Abjuration may be overturned by the Clan Council that enacted it or by the Grand Council.

Abtakha

A warrior adopted into the warrior caste of the Clan that captured him or her is known as abtakha.

Annihilation, Trial of

The ultimate punishment in Clan society, the Trial of Annihilation calls for the destruction of the accused. Such trials may only be carried out following a unanimous vote of the Clan or Grand Council, and may be invoked only for the most heinous crimes. Such sanctions have been declared against individuals, Stars and Clusters, and once was used against an entire Clan. Everything associated with the target—possessions, genetic material and descendants—is destroyed, and no member of any Clan may speak the name of those annihilated.

Batchall

The batchall is the ritual by which Clan warriors issue combat challenges. Though the challenge may take many forms, in most cases the batchall begins with the attacker identifying himself, announcing the objective of the trial and requesting to know what forces stand against him. The defender must reveal the forces they intend to use in the trial, and also may choose the site of the battle. The defender also has the right to ask the attacker to ante up a prize of equal value against the possibility the defender wins the trial, though the challenged party rarely takes advantage of this opportunity.

When the batchall is complete, the attacking and defending units bid among themselves to determine who will participate in the battle. The subcommander who bids lowest wins the right and responsibility of the battle, a practice that minimizes losses.

Because Inner Sphere troops regularly use deception and other tactics the Clans consider dishonorable, many Clans abandon the batchall when fighting Inner Sphere foes.

Bloodname

A Bloodname is the surname associated with a Bloodright, descended from one of the eight hundred warriors who stood with Nicholas Kerensky to form the Clans. A warrior must win the use of a Bloodname in a Trial of Bloodright. Only Bloodnamed warriors may sit on Clan Councils or hold the post of Loremaster, Khan or ilKhan, and only the genetic material from the Bloodnamed is used in the warrior caste eugenics program.

Bloodname House

The warriors bearing or eligible to bear a particular Bloodname form a Bloodname House. The House acts as a substitute family for the warriors and exerts considerable political influence in the Clans. In some Clans, most notably the Fire Mandrill Kindraas and the Cloud Cobra Cloisters, groups of Bloodname Houses band together to form larger, more powerful associations.

After the first generation, Bloodnames are determined matrilinealy and so a warrior may only claim membership of one Bloodname House.

Bloodheritage

The history of the Bloodnamed warriors of a specific Bloodright is known as the Bloodheritage.

Bloodright

A specific "lineage" of a Bloodname is known as a Bloodright. Unlike in the conventional Clan Bloodname lineage, the members of a Bloodright need not be directly related to each other, only to the original founder of the Bloodname. Each Bloodname may consist of up to twenty-five Bloodrights.

Bloodright, Trial of

The Trial of Bloodright is a series of one-on-one, single-elimination duels fought by warriors to win possession of a Bloodname. Each competition consists of thirty-two entrants, the majority of which are nominated by the existing Bloodnamed warriors of the House. The Head of the House (or Clan Loremaster) nominates all but one of the remaining entrants, and the thirty-second slot is filled by the winner of a Grand Melee.

Bondcord

The woven bracelet worn by bondsmen is known as a bondcord. Warrior-caste bondsmen wear a three-strand bondcord on their right wrist, with the color and patterning of the cords signifying the Clan and unit responsible for the warrior's capture. The cords represent integrity, fidelity and prowess. The bondholder may cut each strand as he or she feels the bondsman demonstrates the associated quality. According to tradition, when the final cord is severed, the bondsman is considered a free member of his or her new Clan and adopted into the warrior caste. Each Clan follows this tradition to varying degrees: for example, Clan Wolf accepts nearly all worthy individuals regardless of their past, while Clan Smoke Jaguar generally chose to adopt only trueborn warriors.

Bondholder

A bondholder is the individual, traditionally the member of the warrior caste responsible for the bondsman's capture, to whom he or she "belongs." The Clan considers the bondholder responsible for the actions, education and punishment of the bondsman.

Bondsman

A bondsman is a prisoner held in a form of indentured servitude until released or accepted into the Clan. Most often, bondsmen are captured warriors who fulfill roles in the laborer or technician castes. Their status is represented by a woven bondcord, and they are obliged by honor and tradition to work for their captors to the best of their abilities.

Bondsref

The ritual by which a warrior avoids the fate of a bondsman is called bondsref. Because the Clans consider escaping after being captured dishonorable, bondsref allows the warrior to die before being given a bondcord, either by suicide or at the hands of an accomplice. Performing the ritual of bondsref after receiving a bondcord is considered cowardly and dishonorable, unless the bondholder gives his or her permission.

GLOSSARY

Brian Cache
A Clan equipment store, usually one established during the demobilization process Kerensky created upon arriving in the Pentagon. The name is derived from the Star League Castle Brian fortresses.

Canister
Clan slang for the artificial wombs.

Canister Born
Clan slang for the artificial breeding element of the eugenics program or the trueborn warriors that result from that process.

Caste
The Clans are divided into five castes: warrior, scientist, merchant, technician and laborer, in descending order of influence. Each has many subcastes based on specialized skills. The warrior caste is largely the product of the artificial breeding program; those candidates who fail their Trial of Position are assigned to the scientist or technician caste, giving those castes a significant concentration of trueborn members. Most of the civilian castes are made up of the results of scientist-decreed arranged marriages within the castes.
The children of all castes undergo intensive scrutiny during their schooling to determine the caste for which they are best suited, though most end up in the same caste as their parents. This process allows children born to members of civilian castes to enter training to become warriors, though they belong to the less-prestigious ranks of the freeborn.

Chalcas
Someone or something that challenges the Clan caste system.

Circle of Equals
The area in which a trial takes place is known as the Circle of Equals. It ranges in size from a few dozen feet for personal combat to tens of miles for large-scale trials. Though traditionally a circle, the area can be any shape.

Cloisters
The political-military factions of Clan Cloud Cobra, organized around religious beliefs.

Codex
Most often worn as a bracelet, a codex is a warrior's identification and service record. It includes details of their bloodline, House and generation as well as an electronic representation of their DNA for identification.

Contract
The Clan definition of a contract denotes an agreement between two commanders by which one officer may include the troops of another in his or her bidding. Usually agreed upon between Clusters or Galaxies, such contracts are occasionally undertaken between Clans.

Coregn
A personal aide to a Star colonel or garrison commander.

Cutdown
The accepted minimum force necessary to win a trial. Bidders who force their opponents below the cutdown are considered clever, while those who win trials with forces below the cutdown receive great honor.

Dezgra
Any disgraced individual or unit is known as dezgra. Disgrace may come through refusing orders, failing in an assigned task, acting dishonorably or demonstrating cowardice.

ecKhan
The leader of a Clan Cloud Cobra Cloister.

Elemental
The large, muscular infantry derived from the Clan artificial breeding program are called Elementals. Their battle armor suits also are referred to as Elementals.

Eugenics Program
The Clans believe strongly in the principals of eugenics, the improvement of the population by controlled breeding. The Clans implement such a program along two distinct strands. The warrior caste uses an artificial breeding program based on genetic engineering and incubation in artificial wombs in order to create the ultimate warriors. In the civilian castes, a system of mandatory arranged marriages provides a similar but less technical means of advancement. According to a strict definition, both of these methods may be called eugenics, but within the Clans only the artificial breeding program is commonly referred to as such.

Freebirth
A Clan epithet used by trueborn members of the warrior caste to express disgust or frustration. For one trueborn to use this curse to refer to another trueborn is considered a mortal insult.

Freeborn
An individual conceived and born by natural means is referred to as freeborn. Its emphasis on the artificial breeding program allows Clan society to view such individuals as second-class citizens

Giftake
Giftake refers to the sample of DNA taken from a warrior who died with great glory in combat.

Grand Council
The Grand Council is the body responsible for governing the Clans as a whole. It consists of the assembly of Khans, two from each Clan, as well as the ilKhan (if one exists). Its authority covers any matters involving more than one Clan, and it also determines general policy for Kerensky's descendants. The Grand Council serves as the highest court of the Clans.

Grievance, Trial of
The Trial of Grievance is used to settle disputes between two parties. The victor in the match is deemed to be in the right. Often such trials are fought over points of honor, and often to the death.

Hegira
The rite by which a defeated foe may withdraw from the field of battle without further combat, and with no further loss of honor.

ilChi
The ambassador-messengers that Clan Blood Spirit assigns to its allies.

ilKhan
The war-leader of the Clans, elected from the members of the Grand Council. He or she also serves as arbiter between Clans in times of crisis, acting with the power of the Grand Council. The ilKhan enjoys wide-ranging powers in military matters, but not absolute; the ilKhan answers to the Grand Council and his authority is limited to those matters ordinarily belonging to the Grand Council. The ilKhan normally may not interfere in events deemed internal to a Clan, but when the martial code is in effect they operate largely unhindered.

Isorla
The spoils of battle, including bondsmen, claimed by the victorious warriors is called isorla.

Keshik
The Keshiks comprise a combination of bodyguard and command unit, usually serving a Khan. Traditionally, a Khan commands a Keshik, but in practice a Star colonel oversees day-to-day matters. Keshiks range from Trinary to Cluster size.

GLOSSARY

Khan

Each Clan Council elects two of its number as Khans, who serve both as rulers of the Clan and its representatives on the Grand Council. Traditionally, these individuals are the best warriors of the Clan, but in practice many Clans instead elect the best politicians. The most senior Khan acts as the head of the Clan, overseeing relationships between castes and Clans, while the junior Khan—the saKhan—acts as the Clan's warlord. The senior Khan decides the exact distribution of tasks, however, and may assign the saKhan additional or different duties.

Kindraa

A political-military faction within Clan Fire Mandrill composed of one or more Bloodname houses.

Kurultai

A kurultai is a Clan war council. A Grand Kurultai is a war council involving all the Clans. Traditionally, Grand Kurultai are held in the Hall of Khans on Strana Mechty and may only be convened by the petition of three or more Clans. An ilKhan may call a Grand Kurultai at any time or place.

Loremaster

The Loremaster is the keeper of Clan laws and history. He or she plays a key role in investigations and trials and is the only individual allowed to take action against active Khans. Unlike the Khans, who are nominally above the political infighting in the Grand Council, the Loremaster can take a proactive role in any inquiries and trials, acting as either advocate or inquisitor. Traditionally, however, the Loremaster does not vote on issues save in the event of a tie, at which point his vote decides the issue.

The position grants considerable political power, encompassing the equivalent of several more familiar minor roles such as the High Bailiff (responsible for issuing writs and summonses), the Provost Marshall (head of the Clan's police) and Adjutant General (chief administrator). The Loremaster also oversees any trials resulting from Clan Council decisions and is the final arbiter in such disputes. Further, it is the only post within the Clan able to authorize an internal investigation without the authority of the Khans (though only when the Khans themselves are implicated in the charges). In times of crisis, legal provisions allow for the Loremaster to take the place of a Khan in the event of incapacity, death or censure. As a result, many ambitious warriors view the post of Loremaster as a stepping stone to a Khanship.

Martial Code

The Martial Code is a collection of rules and laws governing Clan actions in times of war. Its primary goal is to minimize the political prevarication that often accompanies Grand Council meetings, forcing the participants to keep to the matter at hand and to carry out business with the minimum of fuss. When in effect it also grants the ilKhan extraordinary powers, such as the right to dismiss any charges brought before the Clan or Grand Councils that he or she deems frivolous.

Master Codex

The master codex comprises the master files of the Clan breeding program, mapping the DNA and genealogy of every trueborn warrior, alive or dead.

Melee

A free-for-all battle offering no targeting restrictions and ignoring the rules of zellbrigen. Any trial may become a melee if a participant violates zellbrigen by firing on a target already engaged in combat with another participant. The battle to determine the thirty-second place in a Trial of Bloodright is called a Grand Melee.

Oathmaster

The Oathmaster serves as the honor guard for any official Clan ceremony. They administer all oaths taken at the ceremony and are traditionally the oldest and most experienced Bloodnamed warrior at the gathering.

Ovkhan

A term of respect for someone of higher rank.

Position, Trial of

There are two forms of the Trial of Position. The first—also known as the blooding—determines if a warrior candidate is qualified to take his or her place as a member of the warrior caste. Failure in that trial results in demotion to a civilian caste; success (defeating one or more opponents) determines both status and rank.

The second form of Trial of Position, known as testing, is held periodically and determines whether a warrior is qualified to maintain his or her rank. Those who perform as expected (against targets based on role, rank and age) maintain their rank, while those who perform better than expected "test up" (are promoted). Those who perform more poorly than expected "test down," or are demoted. A non-officer MechWarrior, pilot or Elemental who tests down is relegated to a non-combat role or else is transferred to a civilian caste.

Possession, Trial of

A Trial of Possession resolves disputes between two parties over ownership or control. This can include equipment, territory or even genetic material. The traditional batchall forms the core of the trial in order to encourage the participants to resolve the dispute with minimal use of force.

Powless

The vulnerability of a warrior forced to fight without his or her customary weapons.

Quiaff/Quineg

Grammatical constructs associated with rhetorical questions. They are a formalized version of language structures used with spoken language, intended to remove any ambiguity. When the speaker expects a negative answer, he or she ends the sentence with quineg; when expecting a positive answer, the sentence ends in quiaff.

Ransom

Clan custom dictates that a warrior who has been successful in his first Trial of Position may be rewarded with a gift. The gift depends on the degree of success in the trial, ranging from a personal weapon to a 'Mech or unit command. This gift is known as a ransom. In exceptional circumstances, a ransom may be given for later Trials of Position, such as Natasha Kerensky's re-testing after her return to the Clans in which she was awarded the right to form the Thirteenth Wolf Guards.

Rede

A rede is an honor-bound oath. Usually administered by a Clan Council, anyone breaking a rede is severely punished, commonly by execution.

Refusal, Trial of

Any decision made by a Clan Council or the Grand Council may be challenged by a member of that body. The Trial of Refusal epitomizes the Clan belief that might makes right, with the victor of the trial being regarded as in the right. The odds of the battle are determined on a pro-rated basis, with the forces of the two sides matched according to the ratio of winning and losing votes. The challenger announces what forces they will use and the defender can field forces proportionate to their margin of success in the vote. For example, a Trial of Refusal against a decision that passed five-to-one could give the defender a force five times the size of that used by the challenger. In practice, the result of bidding among those wishing to defend the decision usually shifts the odds in favor of the challenger.

Remembrance, The

The Remembrance is an ongoing heroic saga that describes Clan history from the time of the Exodus to the present day. Each Clan maintains its own version, reflecting its opinions and perceptions of events. Inclusion in *The Remembrance* is one of the highest honors possible for a member of the Clans. All Clan warriors can recite passages from *The Remembrance*

from memory and written copies of the book are among the few non-technical books allowed in Clan society. These books are usually lavishly illustrated in a fashion similar to the illuminated manuscripts and Bibles of the medieval period. Warriors frequently paint passages of *The Remembrance* on the sides of their OmniMechs, fighters and battle armor.

Ristar

A gifted warrior on his way to a high position in the Clan is referred to as a ristar: literally, a rising star.

Safcon

Safcon is a Clan ritual that allows troops to land on a world unmolested in advance of a trial. In the absence of safcon, the incoming DropShips, JumpShips and WarShips are open to attack. Even in those cases when Clan ships are not approaching a world to engage in a trial, the inbound vessels may broadcast a "beam of neutrality"—a message indicating non-hostile intentions—when they are attempting to make planetfall while avoiding any hostile actions from the occupying troops.

saKhan

The junior Khan of a Clan is known as the saKhan.

Satarra

A satarra is a veto used in Clan Councils to settle or postpone disputes within or between castes. Traditionally, the Councils invoke satarra only when negotiations have reached an impasse or the dispute threatens the ability of the Clan to function as it should.

Savashri

A Clan epithet.

Seyla

A ritual response in Clan ceremonies. The origin of this phrase is unknown, though it may come from the Biblical notation "selah," thought to be a musical notation or a reference to contemplation.

Sibko

A group of trueborn warrior-caste children raised and trained together. In many Clans, sibkos are produced from the same gene-parents and thus are literally siblings. A few Clans, most notably Clan Wolf, create sibkos from members of a number of Bloodname Houses and subcastes. Such groups tend to be smaller (twenty individuals rather than the hundred or so in gene-parent based sibkos), with more emphasis given to cooperation. In both types of sibko, usually only four or five warriors pass their initial Trial of Position.

Sibkin

Members of the same sibko.

Sibbies

Derogatory name used within Clan Jade Falcon for those members of sibkos who underwent accelerated training and whose Trial of Position consisted of the Coventry campaign. This term is also used as a derogatory epithet to imply poor training or a young, inexperienced warrior of any kind.

Solahma

Clan warriors considered too old to serve in mainstream units are assigned to solahma units. The members of such units generally seek suicide missions in order to die in combat, but most often they serve as garrison troops.

Stravag

A Clan epithet, probably a corruption of stran, meaning independent, and vagon, meaning birthing.

Surkai

Surkai is the rite of forgiveness. When two parties disagree, or when one offends the other, Clan society expects the opponents to undergo surkai. As a matter of honor, the offending party admits his wrongdoing and requests punishment. The Clan views those who do not request surkai as a divisive influence and finds another way to deal with such members. Actions too severe to be excused by surkai result in a Trial of Grievance.

Surkairede

Surkairede, the Rede of Forgiveness, is the honor-bound oath associated with surkai. It binds the two parties and ensures that the offender suffers no further disgrace from the offense once he or she accepts punishment.

Touman

The fighting arm of a Clan is known as the Touman.

Trothkin

Used formally, trothkin refers to members of an extended sibko. It is more commonly used to denote members of a gathering, and warriors also frequently use it when addressing someone they consider a peer.

Trueborn/Truebirth

A warrior born of the Clan's artificial breeding program is known as a trueborn. In less formal situations, the Clans use the term truebirth.

Vineers

Members of some Clans, most notably the Nova Cats, collect keepsakes of their battles. These items are call vineers, probably derived from the word souvenirs.

Zellbrigen

Zellbrigen is the body of rules governing duels. These rules dictate that such actions are one-on-one engagements, and that any warriors not immediately challenged should stay out of the battle until an opponent is free.

Once a Clan warrior engages a foe, no other warriors on his side may target that foe, even if it means allowing the death of the Clan warrior. Interfering in a duel by attacking a foe that is already engaged constitutes a major breach of honor, usually resulting in loss of rank, and also opens the battle to a melee.

INNER SPHERE DESIGNATIONS FOR CLAN 'MECHS

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

RULES

This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of Warden Clan forces. These rules are for use with *BattleTech, BattleForce 2* and *MechWarrior, Second Edition (MWII)* as noted in the text. References to the *BattleTech Master Rules* are abbreviated as *BMR*.

Creating Scenarios includes rules and tables for quickly generating *BattleTech* scenarios and creating Clan forces for a pick-up game. *Warden Touman* provides optional rules for simulating the unique characteristics of the various Galaxies and Clusters described in this manual. The final three sections, *Warden Battle Armor, New Equipment* and *New 'Mechs*, provide descriptions and game information for new weapons and vehicles.

CREATING SCENARIOS

The rules on pages 97–108 of the *BattleTech Master Rules* can be used to create scenarios involving Warden forces. The Trial of Position scenario type adds another option for game play, as described below. This section also provides Warden Clan Random 'Mech Assignment Tables for use with the Unit Generation rules in the *BMR*.

TRIAL OF POSITION

A Trial of Position determines a Clan warrior's rank within the military and, in the case of a cadet's initial Trial, whether he will be a warrior at all. These Trials are fairly common, and in some Clans they are actually compulsory on an annual basis to prove one's mettle. The following scenario describes the typical Trial of Position, which is used with only slight variation throughout the Clans.

The Trial of Position is best played by four players, though it can also be played with two or three players. In a four-player setup, two of the players are undergoing the Trial, and each of them will pilot one medium or heavy OmniMech of their choice. This OmniMech can be a standard configuration or, if all players agree, a custom configuration. These pilots have a Regular experience level (Piloting 4, Gunnery 3).

The remaining two players control the defenders, each playing three OmniMechs. The players should choose which defending player opposes which attacking player at this point. Each defending player generates his three OmniMechs using the appropriate Clan column of the Random 'Mech Assignment Table: Warden Clan Front Line on page 172. The first of the three 'Mechs is one weight class lighter than the attacking 'Mech it opposes, the second 'Mech is the same weight class as the opposing 'Mech and the final 'Mech is one weight class heavier. All of these 'Mechs are piloted by Veteran Clan warriors (Piloting 3, Gunnery 2).

Rather than moving onto the map during Turn 1, each player's forces are placed on the map before play begins. The attacking 'Mechs are deployed first, placed in any Clear or Paved hexes within 2 hexes of their home map edge and at least 8 hexes from each other. The defending 'Mechs are placed in any Clear or Paved hexes within 2 hexes of their home map edge.

The rules for strict Clan Honor (see p. 174) are in effect for this scenario.

The game proceeds as described on page 12 of *Martial Practices*, with the attacking 'Mech facing the first (lightest) of his opponents in a one-on-one duel, while the other defending 'Mechs stand by. 'Mechs not involved in the duel cannot move or make attacks. When a defending 'Mech is destroyed or its pilot concedes (which is often the case, with no loss of honor, if his 'Mech is badly damaged or crippled), the next heaviest defending 'Mech is activated, and may move and attack normally in the following turn.

If either attacking 'Mech makes an attack against the other attacker's target or against a 'Mech that has not yet entered a duel, the battle becomes a melee. Starting in the next turn, all defending 'Mechs may move and attack normally, and all 'Mechs may target opponents freely with no regard for the rules of zellbrigen.

The scenario ends when all 'Mechs on one side or the other are destroyed. After defeating at least one opponent, an attacking player may withdraw from the scenario during any End Phase by simply declaring he is doing so. His opponents remain on the map, but will not move or attack. The other attacker continues play normally. A player may not exercise this option if the Trial has become a melee.

Victory is determined somewhat differently in this scenario. Each attacker's victory is determined separately. If he defeats one opponent, he has achieved a Marginal Victory and earned the rank of MechWarrior. If he defeats two or more opponents, he has achieved a Decisive Victory. Defeating two opponents earns the rank of Star Commander, defeating three earns Star Captain and defeating four opponents (an almost unheard-of accomplishment) earns the rank of Star Colonel. A defender only "wins" if his opponent fails to defeat a single 'Mech.

SCENARIO TYPE TABLE: CLANS

1D6 Roll	Scenario Type
1	Stand-Up Fight
2	Trial of Position
3	Hold the Line
4	Extraction
5	Breakthrough
6	The Chase

ASSIGNING 'MECHS

Use the standard Unit Generation rules (beginning on p. 102, *BMR*), with the addition of the following Random 'Mech Assignment Tables, to generate Warden Clan forces. The

RANDOM 'MECH ASSIGNMENT TABLE: WARDEN CLAN FRONT LINE

Light 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Hankyu C	Hankyu C	Fire Moth A	Mist Lynx C	Horned Owl	Fire Moth H	Fire Moth H
3	Adder C	Adder C	Adder C	Fire Moth A	Fire Moth B	Fire Moth A	Mist Lynx Prime
4	Adder A	Fire Falcon E	Adder B	Adder D	Kit Fox C	Adder C	Hankyu B
5	Adder B	Mist Lynx C	Hankyu Prime	Fire Moth B	Jenner IIC	Adder A	Adder Prime
6	Fire Moth D	Adder A	Adder A	Fire Moth D	Fire Falcon B	Fire Moth Prime	Kit Fox C
7	Kit Fox A	Adder Prime	Adder Prime	Fire Moth Prime	Fire Moth D	Kit Fox D	Fire Moth A
8	Adder Prime	Fire Moth Prime	Mist Lynx Prime	Adder Prime	Adder Prime	Kit Fox Prime	Hankyu Prime
9	Kit Fox C	Adder Prime	Mist Lynx A	Fire Moth C	Hankyu C	Kit Fox B	Hankyu C
10	Mist Lynx B	Mist Lynx B	Hankyu C	Adder B	Mist Lynx C	Mist Lynx B	Mist Lynx B
11	Mist Lynx C	Fire Moth D	Fire Moth Prime	Kit Fox S	Incubus	Mist Lynx Prime	Kit Fox Prime
12	Fire Falcon B	Fire Falcon B	Adder D	Fire Moth H	Horned Owl	Mist Lynx C	Adder B

Medium 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Black Lanner A	Pouncer Prime	Hunchback IIC	Viper H	Battle Cobra B	Nova S	Black Lanner Prime
3	Stormcrow B	Stormcrow E	Nova A	Ice Ferret Prime	Ice Ferret D	Viper A	Shadow Cat B
4	Shadow Cat A	Viper B	Ice Ferret Prime	Viper A	Nova Prime	Ice Ferret Prime	Nova Prime
5	Viper A	Viper A	Grendel B	Viper B	Stormcorw Prime	Viper Prime	Viper Prime
6	Stormcrow Prime	Stormcrow B	Stormcrow Prime	Stormcrow C	Vapor Eagle	Nova C	Battle Cobra Prime
7	Battle Cobra Prime	Stormcrow Prime	Grendel Prime	Viper Prime	Phantom C	Nova Prime	Battle Cobra B
8	Viper B	Stormcrow D	Nova Prime	Viper D	Pouncer Prime	Stormcrow D	Ice Ferret B
9	Stalking Spider	Nova Prime	Grendel C	Viper C	Battle Cobra Prime	Shadow Cat B	Stormcrow Prime
10	Nova A	Ice Ferret Prime	Nova A	Nova Prime	Nova A	Phantom B	Nova B
11	Phantom Prime	Nova A	Grendel A	Nova C	Stormcrow C	Ice Ferret C	Grendel A
12	Pouncer Prime	Grendel Prime	Ice Ferret H	Stooping Hawk Prime	Battle Cobra A	Hankyu A	Ice Ferret Prime

Heavy 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Night Gyr C	Crossbow Prime	Timber Wolf Prime	Nova Cat C	Night Gyr A	Cauldron-Born C	Loki A
3	Mad Dog Prime	Mad Dog Prime	Summoner Prime	Summoner Prime	Mad Dog Prime	Summoner Prime	Crossbow B
4	Timber Wolf Prime	Timber Wolf C	Mad Dog B	Hellbringer Prime	Cauldron-Born B	Mad Dog Prime	Crossbow Prime
5	Night Gyr Prime	Summoner D	Mad Dog C	Mad Dog A	Glass Spider 2	Mad Dog A	Summoner Prime
6	Cauldron-Born B	Hellbringer Prime	Summoner A	Mad Dog C	Black Python	Timber Wolf C	Hellbringer B
7	Mad Dog B	Timber Wolf Prime	Mad Dog Prime	Mad Dog Prime	Hellbringer Prime	Timber Wolf Prime	Crossbow Prime
8	Summoner C	Timber Wolf A	Cauldron-Born A	Mad Dog B	Summoner D	Mad Dog B	Mad Dog C
9	Hellbringer Prime	Summoner Prime	Mad Dog Prime	Summoner C	Night Gyr C	Linebacker D	Timber Wolf A
10	Timber Wolf D	Hellbringer C	Cauldron-Born Prime	Timber Wolf Prime	Cauldron-Born A	Hellbringer Prime	Crossbow B
11	Summoner D	Timber Wolf A	Hellbringer Prime	Cauldron-Born Prime	Timber Wolf A	Summoner D	Linebacker A
12	Linebacker A	Linebacker Prime	Timber Wolf C	Mad Dog H	Night Gyr Prime	Hellbringer A	Summoner H

Assault 'Mechs 2D6	Cloud Cobra	Coyot	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Savage Coyote A	Turkina Prime	Warhawk H	Warhawk A	Dire Wolf Prime	Gargoyle Prime	Naga Prime
3	Executioner B	Warhawk Prime	Executioner A	Kingfisher A	Turkina B	Executioner A	Kingfisher C
4	Warhawk C	Savage Coyote A	Dire Wolf S	Executioner C	Kingfisher C	Naga Prime	Warhawk A
5	Executioner D	Gargoyle A	Warhawk C	Warhawk Prime	Executioner A	Warhawk B	Gargoyle Prime
6	Executioner A	Dire Wolf A	Gargoyle A	Kingfisher Prime	Warhawk C	Kingfisher Prime	Warhawk Prime
7	Gargoyle A	Savage Coyote Prime	Warhawk Prime	Executioner Prime	Warhawk Prime	Dire Wolf Prime	Gargoyle B
8	Warhawk Prime	Savage Coyote A	Gargoyle Prime	Executioner B	Turkina B	Executioner D	Gargoyle B
9	Gargoyle C	Dire Wolf Prime	Warhawk B	Kingfisher B	Dire Wolf A	Gargoyle C	Executioner Prime
10	Dire Wolf Prime	Warhawk C	Gargoyle B	Executioner A	Gargoyle A	Warhawk Prime	Dire Wolf B
11	Naga A	Savage Coyote B	Executioner D	Executioner D	Warhawk C	Dire Wolf A	Kingfisher B
12	Turkina B	Kingfisher C	Dire Wolf Prime	Executioner H	Turkina C	Naga D	Dire Wolf Prime

RANDOM 'MECH ASSIGNMENT TABLE: WARDEN CLAN SECOND LINE

Light

'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	HSR-200-D Hussar	Piranha	Mist Lynx A	HSR-200-D Hussar	Commando IIC	Kit Fox D	Hankyu A
3	Horned Owl 2	Incubus	Incubus	Jenner IIC	MON-66 Mongoose	Fire Moth B	HSR-200-D Hussar
4	Horned Owl	Horned Owl	Locust IIC	MCY-97 Mercury	Jenner IIC	Jenner IIC	Jenner IIC
5	Jenner IIC	Locust IIC	THE-N Thorn	Horned Owl	Locust IIC	Kit Fox Prime	Incubus
6	Locust IIC	Locust IIC	THE-N Thorn	THE-N Thorn	Horned Owl	Howler	Horned Owl
7	Incubus	UrbanMech IIC	Jenner IIC	Horned Owl	Incubus	Incubus	Locust IIC
8	Incubus 2	Incubus	Jenner IIC 2	Jenner IIC	Horned Owl	Horned Owl	Locust IIC
9	Jenner IIC 3	Jenner IIC	Piranha	HER-1S Hermes	Locust IIC	Locust IIC	Jenner IIC
10	Locust IIC	UrbanMech IIC	Piranha	Horned Owl	Piranha	UrbanMech IIC	Howler
11	MON-66 Mongoose	Jenner IIC 2	MCY-97 Mercury	MON-66 Mongoose	MCY-97 Mercury	Adder A	Howler
12	Howler	HSR-200-D Hussar	Adder D	Pack Hunter	Commando IIC	MON-66 Mongoose	Fire Moth Prime

Medium

'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	CRB-27 Crab	Vapor Eagle 2	Hunchback IIC	CRB-27 Crab	Griffin IIC	Wyvern IIC	Battle Cobra Prime
3	Stalking Spider	Great Wyrm	CRB-27 Crab	Great Wyrm	Great Wyrm	Vapor Eagle	CRB-27 Crab
4	Shadow Hawk IIC	Griffin IIC	Griffin IIC	Clint IIC	CRB-27 Crab	Hunchback IIC	Griffin IIC
5	Vapor Eagle	Wyvern IIC	Griffin IIC	STN-3L Sentinel	Conjurer	Clint IIC	Shadow Hawk IIC
6	Griffin IIC	Conjurer	Thresher	Hunchback IIC	Vapor Eagle	Conjurer	Great Wyrm
7	Great Wyrm	Conjurer	Thresher	Ursus	Hunchback IIC	Shadow Hawk IIC	Vapor Eagle
8	Griffin IIC	Griffin IIC	Shadow Hawk IIC	Clint IIC	Vapor Eagle	Grendel Prime	Vapor Eagle 2
9	Hunchback IIC	Vapor Eagle	Wyvern IIC	Ursus	Conjurer	Griffin IIC	KTO-19 Kintaro
10	Vapor Eagle	Great Wyrm	Shadow Hawk IIC	Wyvern IIC	CRB-27 Crab	Great Wyrm	Conjurer
11	Great Wyrm	CRB-27 Crab	Great Wyrm	KTO-19 Kintaro	Shadow Hawk IIC	Stormcrow B	Conjurer
12	Wyvern IIC	Clint IIC	Grendel Prime	Arctic Wolf	Hunchback IIC	STN-3L Sentinel	Nova Prime

Heavy

'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Hellfire	Timber Wolf Prime	Ha Otoko	EXT-4D Exterminator	Fire Scorpion	Guillotine IIC	Hellbringer A
3	Guillotine IIC	CHP-1N Champion	Rifleman IIC	Mad Dog Prime	LNC25-01 Lancelot	Timber Wolf B	Matador
4	FLS-8K Flashman	Guillotine IIC	Glass Spider	CHP-1N Champion	FLS-8K Flashman	Rifleman IIC	Glass Spider
5	Thresher	Glass Spider	EXT-4D Exterminator	Grizzly	BL-6-KNT Black Knight	Glass Spider	Rifleman IIC
6	Glass Spider	Rifleman IIC	Ha Otoko	Glass Spider	Fire Scorpion	Black Python	FLS-8K Flashman
7	Rifleman IIC	Guillotine IIC	Glass Spider	Grizzly	Black Python	Glass Spider	Rifleman IIC
8	Black Python	Rifleman IIC	Rifleman IIC	BL-6-KNT Black Knight	Glass Spider 2	Black Python	Matador
9	Guillotine IIC	Glass Spider 2	Guillotine IIC	Thresher	BL-6-KNT Black Knight	Grizzly	Black Python
10	Black Python	Rifleman IIC	BMB-12D Bombardier	Guillotine IIC	LNC25-01 Lancelot	Rifleman IIC	Black Python 2
11	Grizzly	Black Python	Predator	LNC25-01 Lancelot	Rifleman IIC	EXT-4D Exterminator	Grizzly
12	LNC 25-01 Lancelot	Grizzly	Mad Dog A	BMB-12D Bombardier	Fire Scorpion	Thresher	BMB-12D Bombardier

Assault

'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	ANH-2A Annihilator	Gargoyle A	Supernova	Highlander IIC	Bane 2	Highlander IIC	Gargoyle A
3	Stone Rhino	Warhammer IIC	Highlander IIC	KGC-000 King Crab	THG-11E Thug	Marauder IIC	Supernova
4	Bane 3	Supernova	Bane	Executioner Prime	Kodiak	Stone Rhino	Stone Rhino
5	Bane	Canis	CRK-5003-1 Crockett	THG-11E Thug	Supernova	Phoenix Hawk IIC	Warhammer IIC
6	Marauder IIC	Warhammer IIC	Warhammer IIC	Kodiak	Stone Rhino	Supernova	Phoenix Hawk IIC
7	Supernova	Canis	Warhammer IIC	Kodiak	Marauder IIC	Kodiak	Phoenix Hawk IIC
8	Phoenix Hawk IIC	Phoenix Hawk IIC	Naga A	Supernova	Stone Rhino	Warhammer IIC	THG-11E Thug
9	Highlander IIC	Highlander IIC	KGC-000 King Crab	KGC-000 King Crab	Supernova	Bane	Warhammer IIC
10	Marauder IIC	THG-11E Thug	KGC-000 King Crab	Supernova	Bane 2	Bane 3	Marauder IIC
11	CRK-5003-1 Crockett	Highlander IIC	Marauder IIC	CRK-5003-1 Crockett	THG-11E Thug	THG-11E Thug	Highlander IIC
12	Canis	Kodiak	Gargoyle Prime	Stone Rhino	Warhammer IIC	Naga B	Bane

RANDOM 'MECH ASSIGNMENT TABLE: WOLF (IN EXILE) FRONT LINE

2D6	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
2	Fire Moth Prime	Arctic Wolf	Timber Wolf S	Warhawk Prime
3	Adder C	Hunchback IIC	Linebacker A	Executioner A
4	Adder B	Pouncer Prime	Summoner B	Gargoyle C
5	Kit Fox Prime	Ice Ferret A	Timber Wolf B	Executioner Prime
6	Adder A	Stormcrow Prime	Mad Dog A	Dire Wolf A
7	Adder Prime	Ice Ferret Prime	Timber Wolf Prime	Gargoyle Prime
8	Adder Prime	Ice Ferret B	Timber Wolf A	Gargoyle A
9	Mist Lynx Prime	Ice Ferret C	Linebacker Prime	Dire Wolf Prime
10	Mist Lynx A	Phantom Prime	Hellbringer Prime	Gargoyle B
11	Kit Fox B	Nova Prime	Timber Wolf C	Executioner B
12	Adder D	Viper A	Nova Cat Prime	Dire Wolf Widowmaker

Warden Clan Cluster Index, p. 196, can be used to set the status of each unit. A Status of 1 indicates a front-line unit, while a Status of 2 indicates a second-line unit.

WARDEN TOUMAN

Each unit possesses certain specialties and skills based on its experience and the abilities of its commanders. The Galaxy descriptions in the *Strength of the Clans* sections discuss these characteristics in detail. The following game rules simulate these characteristics and are intended to supplement existing *BattleTech*, *BattleForce 2* and *MWII* rules. These rules are intended to add variety to and enhance game play, but not to 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. 171). Players should feel free to use them in other game situations if appropriate. Unless otherwise stated, the following rules apply to *BattleTech* games only.

CLAN HONOR

The following rules are a brief treatment of the subject of Clan honor.

These rules reflect a unit's level of commitment to Clan honor and are broken into the three main spheres of battlefield conventions: Dueling, Physical Attacks and Retreat. Though there are four levels of Clan honor, these rules use only two levels of commitment to Clan honor: Strict and Liberal. Unless otherwise noted, Warden units follow the strict interpretation of Clan honor when facing Clan opponents, and liberal rules against Inner Sphere foes.

Clan dueling rules and restrictions on physical attacks apply only to MechWarriors engaging enemy 'Mechs. Conventional vehi-

RANDOM 'MECH ASSIGNMENT TABLE: WOLF (IN EXILE) SECOND LINE

2D6	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
2	Jenner IIC	Hunchback IIC	Black Python	Highlander IIC
3	AF1 Arctic Fox	Griffin IIC	BL-6-KNT Black Knight	Marauder IIC
4	Locust IIC	Griffin IIC	Glass Spider 2	Naga Prime
5	MON-66 Mongoose	Wyvern IIC	Guillotine IIC	CRK-5003-1 Crockett
6	Pack Hunter	STN-3L Sentinel	Glass Spider 2	Warhammer IIC
7	THE-N Thorn	KTO-19 Kintaro	Rifleman IIC	Warhammer IIC
8	Pack Hunter	Arctic Wolf	BMB-12D Bombardier	KGC-000 King Crab
9	THE-N Thorn	Shadow Hawk IIC	Rifleman IIC	Naga D
10	MCY-97 Mercury	Arctic Wolf	EXT-4D Exterminator	CRK-5003-1 Crockett
11	HSR-200-D Hussar	Great Wyrm	Guillotine IIC	Marauder IIC
12	Adder Prime	Ice Ferret Prime	Orion IIC	Supernova

cles and unarmored infantry targets may be targeted without reference to Clan honor. Likewise, Clan unarmored infantry need not follow the rules of engagement, though Elemental Points often follow the zellbrigen (dueling) code.

Dueling Rules

Under the rules for ritual dueling, or zellbrigen, Clan players must declare targets for each of their dueling 'Mechs. During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a second enemy unit interferes with a duel, the dueling Clan warrior may attack that unit, provided that another Clan 'Mech has not already challenged that unit to a duel. A duel ends when one combatant is destroyed, disabled or withdraws from the battlefield.

A Clan unit following the strict interpretation of zellbrigen will uphold all the rules of dueling, regardless of his opponent's actions. MechWarriors following the liberal interpretation will follow the dueling protocol as long as other forces do so. However, if any enemy unit violates zellbrigen (a third party interfering, a 'Mech involved in one duel firing on a 'Mech in another duel, and so on), a Clan warrior need no longer follow *any* battlefield protocol, turning the engagement into what the Clans call a melee.

At either honor level, refusal by an Inner Sphere unit to adhere to Clan precepts of honor by, for example, running away, voids the zellbrigen. Furthermore, while Clan units may challenge Inner Sphere forces to duel, the same Clan unit need not accept challenges made by Inner Sphere units.

Physical Attacks

Unlike the formal dueling protocol, the Clans' avoidance of physical 'Mech attacks is an informal, if widespread, custom. To reflect this custom, Clan warriors following strict interpretations of honor will never make physical attacks. Warriors following the liberal interpretation may make physical attacks, but only if an enemy unit makes one first during the Physical Attack Phase of that turn.

Retreating from Battle

Though Clan MechWarriors view withdrawal from battle as a breach of personal honor, many of them accept that such actions may be necessary for the honor of the Clan, a way of preserving their fighting strength for later battles.

To reflect this, Clan warriors following the strict interpretation will not retreat so long as enemy forces remain on the map, even if crippled. Units following the liberal interpretation may retreat, but only if crippled or when scenario Special Rules apply.

USING HIDDEN UNITS RULES

Certain units can use the *Hidden Units* rules (p. 77, *BMR*) 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 at the very beginning of the scenario, and so neither side can use 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 unit'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 the edge from which a side will enter using standard rules.

FORCING THE INITIATIVE

Several Warden units have the ability to "force the Initiative" and gain bonuses to their Initiative rolls in **BattleTech** games. The bonus is equal to the number of enemy units the Cluster destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a Cluster with this capability receives a +2 Initiative bonus if it destroyed 4 enemy units and lost 2 of its own during the previous turn.

OFF-MAP MOVEMENT

Some units are proficient in tactical movement behind the lines of combat. Units 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 offensive 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 number of turns 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, because 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 *Pointblank Shots from Hidden Units* (p. 77, *BMR*). 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.

OVERRUN COMBAT

Some forces are capable of "overrun" combat during *BattleTech* games. Under certain circumstances, these forces may fire before enemy forces can move or fire.

When rolling Initiative for overrun-capable units, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the number of individual units that may move, designate and resolve their firing before any other units move and fire. "Extra" successes do not carry over into later turns (i.e., if the player has more successes than 'Mechs available to move). For example, an overrun-capable unit makes an Initiative Roll of 11, while its opponent rolls only a 6. That gives the overrun-capable unit a Margin of Success of 5, which means that two of its units may move and fire before any other units move (5 divided by 2 = 2.5, rounded down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence. In other words, overrunning units do not count for determining how many units each side must move when alternating turns during the Movement, Reaction and Weapon Attack phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

BATTLEFORCE 2 COMMAND LISTS

The Command List Table offers new command lists for use with the *BattleForce 2* game, reflecting the unique combat style of each of the Warden Clans. A command list for Clan Ghost Bear appears in the *BattleForce 2* rulebook, and Wolf-in-Exile uses the standard Clan Wolf command list, also in *BattleForce 2*.

CLAN CLOUD COBRA

Keshiks and Naval Reserve

If any component of the Keshiks, of at least a Star's strength, is added to an existing Cloud Cobra unit, that unit gains a +1 Initiative bonus and may force the Initiative as long as one unit of the attached component is still functional on the battlefield.

Alpha Galaxy

Alpha Galaxy possesses the capabilities to overrun and force the initiative. Add a +2 bonus when rolling on the Random Weight-Class Table (p. 103, *BMR*) to determine Star type.

COMMAND LIST TABLE

Cloud Cobra		Goliath Scorpion	
11	Alpha Strike!	11	Stand and Shoot
12	Ambush	12	Luck of the Fox
13	Careful Aim	13	Doubletime March
14	Doubletime March	14	Evasive Action
15	Evasive Action	15	Hello, HQ?
16	Evasive Action	16	Stand and Shoot
17	Hello, HQ?	17	Careful Aim
18	Jam Transmission	18	Careful Aim
19	Luck of the Fox	19	Careful Aim
20	Luck of the Fox	20	Careful Aim

Coyote		Snow Raven	
11	Alpha Strike!	11	Luck of the Fox
12	Alpha Strike!	12	Alpha Strike!
13	Ambush	13	Evasive Action
14	Evasive Action	14	Careful Aim
15	Fall Back!	15	Stand and Shoot
16	Fall Back!	16	Jam Transmission
17	Hello, HQ?	17	Jam Transmission
18	Hello, HQ?	18	Doubletime March
19	Careful Aim	19	Ambush
20	Stand and Shoot	20	Hello, HQ?

Diamond Shark		Steel Viper	
11	Alpha Strike!	11	Alpha Strike!
12	Ambush	12	Alpha Strike!
13	Doubletime March	13	Careful Aim
14	Evasive Action	14	Careful Aim
15	Evasive Action	15	Hello, HQ?
16	Hello, HQ?	16	Stand and Shoot
17	Jam Transmission	17	Doubletime March
18	Careful Aim	18	Evasive Action
19	Careful Aim	19	Luck of the Fox
20	Fall Back!	20	Doubletime March

If any portion of the 149th Cobra Guard goes into combat against any Clan Coyote unit, they will fly into a berserker rage. They suffer a –4 Initiative penalty while enraged but gain a -1 to-hit bonus and are freed from the restrictions of zellbrigen.

When using *AeroTech* or *AeroBattle* rules, members of the 214th Fangs receive a –2 to-hit modifier while engaging in a strafing attack and a –1 Piloting Skill target modifier for all Control Rolls.

Beta Galaxy

Considered by many outside Clan Cloud Cobra to be unworthy to fight even bandits, Beta Galaxy is often underestimated and dismissed as an ineffective fighting force. Beta's commanders can take advantage of this by electing to give up the Initiative only to seize the Initiative later in combat. In game play, the player controlling Beta's forces may, after winning the Initiative roll, choose to give the Initiative to his opponent. For each turn the controlling player elects to lose Initiative, he may, at a later turn before making the Initiative roll, simply declare that he wins the Initiative (without making a die roll). The controlling player may only "bank" up to two Initiatives at any one time in this way. For purposes of any other special abilities, consider the opponent to have lost the Initiative by a margin of 1.

Due to the Forty-fifth Grenadiers' close ties to the Ka'an Cloister and ecKhan Ekko Mannix, as long as a *MWII* character is attached to the unit, he enjoys the effects of a 1-point Well Connected Advantage (p. 13, *MechWarrior Companion*). In addition, a character in the Forty-fifth receives a Skill Point bonus of one-half his Learn Attribute each month, which is applied directly to his Career Skill: Theology.

Add a +2 bonus when rolling on the Random Weight-Class Table (p. 103, *BMR*) to determine the Star type for the Ninety-seventh Guards.

Gamma Galaxy

Even though the 441st Guards is a relatively green unit, its commander and officers are veteran Gamma Galaxy warriors. Before each battle, the commanding officers of each side make opposed Tactics Skill Rolls (if using *MWII* rules), or opposed Piloting Skill Rolls (if using *BattleTech* rules). The Cloud Cobra commander receives a –2 modifier to the target number. If the player controlling the 441st wins the roll, he may choose a number of maps for the battle equal to his Margin of Success rather than randomly generating them, though no more than four maps may be chosen in this way.

Delta Galaxy

Due to its heavy aerospace bias, when any of Delta's BattleMechs, vehicles or infantry enter combat, they automatically lose the Initiative for the first four turns of combat (by a Margin of 1 for purposes of any other special abilities), and thereafter receive a –2 Initiative penalty. On the other hand, all of Delta's aerospace and naval forces receive a +2 Initiative bonus.

The First Coil is the premier Cloud Cobra anti-ship warfare unit; in a *BattleSpace* game, they gain a –2 to-hit modifier when attacking any ship massing more than 50,000 tons.

The Eighty-fourth Fangs receive a –2 bonus to all Control Rolls required while operating in an atmosphere.

All of the marines assigned to the vessels of the 170th Coil are Elemental troops. While their marines are fighting a boarding action (p. 36–37, *BattleSpace Rulebook*) apply a +2 bonus when rolling on the Boarding Action Result Table (p. 40, *BattleSpace Rulebook*).

Epsilon Galaxy

Up to one quarter of Epsilon's units may be deployed as hidden units, provided they are the defenders in the scenario and the terrain allows it. If Epsilon is fighting in an urban or hill terrain, they receive a +1 Initiative bonus. If they are fighting in flatlands terrain, however, they receive a –2 Initiative penalty.

Once per Star, the player controlling the Seventy-third Guards may roll for an appropriate weight-class 'Mech on the Front Line table.

Zeta Galaxy

Galaxy Commander Cynthia Beckett is an oppressive force on the field of battle. In *BattleForce 2* games, if the Hello, HQ? command is drawn, ignore the listed effects of that special command. Instead, the affected unit will immediately identify the closest enemy unit, close with it as much as possible and direct an all-out attack (including overheating, if possible) against the members of that enemy unit.

Extremely adept at precision bombing, the aerospace fighters of the 222nd Fangs receive a –2 to-hit modifier when Dive or Ripple Bombing (p. 86, *BattleSpace Rulebook*) and a –2 Piloting Skill modifier to Control Rolls while carrying their ordnance.

CLAN COYOTE

Alpha Galaxy

Members of the newly reconstituted Alpha Galaxy may make use of overrun movement as long as elements of no other friendly Cluster are present on the battlefield. If other friendlies are present, all Alpha Galaxy members lose their overrun capability and suffer a –2 Initiative penalty.

Delta Galaxy

When rolling on the Random Weight-Class Tables and the Random Binary/Trinary Type Table for Delta Galaxy (p. 103, *BMR*), add a +3 modifier to the die roll. Additionally, they may set aside any portion of their force as a reserve. When they begin a game this way, they receive an Initiative bonus based on the number of units held in reserve, and maintain this bonus until they activate their reserve (unless the scenario type would not normally allow such a reserve). If at least one quarter of Delta's total number of units are held in reserve, they receive a +2 Initiative bonus; if over half are held in reserve that bonus

increases to +4. The reserve must begin the game on the map, but may not move or fire until called into combat. If the controlling player activates the reserve, he negates the Initiative bonus but the reserve may act normally. (The decision to activate the reserve must be made at the start of a turn before Initiative is rolled.) If the opposing player attacks the reserve in any way, the reserve may return fire and in the following turn is free to act normally; additionally, if the reserve is activated in this way, the controlling player does not lose his Initiative bonus.

All of the Stars of the Thirty-fourth Strike Cluster are Novas. When deploying Elemental Points, the OmniMechs of the Thirty-fourth do not pay the 1 MP cost to mount or dismount the Elementals. Additionally, those Elementals receive a +1 bonus to their rolls on the Battle Armor Missiles and the Battle Armor Direct Fire tables (p. 61, *BMR*).

When rolling to determine random Star composition for the Forty-fourth Reserve, roll 1D6 – 1. Roll for a number of BattleMechs equal to the result on the front-line Random 'Mech Assignment Table instead of the second-line table.

Epsilon Galaxy

The player controlling any Epsilon Galaxy unit may make use of off-board movement at any time during the game. Optionally, rather than using off-board movement, up to half of the Epsilon force may instead be deployed hidden. Because of Epsilon's preference to operate in reduced visibility conditions, all of its OmniMechs mount searchlights (p. 81, *BMR*).

The members of the Twelfth Battle Cluster gain a –1 to-hit modifier on all weapons attacks, but likewise suffer a –2 Initiative penalty and may *not* make use of off-board movement.

Zeta Galaxy

When rolling to determine random Star and Binary/Trinary types on the Random Weight-Class Tables (p. 103, *BMR*) for Zeta Galaxy, apply a –2 modifier. As long as the scenario permits it, all of Zeta's Elementals may start the game deployed in hidden positions.

The members of the 101st Reserve Cluster are often called upon to hold an objective in the face of daunting odds. When playing a *BattleForce 2* game, and when outnumbered, the 101st may make overheat attacks for a cost of 1 less heat point than the attack would normally cost (p. 25, *BF2*).

Lambda Galaxy

The player controlling the Lambda Galaxy force gains a +1 bonus to all Initiative rolls. Additionally, when rolling for random Star composition, first roll 1D6 – 2. Roll for a number of BattleMechs equal to the result on the front-line Random 'Mech Assignment Table instead of the second-line table.

When playing a *BattleForce 2* game and the special command *Hello, HQ?* is drawn, roll D6 immediately. On a roll of 1, apply the effects of that command normally. On any other roll, the controlling player may choose *any* other *BattleForce* command and apply its effects instead. No matter the outcome, after the command is activated, it is still considered a "special" and is set aside for a turn before being returned to the command pool.

When rolling on the Random Weight-Class Tables and the Random Binary/Trinary Type Table (p. 103, *BMR*) for the Seventh Assault Cluster, add a +3 modifier. The Seventh also possesses overrun capabilities.

If the Tenth Battle Cluster engages in combat against any Clan Cloud Cobra unit, they receive a –1 to-hit modifier and an additional +1 Initiative bonus. Alternately, they may forego zellbrigen at any time, but they will lose their extra bonuses in this case.

Nu Galaxy

Nu Galaxy gains a +1 Initiative bonus when they are defending and deployed on any terrain except flatlands or urban.

When working with other members of Nu, the fighters of the Ninety-second Fighter Wing gain a –1 to-hit modifier on any strafing runs they make against an enemy force. Additionally, when the Ninety-second's 'Mechs are subject to lower than normal gravity conditions (p. 78, *BMR*), they make their Piloting Skill Rolls with a –2 modifier.

Omicron Galaxy

Considered by many outside Clan Coyote to be just another second-line Galaxy, Omicron is often underestimated and dismissed as an ineffective fighting force. Omicron's commanders can take advantage of this by electing to give up the Initiative only to seize the Initiative later in combat. This works the same as the same special ability possessed by Clan Cloud Cobra's Beta Galaxy (p. 177). All of Omicron's Clusters may also make use of off-map movement.

When rolling for Random 'Mech Assignment for the 246th Strike Cluster, the controlling player may roll once per Star on the Clan Coyote front-line table.

The fighters of the 990th Composite Cluster add a –2 modifier to the target number of all Control Rolls required while in space (*not* in atmosphere) (p. 12, *BattleSpace Rulebook*).

Rho Galaxy

If the Warriors of Rho Galaxy fight according to the strict Clan honor rules, they receive a –4 Initiative penalty as long as they adhere to zellbrigen. As soon as they break honor, their opponents receive a –2 Initiative penalty for the next four turns. If either of the Coyote Khans fights alongside Rho Galaxy, the Rho units suffer a +1 modifier to all to-hit target numbers.

CLAN DIAMOND SHARK

Alpha Galaxy

The Third Strike Cluster gains a –1 modifier to short-range to-hit numbers and suffers no penalty for engaging multiple targets.

Units of the Twenty-seventh Cruiser may use off-map movement, but must multiply the minimum movement time result by 1.25.

Beta Galaxy

When Beta faces a force made up of elements from more than one Cluster, the opposing force must roll and win Initiative for each Cluster represented on the board in order to take the Initiative.

The Pearl Skate may force the Initiative.

The Seventh Cruiser receives a +2 Initiative bonus when fielding more Elemental Points than other types of units. Enemy infantry must add a +1 modifier to the to-hit target for anti-'Mech leg and swarm attacks against OmniMechs of the Seventh.

If, at the beginning of a Weapon Attack Phase, an enemy 'Mech is reduced from its normal maximum movement as a result of critical damage or heat, units of the Sixth gain a –1 to-hit modifier against that machine for that turn's Weapon Attack to-hit rolls.

When facing Warden opponents, the Forty-second may choose to suffer a +1 to-hit modifier for all attacks in exchange for a +3 Initiative bonus. The decision to take these modifiers must be made at the end of Turn 1, and if taken, the modifiers apply for the remainder of the battle.

Gamma Galaxy

The Emerald Skate's information network cancels out all their opponent's Initiative-related bonuses gained from special unit abilities.

The Twenty-first Strike Cluster specializes in night combat. No warrior of the Twenty-first is penalized for fighting in dark conditions. In night conditions, attacks against Merfolk Elemental units suffer an additional +1 to-hit modifier.

The SturmWache cannot be overrun and they may force the Initiative against an enemy.

Lambda Spina

Unless all of the Fifteenth Cruiser is committed to battle, no opponent may use off-map movement against any element of Lambda Spina. It is assumed that a non-combatant unit is placed in flanking positions to prevent just such a maneuver. When rolling up the Command Cluster or a Command Trinary of Lambda Spina, use the front-line Random 'Mech Assignment Table.

BattleMechs and Elementals of the Fifteenth Cruiser Cluster may use off-map movement.

Rho Spina

When generating the Command Cluster or a Command Trinary of Rho Spina, use the front-line Random 'Mech Assignment Table.

The Opal Skate's fluid nature gives its warriors a slight edge in movement. During any turn in which they win Initiative, temporarily increase the Running movement of every BattleMech by 1 MP.

The Thirteenth Cruiser may use off-map movement, but must multiply the minimum movement time result by 1.5.

Omega Galaxy

Overheating 'Mechs of the Coral Skate may take an additional penalty to movement in order to negate their to-hit penalty. For example, at heat scale level 13, a Coral Skate warrior could take a –3 MP modifier to reduce the to-hit modifier to –1, or –4 MP to eliminate the to-hit modifier. A 'Mech cannot reduce its MP below 1 in this fashion, and it may only negate heat-based to-hit penalties. Other to-hit modifiers are unaffected, and the increased MP penalty will never result in a to-hit bonus. The choice must be made at the end of each Heat Phase, and applies through the following turn.

The Fifty-seventh gains a +1 Initiative bonus as the defender in a scenario. The attacker movement modifier for Walking does not apply to any 'Mech that only moves backward, because they constantly practice this fighting retreat maneuver.

Sigma Galaxy

All Sigma Clusters receive a +1 Initiative bonus as the defender in a scenario.

The Moonstone Skate may use overrun tactics during night encounters.

The Twenty-third Strike Cluster receive an additional –1 modifier to to-hit rolls made at long range. However, they suffer a +1 to-hit modifier on physical attacks and weapons fired at short range.

The Sixty-first can gain a –1 to-hit modifier on all to-hit target numbers by giving their opponent a +1 Initiative bonus and the same –1 to-hit modifier. This declaration must be made before Initiative is rolled each turn.

Because the Seventy-ninth Strike warriors prefer using high-heat energy weaponry and so are highly skilled at managing their 'Mechs' heat, the to-hit modifier for overheating is reduced by 1 (to a minimum of 0) for their energy weapons. The standard modifiers apply to missile, ballistic and other types of weapons.

Zeta Galaxy

All Clusters of Zeta Galaxy can force the Initiative when they are the defenders in a scenario.

The Agate Skate suffers a +1 modifier for to-hit rolls for any weapon firing at long range. When firing at short range, apply a –1 to-hit modifier.

The Eighty-third gains a +1 Initiative bonus when fielding more than two types of troops (i.e., 'Mechs and infantry, 'Mechs and vehicles, and so on).

The Free Air Cluster pilots gain a –1 to-hit modifier when making strafing runs against ground targets.

In scenarios that allow it, the Forty-fourth may choose their home edge and place their units that would normally enter

through that edge anywhere within 6 hexes of that edge. Those units receive a –1 to-hit modifier on weapon attacks during the first turn if they do not move during that turn.

CLAN GHOST BEAR

Clan Ghost Bear's Touman has a high proportion of heavy, assault and Supernova units. To simulate this, add a +1 modifier to the dice roll on the Random Weight-Class tables (Star Type and Binary/Trinary Type) (p. 103, *BMR)* when generating Ghost Bear forces, in addition to any other required modifiers described in this section. (A result modified to be greater than 12 is considered a 12.)

The Ourse Keshik

The presence of the Clan's command unit is inspiring to all Ghost Bear warriors on the battlefield. As long as there is a single Ourse Keshik 'Mech surviving, the Ghost Bear side gains the overrun combat ability and adds +1 to all Initiative rolls. If all Keshik units are destroyed, however, these bonuses are lost and the blow to morale results in a –2 Initiative modifier for the rest of the battle.

Alpha Galaxy (The Golden Bears)

Alpha is without question the most skilled and best-equipped unit in the Clan. They may add +1 to their Initiative die rolls, and the commander of each Star (1 warrior per 5) may choose any OmniMech in any desired configuration rather than generating one randomly.

The Silveroot Keshik is uncharacteristically aggressive for a Bear unit. Their attacker movement modifier for weapon attacks is reduced to +1 for Running and +2 for Jumping. The Keshik may also force the Initiative.

The ilKhan's Shield is widely feared and respected as one of the most elite Clusters in the Clans. When facing Clan opponents, the enemy force suffers a –1 Initiative modifier and loses any terrain-based special unit abilities for the duration of the battle.

The Black Bears may re-roll any Random 'Mech Assignment Table result that is not a jump-capable 'Mech. The second roll result must be used, even if the resulting 'Mech cannot jump.

The First Rasalhague Bears contain so many Inner Sphere bondsmen that the unit is exceptionally good at countering Inner Sphere tactics. Any special unit ability that an Inner Sphere opponent has because they are facing a Clan opponent is negated. Also, against Inner Sphere opponents the Bears need not follow any of the Clan honor rules, and gain an additional +1 Initiative bonus.

Beta Galaxy (Night Howlers)

Under the wise command of Loremaster Laurie Tseng, Beta Galaxy gains a distinct strategic advantage against their opponents. The Bear player may choose the mapsheets he is designated to generate rather than rolling randomly. Also, the Beta Galaxy player always chooses his home map edge first and sets up second unless the scenario rules specifically prohibit it.

The Shrill Keshik is more closely bonded than even the Ourse Keshik. Each Star from the Keshik is counted as a single unit when determining movement and attack declaration. In addition, once per turn a single unit in the Keshik may make an attack using another Keshik unit's range to the target, as though both units were equipped with C3 computers (p. 124, *BMR*). This ability is not blocked by ECM, and is not considered a breach of Clan honor.

The Elemental units of The Wendigos are considered Elite when generating skills on the Random Skills Table, rather than Veteran as for other types of units in the Cluster.

Elementals of the 304th Assault Cluster may set up using the hidden units rules, unless forbidden by the scenario.

Against mercenary opponents, the Maulers gain the overrun combat and forcing the Initiative abilities, and cannot retreat regardless of honor levels used. However, their rage also results in a –1 Initiative modifier.

Delta Galaxy (The Blitzkrieg)

Unlike other Ghost Bear Galaxies, Delta does not receive the usual +1 modifier to rolls on the Random Weight-Class Tables. However, the Galaxy's excellent officer corps gives them a +2 modifier to Initiative rolls.

Galaxy Commander Roberto Snuka is known for snatching victory from the jaws of defeat. When fighting against Jorgensson's Keshik, opponents cannot force the Initiative. Furthermore, count the total losses suffered by each side in each End Phase. If the Keshik has suffered more total losses than their opponent, the Bear side receives a –1 modifier to all to-hit rolls in the following turn.

The 115th Striker Cluster player may keep the record sheets for his OmniMech units hidden from his opponent. When LOS is achieved to an OmniMech by an enemy unit, the exact configuration of the unit must be revealed. The Rolling Wave also contains a large number of Sun Zhang bondsmen. When fighting against the Draconis Combine, any Initiative bonuses the Combine units gain from special abilities are negated.

OmniMechs of the 140th Striker Cluster are always configured with jump jets. If an OmniMech generated by the Random 'Mech Assignment Table does not have jump jets, the player may choose any jump-capable configuration of the 'Mech if one exists; If one doesn't, the player must customize the configuration so it has a Jump MP rating of at least 3 MP (see *Outfitting an OmniMech*, p. 120, *BMR*).

Rho Galaxy (Bear Essentials)

In battle against Hell's Horses, Rho may force the Initiative, but can never retreat.

When generating forces for the 243rd Battle Cluster, the Bear player may choose to take a light 'Mech in the place of any assault-class 'Mech on the Star Composition Table.

The Ursine Inferno gains a +2 Initiative bonus in urban terrain.

The Roaring Phoenix may use the overrun combat ability when fighting Hell's Horses.

Omega Galaxy (The Raging Bears)

Omega Galaxy need never follow Clan honor when facing Inner Sphere opponents. Any special unit ability the opponent possesses because they are fighting the Clans is negated. An Inner Sphere opponent may never force the Initiative against Omega Galaxy.

The 357th Assault Cluster is one of the heaviest units in the Clan. Roll 1D6 + 5 rather than 2D6 when rolling on the Random Weight-Class Tables, but do not add the additional +1 for Clan Ghost Bear. The slow and steady tactics of The Cave Bears are simulated by a –1 Initiative modifier for the unit.

Zeta Galaxy (Claws of the Ghost)

Unless your opponent agrees to face an entirely Elemental force, half of the units on the Ghost Bear side must be 'Mechs seconded from a different Bear unit.

The Elementals of Zeta Galaxy are among the best-trained battle-armor infantry in existence. Apply a –2 to-hit modifier to all anti-'Mech swarming and leg attacks made by Zeta's Elementals. In addition, up to half of the Elementals on the Zeta Galaxy side may be set up using hidden units rules unless the scenario being played specifically forbids it.

The Second Claw is so well trained in combat drops (see *Dropping Troops,* p. 72 in *BMR*) that a Point only fails to land safely on a roll of 2 on 2D6. On a failed landing, each trooper only suffers 1D6 damage.

Theta Galaxy

In scenarios where Theta is the defender, they receive a +1 modifier to Initiative rolls. However, as the attacker they suffer a –1 modifier to Initiative rolls. The technicians of Theta Galaxy are considered one level more experienced than usual, with a maximum level of Elite. For example, the technician assigned to a Regular MechWarrior would be Veteran level.

The Third Bear Regulars do not suffer the Theta Galaxy Initiative penalty as the attacker. In addition, the "smash and grab" maneuver is represented by the Third's ability to deploy up to a quarter of its units using the hidden units rules, and the ability to use off-map movement.

Kappa Galaxy

The Eleventh PGC is well-trained in low-G operations. (See *High/Low Gravity,* p. 78 in *BMR*). Apply a –1 modifier to any Piloting Skill Rolls required for using additional movement in low-G conditions. In any boarding action, the Eleventh may add a +1 modifier to the die roll on the Boarding Action Result Table (p. 40, *BattleSpace Rulebook*), with a result greater than 12 considered the same as a 12.

All light 'Mechs of the Fourteenth PGC may spot hidden units as though they are equipped with light active probes (p. 122, *BMR*). A unit that is actually equipped with an active probe increases the effective range of that equipment by 1 hex.

Xi Galaxy

The worst unit in the Clan, Xi Galaxy does not receive the Ghost Bears' usual +1 modifier to the roll on the Random Weight-Class Tables. In addition, their Initiative rolls are modified by –2 as a result of their poor tactical command and bad morale.

The only bright spot in Xi's abilities is their Galaxy Commander's strategic planning abilities. If the Random Mapsheet Tables are being used, the Xi player may choose all of the mapsheets used for a scenario rather than rolling; his opponent generates none of the mapsheets to be used. After the Xi player has chosen the maps, his opponent may choose to "veto" one of the maps selected. That map is replaced by one generated randomly according to the applicable rules. The Xi player may then place all the mapsheets in any legal arrangement. Finally, the Xi player adds a +2 modifier to the die roll when rolling to see which player gets to choose their home map edge first.

Omicron Galaxy

Air superiority allows Omicron to shoot down incoming DropShips with ease. When Omicron is the defender in a scenario, his opponent has two choices: bargaining for safcon or attacking.

If they choose to bargain for safcon, the Omicron player chooses which edge of the map will be his home map edge first. Also, the Omicron player automatically wins the Initiative in the first turn, and gains a +1 modifier to his Initiative rolls for the remainder of the game.

If they choose to attack, there is a chance units will be damaged as they land. Roll 2D6 for each attacking unit before play begins. On a result of 2, that unit is damaged: roll 2D6 again for that unit and divide the damage into 5-point groups, applying according to the standard rules. On a result of 12 on the second roll, the unit is destroyed outright.

If the attacker is arriving on the map via a combat drop (see *Dropping Troops,* p. 72 in *BMR*), they may not choose to request safcon. Rather than rolling for each unit as described above, simply apply a +2 modifier to the landing roll target number for each dropping unit.

The Sixth Bear Regulars may replace any assault 'Mech generated on the Random 'Mech Assignment Table with an *Executioner* OmniMech of any standard configuration.

Pi Galaxy

Apply a –1 modifier to rolls on the Star Random Weight-Class Tables rather than the +1 modifier used by most Ghost Bear forces. Against opponents from the Periphery, Pi gains a +1 bonus to Initiative die rolls.

Sigma Galaxy

If the Sigma force includes conventional vehicles and 'Mechs, they receive a +1 modifier to Initiative rolls.

The Tenth Phalanx consists entirely of conventional vehicles and contains no BattleMechs. The Tenth is the best vehicle unit in the Clan, and may use off-map movement and force the Initiative.

Tau Galaxy

When acting as the defenders in a scenario that takes place in the Ghost Bear occupation zone, Tau is well-supplied and morale is high. As a result, their 'Mechs have full ammunition loads regardless of scenario rules that might limit access to ammunition, and their opponent may not set up any hidden units because the locals will report their positions to the Ghost Bears.

The Second Bear Regulars add an additional +1 to rolls on the Random Weight-Class Tables.

Aerospace units of the Thirty-seventh PGC are considered Veteran rather than Green.

CLAN GOLIATH SCORPION

A number of special rules apply to Goliath Scorpion units in general.

Targeting Computers

Goliath Scorpion units mounting targeting computers do not receive the standard –1 to-hit modifier when firing normally, but may still target specific locations with the standard +3 to-hit modifier.

Necrosia

The following rules apply to *MWII* characters imbibing necrosia. Though these rules can also be used in *BattleTech* play during the scenario set-up, the likelihood of characters dying or falling into a coma may reduce the team sizes and unbalance the forces for the scenario.

When a character drinks necrosia, roll 2D6 and consult the Effects of Necrosia Table.

EFFECTS OF NECROSIA TABLE

2D6 Roll	Result
2	Death Coma
3	Zen Focus
4–5	Visions
6–7	No Effect
8–9	Drunken State
10	Sixth Sense
11	Toughness
12	Berserker Rage

Necrosia Table Notes

Berserker Rage: The character will move toward the nearest visible target at the fastest possible speed and attack it in the most damaging way possible, with no regard for ammunition expenditure or heat. The character will attack friend or foe in this manner until the rage runs its course in 1D6 minutes (or 1D6 turns in *BattleTech*), at which point the character enters a Drunken State (see below) for 1D6 hours.

Death Coma: After this result, roll 1D6. A result of 1 indicates immediate death; any other result indicates a coma. Most characters should be allowed to recover from the coma in 1D6 weeks unless they are frequent users of necrosia, in which case the coma may be longer or they may not be able to recover from it, at the gamemaster's discretion.

Drunken State: The character becomes moderately intoxicated for a period of 1D6 hours. While in this state, he makes all Skill Rolls at a +2 penalty to the target number.

Sixth Sense: This effect acts just like the *MechWarrior* advantage of the same name (p. 21, *MWII* and p. 47, *Maximum Tech*). Characters who already possess this advantage find it heightened and use the two best results when rolling 3D6 instead of the two worst results. The effect lasts for 1D6 hours.

Toughness: This effect is exactly the same as the *MechWarrior* advantage of the same name and lasts for 1D6 hours. (In *BattleTech* play, it acts as Pain Resistance; see p. 47, *Maximum Tech.*)

Visions: The character has fantastic visions, which may or may not involve anything useful or revealing. Often, these visions will involve something related to the Star League. The depth of detail and other specifics are left to the gamemaster, though such visions are similar to dreams, involving abstract sounds and symbols rather than explicit knowledge.

Zen Focus: The character achieves a state of concentration which confers the aiming benefits of a Clan Goliath Scorpion targeting computer (see above). If the character's 'Mech is equipped with a targeting computer, the penalty for targeting a specific location is reduced from +3 to +2 for the duration of the effect. The effect lasts 1D6 hours.

Alpha Galaxy

The Fourteenth Hussars are skilled at out-flanking their enemies and may use off-map movement.

The Eighth Dragoons are noted for survival despite any obstacle. If the Dragoon side is reduced to a single unit, the lone survivor may choose to win or lose the Initiative each turn (with no die roll required) and may thereafter exit the battlefield safely from any map edge, not just his home map edge. This effect lasts until the lone survivor leaves the map or is disabled or destroyed.

Beta Galaxy

All elements of Beta Galaxy are skilled at off-map movement. At the begnning of any turn in which Beta Galaxy outnumbers its

opponents by more than two-to-one, it automatically wins the Initiative.

The Twenty-third Cuirassiers receive a +2 Initiative bonus when fighting as the defender in any scenario. The Ironshell Irregulars also possess the ability of overrun combat.

The Twenty-second Uhlans are skilled at desert combat and as such receive a +1 Initiative bonus when fighting in badlands terrain (p. 101, *BMR*). The unit may also reduce the deleterious effects of Blowing Sand (p. 11, *Maximum Tech*) by 1 for weapons fire in these conditions.

The Sixth Hussars are experts at selecting the site of their battles and thus may choose all but the last mapsheet during the set-up for any scenario in which they participate (provided the mapsheets are being selected randomly).

The Heartvenom Cluster ignores all night-combat penalties and its Elementals may use hidden set-up for scenarios in which hidden units are allowed. In addition, the unit may reduce its to-hit number by 1 for anti-BattleMech swarm and leg attacks.

Gamma Galaxy

The Galaxy's Elementals may use hidden set-up. All Gamma forces receive a +1 Initiative bonus when fighting on Roche and automatically win the Initiative when defending the Temple of the Nine Muses.

The Sixteenth Dragoons are capable of overrun combat and may force the Initiative.

The Third Cuirassiers labor under the unimaginative Djerassi and suffer a –2 Initiative penalty when he is in command. The unit is allowed to participate in physical combat without a breach of Clan honor, however, and its pilots receive a –1 to-hit modifier for such attacks.

Delta Galaxy

Delta Galaxy receives a +1 Initiative bonus in any engagement where at least two separate military branches ('Mech, infantry, aerospace, and so on) participate as part of its forces.

The Seventeenth Cuirassiers are capable of overrun combat and also reduce by 1 the to-hit modifiers for firing at a secondary target.

The Twentieth Cuirassiers train in a multitude of terrain, and so their opponents may not use any terrain-based Initiative modifiers.

The Seventh Grenadiers may use off-map movement.

Rho Galaxy

Units of Rho Galaxy may ignore the effects of a single sensor critical hit on their BattleMechs, but suffer the standard effects for sensor destruction.

Star Colonel Sargon provides any force he commands with the ability to reroll Initiative once per turn. The player must use the re-rolled result, regardless of whether or not it was better than the first.

Tau Galaxy

Tau Galaxy is known for its ability to fire on the move, and so its members may reduce the usual attacker movement modifier by 1 (to a minimum of 0) when moving 5 or fewer hexes in a turn.

The Fourth Uhlans are capable of off-map movement and fight with a ferocity which yields them a +1 Initiative bonus when they are the attackers in a scenario.

The Second Hussars' reconnaissance specialty forces the opposing side to reveal half of its hidden forces in scenarios that use them. The side that owns the hidden units chooses which units to reveal.

Mu Galaxy

All Mu Galaxy elements are capable of off-map movement.

The Eleventh Dragoons are a demoralized and declining group of warriors, a fact which is reflected by a –2 Initiative penalty and a +1 modifier to all Piloting and Gunnery Skill rolls made by its members.

The Twelfth Cuirassiers are perhaps the best group of duelists in the Scorpion military, and their refined gunnery skills translate into benefits similar to those conferred by an advanced targeting computer. If firing only a single non-missile weapon during the Weapon Attack Phase, a warrior of the unit may target a specific location according to standard targeting computer rules. If the warrior's BattleMech has a targeting computer, the attack modifier for targeting a specific location is reduced to +2. This bonus is not cumulative with the Zen Focus effect of necrosia (p. 182).

The Thirty-third Grenadiers receive a –1 to-hit modifier when attacking an adjacent target (Range 1), but add a +1 modifier to all attacks at long range. Opponents cannot use any unit special ability based on outnumbering the enemy against the Boxers.

CLAN SNOW RAVEN

All Snow Raven WarShips gain a –1 modifier when making Control Rolls in *BattleSpace* games. This bonus is cumulative with any Snow Raven unit-based special ability. Elemental battle armor suits used on naval vessels are equipped with special thrusters; when used in *BattleSpace* games (pp. 84–87, *Explorer Corps*) they gain a –2 modifier for maneuver Control Rolls (including boarding landing rolls) at the expense of 1 armor point. In all other ways, the suits are the same as regular battle armor suits.

Corvus Keshik

If at least two Stars from Corvus Keshik form part of the Snow Raven force, the Snow Raven player gains a +1 bonus to the Initiative roll.

The teamwork shown by the WarShips of the Naval Command Star allows them to get the most from their vessels. Before each vessel makes a turn, the controlling player may

make a Control Roll. If successful, the thrust-point cost to turn is reduced by 1 (to a minimum of 1 point). Failure means the vessel may not turn and must move forward another hex before making another attempt.

Alpha Galaxy (Swift Wing Galaxy)

The First Raven Phalanx relies on Elemental troops, and each Star of 'Mechs from the unit must be accompanied by at least a Star of Elementals. The unit may deploy a maximum of three Stars of OmniMechs.

The Sixth Battle Cluster is at odds with the Galaxy commander and when working with the Galaxy Command Trinary, this dispute causes them to suffer a –2 Initiative penalty.

Beta Galaxy (Storm Crow Galaxy)

Beta Galaxy have developed a strong hatred for members of Clan Jade Falcon. When facing that Clan, they gain a +1 Initiative bonus, but suffer a +1 modifier on all to-hit rolls.

The Fifth Stoop may use the off-map movement rules.

The Fourteenth Battle Cluster are adept at overrun combat.

The fighters of the Ninth Wing gain a –1 to-hit modifier on all attacks against ground targets.

Gamma Galaxy (The Hawkshead Galaxy)

All ground units of the Galaxy may force the Initiative.

Though a second-line unit, the First Regulars use front-line organization and equipment. When randomly determining forces for the unit, the controlling player may choose to roll two 'Mechs in each Star on the front-line rather than second-line Random 'Mech Assignment Table.

For every 'Mech Star deployed by the Twelfth Garrison Cluster, they must deploy a Star of vehicles. They may deploy a maximum of ten 'Mechs.

Delta Galaxy

Star Colonel Siegel of the Fourth Garrison Cluster is an excellent tutor and any *MWII* characters under his authority gain double the normal number of Skill Points for the use of Tactics and Small Arms.

Star Colonel Yelena Chand of Delta Solahma has vowed to win back the honor she lost as CO of the Fifth Auxiliaries. To reflect this, members of Delta Solahma must always use the strict honor rules.

Epsilon Galaxy

When using ground units in *BattleSpace* (pp. 84–87, *Explorer Corps*), ground units from Epsilon gain a –1 modifier for maneuver Control Rolls (including boarding landing rolls).

All *MWII* characters in the Fourth Raven Regulars gain double the normal Skill Points for Tactics, Leadership and Bureaucracy.

Kappa Galaxy

Star Colonel Alberto Crow is young and inexperienced by Snow Raven standards, and so the troops under his command suffer a –1 Initiative penalty. He makes up for his lack of experience by the ferocity of his tactics, which earn the Sixth Regulars a –1 to-hit modifier at short range.

Star Colonel Erin Sukhanov can call in orbital fire support with devastating accuracy; attacks that miss their target hex do so by only half the normal distance (p. 39, *BattleSpace Rulebook*).

CLAN STEEL VIPER

Triasch Keshik

The Triasch Keshik suffer no to-hit modifier for attacker movement if they walk, and spend half or less of their maximum Walking MP. They may also force the Initiative.

Alpha Galaxy (Steel Viper)

When randomly creating forces for the Second or Fourth Viper Guards, at least one Star in each Trinary must contain Elementals. Further, the troops of the Fourth Guards hate Spheroid troops and reduce their short-range to-hit numbers by 1 against such foes. Their fury also results in the Guards suffering a –1 Initiative penalty.

The 400th Assault Cluster may use overrun movement.

Beta Galaxy (Steel Fangs Galaxy)

Beta Galaxy can never be forced to withdraw until at least half the units that begin a battle have been destroyed or disabled, but neither may they voluntarily withdraw until this condition or the scenario objectives are met.

When randomly generating forces, roll two 'Mechs per Star on the second-line Random 'Mech Assignment Table for the Ninth Viper Guard.

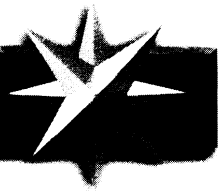
Gamma Galaxy (Striking Serpent Galaxy)

Adept at large scale operations, Striking Serpent Galaxy units gain a +1 bonus when making damage rolls in *BattleForce 2* Planetary Assault games. Further, their skill allows them to reduce by 1 the flank and rear to-hit and damage bonus of any enemy units attacking them.

The rebuilding of the Fifty-seventh Striker has been of a patchwork nature. One 'Mech in every Star should be rolled on the second-line Random 'Mech Assignment Table. Their personnel are similarly mixed; when determining the Piloting and Gunnery skills of the Fifty-seventh's warriors, the player may choose to voluntarily downgrade a pilot to Regular status. For every two such "downgraded" pilots, one pilot may be "upgraded" to Elite status.

Zeta Galaxy

Zeta Galaxy is disliked by both Alpha and Gamma Galaxies: if a Steel Viper force includes troops from both Zeta and one of



those front-line units, the Viper force suffers a –1 Initiative penalty.

All the infantry in the Thirty-eighth Phalanx are considered to have had anti-'Mech training.

Rho Galaxy

Despite thier Regular rating, the Third Fang contains many exceptional warriors. Before determining the Piloting or Gunnery Skill of each MechWarrior, the Viper player should roll 1D6. On a result of 6, that warrior should be treated as a Veteran.

The 141st Phalanx hate the Wolf Clan and gain a +1 Initiative bonus when facing any Wolf forces (including the exiled Clan Wolf).

Chi Galaxy

Aggressive and ill suited to defense, units of Chi Galaxy gain a +1 Initiative bonus when serving as the attacker in a scenario, but suffer a –1 Initiative penalty if required to serve as the defender. As the defender, they may also force the Initiative.

The Fifth and Eleventh Regulars use limited numbers of front-line 'Mechs. When randomly generating forces for either unit, the controlling player may choose to roll two 'Mechs per Star on the front-line Random 'Mech Assignment Table.

Omega Galaxy

Troops of Omega Galaxy gain a +1 Initiative bonus when serving as the defender in a scenario.

The Tenth Fang are adept at urban warfare. When fighting in urban terrain, they gain a +1 Initiative bonus. Also, all Tenth Fang pilots gain a –1 modifier to all Piloting Skill targets when rolling to avoid a skid.

The 167th Phalanx suffers major supply problems and always begins the battle with only half the standard ammunition load (round up).

Psi Galaxy

Psi Galaxy gains a +1 Initiative bonus if only a Star of troops is fielded. This bonus decreases by 1 per additional Star and can become a penalty. For example, if three Psi Galaxy Stars are deployed, the unit suffers a –1 Initiative penalty (the initial +1, –2 for the additional Stars).

Delta Galaxy

The units of Delta Galaxy are seriously understrength, so when randomly generating units each Star contains only four 'Mechs.

The new Galaxy Commander, Nicole Hoskins, is inexperienced at multi-Cluster warfare. If required to command such a force, the Viper side suffers a –2 Initiative penalty, or must move and fire second in a *BattleForce 2* Planetary Assault game. This penalty applies for the first five turns of a battle, and in the sixth or later turns the Viper force acts normally.

The reputation of the 104th Assault Cluster cows their opponents. To represent this, the unit gains a +1 Initiative bonus and may use overrun combat.

Nu Galaxy

Star Colonel Samuel Grimani is a staunch commander and has successfully held his command together under trying circumstances. To represent this, any unit commanded by Grimani lowers the Morale Check target number by 2 (p. 50, *BF2*).

The extensive anti-air drills of the Twenty-ninth Fang give them a –1 to-hit modifier for return fire against fighters making ground attacks.

CLAN WOLF (IN EXILE)

Alpha Galaxy

In any battle that lasts more than twelve turns, all Alpha units except the Sixth Wolf Guards gain a +1 Initiative and overrun capability starting in the thirteenth turn.

Having the Golden Keshik on the battlefield gives the Wolf-in-Exile side the ability to force the Initiative.

As a result of Star Colonel Vickers' contacts, the First Wolf Legion may cancel out any one enemy unit special ability.

The First Strike Grenadiers pilots gain a –1 to-hit modifier when firing at ground-based targets. This Cluster is always allowed to choose their home map edge first.

The Sixth Wolf Guards may not be overrun and no enemy unit can force the Initiative against them.

Beta Galaxy

The Wolf Spiders may force the Initiative.

The Second Wolf Legion may use off-map movement.

The Sixteenth Wolf Guards generate a +1 Initiative bonus when all their units used Running or Jumping movement in the previous turn. Star Colonel Fetladral has taught the MechWarriors how to effectively intimidate Elementals, and so enemy Elemental units that end their movement within 3 hexes of a 'Mech of the Sixteenth subtract 1 from their available Movement Points in the following turn.

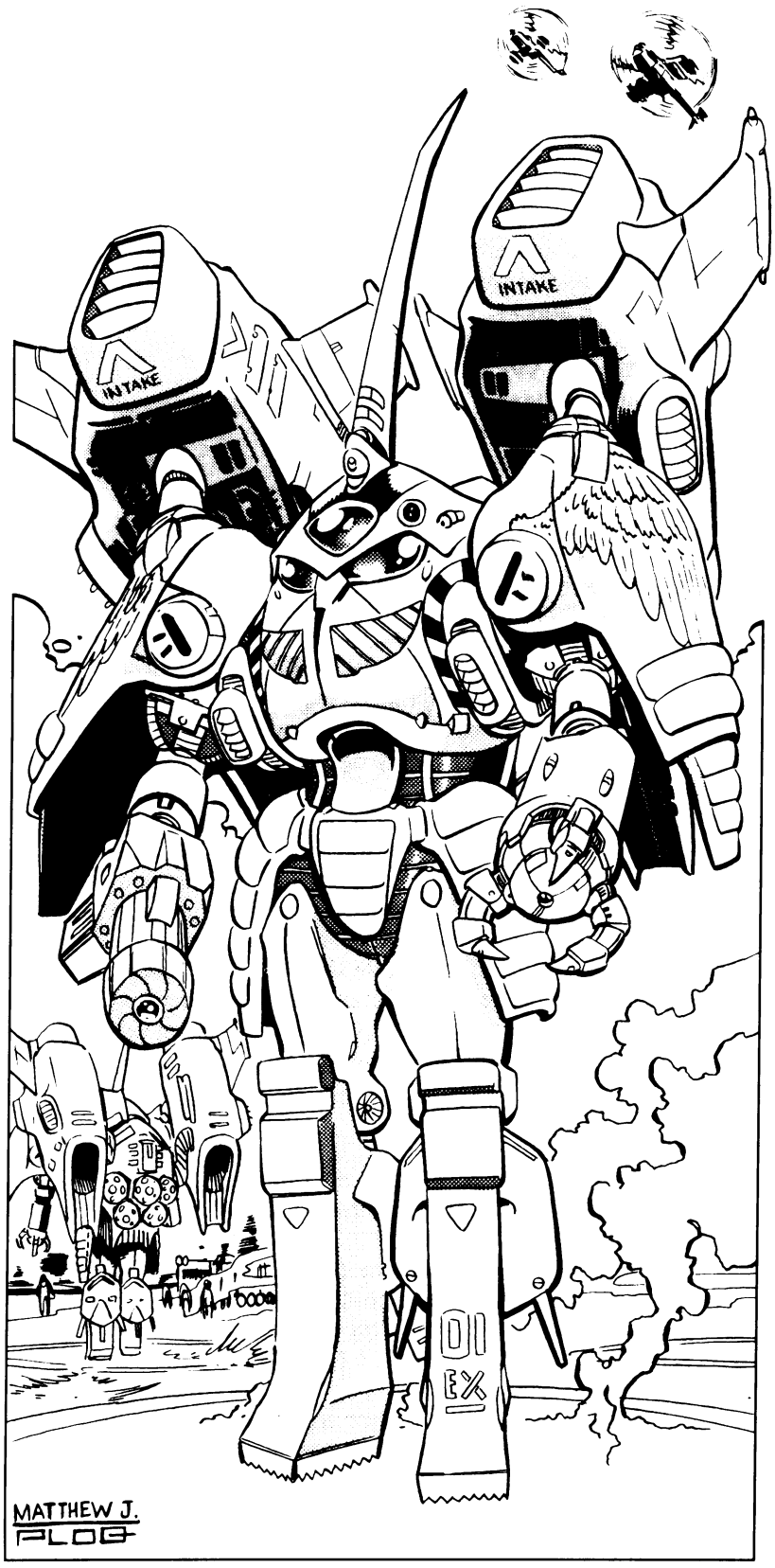
Omega Galaxy

Elementals or MechWarriors of the Bronze Keshik using TAG, spotting for artillery, or making LRM indirect fire attacks gain a –1 to-hit modifier.

The First Wolf Guardians gain +1 Initiative in nighttime operations or other reduced-visibility conditions (such as fog or rain). The Trinary Command suffers no to-hit modifiers for such conditions, and all other Guardians halve their penalty (round up).

The Elementals of the Second Wolf Guardians gain a –1 to-hit modifier on any anti-'Mech leg and swarm attacks.

The Third Wolf Guardians gain a +2 Initiative bonus as the defenders in a scenario. Also, when on the defensive, they cannot be overrun.



WARDEN BATTLE ARMOR

Early versions of Clan battle armor were tailored to specific combat roles and environments. Clan Wolf perfected the battlesuit known as Elemental battle armor, a compromise between the various types that was designed to function equally well in any environment and on virtually any type of mission. None of the earlier versions could match the Wolf suit's versatility, and so they faded into obscurity as Elemental battle armor gained wide acceptance among all the Clans.

Unexpectedly, the Clans' invasion of the Inner Sphere disturbed this status quo. Initially, Clan battle armor had no equivalent among Inner Sphere troops. When the Inner Sphere began to develop its own battle armor, the Clans started to lose their dominance in that field. Especially in recent years, with the introduction of innovative new suits such as the Draconis Combine's Kanazuchi and the Free Worlds League's Achileus, Clan forces are finding their Elementals outflanked and out-gunned.

In response, some Clans have begun to redevelop mission-specific battle armor to supplement the Elementals already in the field. The first two of these to see full-scale deployment were the Hell's Horses' heavy Gnome armor and Clan Fire Mandrill's incendiary Salamander suit. Following on their heels are the Cloud Cobra's Sylph reconnaissance suit and Clan Goliath Scorpion's submersible Undine armor.

Unless specified otherwise in the rules following each entry, the new battle armor follows all the standard Clan Elemental battle armor rules provided on pp. 59–61 of *BMR* and pp. 95–97 of the *MechWarrior Companion*. Both new suits are Level 2 *BattleTech* equipment.

SYLPH BATTLE ARMOR

Clan Cloud Cobra has always had an affinity for air support, evidenced by their strong aerospace arm. Inspired by the scout battle armor deployed by Houses Kurita and Marik, Cobra scientists sought to take the concept one step further by creating a fully airborne combat suit. Though the final production model of the Sylph possesses only limited flight capabilities, it is nonetheless an impressive design accomplishment.

Named for the elemental creature of air, the Sylph achieves flight by means of an advanced propulsion system adapted from standard battle armor jump jets. Computer controls divert portions of the main thrust through dozens of directional exhaust ports to obtain stable flight as well as complete VTOL capability. The result is an incredibly agile unit that is the fastest independent infantry in known space.

MECHWARRIOR BATTLE ARMOR EQUIPMENT TABLE

Weapon	Damage	Short	Medium	Long	Power Use
ER Micro Laser	6D6 + 8	1–30	31–125	126–280	10
Micro Pulse Laser	4D6 + 4	1–30	31–80	81–140	6 (per shot)
Undine LRM Launcher	3D6 + 3	1–36	37–84	85–126	—

In order to make the suit light enough for sustained flight, the Sylph's designers had to strip away most of the armor found on heavier battle armor designs. The suit's weapon load is light as well, mounting only a single micro pulse laser as its main armament, backed up by a fairly primitive micro-cluster bomb rack attached to the suit's jump pack.

First deployed in early 3060, the Sylph is only found in significant numbers among Clan Cloud Cobra's forces, where it is still fairly rare. A few Clans have obtained Sylph suits through Trials of Possession, including the Snow Ravens and Diamond Sharks, but these Clans are currently fielding only a handful of the units in trial deployments.

BattleTech Game Rules

The Sylph armor has 5 MP, which are spent in the same way as VTOL movement. Note that elevation changes cost MP, but as usual with infantry, facing changes do not. If for some reason a Sylph unit must use ground movement, it has only 1 MP and moves in the same way as standard foot infantry. Sylph units can use the Mechanized Battle Armor rules, or they can be carried by vehicles as cargo. Because they can hover, Sylph units can disembark from an airborne VTOL, in which case they disembark in the same hex and at the same altitude as the carrier.

Each Sylph battlesuit has an Armor Value of 5 points, plus 1 additional point that represents the trooper inside.

Because of the way they move, Sylph units are subject to the standard Attacker Movement Modifiers for weapon attacks. Every Sylph suit has a standard armament of a single micro pulse laser, plus a bomb rack. The bomb rack may be used once during a battle. It has no range and may only be used if the unit's current altitude is at least 1 level higher than the hex it occupies (so that the target hex is always the hex the unit occupies). The base to-hit number for the attack is the Gunnery Skill of the Sylph unit, and the only modifier that applies is the standard attacker movement modifier. If the attack roll misses, the attack scatters 1 hex per Artillery rules (p. 70, *BMR*). The bomb attack delivers damage to all units in the target hex and each adjacent hex. The damage inflicted in the target hex is equal to the number of surviving troopers in the attacking unit x 2. Units in hexes adjacent to the target hex suffer damage equal to the number of surviving troopers in the unit. This damage is applied in 5-point groups for purposes of hit location in the same way as artillery damage (p. 71, *BMR*).

MechWarrior Game Rules

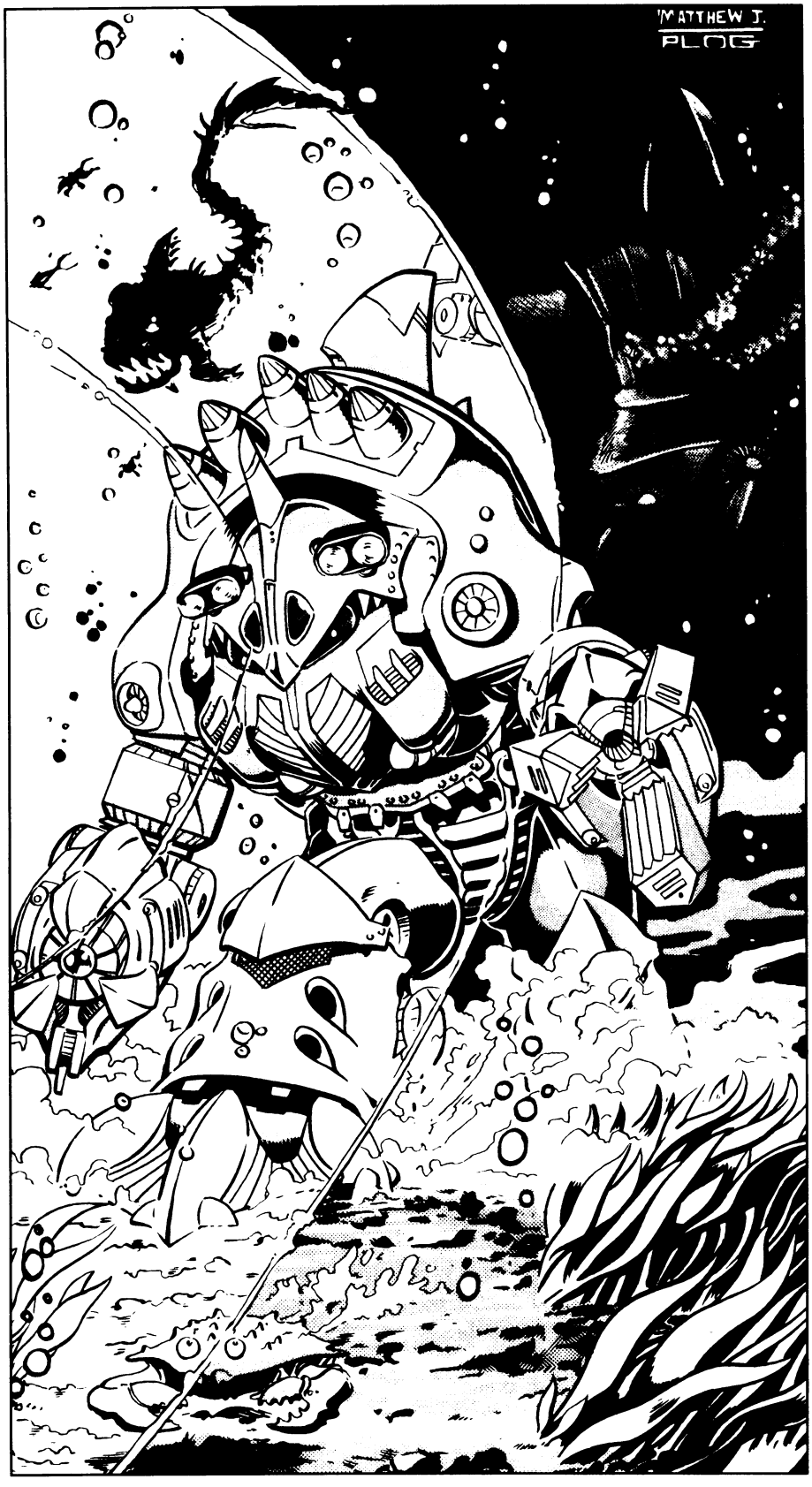
Tech Level: 4
Availability: D
Legality: D
Cost: 475,000
Energy: 2/3
Ballistic: 2/3
Melee: Special
Coverage: Full
Damage Capacity: 60
Movement: Full, with jump
Physical: +0
Athletic: +2
BLD: +2

The Sylph suit's specially designed jump pack functions like the standard jump pack (p. 101, *MWC*), with the following exceptions. The Sylph is incapable of "standard" jump movement, and can only be used in extended flight mode. Because the suit is designed to make extended flights, such activity consumes only half as much fuel as usual, or 1/2 point of fuel per 1 MP spent. In addition, the Sylph flies faster than a standard jump pack, and so it may spend up to 40 MP per round.

Each Sylph suit comes equipped with a single micro pulse laser as its primary armament, the MechWarrior profile for which appears on the MechWarrior Battle Armor Equipment Table, above. Note that the micro pulse laser can be fired 10 times in a single round in the same way as an SMG. The suit supports no secondary weapons, though it carries a single cluster bomb. This weapon is dropped onto a target from directly above, scattering if the to-hit roll fails in the same way as an area-effect weapon (p. 56, *MWII*) and inflicting the same damage as a standard satchel charge (p. 106, *MWC*).

UNDINE BATTLE ARMOR

In 2842, Goliath Scorpion scientists developed an enclosed industrial exoskeleton to aid underwater mining efforts on Dagda. Nicknamed "water elementals" by their laborer-caste operators, the suits sported monstrously shaped titanium hulls and mounted a large-bore drill and grasping claw. Clan Wolf eventually developed functional battle armor based on this original industrial design.



As fate would have it, the roots of the original battle armor would take hold again in a more modern variation on the standard Elemental suit. Variant armor fielded by other Clans led Scorpion scientists to devise a suit tailored to an underwater environment. As it turned out, the modifications were fairly simple, due in part to the fact that Elemental suits evolved from undersea exoskeletons. The most difficult challenge was to equip this suit with appropriate weaponry for its mission, which took the form of an advanced multi-role torpedo/missile launcher. Able to strike from below the surface, the new armor was named Undine, for the elemental creature of the water.

BattleTech Game Rules

In Depth 1 or deeper water, the Undine moves as a submarine with 3 MP. Elevation changes cost MP, but as usual with infantry, facing changes do not. On land, the Undine has only 1 MP and moves as standard foot infantry. The Undine can combine movement modes in a single turn as long as total MP spent does not exceed 3 and MP spent on land does not exceed 1.

Each Undine battlesuit has an Armor Value of 8 points, plus 1 additional point that represents the trooper inside. The armor is designed to be rapidly self-sealing, so the Hull Breach rules do not apply.

The Undine suit has a standard armament of a single ER micro laser, plus a special torpedo rack. The torpedo rack has the same abilities as a standard Inner Sphere LRM 5, and can fire only a single salvo before running out of ammo. Missile hits are resolved by adding together the total missiles fired by the unit and rolling on the appropriate column of the Missile Hits Table. For example, if three troopers survive in the unit, the hits would be rolled on the 15 column (3 x 5 = 15). A full-strength unit of five troopers would roll once on the 20 column and also once on the 5 column, and add together the results.

The torpedo rack can fire as torpedoes or as a standard missile launcher. The Undine unit can also fire the missiles at a target from Depth 1 water. In effect, it temporarily surfaces, fires the missiles and then submerges again. Determine the LOS as if the Undine unit was at Level 0 in a Water hex. Apply all

ADVANCED TACTICAL MISSILE TABLE

Type	Heat	Dmg	Min.	Range Short	Med.	Long	Tons	Crit.	Ammo
Missile Weapons									
ATM 3	2	2/missile	4	1–5	6–10	11–15	1.5	2	20
ATM 6	4	2/missile	4	1–5	6–10	11–15	3.5	3	10
ATM 9	6	2/missile	4	1–5	6–10	11–15	5	4	7
ATM 12	8	2/missile	4	1–5	6–10	11–15	7	5	5
Special Munitions									
ATM ER Ammo	*	1/missile	4	1–9	10–18	19–27	*	*	*
ATM HE Ammo	*	3/missile	—	1–3	4–6	7–9	*	*	*

* Per standard ATM launcher and ammo.

the standard modifiers, including the +1 modifier for the attacker being in water.

Undine units cannot make anti-BattleMech swarm attacks. Anti-'Mech leg attacks are only possible against a target standing in Depth 1 or deeper water.

MechWarrior Game Rules
Tech Level: 4
Availability: D
Legality: D
Cost: 500,000
Energy: 2/3
Ballistic: 2/3
Melee: Special
Coverage: Full
Damage Capacity: 95
Movement: Full
Physical: +2
Athletic: +3
BLD: +3

Because it is specially designed to operate underwater, a character wearing the Undine armor can move and act normally while completely submerged.

Each Undine suit comes equipped with a single ER micro laser as its primary armament, the MechWarrior profile for which appears in the MechWarrior Battle Armor Equipment Table, p. 187. The suit supports no secondary weapons, though it carries a special LRM 5 launcher. This weapon is fired in the same way as a standard Elemental battle armor SRM launcher, except that it holds a total of five missiles, and one to five of them can be fired in a single round. The range and damage profile for the LRM launcher appear on the MechWarrior Battle Armor Equipment Table.

NEW EQUIPMENT

Though the Clans possess the most advanced weapons technology available in known space, they are not known for innovation. In fact, Clan scientists have made no significant technological breakthroughs since the development of Elemental battle armor in 2868, primarily because there was no need. Faced with opponents who used the same weapons in the same ways, and protected from all-out conflict by their code of honor, the Clans never entered into a major arms race against one another.

All this changed in the face of a new enemy. After fighting the Inner Sphere, the Clans saw a foe with a diverse palette of 'Mechs and equipment. At first they saw no cause for concern, as Clan equipment was still superior to the Inner Sphere's in every way. After several Clans suffered defeat at the hands of Inner Sphere forces, however, many Khans began prompting their scientists to begin developing new weapons to use against this new foe.

COSTS AND BATTLE VALUES TABLE

Type	Cost (unloaded)	Ammo Costs (per ton)	Battle Value Weapon/Ammo per ton
ATM 3	50,000	75,000	53/14
ATM 6	125,000	75,000	105/26
ATM 9	225,000	75,000	147/36
ATM 12	350,000	75,000	212/52
Sylph Battle Armor Point	3,325,000	—	211
Undine Battle Armor Point	3,500,000	—	168

BATTLEFORCE 2 ROSTER SUPPLEMENT TABLE

Name	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Fire Falcon E	8	4/2/1	—	L	2/2	10	omni
Ryoken E (Stormcrow)	6	7/5/1	1	M	5/3	18	omni, prb
Loki C (Hellbringer)	5	6/5/1	1	H	3/4	17	omni
Savage Coyote Primary	3	9/7/3	3	A	6/5	21	omni
Savage Coyote A	3J	8/6/3	2	A	6/5	25	omni
Savage Coyote B	3	7/6/3	1	A	6/5	19	omni
Sylph Battle Armor Point	5v	1/—/—	—	I	2/—	2	car5
Undine Battle Armor Point	1/3s	1/—/—	—	I	2/—	2	car5

Old habits die hard, and the development process has been slow and difficult. The Clans are finally unveiling a few surprises, however, just as the Inner Sphere armies have chased the Smoke Jaguars from Inner Sphere worlds. In the shadow of the Star Adder development of the heavy laser, another weapon system was nearing completion among the Coyotes that could be even more devastating once it reaches full-scale production: the advanced tactical missile system.

ADVANCED TACTICAL MISSILE SYSTEM

Clan Coyote scientists began to work on a number of new technology projects in early 3053, but most soon fell by the wayside as resources were dedicated to the design and development of weapons projects and two new BattleMech designs. The final cut was given to a hybrid laser project when Khan Koga saw the flexibility offered by the weapon her scientists had dubbed the Advanced Tactical Missile system (ATM).

This ambitious project has its roots in some of the earliest research done by Coyote Chief Scientist Richard (Remer) in the twenty-ninth century. The idea was scrapped then because of technological limitations. At its heart, the ATM has one common launching rack that can accommodate several different ammunition types, each with a unique range and damage profile. The ability to choose from three different ammunition types gives Clan warriors unequalled flexibility on the battlefield. Warriors may now simply flip a switch to change to a different ammunition type and radically alter their range and damage capabilities.

The basic ATM rocket has the same damage potential as the standard SRM round, but with a significantly longer range. The price of that range advantage, however, is a multi-stage missile that resulted in reduced accuracy at close range. The extended-range ammunition dramatically increases the effective range of the weapon but because the missile requires a larger rocket motor, the warhead's size was reduced by half. The final ammunition type, the high-explosive (HE) missile, drops the booster stage from the missile in favor of an enhanced warhead. HE missiles therefore have a shorter maximum range, but do not suffer the minimum range limitations of the other ATM missile types.

So far, Clan Coyote has banked the success of the ATM system on their new OmniMech, the *Savage Coyote*. Coyote arms factories are already producing the ATM at more than full capacity in anticipation of requisitions for the weapon from the field. Based on battle reports from Huntress, Brim and Londerholm, both the *Savage Coyote* and its new weapon system have become favorites of Clan Coyote warriors, and sought-after prizes-of-war by their opponents.

Game Rules

The Advanced Tactical Missile system is a Level 2 weapon and can be used in tournament play unless specifically prohibited under the rules of individual tournaments.

Resolve an attack with an ATM system in the same way as a standard LRM attack, with the following exceptions.

The ATM includes an integral Artemis IV targeting system at no cost in space or tonnage; add +2 to the Missile Hits die roll for the weapon. Note this functions in every way like standard Artemis IV, and as such the ATM cannot make use of any sort of special missile munitions, aside from the two variant ammunitions specifically designed for the ATM.

The ATM can make use of two alternate ammunition loads: extended-range (ER) and high-explosive (HE). These are unique to the ATM and cannot be used by other types of launchers. They are used in the same way as other special munitions; they must be carried in full-ton lots, and the missile type to be used must be announced during weapon attack declaration.

Damage from the ATM hits in 5 damage-point groups in the same way as LRMs, regardless of missile type used. Multiply the Missile Hits Table result by the damage per missile, then divide the total damage into 5-point groups for hit location.

Due to technical limitations, ProtoMechs may not mount the ATM.

The ATM may not be fired indirectly using the LRM Indirect Fire special case rule.

BattleForce 2: When converting ATM, assume it uses HE ammunition at pointblank range, standard ammunition at medium range and ER ammunition at long range.

OmniMech Configurations

Though the ATM was first introduced on the *Savage Coyote* OmniMech, it was employed on a number of existing chassis during the weapon's testing period. Three of the most successful configurations are included in record sheets at the back of this book: the *Fire Falcon* E, *Ryoken* E and *Loki* C. Each of these designs combines ATM launchers with older weapons for versatility.

SAVAGE COYOTE

Mass: 85 tons
Chassis: Assault Series SXG
Power Plant: Type 255 Extra-Light
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: None as standard
Jump Capacity: None as standard
Armor: Forging ZK11 (Standard)
Armament: 45 tons of pod space available
Manufacturer: Landen, Picuris and Zuni 'Mech Production Complexes
Communications System: TJ6 "Bell" Integrated Communications System
Targeting and Tracking System: TRTTS Mark II CWS

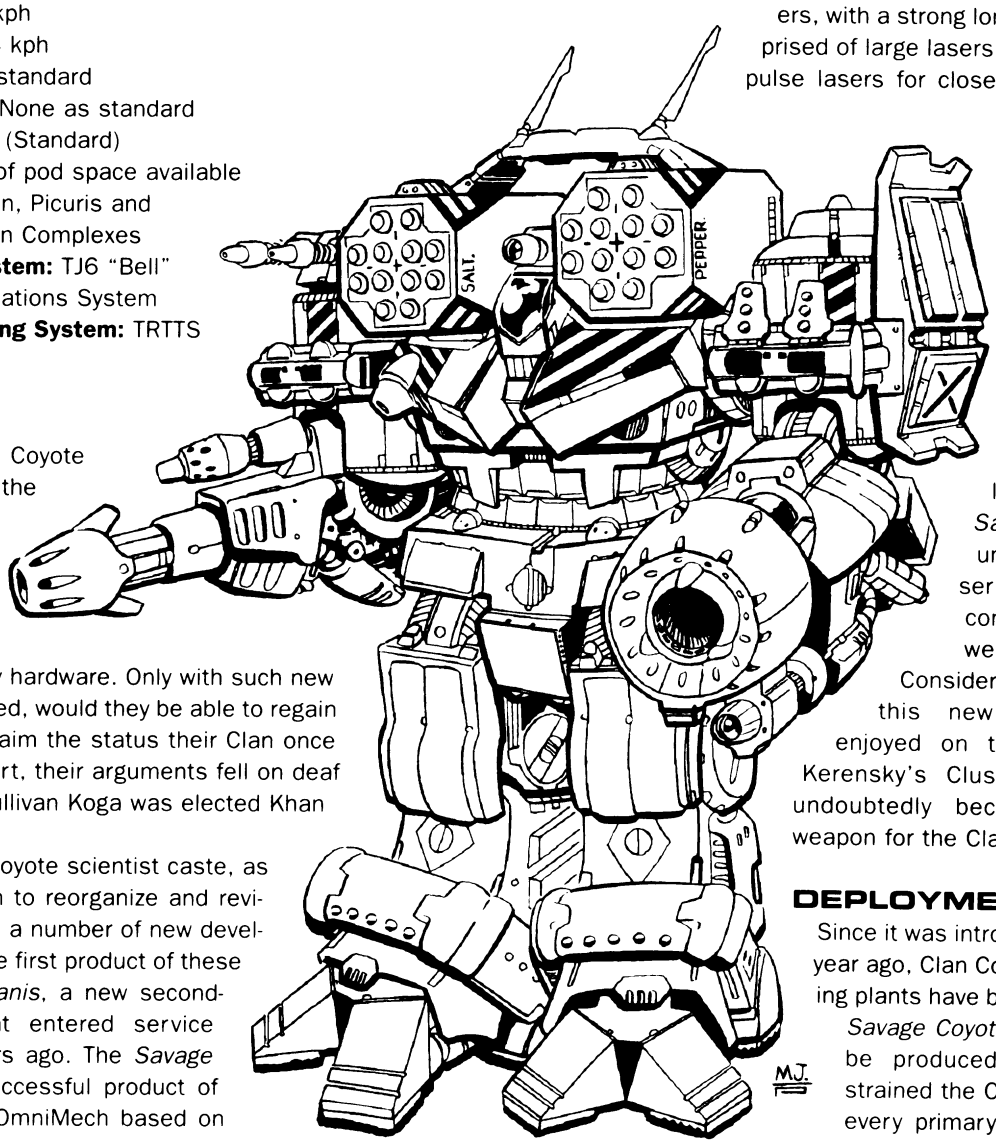
OVERVIEW

For many years Coyote warriors, appalled by the gradual erosion of influence their Clan has experienced, have clamored for newer and more capable military hardware. Only with such new equipment, they argued, would they be able to regain the initiative and reclaim the status their Clan once held. For the most part, their arguments fell on deaf ears, at least until Sullivan Koga was elected Khan in 3052.

Soon after, the Coyote scientist caste, as a part of Koga's plan to reorganize and revitalize her Clan, began a number of new development programs. The first product of these programs was the *Canis*, a new second-line BattleMech that entered service more than three years ago. The *Savage Coyote* is another successful product of those programs, an OmniMech based on the chassis of the *Canis* and taking advantage of the hard lessons learned during that 'Mech's rapid development and deployment. Integral to the *Savage Coyote's* design is the latest design success to come from Clan Coyote's development programs: the Advanced Tactical Missile System.

CAPABILITIES

Conceived of as an assault 'Mech in every sense of the word, the *Savage Coyote* mounts fifteen tons of armor, yet its extra-light fusion plant allowed the designers to devote more than half the 'Mech's mass to armaments. The primary configuration, mounting two massive ATM-12 launchers backed up by an ER PPC, an LB 10-X autocannon and a cluster of small and medium lasers, is devoted to ranged combat. The Alpha variant is geared more toward a ferocious close-range combat style, equipped with jump jets, pulse lasers and three ATM-6 racks. The Beta variant appears to be a compromise between the others, with a strong long-range punch comprised of large lasers as well as six small pulse lasers for close-in fighting. Flexible as they are, the four ATM-3 launchers can effectively support either range bracket provided the right ammunition is on hand.



With each of the three main configurations in service mounting multiple ATM launching racks, the *Savage Coyote* is undoubtedly going to serve as the proof-of-concept for this new weapon system. Considering the successes this new OmniMech has enjoyed on the battlefields of Kerensky's Cluster, the ATM will undoubtedly become a mainstay weapon for the Clans.

DEPLOYMENT

Since it was introduced more than a year ago, Clan Coyote's manufacturing plants have been turning out the *Savage Coyote* as fast as it can be produced. Though it has strained the Coyote's resources, every primary 'Mech production

facility except for the Ashton plant, which currently produces the *Canis*, has been retooled to build the *Savage Coyote*. Almost every front-line Cluster has now been issued at least a Star's worth of the 'Mech, and a few have more than three Stars' worth.

With Clan Coyote's involvement in the recent heavy fighting, a number of *Savage Coyotes*, with their new ATM systems, have fallen into the hands of other Clans. The Star Adders have salvaged almost a Trinary's worth from the battlefields of Brim, while Clans Cloud Cobra, Fire Mandrill and Ice Hellion each have garnered a few each.

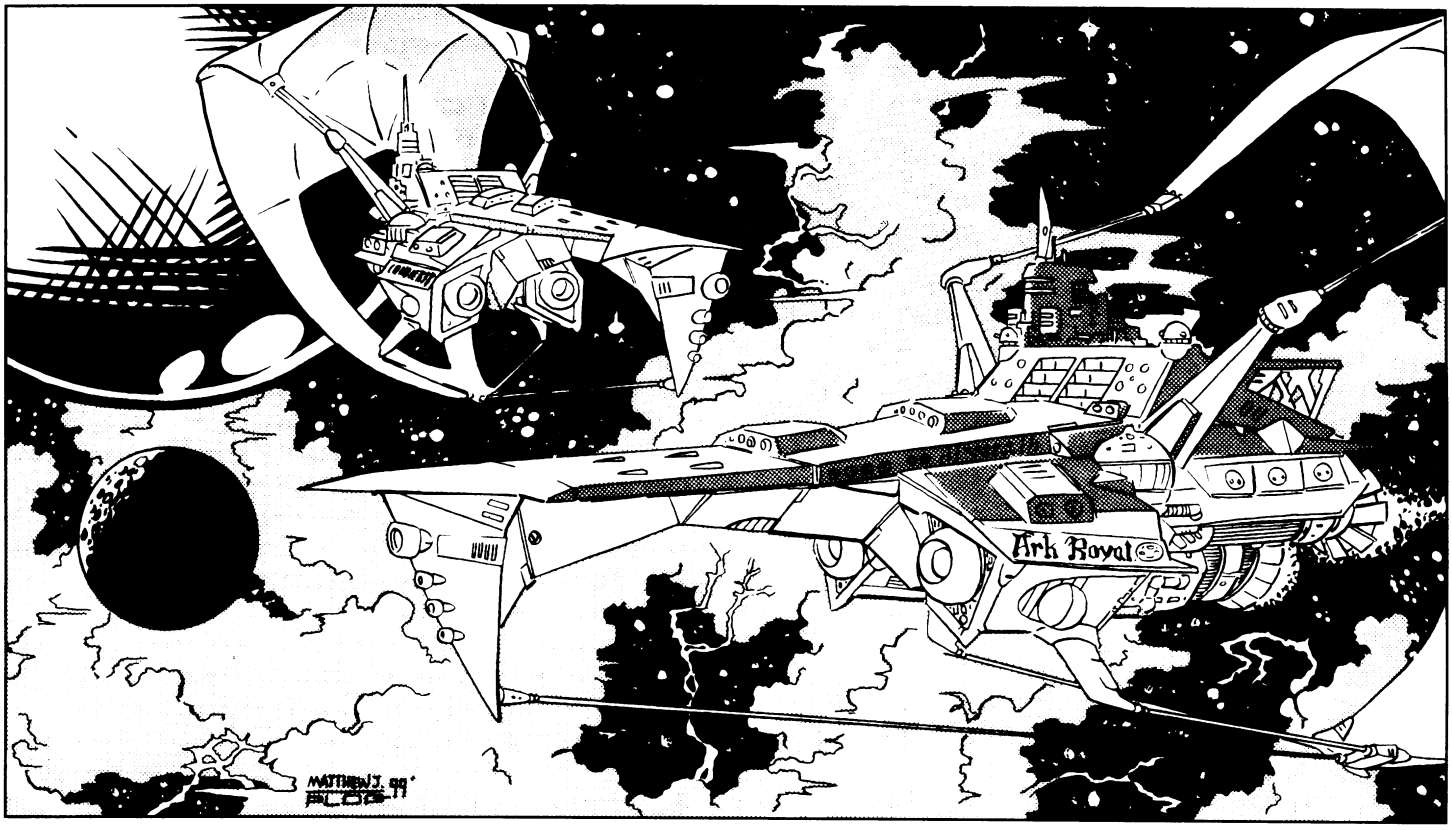
Type: **Savage Coyote**
Technology Base: Clan OmniMech
Tonnage: 85
Battle Value: 2,145

Equipment		**Mass**
Internal Structure:		8.5
Engine:	255 XL	6.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		3
Cockpit:		3
Armor Factor:	240	15
	Internal Structure	*Armor Value*
Head	3	9
Center Torso	27	34
Center Torso (rear)		15
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	25
R/L Leg	18	30

Weight and Space Allocation

Location	*Fixed*	*Spaces Remaining*
Head		1
Center Torso		2
Right Torso	2 XL Engine Double Heat Sink	8
Left Torso	2 XL Engine Double Heat Sink	8
Right Arm		8
Left Arm		8
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo	**Location**	**Critical**	**Tonnage**
Primary Weapons Configuration			
ER PPC	RA	2	6
ER Medium Laser	RA	1	1
2 ER Small Lasers	RA	2	1
Double Heat Sink	RA	2	1
LB 10-X AC	LA	5	10
Ammo (LB-X) 20	LA	2	2
ER Medium Laser	LA	1	1
Double Heat Sink	LA	2	1
ATM 12	RT	5	7
Ammo (ATM) 15	RT	3	3
ATM 12	LT	5	7
Ammo (ATM) 15	LT	3	3
Double Heat Sink	CT	2	1
ER Medium Laser	H	1	1
Alternate Configuration A			
Gauss Rifle	RA	6	12
Ammo (Gauss) 16	RA	2	2
ER Large Laser	LA	1	4
ATM 6	LA	3	3.5
2 Medium Pulse Lasers	LA	2	4
ATM 6	RT	3	3.5
Ammo (ATM) 30	RT	3	3
Jump Jet	RT	1	1
ATM 6	LT	3	3.5
Ammo (ATM) 30	LT	3	3
Jump Jet	LT	1	1
Medium Pulse Laser	CT	1	2
Jump Jet	CT	1	1
Anti-Missile System	H	1	0.5
Ammo (AMS) 24	LT	1	1
Battle Value: 2,536			
Alternate Configuration B			
Large Pulse Laser	RA	2	6
2 ER Large Lasers	RA	2	8
3 Double Heat Sinks	RA	6	3
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
4 Small Pulse Lasers	LA	4	4
Double Heat Sink	LA	2	1
2 ATM 3	RT	4	3
Ammo (ATM) 60	RT	3	3
Small Pulse Laser	RT	1	1
2 ATM 3	LT	4	3
Ammo (ATM) 40	LT	2	2
Double Heat Sink	LT	2	1
Small Pulse Laser	H	1	1
Double Heat Sink	CT	2	1
Battle Value: 1,867			



NEW WARSHIPS

Though WarShips have always taken a back seat to aerospace fighters in Clan spacebound forces, in recent years a few new vessel classes have emerged among the Warden Clans.

CONQUEROR CLASS BATTLECRUISER/CARRIER

Developed along with the Raven-Ghost Bear *Leviathan*, the *Conqueror*-class battlecruisers were intended as carrier-escorts for those massive dreadnoughts. Based on the hulls of the handful of Krester Ship Construction's *Kimagure*-class pursuit cruisers that accompanied the fleet into exile, the *Conqueror* is one of the newest WarShip designs fielded by the Clans.

Though the Ravens withdrew from the *Leviathan* project when it became clear they would face no Inner Sphere WarShips in the near future, the Ravens decided to complete the two semi-assembled *Conquerors*. The first, the *Conqueror*, was launched in 3052 and completed trials by June 3052. The second vessel, *Ark Royal*, was delayed by a series of technical malfunctions and launched in 3059.

The addition of fighter bays for two aerospace Clusters and their crew and technical support staff prompted a reduction in the vessel's acceleration profile. The vessel's weapons loadout was completely revamped with increased emphasis on anti-fighter defenses. Layered laser, autocannon and point-defense systems are supplemented by Barracuda missiles. Little remains of the energy-based armament of the *Kimagure*, with the *Conqueror* class reliant on massive, devastating naval autocannons. These formidable weapons give the carrier an offensive punch comparable to regular cruisers of similar mass.

Conqueror (Battlecruiser/Carrier)
Tech: Clan
Introduced: 3052
Mass: 780,000 tons
Length: 720 meters
Sail Diameter: 980 meters
Fuel: 3000 tons
Tons/Burn Day: 39.52
Safe Thrust: 3
Maximum Thrust: 5
Sail Integrity: 4
KF Drive Integrity: 16
Heat Sinks: 1575 (3150)
Structural Integrity: 70

Armor
Fore: 215
Fore-Sides: 210
Aft-Sides: 155
Aft: 142

Weapons			Range Values				
Arc	**Type**	**Heat**	**S**	**M**	**L**	**Extreme**	**FTR**
Nose	Laser	87	8	8	6	6	Y
Nose	Pulse	84	10	10	6	9	Y
Nose	Point	6	2	—	—	—	Y
Nose	NAC	170	50	50	50	—	—
Nose	NAC	170	50	50	50	—	—
Nose	NAC	170	50	50	50	—	—
Nose	NAC	200	60	60	60	—	—
Nose	NAC	200	60	60	60	—	—
Nose	NPPC	420	21	21	21	—	—
Nose	Bcuda	20	4	4	4	4	Y
FL/FR	LBX	24	5	5	—	—	Y
FL/FR	Point	6	2	—	—	—	Y
FL/FR	NL	366	24	24	24	13	—
LBS/RBS	Laser	87	8	8	6	6	Y
LBS/RBS	Pulse	84	10	10	6	9	Y
LBS/RBS	Point	6	2	—	—	—	Y
LBS/RBS	NAC	170	50	50	50	—	—
LBS/RBS	NAC	170	50	50	50	—	—
LBS/RBS	NAC	200	60	60	60	—	—
LBS/RBS	NAC	200	60	60	60	—	—
LBS/RBS	NAC	200	60	60	60	—	—
LBS/RBS	NPPC	540	36	36	36	36	—
LBS/RBS	Bcuda	20	4	4	4	4	Y
AL/AR	LBX	24	5	5	—	—	Y
AL/AR	Point	6	2	—	—	—	Y
AL/AR	NL	366	24	24	24	13	—
Aft	Laser	87	8	8	6	6	Y
Aft	Pulse	84	10	10	6	9	Y
Aft	Point	6	2	—	—	—	Y
Aft	NAC	170	50	50	50	—	—
Aft	Bcuda	20	4	4	4	4	Y

Cargo: 44,651 tons

Bay 1: 50 fighters	8 Doors
Bay 2: 50 fighters	8 Doors
Bay 3: Cargo	10 Doors

DropShip Capacity: 2
Grav Decks: 2 (65- and 85-meter diameter)
Escape Pods: 20
Life Boats: 20
Crew: 300 (200 crew, 50 officers and 50 Elemental marines)
Passengers: 200

Armament: 24 Extended Range Large Lasers, 12 Extended Range Medium Lasers, 48 Small Lasers, 24 Large Pulse Lasers, 24 Medium Pulse Lasers, 12 LB 10-X, 12 LB 20-X, 16 NAC 25, 16 NAC 30, 12 NL 45, 12 NL 55, 4 Light Naval PPCs, 8 Medium Naval PPCs, 8 Barracuda Missile Launchers, 24 tons LB 10-X ammunition, 24 tons LB 20-X ammunition, 600 rounds NAC 25 ammunition (360 tons), 600 rounds NAC 30 ammunition (480 tons), 40 Barracuda missiles

Notes: Equipped with a lithium-fusion battery system and HPG. Armor is Lamellor ferro-carbide.

LEVIATHAN CLASS HEAVY TRANSPORT

Though the Ghost Bear fleet includes a few large WarShips, including a *Nightlord*-class battleship, it has never been exceptionally large or powerful. In an effort to bring their navy into line with their strength on the ground, Ghost Bear Khans Nornian Tseng and Ursula Jorgensson authorized the creation of a new class of WarShip in 3044. In the grand tradition of their Clan, they insisted it be the largest WarShip possible, larger than even the massive *McKenna* battleship.

Bear scientists were eager to take on the challenge, but after a few years it was clear that the challenge was beyond their ability. The Ghost Bears turned to their long-time allies Clan Snow Raven for help in designing the new ship class, in exchange for mining rights in their abundant asteroid fields. After the formal Trials, the partnership began in earnest that would create the *Leviathan*.

The arrival of the *Outbound Light* put a wrinkle in their plans. With two of the new ships well under construction, the Trials for Operation Revival began. When the Ghost Bears earned a place in the invasion and the Ravens did not, the Raven Khans were suddenly less enthusiastic about the project. The new Ghost Bear Khans were also less committed to the *Leviathan* than their predecessors, and construction ground to a halt.

With the ascendance of aerospace pilot Bjorn Jorgensson to Khanship, the *Leviathan* project was again of prime interest to the Ghost Bears. However, the Snow Ravens were otherwise engaged with their rivals the Jade Falcons, and were still unwilling to aid the Bears in completing the WarShips. After the Battle of Tukayyid, the Ghost Bear Khans made their monumental decision to relocate their Clan to the Inner Sphere. A major challenge was how to transport millions of people across a thousand light years in secret.

A solution came in the form of the two partially-completed *Leviathan* hulls. Though devoid of much of their planned weaponry, both ships were functional and armored. Khan Jorgensson arranged for the hulls to be modified to accommodate thousands of tons of cargo rather than weaponry. Each *Leviathan* would have the appearance of a fearsome battlecruiser, but would actually be a large-scale armored transport. With the appearance of patrolling the Clan's Deep Periphery supply lines, they were in fact moving millions of Ghost Bear lower-caste citizens to the Inner Sphere.

Though the *Leviathan* is not the doomsday WarShip its creators envisioned, it proved to be an indispensable resource for Clan Ghost Bear. Each ship can transport more than a quarter-million passengers, plus supplies and prefabricated settlements massing more than 300,000 tons. It is also standard practice for the ships to support six to eight transport DropShips loaded with extra passengers and cargo.

Leviathan (Heavy Transport)

Tech: Clan
Introduced: 3055
Mass: 2,400,000 tons
Length: 1,623 meters
Sail Diameter: 1,560 meters
Fuel: 15,000 tons
Tons/Burn Day: 39.52
Safe Thrust: 2
Maximum Thrust: 3
Sail Integrity: 9
KF Drive Integrity: 45
Heat Sinks: 1,500 (3,000)
Structural Integrity: 110

Armor
Fore: 250
Fore-Sides: 250
Aft-Sides: 250
Aft: 200

Weapons:

			Range Values				
Arc	**Type**	**Heat**	**S**	**M**	**L**	**Extreme**	**FTR**
Nose	Laser	170	17	17	10	10	Y
Nose	Pulse	70	9	9	5	—	Y
Nose	AC	8	12	12	12	—	Y
Nose	Point	5	3	—	—	—	Y
Nose	NGauss	18	30	30	30	30	—
Nose	NAC	200	60	60	60	—	—
Nose	NPPC	450	30	30	30	30	—
Nose	AR-10	—	—	—	—	—	Y
FL/FR	Laser	50	7	7	—	—	Y
FL/FR	Pulse	20	4	4	—	—	Y
FL/FR	SRM	12	4	4	—	—	Y
FL/FR	Point	5	3	—	—	—	Y
FL/FR	NPPC	225	15	15	15	15	—
FL/FR	NAC	100	30	30	30	—	—
FL/FR	AR-10	—	—	—	—	—	Y
LBS/RBS	Laser	120	10	10	10	10	Y
LBS/RBS	PPC	75	8	8	8	—	Y
LBS/RBS	Pulse	70	9	9	5	—	Y
LBS/RBS	SRM	12	4	4	—	—	Y
LBS/RBS	LRM	36	10	10	10	—	Y
LBS/RBS	NGauss	15	25	25	25	25	—
LBS/RBS	NL	340	22	22	22	22	—
AL/AR	Laser	50	7	7	—	—	Y
AL/AR	Pulse	20	4	4	—	—	Y
AL/AR	SRM	12	4	4	—	—	Y
AL/AR	Point	5	3	—	—	—	Y
AL/AR	NAC	100	30	30	30	—	—
AL/AR	AR-10	—	—	—	—	—	Y
Aft	Laser	50	7	7	—	—	Y
Aft	Pulse	70	9	9	5	—	Y
Aft	AC	4	6	6	6	—	Y
Aft	Point	5	3	—	—	—	Y
Aft	NPPC	450	30	30	30	30	—
Aft	AR-10	—	—	—	—	—	Y

Cargo: 322,930 tons
Bay 1: Fighters (50) — 10 Doors
Bay 2: Small Craft (20), Elementals (45 Points) — 5 Doors
Bay 3: Passengers and Cargo — 30 Doors
DropShip Capacity: 8
Grav Decks: 8 (six 95-meter diameter, two 185-meter diameter)
Escape Pods: 30,000
Life Boats: 150
Crew: 1,225 (834 crew, 166 officers and 225 Elemental marines)
Passengers: 250,000

Armament: 30 ER Large Lasers, 60 ER Medium Lasers, 10 ER PPCs, 20 Large Pulse Lasers, 40 Medium Pulse Lasers, 30 Anti-Missile Systems, 12 Gauss Rifles, 12 LRM-20 Launchers with Artemis IV FCS, 18 Streak SRM-6 Launchers, 6 Naval AC/30s, 8 Naval Laser-55s, 6 Heavy Naval PPCs, 2 Medium Naval Gauss Cannons, 1 Heavy Naval Gauss Cannon, 6 AR-10 Naval Missile Launchers, 6,000 rounds Anti-Missile ammunition (250 tons), 1,200 rounds Gauss Rifle ammunition (150 tons), 1,200 rounds LRM-20 ammunition (200 tons), 1,800 rounds Streak SRM-6 ammunition (120 tons), 600 rounds NAC/30 ammunition (480 tons), 200 rounds Medium NGauss ammunition (80 tons), 100 rounds Heavy NGauss ammunition (50 tons), 150 Killer Whale missiles, 300 White Shark missiles, 600 Barracuda missiles
Notes: Equipped with a lithium-fusion battery system and HPG. Armor is ferro-carbide. See the cover of *BattleTech Technical Readout: 3057* for an illustration of the *Leviathan.*

WARDEN CLANS CLUSTER INDEX

Cluster Name	Status	Page
Clan Cloud Cobra		
33rd Battle Cluster	1	32
1st Cobra Coil	1	35
5th Cobra Coil	1	35
170th Cobra Coil	1	35
84th Cobra Fangs	1	35
121st Cobra Fangs	1	33
185th Cobra Fangs	2	36
214th Cobra Fangs	1	32
222nd Cobra Fangs	1	37
268th Cobra Fangs	2	36
45th Cobra Grenadiers	1	33
57th Cobra Guards	1	37
59th Cobra Guards	2	34
73rd Cobra Guards	2	36
97th Cobra Guards	1	33
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67th Assault Cluster (The Devastators)	1	50
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10th Battle Cluster (Chaos Unleashed)	2	53
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19th Battle Cluster (Long Fangs)	1	50
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27th Cruiser Cluster (Flashing Ivory)	1	68
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29th Fang	2	152
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BATTLETECH®

SYLPH ARMOR RECORD FORM

MOVEMENT POINTS: 5 VTOL

STAR NUMBER ____ **STAR NUMBER** ____

POINT NUMBER 1

	05	04	03	02	01	00
1						
2						
3						
4						
5						

MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 1

	05	04	03	02	01	00
1						
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3						
4						
5						

MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 2

	05	04	03	02	01	00
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4						
5						

MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 2

	05	04	03	02	01	00
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MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 3

	05	04	03	02	01	00
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MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 3

	05	04	03	02	01	00
1						
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MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 4

	05	04	03	02	01	00
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MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 4

	05	04	03	02	01	00
1						
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MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 5

	05	04	03	02	01	00
1						
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MICRO PULSE LASER
☐ BOMB RACK

POINT NUMBER 5

	05	04	03	02	01	00
1						
2						
3						
4						
5						

MICRO PULSE LASER
☐ BOMB RACK

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4–5	4
3	7
2	10
1	12
—	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4–5	7
1–3	10
—	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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UNDINE ARMOR RECORD FORM

MOVEMENT POINTS: 3 SUBMARINE

STAR NUMBER ____ **STAR NUMBER** ____

POINT NUMBER 1

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 1

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 2

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 2

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 3

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 3

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 4

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 4

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 5

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

POINT NUMBER 5

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

ER MICRO LASER
☐ LRM 5

BATTLE ARMOR ATTACK TABLE

Die Roll (2D6)	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

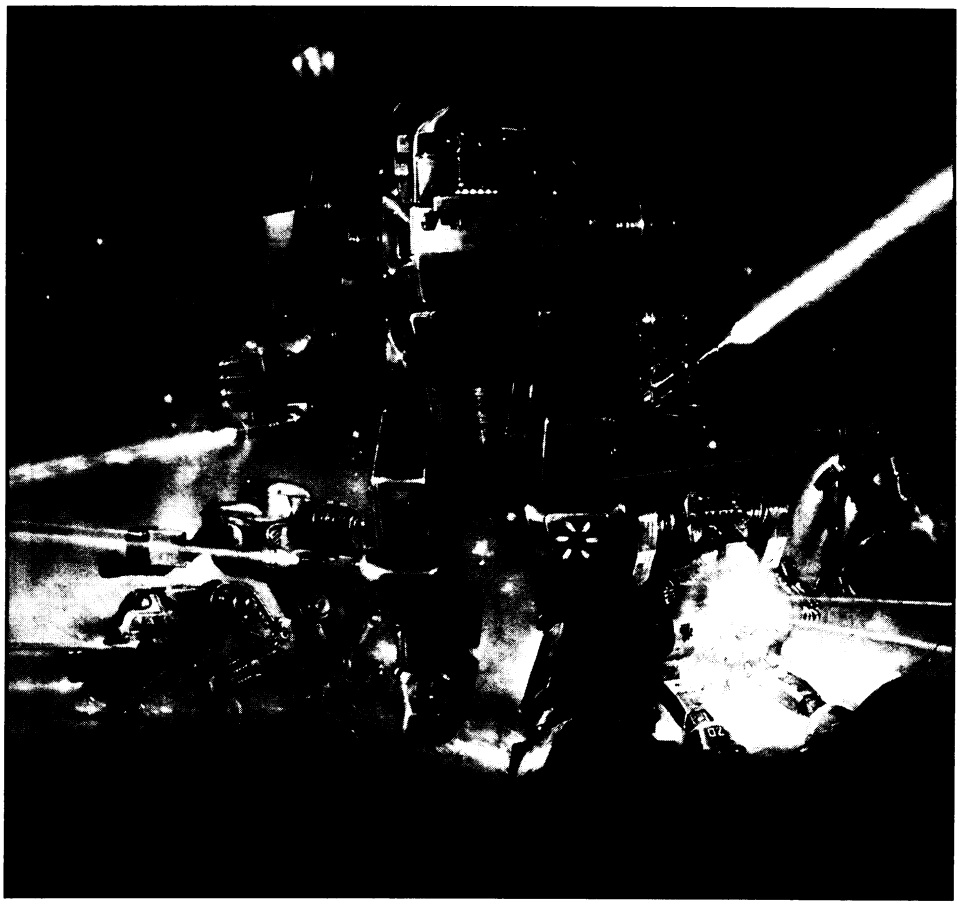
Battle Armored Troopers Active	Base To-Hit Number
4–5	4
3	7
2	10
1	12
—	No attack possible

MISSILE HITS TABLE

Die Roll (2D6)	Number of Missiles Fired			
	5	10	15	20
2	1	3	5	6
3	2	3	5	6
4	2	4	6	9
5	3	6	9	12
6	3	6	9	12
7	3	6	9	12
8	3	6	9	12
9	4	8	12	16
10	4	8	12	16
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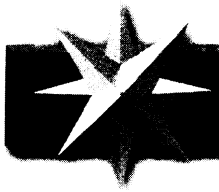
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WE ARE THE CLANS





Nearly three hundred years ago, the Star League was torn apart when the ambitious House Lords launched the Inner Sphere into endless war. The Great Father Aleksandr Kerensky led our forefathers, the remnants of the noble Star League army, away from that empty conflict. In turn, his son Nicholas forged us into the Clans: a society founded on unity, strength and skill. With each generation we evolved, awaiting the day when we would return to the Inner Sphere to save it from itself.



Now is the time of the Return. Some among the Clans insist that conquest of the Inner Sphere is the only Way, but we know that this path will only lead us into the chaos of the past. Our true mission is far more noble: we must act as the Wardens of the Inner Sphere until the time is right and humanity is truly reunited. Only then will the true Star League have returned to the Inner Sphere.

—Ulric Kerensky, ilKhan of the Clans





The second of two volumes on the Clans, Field Manual: Warden Clans describes the Defenders of Kerensky's Vision: Clans Cloud Cobra, Coyote, Diamond Shark, Ghost Bear, Goliath Scorpion, Snow Raven and Steel Viper. This book describes the tactics, military doctrines and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, exclusive Warden BattleMechs and more.





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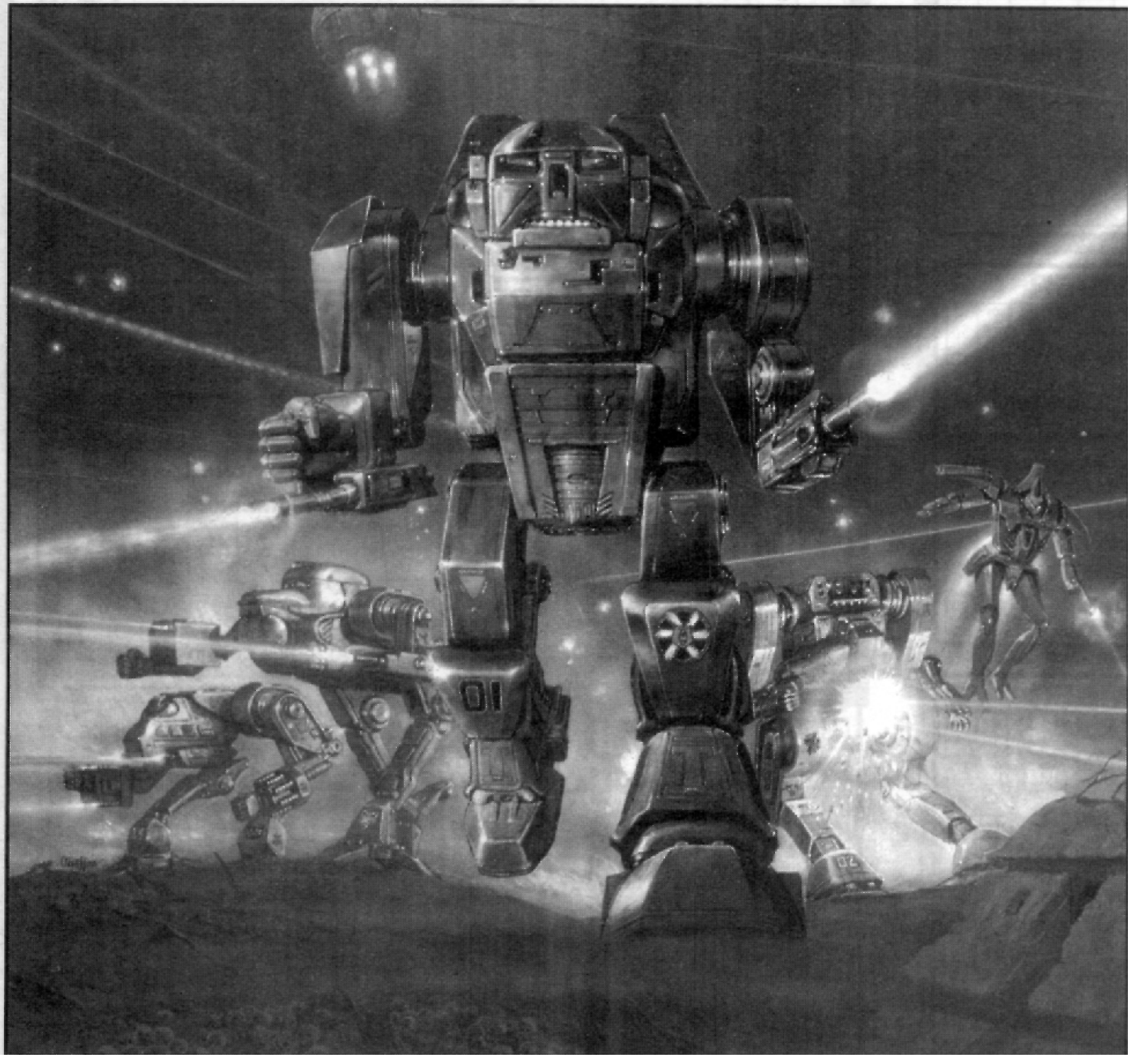
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WARDEN CLANS™



MECHWARRIOR ELEMENTAL AEROSPACE DROPSHIP JUMPSHIP TECHNICIAN

CLAN CLOUD COBRA



Mad Dog Prime, Cobra
Pharaoh Keshik

A MechWarrior of the Ka'an Cloister demonstrates his militant mindset by carrying a weapon in his 'Mech's cockpit.

Rank Insignias

Warrior

Point Commander

Star Commander

Star Captain

Star Colonel

Galaxy Commander

saKhan

Khan

Point Insignias

Point 1

Point 2

Point 3

Point 4

Point 5

CLAN COYOTE



Point Insignias



Point 1 Point 2 Point 3 Point 4 Point 5

Rank Insignias



Warrior



Point Commander



Star Commander



Nova Commander



Star Captain



Nova Captain



Star Colonel



Galaxy Commander



Khan

Returning victorious from the hunt of a coyote, this MechWarrior is now prepared to defend her Clan's traditional Warden views.



Timber Wolf Prime
Garden Kestrik

CLAN DIAMOND SHARK



Having retired early, this trueborn MechWarrior was recently recalled from the merchant caste to help expand her Clan's Touman.

Greodel Prime
Diamond Skate

Point Insignias

Point 1


Point 3

Point 2


Point 4


Point 5

Rank Insignia


Point Commander


Star Commander


Star Captain


Star Colonel


Galaxy Commander


saKhan


Khan

CLAN GHOST BEAR



Rank Insignias



Point Commander | Star Commander | Star Captain | Star Colonel | Galaxy Commander | Khan

A staunch Crusader among a Clan of Wardens, this Elemental's immense size and impressive physique mark him a warrior born.

Point Insignias



Point 1



Point 2



Point 3

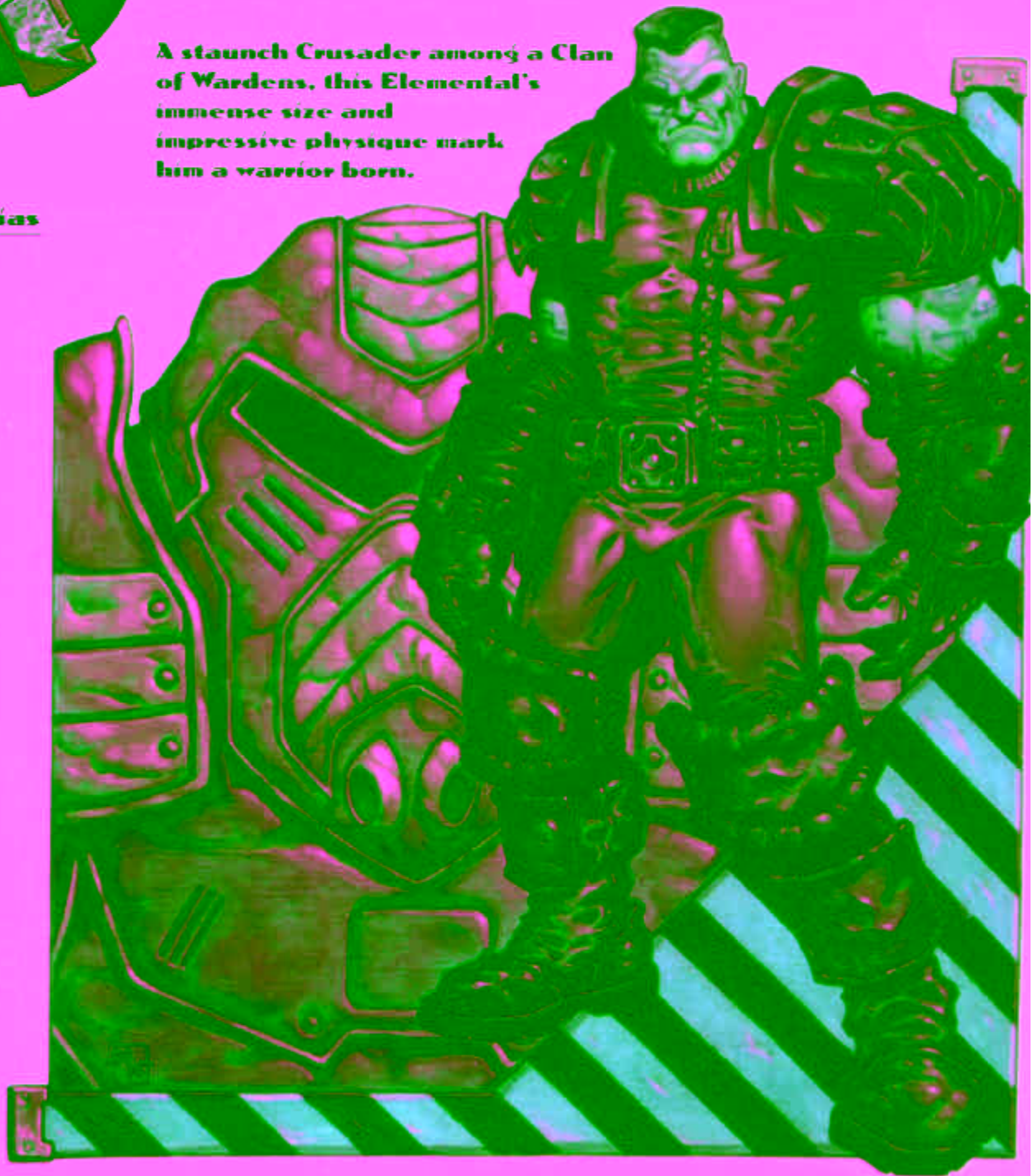


Point 4



Point 5

Elemental
Durse Keshik



CLAN GOLIATH SCORPION

Point Insignias

Point 1 Point 2 Point 3 Point 4 Point 5

Rank Insignias

Point Commander

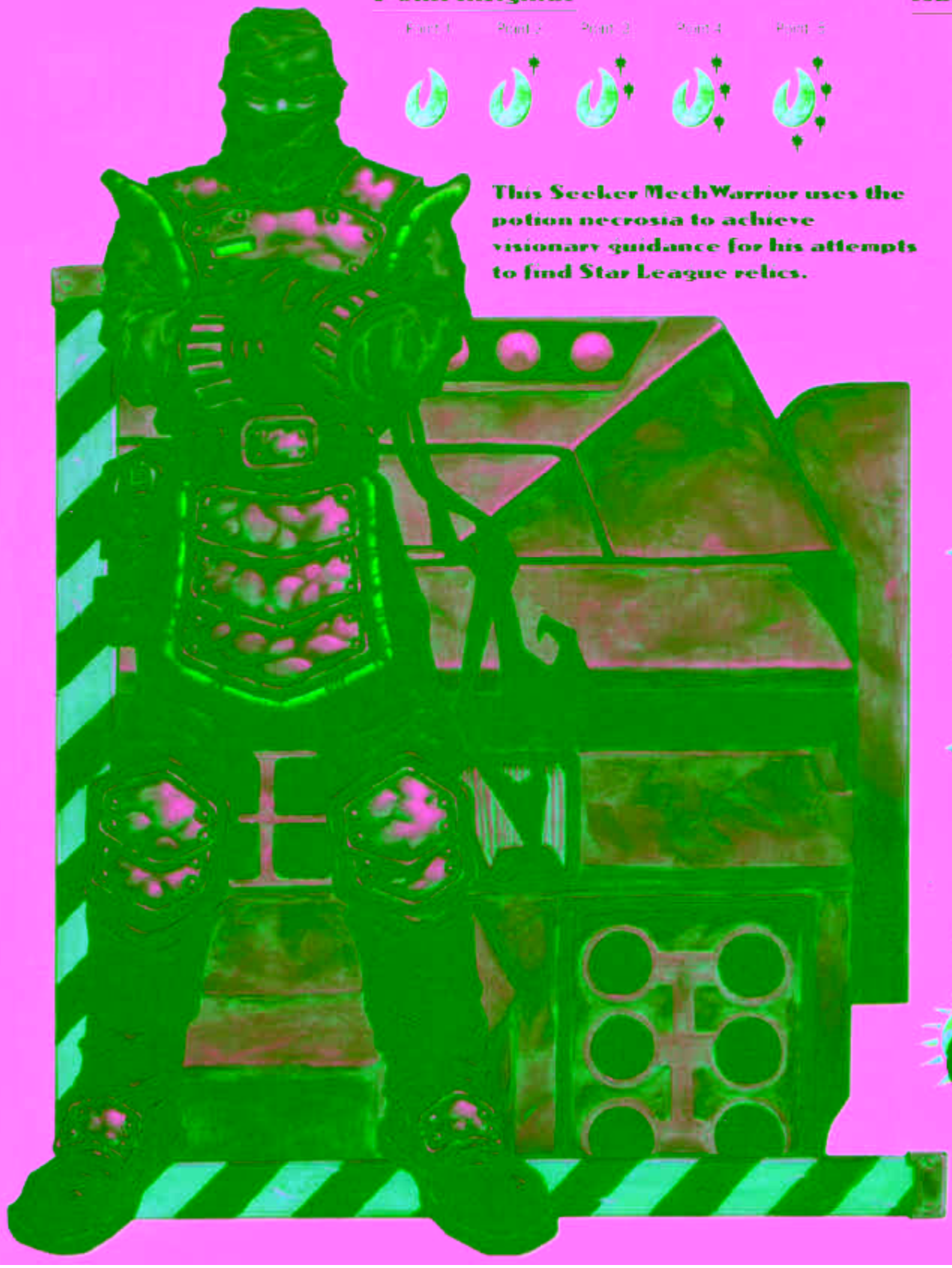
Star Commander

Star Captain

Star Colonel

Galaxy Commander

Khan



This Seeker MechWarrior uses the potion necrosia to achieve visionary guidance for his attempts to find Star League relics.

Warhawk Prime
24th Scorpion
Garrison

CLAN SNOW RAVEN



Rank Insignias

Point Insignias


Point 1


Point 2


Point 3


Point 4


Point 5

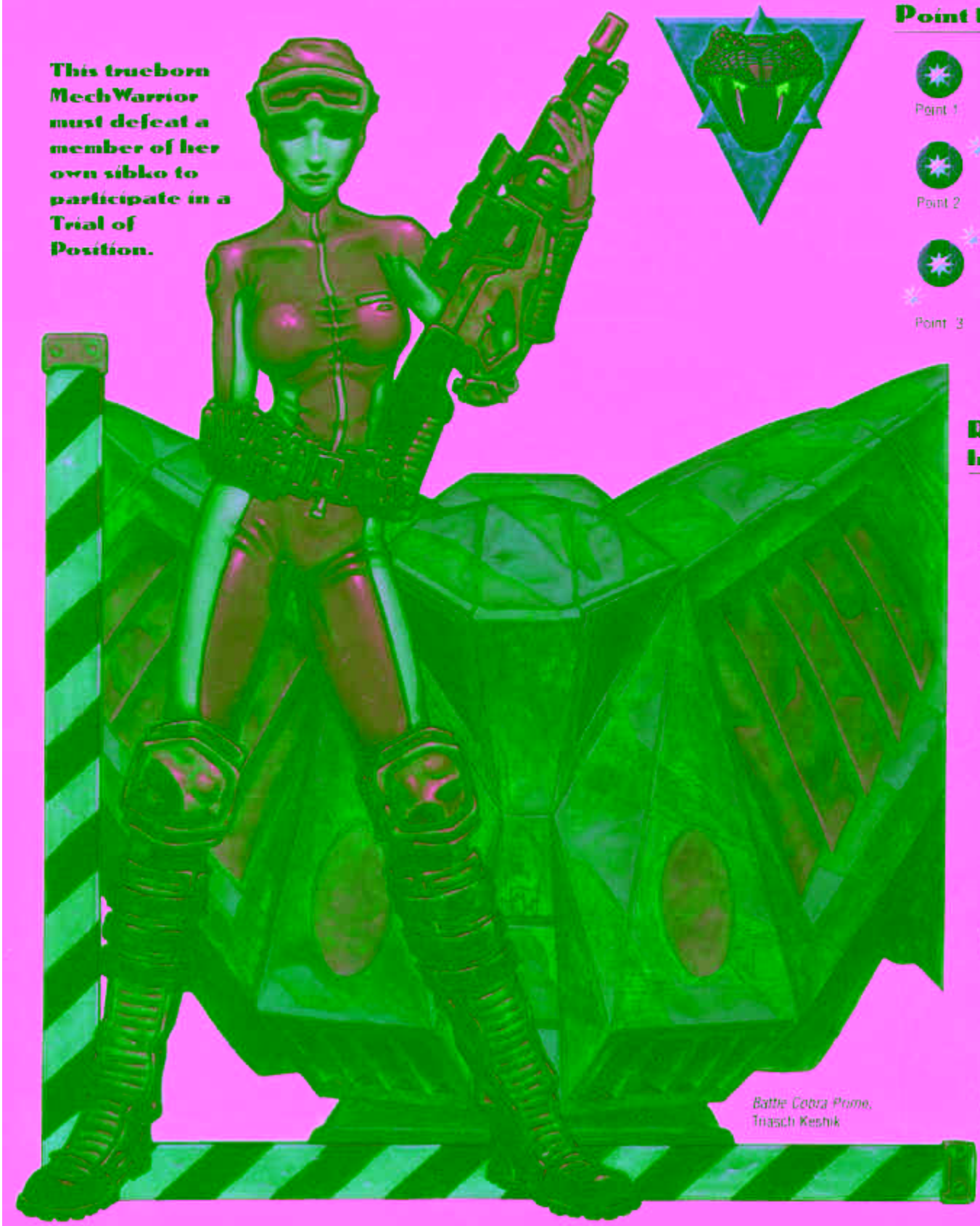
A simulator engagement will determine if this holder of the unique Lankenau Naval Commander Bloodname obtains the rank of Star Commodore.

Shimmerview Prime
Corvus Kestrik



CLAN STEEL VIPER

This trueborn MechWarrior must defeat a member of her own sibko to participate in a Trial of Position.



Battle Cobra Prime,
Trasch Keshik

Point Insignias

Point 1

Point 2

Point 3

Point 4

Point 5

Rank Insignias

Point Commander

Star Commander

Star Captain

Star Colonel

Galaxy Commander

Khan