1616

MERCENARY'S HANDBOOK

BATTLETECH®

FASA CORPORATION

MERCENARY'S HANDBOOK

The Waco Rangers

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McCarron's Armored Cavalry

THE MERCENARY'S HANDBOOK

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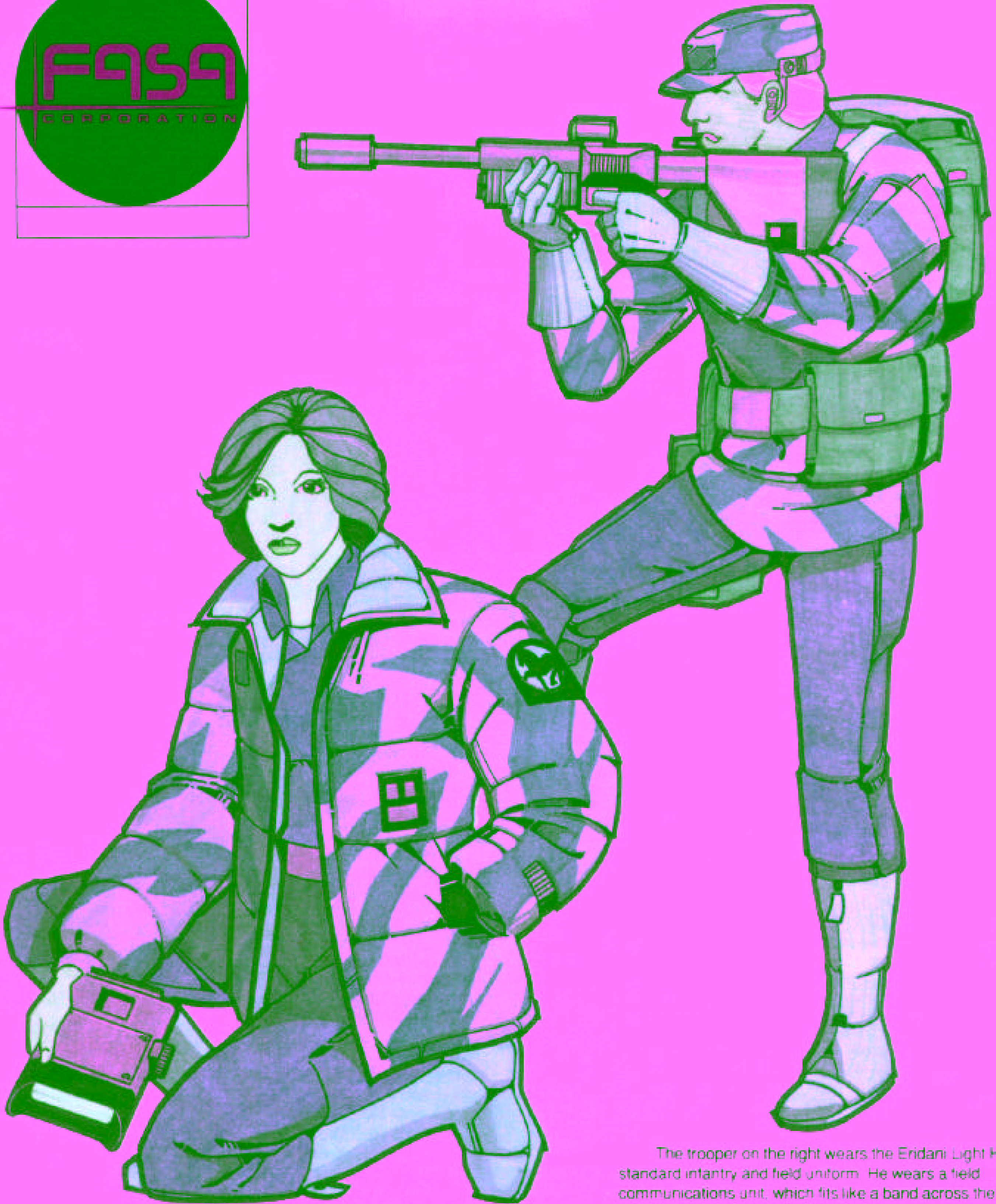


The trooper on the right wears the Eridani Light Horse standard infantry and field uniform. He wears a field communications unit, which fits like a band across the base of his head and over his left ear.

The figure on the left wears the Eridani Light Horse standard support uniform used by Medical, Logistics, Administration and other Support Units. She is holding a

INTRODUCTION

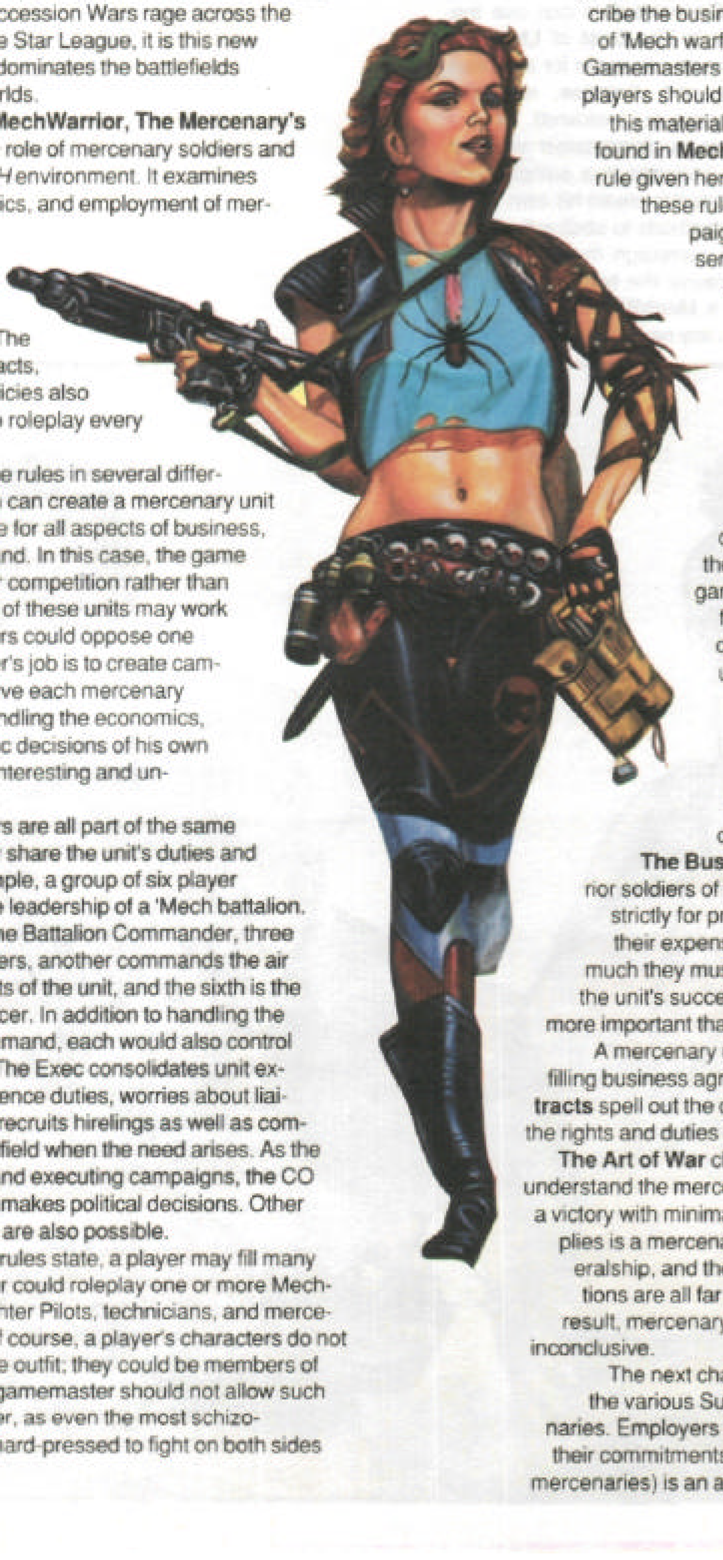
The Eridani Light Horse...Hansen's Roughriders...Wolf's Dragoons...In the age of BattleMech warfare, these mercenary units and others like them spearhead the battle forces of the Great Houses. As the Succession Wars rage across the crumbling remnants of the Star League, it is this new breed of *condottieri* that dominates the battlefields of hundreds of distant worlds.

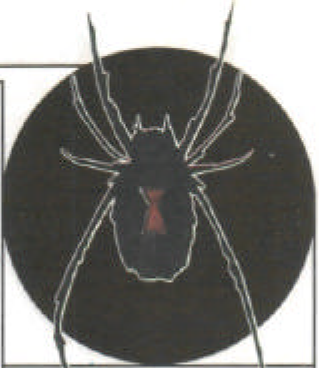
As a supplement for **MechWarrior, The Mercenary's Handbook** examines the role of mercenary soldiers and units in the *BATTLETECH* environment. It examines the composition, economics, and employment of mercenary MechWarriors, and provides gamers with combat rules for running large-scale campaigns easily. The rules on expenses, contracts, treachery, and House policies also allow player characters to roleplay every aspect of mercenary life.

Players may use these rules in several different ways. If desired, each can create a mercenary unit leader, who is responsible for all aspects of business, negotiations, and command. In this case, the game becomes a framework for competition rather than cooperation. While some of these units may work for the same House, others could oppose one another. The gamemaster's job is to create campaign situations that involve each mercenary unit, with every player handling the economics, negotiations, and strategic decisions of his own unit. This can lead to an interesting and unusual form of roleplaying.

If the player characters are all part of the same mercenary unit, they may share the unit's duties and responsibilities. For example, a group of six player characters might form the leadership of a 'Mech battalion. One player character is the Battalion Commander, three are Company Commanders, another commands the air and space-going elements of the unit, and the sixth is the Battalion's Executive Officer. In addition to handling the expenses of his own command, each would also control his units during combat. The Exec consolidates unit expenses, manages intelligence duties, worries about liaison with employers, and recruits hirelings as well as commanding elements in the field when the need arises. As the final arbiter for planning and executing campaigns, the CO negotiates contracts and makes political decisions. Other divisions of responsibility are also possible.

As the **MechWarrior** rules state, a player may fill many roles at once. Each player could roleplay one or more MechWarriors, AeroSpace Fighter Pilots, technicians, and mercenary unit commanders.Of course, a player's characters do not all have to serve the same outfit; they could be members of rival units. However, the gamemaster should not allow such units to combat each other, as even the most schizophrenic player would be hard-pressed to fight on both sides of a battle.





The Black Widow Company

To sum up, **The Mercenary's Handbook** is a set of guidelines that describe the business of 'Mech warfare. Gamemasters and players should use this material to augment, not to replace, the material found in **MechWarrior**. There is no need to use every rule given here and no requirement that players apply these rules exactly as written. Combine the campaign rules in this book with the **BattleTech** series of games to set the stage for various clashes of arms. As a game of imagination and entertainment, **MechWarrior**'s primary rule is: Thou shalt have fun. Use this book in that spirit.

SUMMARY OF CONTENTS

The Mercenary's Handbook is split into three parts. The first chapters discuss various aspects of mercenary life in the year 3025 A.D. In the latter chapters are game rules and systems for roleplaying the features of mercenary life. The appendix contains descriptions of three mercenary units.

Any discussion of mercenary forces must begin by examining the various types of **Mercenary Units**. Included is a history of mercenary use in the *BATTLETECH* universe, as well as descriptions of the subgroups in a unit.

The Business of War describes how MechWarrior soldiers of fortune ply their trade. Mercenaries fight strictly for profit, which is calculated after meeting all their expenses. In turn, these expenses dictate how much they must charge employers and also determine the unit's success as a business venture, which is often more important than success in battle.

A mercenary unit earns money by negotiating and fulfilling business agreements with an employer. These **Contracts** spell out the details of a unit's purpose, payment, and the rights and duties of that unit while serving.

The Art of War chapter helps players and gamemasters understand the mercenary brand of military science. Winning a victory with minimal loss of equipment, manpower, or supplies is a mercenary's highest goal. Maneuver, good generalship, and the bloodless occupation of strategic positions are all far more important than costly battles. As a result, mercenary warfare has become stylized and often inconclusive.

The next chapter, **Mercenary Concerns**, discusses the various Successor States' attitudes toward mercenaries. Employers are not always wise enough to live up to their commitments, and treachery (by both employers and mercenaries) is an art as often practiced as it is condemned.

The 12th Star Guards

Creating a Mercenary Unit provides a streamlined system for creating large mercenary units. Subsequent chapters' game systems for determining operating expenses, contracts, missions, and combat campaigns are based on this unit creation system.

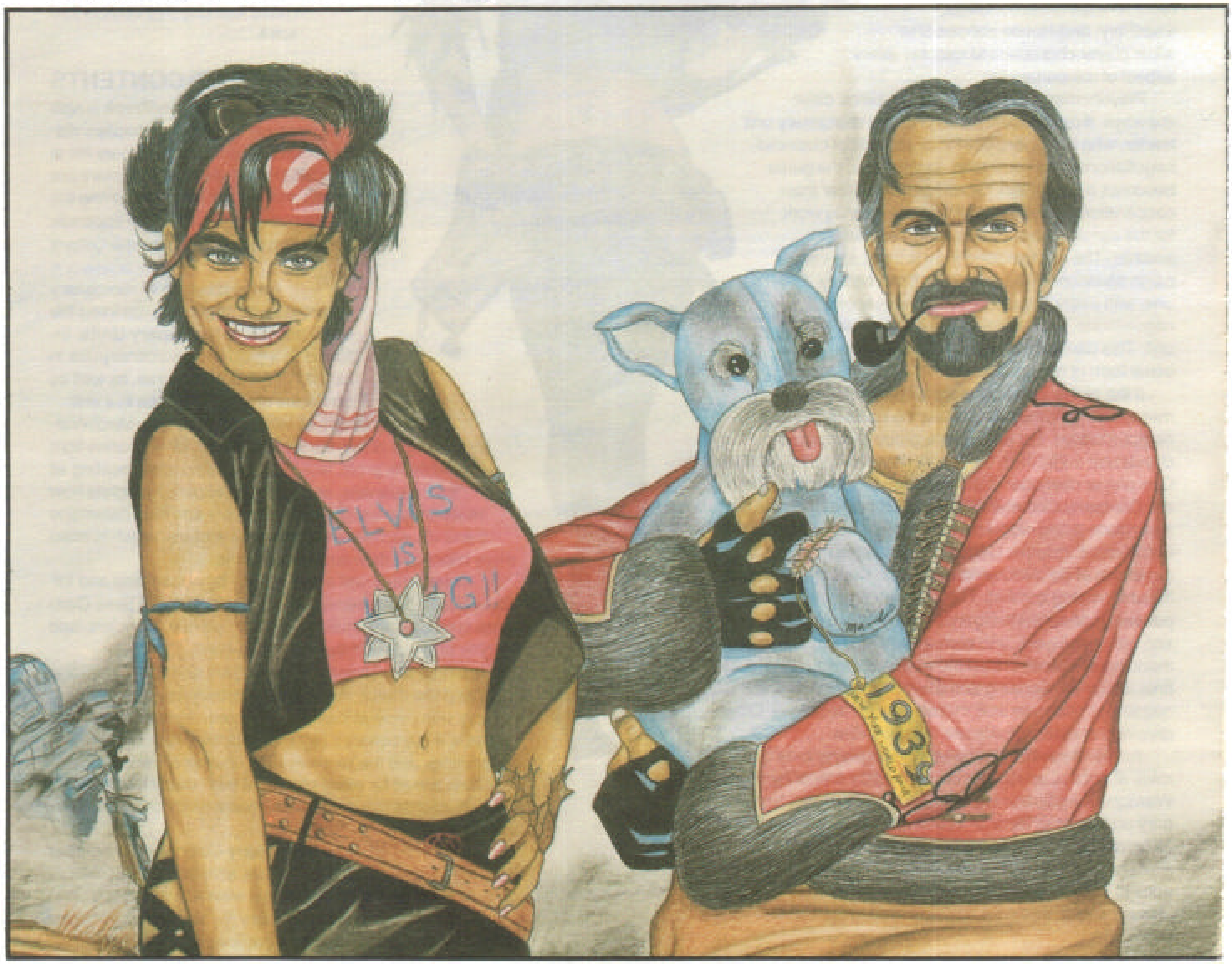
Gamemasters can use the rules in **The Cost of Living** to compute expenses for a mercenary unit. Salaries, maintenance costs, overhead, and transport fees are all considered.

In the **Creating Contracts** chapter, a gamemaster will find several hints for generating contracts. Included is a sample contract, though the gamemaster is encouraged to create his own.

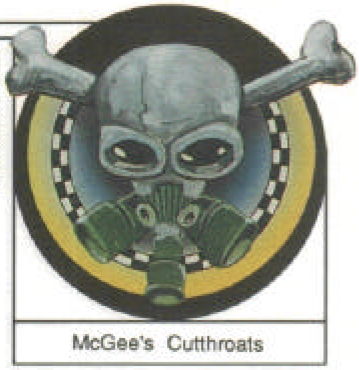
Campaign Systems presents two methods to abstractly determine the nature and outcome of any campaign that may occur during the mercenaries' mission. Because the two systems are meant to be used as a backdrop to a **MechWarrior** mercenary campaign, the gamemaster should fill in any necessary details.

Tricks of the Trade contains rules for roleplaying both employer and mercenary betrayals. Also covered are modifiers that influence a unit's reputation.

Selected Mercenary Units contains tables of organization, brief histories, personnel rosters, and descriptions of three mercenary units: the Eridani Light Hourse, the Waco Rangers, and Wilson's Hussars. At the end of this chapter are blank forms for the players to list the organization of their unit, the unit's monthly costs, and their terms of employment.



MERCENARY UNITS



McGee's Cutthroats

With warfare an accepted part of everyday life and competition rife between Great Houses, Minor Houses, Periphery warlords, Bandit Kings, mercantile combines, and anyone else with the money and motivation to make a play for resources or power, the profession of arms reached new heights of respect and importance. The limited availability of war machines and trained men left every interested party in known space scrambling to find capable soldiers and 'Mechs. A professional unit with a good reputation was in the enviable situation of the proverbial man with a better mousetrap. Was it any wonder that mercenary troops became a staple of the Successor States?

—From *Under Four Flags: My Life as a Mercenary*,
by Major Charlene Fellowes, New Avalon Press, 3022

A mercenary is a soldier who fights purely for monetary gain, selling his fighting skills to the highest bidder. Because he cares nothing for the political, religious, economic, or philosophical causes at stake, the mercenary is often despised, and rarely given credit for his talents or abilities. Despite all this, the services of the hireling soldier are almost always in demand.

The Succession Wars era is the ideal setting for mercenary operations. As there are no dramatic causes or sweeping principles of right and wrong among potential employers, mercenaries can offer their services to the highest bidder, untroubled by conscience. The even balance of power and the era's social, economic, and political stagnation only add to the mercenary's sense of security. No Successor State is likely to upset this balance of power by winning decisively over the other four (which could put the mercenary on the 'wrong' side and thus end his lucrative career). Furthermore, talented soldiers and military hardware are both in such short supply that mercenaries play a vital role in this age of continuous combat.

THE HISTORY OF BATTLEMECH MERCENARIES

The day of the Guardian is over; we'll leave the day of the jackal to you.

—Colonel Illya Ivaovitch,
Chief of Staff to General Kerensky, 2784

Before Aleksandr Kerensky disappeared into the Periphery with three-quarters of the Regular Army in 2784, the Star League military was a pillar of peace and prosperity, a bastion against the rising tide of chaos. Mercenaries were not yet common, because the Regular Army was too strong to need them and its occasional opponents were too weak to attract professionals. (Even for money, mercenaries are not particularly interested in fighting for a lost cause.)

The increasing independence and arrogance of the Council Lords accelerated the League's breakdown. Though each expanded his household units, no one Lord could overpower the Regular Army (as Kerensky's campaign against Stefan the Usurper proved). Where military action failed, the Council Lords still had political action and economic realities as weapons, however. Kerensky, meanwhile, was unable or unwilling to reinforce his military victory by imposing his will on the Council. Though remnants of Stefan's army were the first major mercenary formations to appear at this time, these hired troops would have stood little chance against Kerensky's forces in battle.

Across a gulf of two and a half centuries, it is hard to understand why Aleksandr Kerensky gave his fateful exodus order. Given the total collapse of cooperation among the Council Lords and the quality and reputation of the League Regulars, it would have been easy for him to become a second McKenna, exploiting the disunity of the Great Houses to establish an empire of his own. Alternatively, Kerensky could have thrown his weight behind any of the five House's claims to supremacy. All he needed do was choose between the roles of kingmaker or warlord. Instead, he vanished forever.

Evidently, Kerensky did not wish to repeat the bloodbath of his campaigns against Stefan Amaris. By failing to use his veterans to impose a single government, he condemned the worlds he left behind to 250 years of almost continuous war. It is a testimony to Kerensky's charisma and leadership that nearly three-fourths of the Regular Army chose to follow him into the unknown.

Lacking a Kerensky to lead them and a cause to inspire them, the remaining Regulars quickly drifted to the most convenient Houses, where they offered their services. These were not the beaten remnants of a usurper's army or the untrained scrapings of Periphery worlds, however. Mercenary units that evolved from the Regular Army had the finest training, the best equipment, and the most extensive experience of any MechWarriors in the field. Mercenary groups also came out of former House units, but it was the former officers and fighting men of the Regular Army who established the first-rank military formations.

Formed shortly after Kerensky's exodus, the mercenary Eridani Light Horse is a prime example. It is, in fact, one of the few units that has survived intact from the days of Aleksandr Kerensky into the present era. This is a notable achievement because battle losses, betrayal by enemies and treacherous employers alike, attrition of equipment and 'Mechs, and the ever-present specter of economic ruin all eventually take their toll on many mercenary units. Older units often disappear, becoming absorbed into an employer's House units or forced to join with other mercenaries.

Two and a half centuries of constant warfare have created a more than adequate supply of MechWarriors willing to sell their skills to warlords. Indeed, increasing numbers of regular units have entered mercenary life, driven by ambition, discontent, and fear of reprisals. Regiments like the 21st Centauri Lancers and Hansen's Roughriders typify this new breed of mercenary, both having begun as House troops that rebelled against their Lords. Once the ties are severed, a strong unit with a good reputation can seek employment from any of the other Houses or kingdoms. To counter this trend, House leaders often break up especially good units in an effort to remove popular and influential officers. Paradoxically, this reaction tends to reinforce the grievances that started the trend toward desertion in the first place.

Wolf's Dragoons

Though glamorous, mercenary units have a high rate of failure. Because of the increasingly stylized conventions of warfare, battle losses are not the major reason for such failures. Economics is a more common culprit, sometimes linked with the pitfalls of dealing with untrustworthy or rapacious employers. As in any business, profit is the key to success as a mercenary commander, and the unit whose expenses exceed its income cannot survive. More mercenary units have fallen apart due to monetary problems than ever fell to enemy action.

The collapse of a mercenary unit generally leaves its soldiers free to form or seek out another unit. Some are absorbed into a Lord's Household troops, while others enter new mercenary outfits. Sometimes, a lance with particularly close ties will remain together after the rest of the unit has broken up. Only as a last resort will a mercenary MechWarrior give up his machine, however. The breakup of a mercenary unit does allow a commander to get out of his financial obligations by selling spare parts, booty, and contracts to anyone interested in taking advantage of the unit's collapse. If only a handful of mercenary commanders achieve real success, their good fortune will invariably persuade a host of others to follow their example.

TYPES OF MERCENARY UNITS

Victory depends upon the proper use of combined arms — light, medium, heavy, assault, air, infantry, and the rest. Variety is the spice of battle.

—Captain Natasha Kerensky, Wolf's Dragoons

To assume that all military forces are the same ignores the basics of warfare. No single type of unit can do everything well. Even if one considers infantry and armor troops to be virtually obsolete, there is still a wide variety of specialized units in service among the Successor States.

BattleMech mercenaries may take a variety of forms: from old-fashioned foot soldiers to heavy 'Mech pilots to support personnel. A unit's type determines its capabilities, and a mercenary commander forges a worthwhile band through a proper balance of types and capabilities. Each unit can be classified as one of the following.

INFANTRY

Conventional infantry forces, armed with projectile, laser, or rocket weapons, are hard-pressed to survive in a direct confrontation with 'Mechs. Nonetheless, infantry units are capable of many operations difficult for 'Mechs, such as garrison, security, riot control, or a purely defensive role in terrain that reduces 'Mech effectiveness. Even though footsloggers are far beneath the notice of lordly MechWarriors, few House armies ignore the usefulness of infantry. Some mercenary leaders have incorporated infantry auxiliaries into their units.

JUMP INFANTRY

The difference between ordinary infantry and jump infantry is jump packs, which provide vastly increased mobility. Jump infantry is expensive to equip and field, but such units generally serve an elite role. In addition to normal infantry duties, they are extremely useful for recon purposes. Superior mobility and the ability to carry heavier weapons (mounted on their jump packs) give jump infantry a higher survival record in the field, and make them somewhat more effective than their grounded brethren in anti-'Mech fighting.

MOTORIZED INFANTRY

Regular infantry units provided with transport vehicles (skimmers, jeeps, heavy transports, and so on) are known as motorized infantry forces. Although more mobile than ordinary infantry, motorized infantry units are expensive to equip and maintain, and thus are rarely used. Generally, regular infantry work as a relatively static battle arm for defensive or rear-line roles only. Motorized infantry units operate on wealthy, high-population worlds where troops must be shifted on the ground quickly, or in outfits that perceive infantry to be the best means of securing a conquered area.

LIGHT ARMOR

Tanks provide a cheap and sometimes effective alternative to 'Mechs. As tank production is still fully within the capabilities of the Successor States, armored units often absorb some of the combat duties that usually fall to 'Mechs.

Light-armored vehicles (50 tons or less) are used primarily as recon or direct support for infantry. They fight 'Mechs only as a last resort. Fancying themselves the cavaliers of the Succession Wars, some light armor scouting units adopt flashy uniforms, swaggering demeanors, and a devil-may-care attitude, on the assumption that their skill and courage is superior to that of the glamorous MechWarriors. As they lack the high-tech protection of a 'Mech, there might be some justification for their claims.

HEAVY ARMOR

Any tank larger than 50 tons is classified as a heavy tank. Some armchair theorists have argued that a strong tank is superior to a 'Mech in every way, but this idea has never been proved in battle. Heavy armor stiffens 'Mech forces or operates where 'Mech opposition is not expected. A clever tactician can use heavy armor to gain a temporary advantage over 'Mech forces, as Colonel Ramón Estebán of the Free Company of New Madrid proved. At the Battle of Calder's Ridge, Estebán camouflaged two companies of heavy armor in static positions and ambushed a column of Steiner 'Mechs, routing the formation while receiving only light casualties. In an open or mobile confrontation, however, heavy tanks are far less likely to stand up to a well-handled 'Mech.

ARTILLERY

Associated with the other 'conventional' arms (infantry and armor), artillery units have limited usefulness to a mercenary outfit. Artillery units can perform few functions that more mobile elements cannot handle equally well. However, units oriented toward static operations (particularly those defending key positions or bombarding enemy strongpoints) often find artillery a worthwhile investment. Many outfits who often invade planets find one or two lances of artillery useful for defending landing zones or advanced base camps. Artillery often defends strategic positions approaching a garrisoned locale; a quick bombardment at the proper moment can blunt a determined attack.

SCOUTS

Most mercenary units employ scouts, covert operatives who do everything from reconnaissance to sabotage and assassination. Scouts count for little in battle, but they are useful in almost every other phase of a campaign. A unit needs few scouts; a ratio of one scout to a lance or platoon is considered unusually high. However, a few mercenary leaders have assembled fairly large units chiefly composed of scouts.

LIGHT 'MECH

'Mech units are the most important fighting forces on the battlefield. Light 'Mechs (0–39 tons) operate mostly in mobile raids or pursuit, where speed and agility are preferred to heavy armament. A few highly successful regiments consist almost exclusively of light raiding 'Mechs. About 30 percent of all existing 'Mechs are light 'Mechs.

MEDIUM 'MECH

The medium-sized BattleMech (40–59 tons) is a compromise of speed and firepower and is probably the most versatile war machine available. The medium 'Mech accounts for 40 percent of all existing 'Mechs and is encountered in a wider variety of functions than any other type of 'Mech.

HEAVY 'MECH

At 60–79 tons, heavy 'Mechs are powerful war machines designed for striking power and endurance. About 20 percent of existing 'Mechs are heavy. Heavy 'Mech designs discard speed and agility to make a war machine that can stand up to battle conditions. These units form the mainstay of standard 'Mech fighting forces.

ASSAULT 'MECH

Approximately 10 percent of existing 'Mechs are considered assault 'Mechs, which weigh 80 tons or more. They have even more armor than a heavy 'Mech, and, though they usually have fewer weapons than a heavy 'Mech, theirs are more powerful. However, an assault 'Mech cannot exploit a victory effectively because its pursuit speed is low. Once engaged in battle, it has a great deal of difficulty disengaging.

LAND-AIR 'MECH

The peak of 'Mech technology is the LAM, which can be converted from 'Mech to intermediate Air-'Mech to AeroSpace Fighter. The LAM is a particularly successful hybrid that is the ultimate in versatility; unfortunately, they are scarce, expensive, and comparatively delicate. Damage to conversion systems rapidly eliminates the advantages that LAMs enjoy in battle. It takes a wealthy mercenary or the resources of a Successor Lord to support even a handful of LAMs for any length of time.

The 4th Tau Ceti Rangers

AEROSPACE FIGHTER

Fighters cover the approach and deployment of troops from deep space to atmosphere. Afterward, they provide air support to troops on the ground. AeroSpace Fighter Pilots perform recon, strafing, bombing, and air superiority missions, and regard their part as equal, if not superior, to that played by MechWarriors. Though the rivalry between the two services is well-known, each is important. Even the most 'Mech-oriented mercenary leader is reluctant to omit an aerospace element from his organization.

AIRCRAFT

Conventional fighter-bomber craft are rare among mercenary forces. Limited to in-atmosphere use only, aircraft are inferior to AeroSpace Fighters. Moreover, they must be adjusted when used in different atmospheres, and so combat troops who are regularly assigned to new stations have little use for them. Only local forces or the occasional unit assigned to long-term garrison duty are likely to employ conventional fighter and bomber aircraft. Few mercenary commands employ a permanent air wing.

AIRMOBILE

Conventional airmobile units are transport aircraft (including helicopters, planes, jets, and so forth) attached to infantry, jump infantry, or an occasional scout unit. Again, these are rarely found in the service of mercenary or front-line House troops for the reasons cited above.

DROPSHIPS

Combat formations are truly self-sufficient when they have their own DropShips for interplanetary transport and assault duties. Otherwise, units are forced to rely on commercial transport (expensive) or the goodwill of an employer (risky) for deployment and pickup. Whenever possible, mercenaries will acquire DropShips capable of transporting their entire organization.

JUMPSHIPS

Just as DropShips are essential to interplanetary operations, JumpShips are the key to interstellar transport. The lack of such ships hampers the mercenary's freedom of action, but, as JumpShips are rare, most mercenary groups must rely on outside sources of interstellar transportation. In fact, some employers (notably Kurita and several of the Bandit Kings of the Periphery) actually prefer to hire mercenaries who lack JumpShips, believing these troops less likely to switch sides or desert because they rely on their employer for movement, logistical support, and a secure line of retreat.

SUPPORT

All mercenary units need technical personnel, including laborers, engineers, and supply and transport personnel, to maintain their troops in the field. The size and composition of these support formations depend upon the type of unit they back up. 'Mechs need a great deal of support; infantry needs much less.

The Eridani Light Horse

UNIT ORGANIZATION

One 'Mech lance can beat one mob, large or small, any time.

—Dr. Shindu Banzai,
Fundamentals of Military Science,
Lecture at the New Avalon Institute of Science, 3017

Though the size and command structure of military units may vary, their organization has become standard by the 31st century.

SQUAD

A squad is a group of seven men (infantry, artillery men, or scouts) or any one vehicle, aircraft, spacecraft, or 'Mech. In motorized and airmobile units, a squad consists of up to ten men (which includes vehicle drivers and gunners) and the vehicle or vehicles required to transport them. Scout squads generally number from one to three men.

LANCE/PLATOON

A lance consists of four non-infantry squads. Although four 'Mechs, vehicles, or other subgroups are the optimum size for a lance, this number is frequently unobtainable, as at least one group is usually in for repair. An aerospace lance and an aircraft lance each contain only two craft. A platoon consists of four infantry squads.

COMPANY

Three lances or platoons form one company. At the company level, combined arms become important. Thus, a 'Mech company might have a light 'Mech lance, two lances of medium and heavy 'Mechs, and an attached air lance of AeroSpace Fighters. Other combinations are also possible.

BATTALION

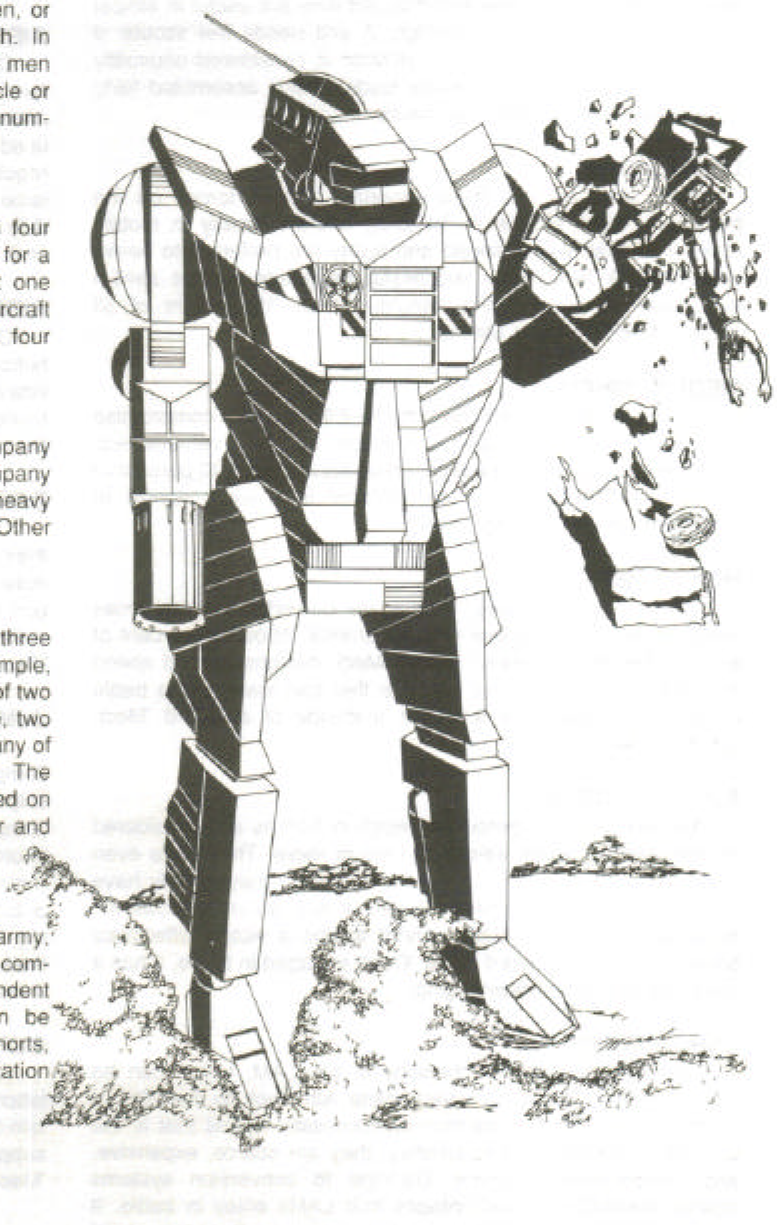
The battalion is a mixed force that consists of three companies, often having a mixed character. For example, Cameron's Highlanders is a mercenary battalion consisting of two companies of combatant 'Mechs (each with one light lance, two medium lances, and one heavy lance of 'Mechs), one company of AeroSpace Fighters, and one company of jump infantry. The typical battalion also contains an HQ lance, usually mounted on vehicles or 'Mechs, and includes the Battalion Commander and his staff.

REGIMENT

The largest standard formation of any Successor State army, a regiment consists of three combat battalions and an HQ company. As with the smaller units, the composition of independent battalions and companies varies widely. Regiments can be grouped into higher formations: brigades, legions, cohorts, divisions, strike teams, and so on. There is little standardization of these formations even within the forces of a single House.

COMBATANTS AND NONCOMBATANTS

Combatants include infantry, armor, 'Mech, artillery, air, and aerospace forces, while support personnel, DropShips, and JumpShips are considered noncombatants. Noncombatant units are present in direct proportion to combatant personnel, and are often directly attached to a squad, lance, or company, rather than forming their own units. A typical 'Mech lance generally consists of three distinct elements: the combatant 'Mechs, lance scouts, and lance technical/support personnel. It might even have a DropShip component as well. For administrative purposes, each component is considered separately (so that scouts, Techs, and combat troops each make up a separate lance). In practice, however, the combined components operate as a single force.



THE BUSINESS OF WAR

The 71st Light Horse Regiment

The days when an army could live off the land are lost forever, buried in antiquity alongside such archaisms as massed lines of footsoldiers and horse-mounted cavalry charges. Warfare is not self-supporting; the successful general must have factories, supplies, energy sources, laborers, and technicians behind him. Most of all, he must have money, because all these things are expensive.

War has been described as an art, as a science, as an extension of diplomacy, and as an expression of national policy. In fact, it has become a business, pure and simple. Like all government-run ventures, government armies suffer the woes of bureaucratic incompetence, but get along because they are the only game in town. As a small businessman competing in a wide-open market, the mercenary leader does not have this advantage, and it behooves him to run his firm wisely, efficiently, and economically.

—From "The Soldier's Balance Sheet", by Prof. A.E. Duvall, appearing in Issue #96 of *The Warrior's Digest*, Coventry Free Press, 3018

"Forget the casualties. How much did we make?"

—From the comedy holoplay *Minor Major*, Andurien Broadcasting Corporation, 3017

PROFIT AND LOSS

Taxation supports a government army, which rarely needs to worry about the economics of war. The hardships that arise from increasing military demands fall on the populace—through higher taxes, inflation, mounting war debts, rationing, and shortages. Military officers leave those concerns to the politicians and bureaucrats, and concentrate on fighting.

Not so the mercenary. The entrepreneur who sells the services of a fighting force must be a shrewd businessman if he is to earn money. Moreover, for the unit to be effective, he must shoulder a mountain of extra costs. There are supplies to keep the men fed and clothed, expendables (like ammunition) to be replaced, transportation costs to be covered when the unit cannot provide its own ships, and, often most costly of all, the repairs and replacements that follow a major battle or difficult campaign. No matter how many assignments it receives or how much it earns, a mercenary unit must always handle its own overhead.

Major losses (whether caused by fire, theft, campaign attrition, or combat damage) cost even more money. Then, there are the expenses involved in expanding the operation, including purchases, new salaries, and upkeep costs. However, expansion is often the key to increasing productivity, becoming more competitive in the marketplace, and charging the customer higher fees. It is only after meeting these costs that the businessman can look for a profit from whatever is left.

Given the slow speed of interstellar transportation and the vagaries of war and politics, a unit is lucky to work eight months a year. If the outfit misses out on some contracts or simply cannot find an employer, there will be less income. However, expenses must still be paid if the unit is to meet its obligations and stay intact as a marketable force.

SALARIES

As in most armies since the dawn of history, the common soldier of the BattleMech era is rarely well paid. The footsloggers and their cousins in the other conventional arms can count on little more reward than the poorly paid troops of pre-spaceflight Earth. Even mercenary units pay soldiers as little as possible, though they do keep troops from joining House armies (where prospects of security, advancement, and recognition are far superior).

Pilots, whether AeroSpace or 'Mech, are treated better. On the whole, MechWarriors receive the same wages as AeroSpace Fighter Pilots (though both claim that their work is more dangerous). Techs and scouts are also well paid, the former because technical skill can make the difference between success and failure, the latter because their work is so extremely hazardous.

The disparity in pay rates can be startling. A typical regular infantryman earns roughly 250 C-Bills per month in mercenary service. By contrast, a regular MechWarrior earns over twice that amount—600 C-Bills per month—for duty that that infantry troopers consider glamorous, easy, and above all *safe*. Such is the mystique of the 'Mech.

Troops are paid monthly, collecting wages based on position, rank, experience, and status. Officers receive more than enlisted men, and elite personnel draw much more than raw recruits.

Barrett's Fusiliers

Leaders have been known to hold back their troops' pay, particularly while the unit is in transit or on campaign. However, failure to meet regular salaries can be risky, as troops whose pay is in arrears often lose their morale or even resort to outright mutiny. Hirelings are especially sensitive to being cheated by mercenary employers. Shortly before the Twelfth Battle of Marduk in 3014, an entire company of the 12th Star Guards, owed six months' back pay, simply surrendered to Wolf's Dragoons before a shot was fired. After the battle, they hired on with their opponents to recoup their losses.

PROFIT SHARING

Profit sharing is one way around the problem of salaries. It eliminates the need to pay monthly salaries, but severely diminishes the leader's profits from a lucrative contract or campaign windfall. It also makes the ordinary soldiers of an outfit part-owners of the unit, entitled to a say in management, command decisions, and choice of leadership. Not only does profit sharing shatter discipline and morale, it also makes the leader vulnerable to the whims of disaffected 'investors', who can decide to oust him following a run of bad luck.

Still, profit sharing does have its share of disciples. The established scale for division of profits has hardened into a set pattern in the Inner Sphere:

2/8 of all profits go to the unit CO.

1/8 of all profits go to all subunit commanders (in a battalion, company commanders are subunit commanders), divided equally.

1/8 of all profits go to all other unit officers, divided equally.

2/8 of all profits go to all the unit's MechWarriors, AeroSpace Fighter pilots, and scout personnel, divided equally.

1/8 of all profits go to all the unit's technical personnel, divided in favor of Senior Techs.

1/8 of all profits go to the infantry, armor, and aircraft soldiery.

When a unit does not have personnel in a given category (no Techs, for instance), the share allocated to them goes to the soldiery instead.

Profits are declared after all other expenses have been covered, but some unscrupulous unit commanders have manipulated the books to line their own pockets. For example, there was Colonel Archie McCarron, commander of McCarron's Armored Cavalry. During one period of hard times, he placed his forces on profit sharing, but used dummy companies to provide both supply and transport services at inflated prices, siphoning off the profits into his own pocket. He was forced to end this lucrative arrangement after several years, when some of his senior officers threatened to vote him out of command.

Voting control is split like profits are, and so it takes a substantial core of discontented people to veto a commander's decision. However, the leader wishing to maintain his position must not lose the support of unit officers. This relatively small cadre not only controls as many votes between them as the CO, but they also have a great deal of personal influence with the soldiers under their command. Discontent in the officer ranks is a sure sign of trouble, and nowhere is this more true than in profit-sharing organizations.

CONSUMABLES

Supplies and ammunition are the mercenary's two dominant areas of expense. The need for supplies (food, water, fuel, clothes, and so on) is constant, of course. As ammunition is an expense mostly during campaigns, it usually crops up only when there is income to cover it.

Whenever possible, a mercenary leader should obtain consumables through his own sources rather than through his employer's. A noble might neglect the quality and quantity of supplies furnished to mercenaries in favor of his household troops. Smart mercenaries will take every opportunity to avoid an employer's cheeseparing, profiteering, or bureaucracy.

Those unit commanders who try to cut expenses by tying themselves to an employer's supply source do so at a considerable risk. This can lead to the Company Store Syndrome, in which an employer offers reduced rates on consumable supplies (or, worse yet, deferred payments) until the mercs are thoroughly bound to the network. Then, the screws tighten. Price increases are coupled with further deferred payment programs, leaving the mercenaries deep in their employer's debt. The unit becomes less free than a household outfit, unless it chooses to take the final plunge and pull out, forfeiting whatever money they had hoped to collect.

The alternative is to use private contractors to provide necessary supplies. Merc leaders can arrange to purchase supply shipments through their scouts, who generally have contacts everywhere. They usually keep in touch with several alternate sources (on every side of the political fence) in case they need to make a sudden shift from one area or allegiance to another. A unit amasses stockpiles of consumables when it can afford them, and especially right before a campaign. It takes forethought and shrewd planning to order fresh supplies at the right time, as it can take up to five months for a contractor to deliver. The over-eager purchaser may run out of money paying for supplies ordered too quickly or too frequently.

An additional drawback to using private contractors is that privately purchased supplies are often expensive. Most contracts between employers and mercenary leaders allow for supply reimbursement, but the rates are often less than those charged by private suppliers. A mercenary leader contracting supplies from a private source will thus have a lower profit margin.

Understandably enough, employers are not pleased when mercenaries choose to contract supplies independently. Their reasons range from wanting the hired troops to be more dependent on them to the fear that outside contractors can become pipelines of sensitive military information. After all, the supplier who deals with Wolf's Dragoons might well be in touch with an inquisitive scout from the Eridani Light Horse. The mere fact that a mercenary regiment makes arrangements for supplies on a particular frontier often tips off the opposition that a campaign is about to begin there.

As a result, most employers do their best to raise extra obstacles to mercenary units using private contractors. A House might help set up the mercenary leader in the supply business, for example, a compromise that at least reduces the chance of leaks. Some governments make the mercenary/supplier a major contractor for government operations as well, which means that if a unit defects, it could lose a lot of money. Mercenary leaders like Archie McCarron, Jaime Wolf, and Taki Nogura have earned a lot of extra money through their holdings in armaments, transport, and similar supply industries. The company manager's association with a given mercenary is often unknown. If he contracts for other (even rival) military units, he can become a pipeline from the opposition right into the mercenary's camp.

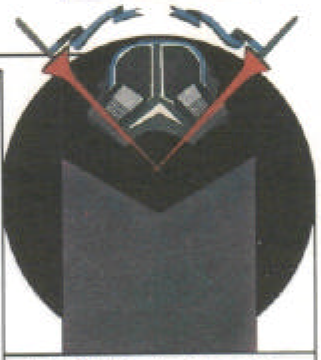
MAINTENANCE AND REFITS

All military units require a certain amount of upkeep, but the highly specialized 'Mech and AeroSpace forces of the Succession Wars have particularly demanding maintenance requirements. Given the deteriorating level of technology, advanced equipment is almost irreplaceable, which means that every 'Mech and ship needs to be nursed along as carefully as possible. This requires both money and technical wizardry.

In the field of maintenance and post-battle refits, support units come into their own. Techs are useful even to infantry formations, for whom they can repair weapons, armor, and other personal gear. They are absolutely essential for vehicles, aircraft, spaceships, and 'Mechs. An outfit can perform brilliantly on the field and still suffer total defeat in a prolonged campaign if it has insufficient technical support. The alternative is to pay for civilian or government technicians, but the average MechWarrior is unlikely to trust his machine to someone who does not share his thorough and intimate understanding of it.

Salaried technicians are the best means to maintain a unit. Superior Techs are an excellent investment, as they work faster and have a much better chance of using available resources to get the job done. The blasted arm of a disabled 'Mech might yield nothing more than a few patches to a typical Tech, but one who is highly skilled can often produce a collection of usable spare parts—or can even put the whole arm back in service in a way that astounds even the most jaded 'Mech pilot.

As with consumables, maintenance needs fall into two categories: the ongoing work required for ordinary wear and tear and the much more extensive repairs that follow an engagement. Maintenance costs also include hiring local Techs and buying spare parts, tools, and salvage gear.

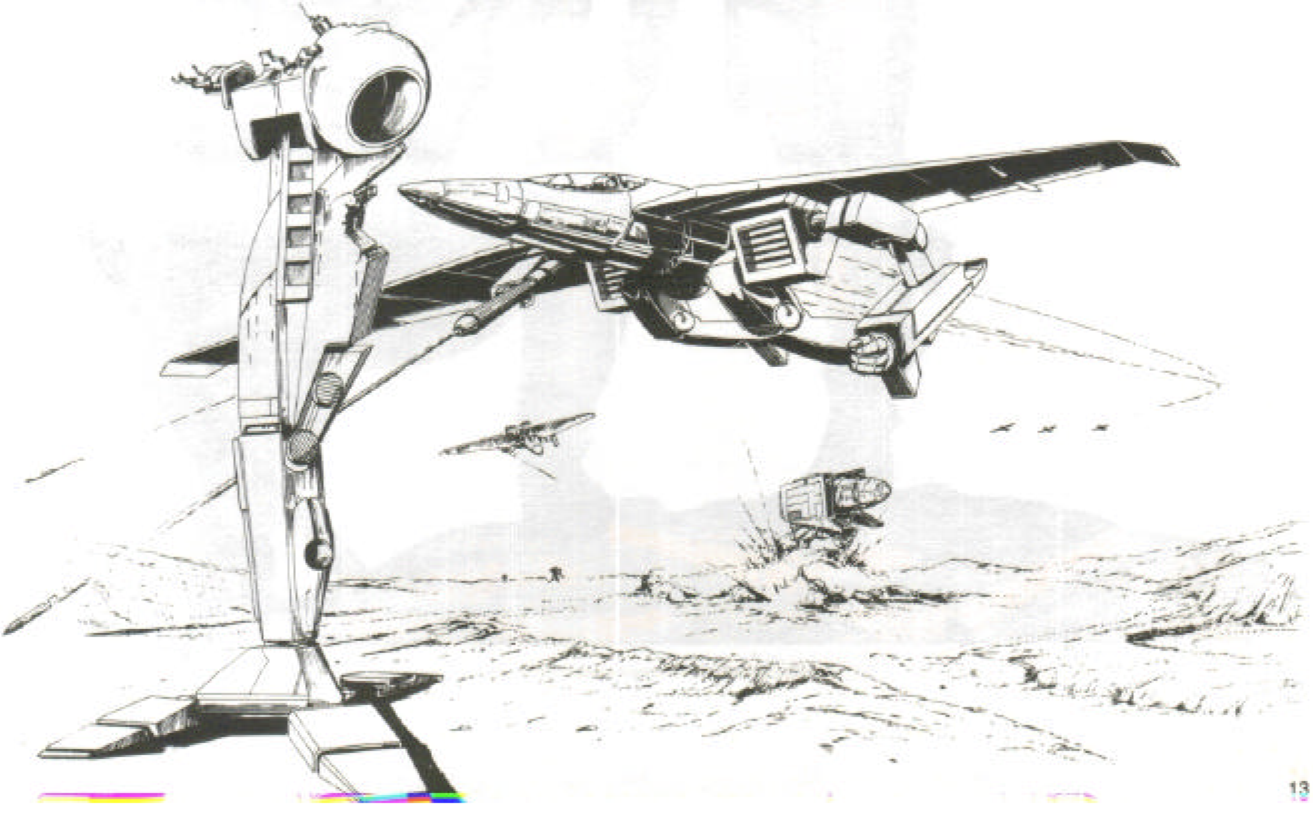


The 21st Centauri Lancers

OVERHEAD AND OTHER EXPENSES

A mercenary unit can incur a variety of other expenses over and above those already discussed. Some result from deficiencies in unit organization, such as charges to transport a force lacking its own Drop- or JumpShips. Others are irregular payments that are essential to the unit's survival or smooth functioning, such as bribes to private contractors or government officials, payoffs to informers in the enemy camp, or ransoms charged by victorious enemies who allow captured opponents the Honors of War.

Finally, there are the more prosaic costs that, though decidedly unmilitary, are essential to the mercenary business. These include recruiting costs to attract new soldiers or unattached veterans (to replace casualties or to increase the size of the unit), benefits to troopers or their dependents, advertising costs to interest potential employers in the unit, the price of training, and a host of others. In business, such costs are put down as "administrative overhead", and are generally budgeted as a percentage of the total value of the enterprise. How much money is devoted to overhead is a good measure of the unit's solvency and can have a powerful morale impact.



ELVIS IS KING

CONTRACTS

...At this point, negotiations broke down, with neither the Duke nor the Colonel willing to give a quarter on the final points of contention.

Kurita held, and quite rightly, that the mercenaries were too badly in need of employment to bicker over what were, to him, niggling trifles. His stubbornness arose from a determination to make the new campaign a do-or-die effort, and he had no wish to concede command independence and battlefield salvage rights to an outfit as desperate for cash as the Centauri Lancers. But the Colonel won out in the end, trading on an unequaled reputation. The issue of command independence was a regimental tradition that couldn't be set aside, and salvage rights were all that would save the depleted mercenary unit from total disaster. With a show of magnaminity that masked considerable distrust and thwarted pride, Kurita finally signed the Lancers for the new campaign—on their terms, first to last.

—From *The Metal Hussars: The History of the 21st Centauri Lancers*, by Lt. Gunther Hesse, Maran Press, 3012

A mercenary commander covers his many costs with the fees that his employers pay him. Though money is an important part of contract negotiations, it is not the only consideration. Both sides must agree on several other points before the outfit takes the field under its employer's flag. Frequent give-and-take is necessary in contract negotiations, except when the mercenary unit is in extremely good shape (and can dictate its own terms) or in very poor condition (and has to take anything that it can get).

Any mercenary leader knows the value of a good contract. A unit can make or lose a fortune at the bargaining table more often than on the battlefield. The CO must be a shrewd negotiator to protect an outfit's interests, as oversight can be fatal and greed disastrous. Unfortunately for the mercenary, Houses employ their fair share of talented negotiators as well. It has been said that the verbal battles between patron and merc can be more violent than the clash of opponents in the field.

MISSIONS

The lowest, dirtiest, nastiest kind of assignment a hard-luck bastard merc can draw...is whatever mission he's on at the moment.

—Major Fran Delmarre, 12th Star Guards

Thirteen basic types of military missions are recognized in contract negotiations, each with its own advantages, disadvantages, and contract etiquette. These are briefly described below.

GARRISON DUTY

Strictly speaking, garrisons are found on uncontested worlds with enough strategic significance and potential for trouble to warrant the presence of combat troops. In theory, such worlds are low-risk stations where combat or civil disorder are not expected. Because of this, a unit hired for garrison duty is not likely to see action, and probably will not receive good pay or other benefits.

The 17th Recon Battalion

Because House units are more loyal, less cautious, and certainly less expensive to maintain in the field than are mercenaries, House leaders often employ mercenaries for garrison duty to free up House troops for frontline duty.

CADRE DUTY

As a cadre force, the mercs must organize and train new recruits or militia forces. It is often easy duty, in which even low-ranking mercs have temporary authority while training the recruits. Though usually a low-risk assignment and never paying particularly well, cadre duty becomes dangerous if recruit forces are suddenly thrust into combat before their training is complete.

SECURITY DUTY

One step removed from garrison duty is security duty, in which the unit is hired to provide security for some target believed threatened by hostile forces. Where garrisons usually watch over a whole planet, a security mission might revolve around the protection of a single installation, supply convoy, or other limited target. Non-'Mech mercenaries (infantry, scouts, and so on) are sometimes hired to serve as marines on exposed JumpShips or commercial transports, or to act as bodyguards for dignitaries and the like.

RIOT DUTY

Mercenaries are frequently hired for riot duty, the suppression of a smoldering or active rebellion on a world under the employer's control. The duty is unglamorous, very difficult, and dangerous, but, like garrison and security duty, it does not pay well. Although few rebels can stand up to high-tech mercenaries in battle, the threat of terrorism and general insurgency fills a merc's every hour with danger. Employers usually stipulate that mercs are to do the least possible damage to targets of strategic or economic value, complicating the mercenaries' position. In addition, an employer might unleash mercenaries on a rebellious planet while keeping House units clear not only of violence, but of all involvement. After the mercenaries quell the riot, the employer steps in, blames the mercenaries for exceeding their authority, and so becomes a savior rather than an oppressor. Meanwhile, the mercs are sent packing in disgrace.

DEFENSIVE CAMPAIGN

An employer begins a defensive campaign when he discovers enemy intentions to invade or escalate hostilities on a world. Mercenaries and household troops are deployed to stiffen resistance against the assault. As active fighting is likely, pay is fairly good, but mercenaries often find themselves faced with too much employer interference in their operations. The unit runs the risk of being cut off or overrun if the attacker proves successful, and the mercenaries must rely heavily on people they do not know and cannot control.

The Illician Lancers

RELIEF DUTY

When unexpected attacks materialize, relief expeditions must move to support local garrison and defensive forces. Sometimes this is fairly simple, but usually it is the equivalent of mounting a whole new planetary assault. The original attacker often controls the approaches to the world and much of the planetary surface. Moreover, relief duty is chancy because there is no way of predicting whether the original defenders will still be in position and putting up a fight when help reaches them.

Mercenaries on relief duty draw good pay, but this sort of mission means close coordination with employer troops, leaders, and transport, and those conditions are often major disadvantages.

PLANETARY ASSAULT

Sometimes used to indicate almost any kind of offensive activity, the true planetary assault mission is the initial attack to establish a 'planethead' on a world. This involves gaining aerospace superiority, establishing initial drop and landing zones, and then building a secure perimeter into which additional forces can be deployed for further campaigns. It is high-risk duty with a commensurately high financial return.

OFFENSIVE CAMPAIGN

Taking up where a planetary assault leaves off, an offensive campaign is an attack against hostile forces on a contested planet. Sometimes this sort of attack develops directly from a planetary assault, but it usually involves additional troops reinforcing or replacing those in the first landings. In some cases, a planet's defenders declare an offensive campaign against enemies who occupy a portion of the planet. Not quite as lucrative (or as risky) as a planetary assault, this kind of campaign still pays well. As with its defensive counterpart, it is sometimes marred by the excessive dependence of mercenary elements on outsiders who can let them down.

SIEGE CAMPAIGN

In many instances, an aggressor will implement a policy of siege warfare rather than a true offensive. Sieges are conducted on a planet-wide scale to reduce enemy forces on the planet without the need for pitched battles. In a siege campaign, troops wage a war of maneuver in which most battles are minor skirmishes rather than major clashes. Aerospace superiority is exerted to deny offplanet supplies and reinforcements. However, the Davion campaign on New Kiev demonstrated how a siege could bag extra enemies by allowing relief forces to land and then starve alongside the original defenders.

Most mercenaries favor siege campaigns. There is little danger of taking heavy casualties, and the campaign is long enough to guarantee steady employment. Like most operations undertaken in the face of the enemy, pay tends to be good, and there are plenty of opportunities for independent operations untrammeled by excessive employer involvement. Periodically, such campaigns go awry and lead to major battles, but on the whole, a siege campaign is the mercenary's idea of a perfect ticket.

RECON RAID

There are several distinct missions that fall into the category of raiding, all offering a high-risk/high-gain potential that some mercs love and others loathe. Recon raids are fairly straightforward operations in which a small unit makes an assault on a planet to test local defenses and to collect information for later strikes. As in a planetary assault, raiders travel from space to a planet's surface, but the same force is expected to carry out its mission and then withdraw without further support. As recon raids are normally launched at fairly unsuspecting targets, they are less dangerous than other types of raids. Nonetheless, they are considered hazardous duty.

Like all raids, recon attacks are high-pay jobs. Because small units are used, mercenaries are rarely forced to cooperate heavily with employer forces, which is a major benefit. However, the chance of running up against unexpectedly heavy opposition or being cut off from transport ships makes the recon raid a chancy mission that many mercenaries would rather pass up.

OBJECTIVE RAID

An objective raid is a limited attack to capture or destroy a specific target: a supply depot or convoy, a scientist or political leader, a specific installation, and so on. It shares many of the characteristics of a recon raid, except that it is generally carried out against heavier or better-organized opposition; a target worth raiding is usually worth guarding, too.

The water raids of the peripheral Bandit Kings (actually, water is only a minor factor in such raids, which focus on a variety of important natural resources) fall into this category of operations, as do most forms of espionage and sabotage. The raids pay well and provide a wide degree of latitude for individual command and initiative. Like any raid, however, they are high-risk affairs that can be very costly to the troops involved.

DIVERSIONARY RAID

The diversionary raid may be the most dangerous duty of any in the gamut of BattleMech warfare. These raids are mounted against enemy planets to confuse the opposition and to divert reserves away from the real target of an interstellar campaign. Small forces launch planetary assaults on several different worlds and simulate attacks. When friendly forces make their real thrust elsewhere, the diversionary forces withdraw.

These assaults are fraught with danger. Defense against a diversionary attack is often especially strong because false information has been leaked to suggest that the attack is genuine. Diversionary forces are usually kept to a minimum (to save the bulk of the army for the real drive), but they are given orders to make a lot of noise and to cover a lot of ground. One or two Houses have the reputation of hoodwinking their own troops about the nature of an attack to further confuse the enemy, so that the attackers do not realize they are mounting a diversion until expected support fails to materialize. Hanse Davion did this to great effect in the New Austin campaign of 3015.

The Kurita efforts in this direction have a less savory flavor. On several occasions, Kurita not only disguised his intentions from his diversionary forces, but he actually abandoned them to the enemy by withdrawing their transports after they were committed. Two House and three mercenary units have been abandoned in this manner in recent years, usually because they were considered untrustworthy or actively disloyal. Naturally, most Houses prefer to use mercenaries rather than their own troops for diversionary raids, because mercs are considered more expendable and less loyal than House retainers.

When they know what to expect, mercenaries can earn very high fees for diversionary raids. They should also do their utmost to ensure the maximum possible support from the employer. A unit that lacks its own transports should rarely undertake such a mission for any House, and never for Kurita. It is usually wise for a unit embarking on a diversionary mission to leave some troops behind as a reserve —and to encourage the employer to keep faith. The only real advantage to accepting such an assignment is the boost in reputation enjoyed by the mercenary unit who successfully carries out a diversionary operation.

GUERRILLA WARFARE

This is one of the rarest, most difficult, and most dangerous missions a unit can undertake. In a guerrilla warfare mission, troops infiltrate a planet (often under the umbrella of a recon or objective raid) and then remain there for lengthy periods, unsupported by other friendly forces. The object of guerrilla warfare is not only to harass the enemy, but more importantly, to recruit, arm, train, and lead discontented citizens against their overlords.

Guerrilla warfare is dangerous and difficult because it pits non-'Mech troops against enemy 'Mech garrisons. Also, it is never as easy to stir up native populations as optimistic nobles predict. Then, too, supplies must be scavenged locally or stockpiled in advance, at least until a reliable underground can set up local supply networks. Finally, if the assignment fails, there is rarely a chance for escape.

Missions of this type often arise by accident, such as when the remnants of a garrison escape into the hills after an enemy conquest and provide ongoing resistance to their opponents. When undertaken deliberately, guerrilla missions pay well and promote individual action and initiative. However, mercenaries undertake such assignments less often than do House troops, because House forces (particularly those raised from or led by native sons of the world in question) are more able than soldiers of fortune to rally locals to the cause. It is also a job for the very loyal, as the hardships of guerrilla warfare make surrender an easy and tempting alternative.

Miller's Mauraders

TERMS OF EMPLOYMENT

His Highness, the Prince of the Federated Suns, does hereby guarantee these terms and conditions of employment.
—Davion Mercenary Contract, 3023

Mercenary employment is regulated by carefully framed contracts that spell out the rights and obligations of both employer and unit leader. Mercenaries are almost universally employed on a unit-wide basis, with only rare cases of individual soldiers contracting directly with a House or other employer (except a very small concern). Unit-wide employment protects mercenary bargaining power and security. Individual soldiers or MechWarriors are completely at their employer's mercy for supplies, transport, maintenance, and support. A company, battalion, or regiment, on the other hand, is capable of furnishing many of its own auxiliary services, which raises its value (while lowering its dependence) to the employer. Moreover, a regiment of battle-tested 'Mechs or other trained veterans is far more capable of keeping an employer in line than a lone soldier who lacks the firepower that guarantees a measure of security.

Therefore, soldiers are recruited by mercenary units, and their leaders negotiate contracts with prospective employers. Each employer and mercenary outfit has various specific, often unique, terms to be inserted into contracts, and so no absolutely standard form of agreement exists. However, most employment arrangements do address certain key considerations.

When possible, the contract spells out the nature of the mission, because mercenaries like to know what kind of duty they can expect from a given agreement. In addition to the mission types described earlier, one form of blanket agreement hires a unit on retainer for a given period of time, rather than for a specific operation or campaign. In this case, the contract specifies what kinds of missions are *not* covered by the retainer. Retainer contracts usually exclude guerrilla missions and the different kinds of raids, because mercenaries know they can use these to bargain for higher pay. Under a retainer, the unit binds itself to perform any and all missions assigned during the period of the agreement unless those missions fall into the excluded list, which must be negotiated separately.

Hanson's Roughriders

Retainers provide long-term security and generally ensure that the unit will either receive fairly active duty or be well-paid for sitting out the contract in a garrison somewhere. They are popular with employers and mercs alike, for different reasons. Employers can be more flexible in their employment of hireling troops, and the mercenaries are glad to have an ongoing commitment. However, single-mission contracts are generally more lucrative to some mercs, as such contracts are less likely to lead to unexpected circumstances.

Aside from describing the mission or retainer, contracts spell out a specific length of service. A unit is guaranteed employment for the indicated period of time, even if its original mission is finished sooner. It is customary for the balance of the employment period to be spent on garrison/security duty. If the expected mission takes longer than allowed for, the contract may be renegotiated in the midst of operations or the unit may withdraw. A unit in dire military or economic straits may be desperate enough to serve under the original terms (or even to accept worse ones) if they cannot easily pull out.

Remuneration is, of course, one of the most crucial terms of the agreement, and so the contract specifies how much the employer will pay for the unit's services. *When* payments are made is almost as important as *how much*. Various types of advances and bonds are stipulated to protect each side from bad faith on the other's part.

Additional terms of a contract can cover a wide range of subjects. For example, command rights are often a major stumbling block in an agreement. Employers frequently want to integrate hirelings into their forces as thoroughly as possible, but mercenaries must be continually on guard against losing their independence and being used to take the brunt of battle. Mercs may request supply, transport, maintenance, and other expenses from the employer, or they may decline these essentials to bargain for higher rates of payment. Either one can easily lead to disputes. Agreeing on salvage rights to equipment seized during a campaign may also raise thorny problems.

Contracts must be signed by accredited representatives of the employer and the mercenary unit leader. Mercenaries like to see the employer sign in person (or have two or more important representatives to negotiate and sign the deal), as there have been instances when House leaders have repudiated their proxies' agreement. Merc leaders sign on behalf of their entire unit, pledging the performance of all their soldiers. Failure to provide the forces stipulated can invalidate the agreement, and so a leader must keep a tight rein on his men to keep his side of the bargain.

As with political treaties, mercenary contracts are frequently entrusted to representatives of ComStar. A panel of ComStar Precentors also hears claims and counterclaims concerning breaches of faith, and judges the veracity of the complaints. They then broadcast their findings throughout the Inner Sphere. As the reputations of mercenary units and employers have a bearing on later negotiations involving other units or Houses, this service discourages violating contractual terms. However, many employers and a few of the better-established mercenary units have the means to bribe almost any ComStar panel to suppress evidence of wrongdoing.

REMUNERATION

Basic rates of pay depend upon three major factors: the size of the unit, the nature of its mission, and the length of service intended. Additional fees may be added to cover unusual expenses or special situations, but on the whole, mercenaries are paid according to what they do, how long they do it, and how many of them are doing it. Other modifications to these basics simply reflect the realities of a given campaign.

The base fee charged by a mercenary unit varies from 2,500 C-Bills to 25,000 C-Bills per squad per week, which provides for salaries, a few common expenses, and a profit. 'Safe' jobs like garrison duty net quite a bit less than dangerous diversionary raids. In addition, a unit with a good reputation can demand higher rates than can an untried force, even if the veterans all are low quality and the newcomers elite. Until a unit has proven itself in battle, it is in no position to make exceptional demands on potential employers.

A contract must also spell out when payments are to be made. Both sides must bargain in good faith. An employer does not want to advance huge sums of money and then see the mercenaries defect. Equally, the mercs cannot afford to enter a dangerous campaign and then discover that their employer does not intend to pay up.

Once again, ComStar often fills the role of neutral watchdog for both sides. After negotiating a contract, the employer turns over the full amount of money (plus a 5 percent handling charge) to local ComStar authorities. ComStar may advance as much of this money as it sees fit to the mercenary unit (usually no more than a quarter of the total sum) for advance purchases and operating capital. Upon successful completion of the agreement, the mercenaries collect the balance (less a second 5 percent handling charge).

ComStar's reach is almost universal. If a unit fails to perform contracted services after taking an advance, ComStar can trace them anywhere in the Inner Sphere. ComStar can inform other employers of the unit's actions and threaten a House with the ComStar Interdict if it hires such a band. ComStar can be trusted (usually) to return money to the original employer when a unit skips on a contract, and in the interim, to use the money for profitable investments of its own. Thus, ComStar serves not only as a communications service, but also as a mercenary guild, an inter-League criminal extradition service, and a banking house, all of which add considerably to the organization's power and prestige. ComStar may vary their customary procedures to suit specific conditions. This allows retainers to draw their monthly payment out of a larger amount on deposit with ComStar.

No one is forced to use ComStar's services, and private deals can always be arranged if both sides are willing. In addition, there are other, smaller groups that offer services similar to ComStar's. Most are commercial concerns with both the ready capital and the interstellar connections to support these agreements. Though they lack ComStar's ability to coerce anyone to pay back stolen advances, these small fry are a welcome alternative when one party to an agreement does not trust ComStar. There are a substantial number of nobles and mercenaries who have their reasons for keeping their business dealings apart from ComStar's many-tentacled financial/religious/technological empire.

LENGTH OF SERVICE

A contract specifies the period of time that a unit will work for its employer. Specific opening and closing dates for the agreement are always included; service might not begin for several months after the deal is made. Employers prefer to stipulate that service begins when the unit is present on a given planet or base; thus, they avoid paying units while in transit. However, not all mercs will agree to this.

No contract is ever written to begin a mission in hostile territory. When undertaking an assault or raid, the unit is usually hired on a base-to-base standard; that is, the service officially begins while the unit is at a specific friendly base (on a given date), and ends after the unit returns to another friendly base (also on a stated date). If the force fails to show up in time for the beginning of a mission, it usually has to pay a penalty (often 5 percent of the agreed-upon fee). A unit in the field that cannot be relieved in time to return to the base may attempt to negotiate a new deal, or it can declare itself neutral and retire from any battles in progress. Lack of timely relief absolves the unit from any penalties imposed on troops who switch sides; ComStar would not withhold payment from a unit if it joined the other side's camp after its contract expires. If stranded on a world, a unit may be forced to continue with its old employer, often on considerably inferior terms.

Raids and similar short-duration assignments usually allow at least a month for completion. Ordinary offensive or defensive operations usually cover a three-to-six-month period, while garrison duty or other protracted operations rarely cover less than six months and often run a year or more. A retainer agreement commonly specifies employment for at least one year, and for as long thereafter as the employer is willing to pay the monthly sum (unless the unit tenders a three-month warning of intent to terminate service).

The negotiations involved in determining length of service usually favor the employer. Mercs rarely have much say in the timetables planned by the Houses, although a merc leader with an excellent reputation might convince his employer that a longer or shorter period might be preferable.

COMMAND RIGHTS

The merc's worst enemy is usually the employer's High Command.

—Colonel Jaime Wolf, Commander of Wolf's Dragoons

The subject of command rights has caused more recriminations and crises than any other aspect of mercenary employment. Negotiations often bog down over this key issue, and violations of command rights clauses have been the most common grounds for broken agreements and mercenary mutinies in the history of the Succession Wars.

To the mercenary, the command rights issue is a fundamental part of existence. A soldier usually joins a mercenary unit because ordinary House units do not appeal to him. Naturally, these soldiers want to be answerable to their own officers, not to outsiders appointed by an employer.

On the other hand, employers consider it essential to place *all* troops under a unified command. Troops who are insufficiently coordinated with regular forces can be ineffective or even become liabilities to a carefully planned operation. Also, mercenaries (especially 'Mech mercenaries) are notorious for avoiding costly battle damage or losses. Left to their own devices, mercs might never expose themselves to danger. In addition, some House leaders fear that a poorly supervised mercenary unit might betray them in the field. Purely military considerations cannot always dominate agreements made with mercenary leaders, however.

Smithson's Chinese Bandits

Common abuses of command powers complicate each side's view. Mercenaries fear nothing more than control by a leader whose connections are better than his training and whose incompetence stifles their tactical skills. Almost as bad is the House commander who figures that mercenaries should do the hard work, while he spares loyal House troops from dangerous situations. The mercenary unit that gives up its independence risks becoming completely at the mercy of the employer.

In negotiating a contract, both sides are usually so adamant in their positions concerning command rights that it is as hard to reach an agreement as it is to keep it. Mercenaries hired for raids and other duties requiring small units and little battle coordination find that command rights are a comparatively minor issue. They are usually flexible regarding garrisons and other rear-echelon assignments. It is in the middle ground—the frontline combat missions involving large numbers of troops—that the majority of disputes occur.

A mercenary leader who agrees to incorporate his unit into the regular army can win quite a few concessions in other areas. By the same token, an employer who allows a mercenary outfit freedom of action may be hard-nosed on other issues. Employer concessions in this area occur only under pressure from a unit with a superb reputation or when the unit cannot be had on any other terms.

Some form of compromise usually results. Rather than placing mercenary units directly under House command, officers from the employer's military staff are seconded to the merc outfit. Without command authority, these officers act as liaisons to confirm or refute excuses that the mercs might advance to cover delays or other problems. Like all compromises, this has some serious drawbacks. Mercenaries have little use for young, inexperienced staff officers throwing their weight around and threatening to report every slight, every obstacle, and every minor error as a breach of contract. However, employers are well aware that a liaison officer will not deter mercs seriously contemplating disobedience or treason. It would be easy enough to simply eliminate the officer and blame enemy fire.

From a practical standpoint, even the most stubbornly independent mercenary will concede that cooperation and coordination is essential to an effective military campaign. A House leader who proves both his competence and his fairness toward mercenaries can usually count on a high degree of support from mercenaries attached to his command, even those who are nominally independent. Another leader likely to garner such support is a mercenary officer who hires out his leadership abilities without necessarily having any troops under his command. Some of the most capable generals in the Succession Wars have been mercenaries, including senior officers who have struck off on their own or been 'orphaned' by the breakup of their old outfit.

Command alternatives differ quite a bit from one employer to another and even from one campaign to another. In any event, command rights must be settled to everyone's relative satisfaction before an army can enjoy any sort of effectiveness in combat.

Team Banzai

TRANSPORT

Employers usually offer free interstellar and interplanetary transportation to mercenary units that join their service. Some actually prefer to provide transport, knowing that this ties the mercs closer to the House's apron strings. Mercenaries prefer to use their own transport units to avoid just that.

Whether or not the employer pays extra to units with their own transport depends upon the current needs and attitude of the employer. A hardnosed employer may refuse to pay more, prompting the unit to save wear and tear on its own transport ships by using its employer's ships. Mercenaries with their own ships and sufficient leverage can usually squeeze out commercial rates to be added to their base contract pay.

SUPPLIES

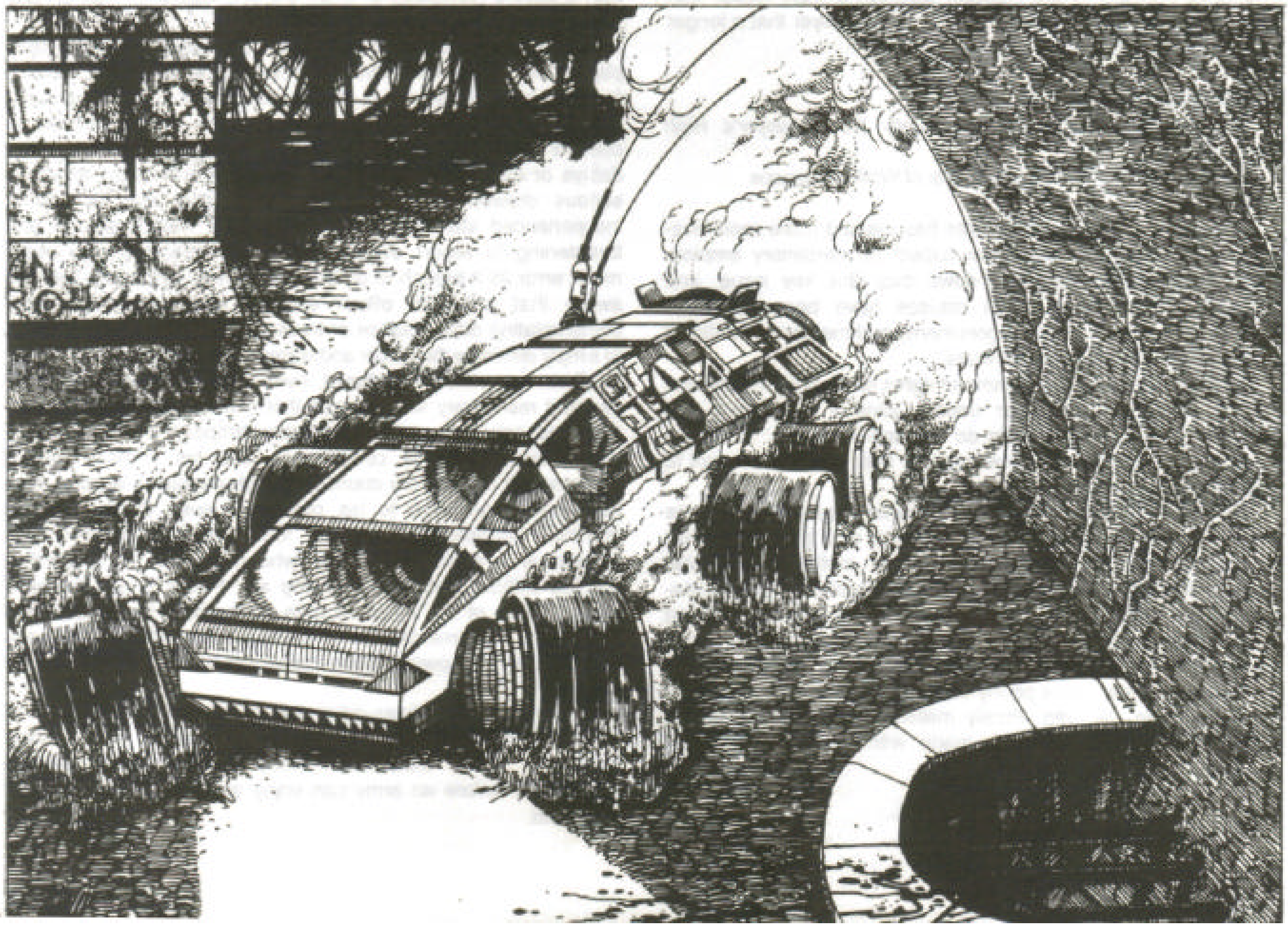
As with transport, supply allows employers to tie a unit more closely to the House army and lets mercenaries with their own sources of supply ask for more money. Once again, employers are generally willing to provide supplies free. If the unit accepts the supplies, they become tied to the employer's supply lines and may end up facing the results of bureaucracy, profiteering, and so on. The alternative is to negotiate for an extra fee by purchasing supplies privately. The standard fee is 500 C-Bills per squad per month (regardless of unit type or quality), and an extra 500 C-Bills per squad after each major battle. However, this base rate may be varied through negotiation.

SALVAGE RIGHTS

Traditionally, enemy equipment taken on the field of battle belongs to the unit or units that captured it. In practice, however, this is a right that mercenaries must fight to protect. The flotsam and jetsam of war is immensely valuable, and grasping House officers are likely to claim all captured materiel. Their superiors may honor their claims, with little or no verification.

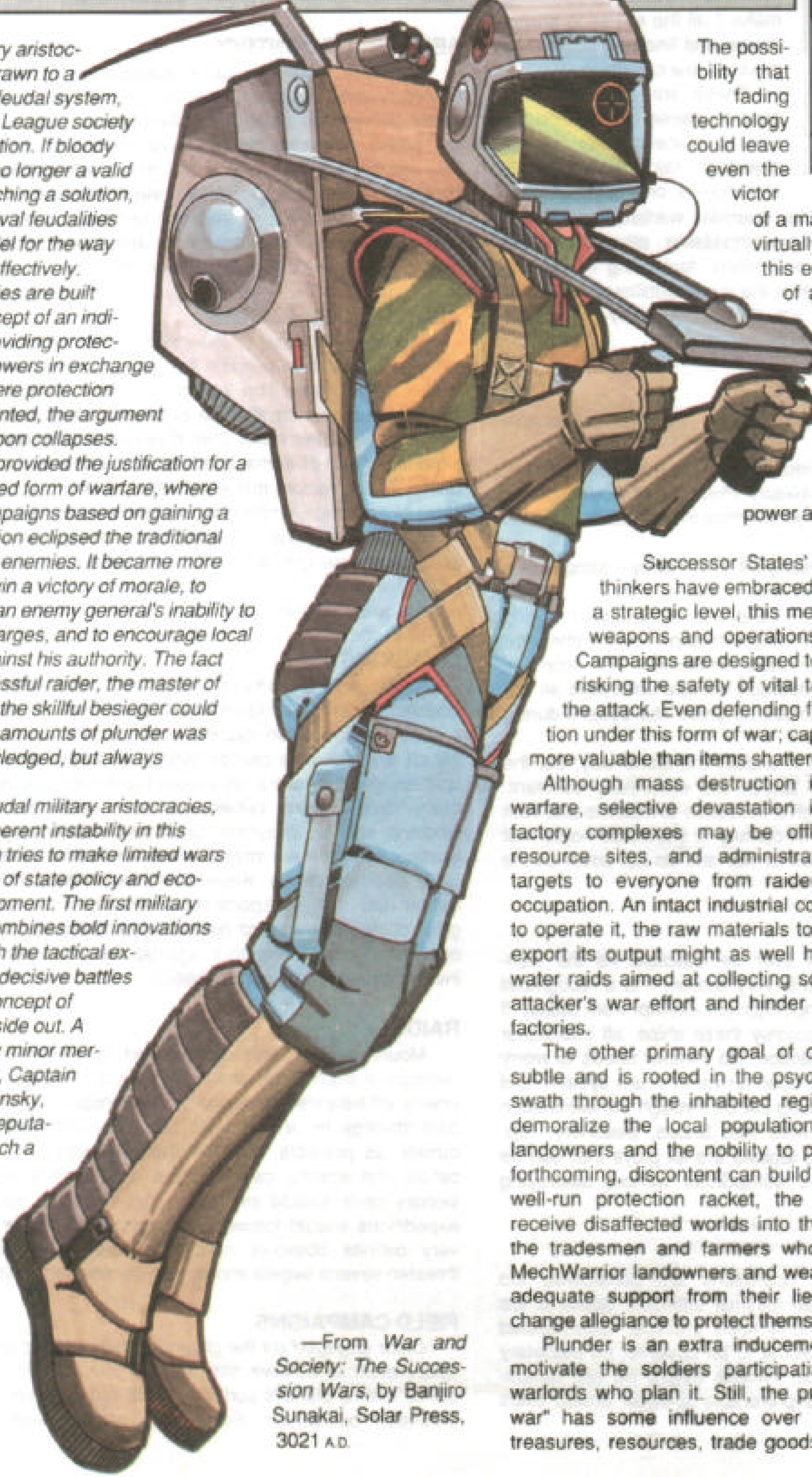
As with command rights, mercenaries can earn major concessions by signing away salvage rights on a contract. Their alternatives are either to seek full salvage rights or to submit their acquisitions to a prize court maintained by the employer. The former frequently leads to squabbles over ownership that must be settled by an appeal to higher command. The latter avoids animosity, but allows a potentially corrupt body to decide who gets the salvaged gear.

Mercs who want to guarantee a supply of salvageable gear may take recovered equipment in lieu of portions of their payment. In this case, employers assign values to equipment captured by the mercenaries. This amount is deducted from payments pledged to the outfit for its services. Exact values vary at the whim of the employers, who tend to assign an inflated worth to each item.



THE ART OF WAR

Brion's Legion



Any military aristocracy seems drawn to a variant of the feudal system, and post-Star League society was no exception. If bloody battles were no longer a valid means of reaching a solution, Earth's medieval feudalities offered a model for the way to wage war effectively. Feudal societies are built upon the concept of an individual lord providing protection to his followers in exchange for fealty. Where protection cannot be granted, the argument goes, fealty soon collapses.

This idea provided the justification for a curiously limited form of warfare, where raids and campaigns based on gaining a superior position eclipsed the traditional destruction of enemies. It became more important to win a victory of morale, to demonstrate an enemy general's inability to protect his charges, and to encourage local rebellions against his authority. The fact that the successful raider, the master of maneuver, or the skillful besieger could count on vast amounts of plunder was rarely acknowledged, but always considered.

Like all feudal military aristocracies, there is an inherent instability in this society, which tries to make limited wars an instrument of state policy and economic development. The first military leader who combines bold innovations of warfare with the tactical expertise to win decisive battles will turn the concept of limited war inside out. A comparatively minor mercenary leader, Captain Natasha Kerensky, founded her reputation on just such a combination. She is only one of many officers who are beginning to experiment with these dangerous new concepts.

—From *War and Society: The Succession Wars*, by Banjiro Sunakai, Solar Press, 3021 A.D.

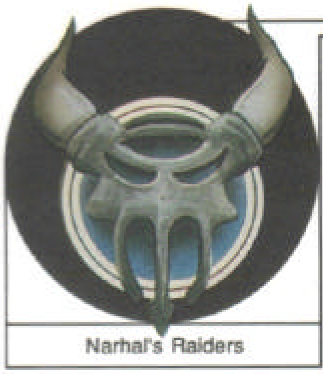
The possibility that fading technology could leave even the victor of a major war too weak to survive has virtually paralyzed strategic thought in this era. It is a mercenary's paradise of almost unending warfare, comparatively light casualties, and plenty of opportunities to earn salaries, plunder, and landholds. However, mercenaries must be willing to adopt a style of warfare suited to the times, with maneuver counting more than firepower and cunning more than bravery.

To protect the remnants of the Successor States' techno-industrial base, military thinkers have embraced the principles of limited war. On a strategic level, this means that warlords have shelved weapons and operations capable of mass destruction. Campaigns are designed to seize and hold territory without risking the safety of vital targets or the forces engaged in the attack. Even defending forces are not slated for annihilation under this form of war; captured or damaged equipment is more valuable than items shattered beyond all hope of repair.

Although mass destruction is not a valid form of limited warfare, selective devastation is perfectly acceptable. Large factory complexes may be offlimits, but population centers, resource sites, and administrative facilities offer worthwhile targets to everyone from raiders to overwhelming armies of occupation. An intact industrial complex that lacks the manpower to operate it, the raw materials to supply it, or the supply lines to export its output might as well have been destroyed. So-called water raids aimed at collecting scarce raw materials support the attacker's war effort and hinder the industrial output of enemy factories.

The other primary goal of devastation is somewhat more subtle and is rooted in the psychology of feudalism. Cutting a swath through the inhabited regions of a world can thoroughly demoralize the local population. These civilians look to the landowners and the nobility to protect them; if no protection is forthcoming, discontent can build into outright rebellion. Like any well-run protection racket, the attackers are quite ready to receive disaffected worlds into their own dominion. It is not just the tradesmen and farmers who defect under such pressure. MechWarrior landowners and wealthy nobles who do not receive adequate support from their liege lords are just as likely to change allegiance to protect themselves.

Plunder is an extra inducement, though it is more likely to motivate the soldiers participating in the campaign than the warlords who plan it. Still, the principle of "making war support war" has some influence over strategy. Appropriations of art treasures, resources, trade goods, and cash can go a long way



Narhal's Raiders

to defray the expenses of an operation, while the nobles and MechWarriors captured on campaign can bring in large ransoms. Such expeditions make it all the easier to attract troops and financial support to mount a new campaign.

These are all prime reasons to cause devastation on enemy planets. The simple objective raid—basic water-stealing—is one form of devastation. Other raids, including guerrilla warfare operations, usually do the same while encompassing other purposes (reconnaissance, diversionary operations, fomenting revolution, and so on). The siege campaign is the most ambitious version of this strategy, in which an army actually cuts off a city or an army from supply over a prolonged period.

GRAND TACTICS

Why continue a wasteful campaign from an untenable position?

—From a letter written by Takashi Kurita to his son Theodore, Prince of Luthien; part of the *Military Precepts of House Kurita,* printed and circulated privately by the Prince in 3020 A.D.

Strategy deals with coordinating all of an army's troops on a number of separate fronts, and tactics deals with the specific use of small units in combat. Grand tactics bridges the gap between the two and deals with how campaigns and battles are planned and brought to a successful conclusion. The scope of grand tactics in the age of BattleMech warfare embraces all operations on a given planet or across an entire star system during the entire course of a campaign.

No two campaigns develop in exactly the same way, but the underlying principles of grand tactics are essentially constant. These can be expressed through a collection of maxims that sum up the practice of war in the 31st century. It should be noted that these express the *accepted* rules of war and do not cover all the myriad possibilities.

JUMPSHIPS

No enemy JumpShip shall ever be attacked. As the technology to build new JumpShips is very scarce, it is a recognized convention of warfare that JumpShips are exempt from attack. If combatants were allowed to destroy these ships, all interstellar travel would be lost through attrition. No invader needs to worry about having his attack blunted upon arrival in a new system, and no defeated force need fear being cut off through the elimination of its JumpShips. However, note that bribes, treachery, reparable sabotage, and boarding attacks are all ploys that can be used to capture or neutralize JumpShips without destroying them.

COMBAT IN SPACE

Interplanetary and orbital operations are considered too hazardous to receive more than minimal attention. Space is too vast to make interception of enemy fleets practical. Given limited means and the tremendous volume to be covered, no planetary defender can afford to stop an invader before he hits atmosphere. AeroSpace Fighters are preferable to larger armed ships because of their versatility and maneuverability, and are mostly employed for their threat value. Defending fighters may be lucky enough to intercept transports (hence the custom of using fighter escorts to deter them), but in most cases, the real value of an AeroSpace Fighter is in ground support duties.

AEROSPACE CONTROL

The side that maintains superiority in atmosphere and planetary orbit is most likely to achieve success, but control rarely guarantees safety. The AeroSpace Fighter and the LAM are potent weapons against targets on the ground. However, they cannot be everywhere at once, and so they cannot stop continent-wide landings unless present in massive numbers. If they are not neutralized, they can certainly contribute to ground-based defenses. Therefore, most aerospace engagements concentrate on driving the opponent from the skies.

AEROSPACE HAZARDS

Aerospace combat is the most bloody of all operations. It is extremely difficult to practice limited warfare in space, in orbit, or in the atmosphere. The speeds at which combat occurs make careful maneuvering and the concentration of firepower difficult. Formations scatter faster than they can be brought together, and almost any sort of damage is fatal in space or in the upper atmosphere. These factors make the life of the AeroSpace Fighter Pilot short but glorious, while they make engagements in space costly in trained men and materiel. An overwhelming presence of aerospace strength will often be enough to clinch superiority without an engagement. Note that an "overwhelming presence" is relative, and may represent only a handful of fighters.

INVASIONS

Never invade without aerospace superiority, and always concentrate the main force of an invasion at a single landing site. A successful invasion requires a secure planethead, where fresh troops and supplies can be landed in safety. It is hazardous to split an invading army, as isolated and unsupported troops face quick defeat from better-organized defenders. Diversionary landings can be mounted to distract the enemy from a main landing, but the main strength of an invasion should be kept back for a decisive stroke. Keep an invasion force in orbit (or even further out) until aerospace superiority has been assured through groundside raids against fighter bases, bribes or treachery, or an open challenge of fighters against fighters, depending on the invader's resources and capabilities.

RAIDS

Mount a raid with speed and surprise. Never wait for aerospace superiority, and always disperse landings to keep the enemy off balance. Raids are just the opposite of invasions. The best strategy for a raid is to punch through any defenders as quickly as possible, achieve the raid objectives, and get out before the enemy can organize an effective reaction. Diversionary raids should simulate a full invasion, but other raiding expeditions should follow this basic precept. Even a raid with a very definite objective should employ dispersed landings to threaten several targets and to keep the enemy guessing.

FIELD CAMPAIGNS

Once engaged on the ground, troops should operate in close cooperation to achieve the goals of the mission. Forces spread out all over a planet's surface should not be wasted in dozens of unrelated operations. Select one primary and a handful of unrelated operations. Select one primary and a handful of secondary objectives before the campaign begins, and adhere to them as much as possible. This does not mean that diversions and other threats cannot be employed, but these should always support the main operation.

MANEUVER

Maneuver will usually decide any campaign. Place an enemy in a position so untenable that battle will cause his certain destruction. When outmaneuvered, the wise commander will capitulate and preserve his forces for later engagements. The vast majority of campaigns thus become carefully waged wars of maneuver aimed at creating the ideal, inescapable trap.

SKIRMISHES

Small unit actions that can contribute to the enemy's discomfiture are an integral part of any maneuver campaign. Although major battles are usually avoided, there are still many opportunities for combat. Retain a force to attack isolated garrisons, foraging and raiding parties, recon units, and other forces. Both sides must use fine judgment when determining how large a force to detach on any subsidiary operation.

BATTLES

The need to fight a major battle demonstrates inferior generalship. This is a prime, unquestioned tenet of BattleMech warfare, but one that runs contrary to thousands of years of historical lessons. Military theorists have been forced to set aside the writings of Napoleon, Clausewitz, Jomini, and others who state that the destruction of an enemy's army is the central aim of war. Instead, they adopt the tenets of the schools of mechanized warfare that grew up during the early 20th century. In particular, they claim that the British theorist B.H. Liddel Hart and his strategy of the indirect approach are the key to victory in 'Mech combat. Liddel Hart never rejected battle as decisive, but his indirect approach stressed the benefits of limited war, infiltration, flank and rear attacks, and other aspects of maneuver as *potentially* decisive.

A few visionaries have rejected this view of battle, believing that the best way to achieve a decisive victory is to defeat enemy forces on the battlefield. Most of them are young officers who lack the the authority (so far) to impose their concepts on the Successor States. Nevertheless, they must adapt their methods to the realities of modern warfare, as victories that cost 'Mechs and other equipment are unacceptable. Only those officers whose superb tactical skill, overwhelming firepower, or unmatched luck allows them to avoid costly losses can ever hope to make these aggressive policies work.

Lindon's Company

MORALE

Emphasize morale and minimize brute force, for the largest army is useless if it has lost the will to fight. This harks back to Napoleon's theory: "The morale is to the physical as three is to one." The 'Mech is an instrument of terror; its resemblance to a giant man or a mechanical beast stems from the desire to spread fear among infantry and civilians. Anger is the only emotion more valuable than fear to the warlord of the BattleMech era; the enemy general drawn into an attack at the wrong time is easy to destroy. The twin aims of most generals are to sap the enemy's fighting spirit and to dominate the enemy leadership so as to dictate its every move.

LOGISTICS

No army can function without adequate access to supplies. High-tech armies are heavily tied to depots and supply lines. 'Mechs, in particular, need huge reserves of

The 12th Vegan Rangers

ammunition, spare parts, and repair services if they are to remain effective. In an age of high-speed transport and global communications, all the military forces on a planet can operate from a single supply depot, but that depot must be secure if the army is to fight. It is theoretically possible to live off the land, using local resources and salvaged equipment to keep troops in action, but under normal circumstances, this will work only for small raiding forces or guerrillas. Napoleonic principles of maintaining large armies on enemy resources are simply outdated. However, supply sources can be static, distant, and separated by wide tracts of hostile territory and still support a unit. Threats to a supply line usually focus on actual attacks against supply sources, not on convoys or roads.

GENERAL MAXIMS

A few other useful principles of warfare are listed here. Some of these are as old as war itself.

Adjust the End to the Means

An ambitious campaign plan will not work if sufficient forces are not available to carry it out.

Defense Is Stronger Than Offense

All other things being equal, a force on the defensive is most likely to win. This is true on all levels, from strategic down to tactical.

Defensive Campaigns Cannot Conquer Territory

Although an army that adopts a permanently defensive stance may repel every attacker who comes near, this rarely serves the ends of state policy.

Disperse to Move, Concentrate to Fight

Forces move faster if they adopt several parallel routes in supporting distance of one another (Napoleon's *battalion carré*). In devastation campaigns, this dispersion can spread the effects of the column over a much wider area. Concentration in the face of the enemy is essential to fight or threaten a battle and to support troops in danger of being attacked by enemy skirmishers.

Combined Arms Wins Battles

'Mechs can fill a variety of roles, but a force composed exclusively of 'Mechs is at a disadvantage when fighting mixed forces. Pure 'Mech forces are more practical for offensive operations than defensive operations; on most raids, all-'Mech outfits have an advantage. However, major operations benefit from balanced armies and combined arms attacks.

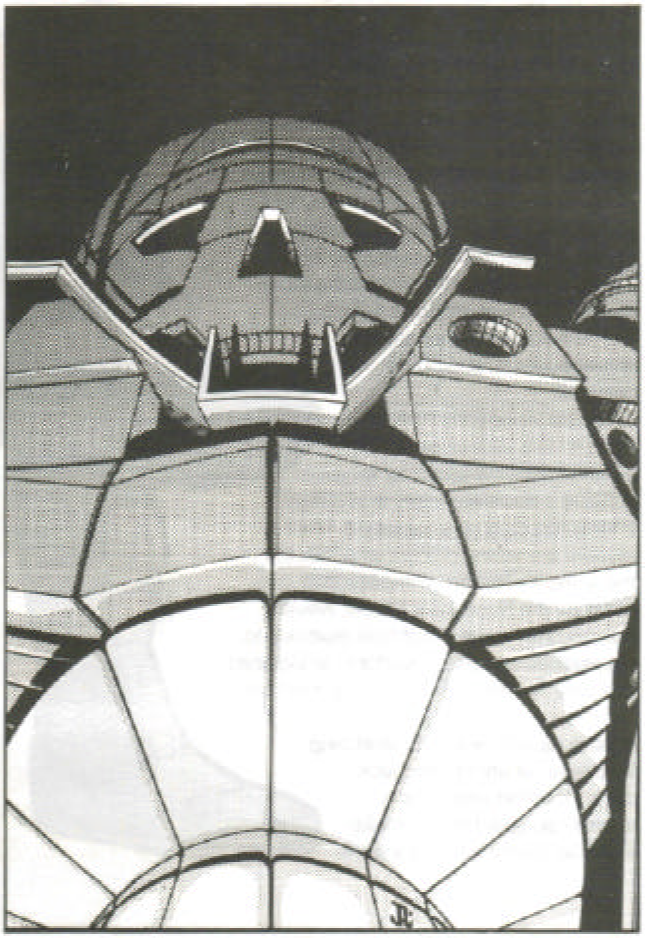
MERCENARIES AT WAR

Mercenaries adhere strictly to the principles of warfare discussed above. The professional military unit tends to be extremely conservative because heavy losses can be financially as well as tactically disastrous. With a few notable exceptions, mercenary leaders prefer to stay within the precepts of the war of maneuver. A campaign that pits two mercenary forces against each other is often as bloody as a hotly contested chess game.

Mercenaries are quick to recognize imminent defeat. Like a chess master who sees checkmate 20 or 30 moves ahead, the merc commander is apt to concede when he perceives the inevitable end looming. After all, a treaty negotiated early in a campaign often clinches terms that the victor would not consider later, when losses on one side and ill will on the other make the question of concessions much more delicate.

The tendency of mercenary leaders to look upon a campaign as a game rather than a life-or-death struggle infuriates their employers, and is part of the reason for the ongoing disputes over command rights in mercenary contracts. For their part, merc leaders regard House officers who will not face the obvious as a chess player would react to an opponent who cannot accept mate and insists on playing out each move. However, war is not chess, and many variables can play a part in events. Sometimes a determined House leader who holds on in the face of adversity can snatch a victory from certain defeat. Employers tend to play up such incidents to encourage cooperation from their mercs, but their arguments have little effect.

Mercenary troops, therefore, are rarely entrusted with sole responsibility for major operations such as campaigns of conquest. The employer uses mixed merc and House troops for crucial campaigns, and insists that command rights be resolved in his favor. Mercenaries securely incorporated into a wider command structure may not simply opt out of the campaign without orders. If they do, they forfeit payment and acquire an unfavorable reputation. Many generals prefer not to use mercs at all if they have a choice.



MERCENARY CONCERNS

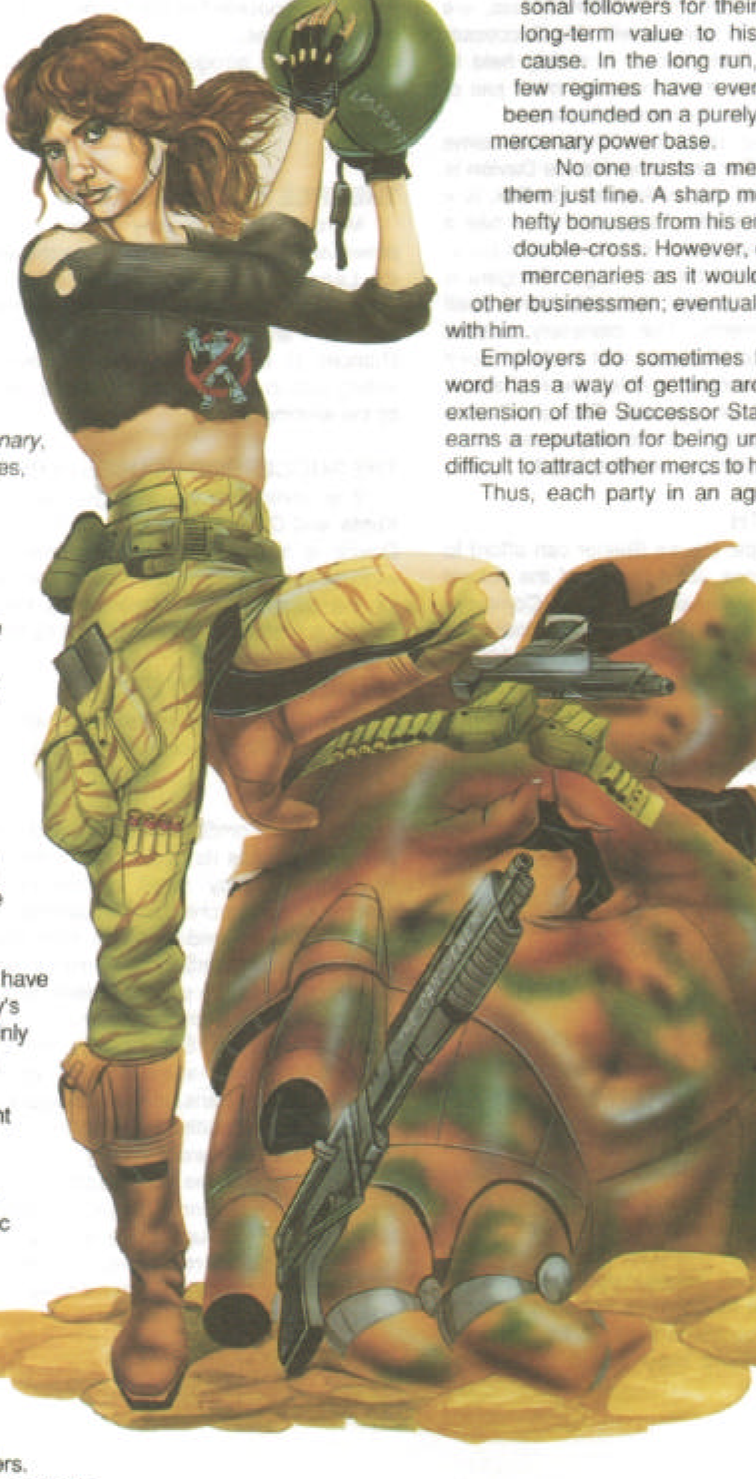
Richards' Panzer Brigade

Over a 20-year career as a soldier of fortune, I have never witnessed a breach of faith personally, but certainly the question of betrayal arose from time to time. All of us knew people or had heard stories of this sort of thing. Every time we took a contract, we had to consider the possibilities. How could we get clear if a contract blew up in our faces?

—From *Under Four Flags: My Life as a Mercenary*, by Major Charlene Fellowes, New Avalon Press, 3022

The weak link you must always guard against is the hireling soldier. With the desertion of your own soldiers for the glamorous mercenary life and the uncertain loyalties of these paid patriots, the dangers of employing such soldiers cannot be taken too lightly.

—Letter from Takashi Kurita to Theodore, Prince of Luthien, 3021



The Succession Wars have been called the mercenary's idea of Heaven, and certainly have offered professional soldiers the ideal conditions for plying their ancient trade. Nevertheless, the same truths that promote this excellent potential for profit also present the merc with some of his greatest challenges. Because mercs work for money, no employer can ever be totally certain that they will remain true in the face of bribes or better offers. Thus, an employer is likely to assign mercs the dirtiest possible duty, thus saving his personal followers for their long-term value to his cause. In the long run, few regimes have ever been founded on a purely mercenary power base.

No one trusts a mercenary completely, but this suits them just fine. A sharp mercenary operator can usually win hefty bonuses from his employer's enemies for a well-timed double-cross. However, double-dealing is as dangerous to mercenaries as it would be to traders, manufacturers, or other businessmen; eventually, his past misdeeds will catch up with him.

Employers do sometimes betray their employees, too, but word has a way of getting around. Mercenaries form a crucial extension of the Successor State's armed forces. If an employer earns a reputation for being untrustworthy, he often finds it very difficult to attract other mercs to his service.

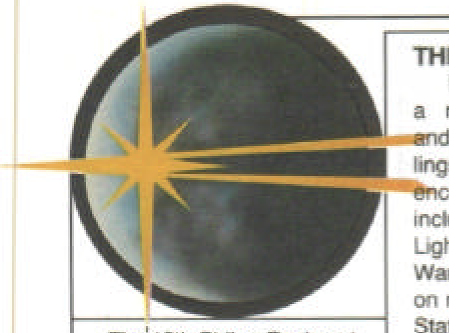
Thus, each party in an agreement has reservations—some justified, others not. As various safeguards have evolved to prevent bad faith on either side, treachery has developed into as much of a stately dance as warfare itself.

THE SUCCESSOR HOUSES

Let's face it—one claimant is pretty much like any other. Some just hide it better.

—Captain Natasha Kerensky of Wolf's Dragoons

Each of the five Great Houses of the Inner Sphere has its own policies and practices regarding mercenaries.



The 12th Striker Regiment

THE FEDERATED SUNS

House Davion has earned a reputation for moderation and fair treatment of its hirelings. Some particularly experienced and prominent mercs, including the venerable Eridani Light Horse and the Tech/Warriors of Team Banzai, are on retainer with this Successor State, which is widely held to be the fairest and most just of the Successor Houses.

Although Davion deserves the reputation, there are some serpents in this mercenary Eden. For one thing, Hanse Davion is well-known for his unorthodox mind. His nickname, the Fox, is a testament to his gift for trickery, and the Federated Suns has a disconcerting habit of placing hired mercs in unexpected situations. For example, when Davion hired the 12th Vegan Rangers to spearhead the invasion of New Venice, the unit found itself deprived of promised reinforcements. The planetary assault mission was actually an elaborate diversion that fooled House Kurita (which had agents in the Rangers) and left the real attack (the invasion of Wotan) almost unopposed. Though Davion makes amends for his stratagems in a grand way, every merc knows to look twice at a Davion mission before accepting it.

THE LYRAN COMMONWEALTH

Desperate to attract good troops, House Steiner can afford to offer generous terms to mercenaries, for it is one of the richest employers in the Inner Sphere. However, the Lyran Commonwealth is not a militarily sound state. With a less centralized government than in most of the other Successor States, House Steiner suffers from a great deal of factionalism and infighting, and frequently appoints leaders based on political rather than tactical reliability. As a result, Lyran military policy has an ongoing record of defeat and withdrawal that offers slender hope of plunder. There is also a tendency for politicians and hack generals to blame mercs for their own errors.

Steiner contracts often feature clauses that put merc units under Lyran command. Because so many Commonwealth leaders are somewhere between incompetent and mediocre, this does not help mercenaries' service. A few hasty Steiner withdrawals have been known to throw isolated merc units into grave danger.

THE CAPELLAN CONFEDERATION

Although it entertains grand dreams of conquest and diplomatic dominance, House Liao is the least formidable power among the Successor States. There are those who claim that Liao is less of a threat than the Bandit Kings. The poor position of the Confederation makes it unattractive to mercenaries, but like Steiner, House Liao offers excellent terms to mercenaries.

Maximilian Liao's reputation for grandiose schemes and sneaky dealings makes him an untrustworthy employer, however. On several occasions, he has managed to find technical reasons to cheat mercenaries of their wages, largely out of a desire to hoard his resources. Archie McCarron's Armored Cavalry, which Liao needs for frontier troubleshooting, is treated well. Attracted by generous offers, others have found themselves cheated in the long run.

THE DRACONIS COMBINE

Mercenaries like to call House Kurita "the Snakes", due to the House's dragon's-head crest and reputation for treachery. The Combine employs many mercenaries, and to some (Wolf's Dragoons, for instance), Kurita's reputation seems largely exaggerated. Nevertheless, the Kurita forces are perhaps the most effective practitioners of the Company Store approach to mercenary employment. Many poor mercs have become so thoroughly indebted to the Combine as to be reduced to the level of House troops.

Ruthless, arrogant, and ambitious, Kuritists have little respect for mercs—except those who have proven their mettle. However, their winning record offsets their reputation for sharp dealing.

THE FREE WORLDS LEAGUE

Mercenaries find duty under House Marik unsettling but potentially profitable. Frequent coups and rebellions characterize the League's extreme instability, which is the Inner Sphere writ small. Opportunities to make money from rival factions abound, and there are plenty of riot duty missions that give mercs many chances to plunder civilians. However, decisions to back the wrong side in a local power struggle can jeopardize a unit caught by the winning side.

THE SUCCESSOR HOUSES IN PERSPECTIVE

It is ironic that the strongest and most stable employers—Kurita and Davion—are also the most unreliable. On the whole, Davion is more dependable, but mercs who want to be on the winning side often choose Kurita. The other Houses are small fry. Of the three, House Marik offers the best opportunities, and Steiner is preferable to Liao, but not by much.

OTHER EMPLOYERS

The Great Houses are the major employers of mercenary units, but not the only ones. Some others are summed up below.

COMSTAR

Although ComStar has no direct military arm (because this would jeopardize its position as a neutral arbiter), the organization does employ small mercenary forces for support and security when searching for lost colonies.

Although no evidence has ever been brought forward, it is whispered that ComStar hires mercs for a variety of other, covert assignments. Some people believe that ComStar's ROM agents, posing as House emissaries, hire troops to mount raids and to provoke hostilities. Supposedly, the agents sometimes renege on contracts to damage a House's reputation or to encourage the mercenaries to transfer their allegiance. Employers anxious to disclaim responsibility for violating a contract have reinforced this ComStar Conspiracy Theory.

ComStar handles its missions under the highest possible standards of honor and integrity, fulfilling all terms of the contract to the letter. Although there is little chance for plunder or enhanced reputation, mercs highly prize ComStar security duty. All missions of this type are considered garrison or security assignments.

REBELS AND SECESSIONISTS

Some worlds opt out of the Succession Wars by rebelling against their overlords. Without mercenaries, these groups would be helpless.

Termed dead-end contracts, deals with secessionist governments are poor risks. Such employers are so weak that victory in a campaign is highly unlikely. Because they lack sufficient funds, rebels often offer land as payment, but then pay off only if victorious. The collapse of a rebel government can strand its hirelings and leave them penniless. House troops tend to mercilessly punish such mercs along with the rebels.

Reputable merc units will not touch a rebel contract. However, for want of any better choices, some units hire out to these lost causes. Sometimes, they may even win a campaign.

MERCHANTS

The large trading cartels of the Inner Sphere hire mercenaries to garrison their trading stations, to protect their ships and installations, and to wield a club against unruly locals. Most hire conventional forces, but the larger companies use 'Mechs as well.

Merchant duty is dull but safe. While mercenaries are serving a cartel, contract disputes or unexpected treachery are rare. However, mercenaries have little freedom or hope of making large fortunes or fantastic reputations in these assignments.

PERIPHERY ALLIANCES

Lying outside the Inner Sphere, the various small states of the Periphery contract mercenaries to combat bandit kings, pirates, and Successor Houses interested in picking up extra territory cheaply. Unfortunately, the Periphery states are not well off, and as they exist beyond the bounds of ComStar's moderating influence, there are few safeguards to keep them honest. In particular, the Taurian Concordat is very untrustworthy. The Outworld Alliance is a fairly decent but unambitious and poor power. Magestrix Kyalla of the Magistracy of Canopus treats her mercenary troops well, but her involvement in the Succession Wars is potentially dangerous. If she draws too much unfavorable attention from the Successor Houses, Canopus has little chance of survival.

BANDIT KINGS

Lacking the resources to pay troops, the various petty tyrants called Bandit Kings rarely hire mercenaries. However, units that have disgraced themselves elsewhere may take refuge with them as prospective vassals. Joining a Bandit King's service is much easier than leaving it.

Most merc leaders know that they can escape to the Periphery after a breach of contract threatens them with vengeance by ComStar guarantors and House troops. There, an ambitious soldier can assemble a competent fighting force and enough gear to set himself up as a new Bandit King. Though this does not happen often, it is an ever-present temptation to those who prize power, plunder, and pillage over honor or duty.

DIRTY DEEDS

They'll get you somehow. One way or another, there'll be an employer who teaches you the true meaning of paranoia...

—Major Fran Delmare, 12th Star Guards

The 3rd Recon Company

Contrary to popular imagination, the mercenary is very much at the mercy of his employer. In fact, an employer who wants to place mercenaries in jeopardy has any number of possible ways to do so.

LOGISTICS

When a merc unit depends upon the employer for supplies, it might face anything from irritation to disaster. Even the supplies for the best guards unit in a household army are subject to the vagaries of bureaucrats, profiteering suppliers, and black marketeers. Defective materials, shortages, delays in shipping, gross overpricing, and mistaken requisitions are also a part of military logistics. However, mercenaries suffer further because they are often neglected in favor of regular troops.

Lack of crucial supplies can immobilize or even destroy a unit. This happens only by accident, except when some House officer wants to exact vengeance for a real or imagined slight.

THE STRANDED MERCENARY

Mercenaries who depend on employers for transportation risk being abandoned. As a deliberate policy, the employer will sacrifice a merc unit to save House units elsewhere. In other instances, a mercenary unit may be abandoned because a ship commander panicked and pulled out, or because some senior strategist bungled, misdirecting transports intended to save the stranded men.

DIVERSIONS

Sacrificing mercenaries in a diversionary attack is an accepted part of many House military manuals. Mercs are willing to take on diversionary missions for proper payment, but, for security or monetary reasons, some employers disguise the nature of the mission until the last moment.

INVALID CONTRACTS

Employers often seek a way to avoid paying mercenaries. With ComStar holding onto the money, however, the only way to do this is to prove that the mercenaries violated their contract. The common way is to claim that mercenaries have failed to "do their utmost in operations against the enemy". A mercenary force that has emerged from a campaign with light losses and little plunder is wide open to such an accusation. Although the charges are difficult to prove, the ComStar officials judging the case are not always above taking bribes; judgment might be bought for a lot less than a merc unit's services.

An honorable House like Davion rarely makes an accusation without good cause, although jealous or anxious officers, willing to perjure themselves to find a scapegoat, can mislead any employer.

The 151st Light Horse Regiment

FALSE INTELLIGENCE

Sometimes, employers betray mercs by providing false information to them. Thus can they coax mercs into taking a 'safe' job and also pass the false information to the enemy through leaks—or interrogations—from the merc ranks.

Misinformation generally concerns enemy strength, political or military plans, positions of enemy forces, and so on. Wise mercenaries build a substantial, dependable scout organization and discard 90 percent of what any employer tells them.

THE COMPANY STORE

If mercenaries do not negotiate their contracts carefully, they might later discover that they will owe money after a campaign. In these instances, employers are often ready to advance the unit additional money. This is an excellent ploy to dominate a mercenary's body and soul, because such advances leave the mercs too deeply in debt to leave the employer's service. However, they can always flee out of the Inner Sphere to escape ComStar bill collectors.

MERCENARY TREACHERY

"One thing—whose side are we on ***this*** *week?"*
—From the comedy holoplay *Minor Major,*
Andurien Broadcasting Corporation, 3017

Though mercenaries are subject to employer betrayal, they are also capable of committing shameful deeds. A fair number of merc leaders have made fortunes by knowing when to make treachery pay off. Some examples of the possibilities are noted below.

RELUCTANCE IN THE FIELD

Mercenaries can avoid dangerous situations by deliberately moving and reacting slowly. Even Stonewall Jackson and Napoleon had their off-days, and it is easy to maintain that bad fortune prevented the unit from reaching the battle site (provided the employer does not need a scapegoat or have witnesses to suggest the truth). As long as the campaign is moderately successful, the mercs put in a few appearances, and no orders are directly disobeyed, an outfit can net an easy campaign's pay with few of the normal risks.

SURRENDER

Under the proper conditions, a unit can opt out of a dangerous situation by surrendering. Although this does not net much financial reward, it does preserve the outfit from certain disaster. Surrender staves off reprisals by the victors and is a good response when the merc's ex-patron abandons the unit. However, surrendering too early cuts into a unit's reputation.

CHANGING SIDES

In a crucial campaign, a greedy mercenary unit can change sides at a vital moment, becoming a band of kingmakers. Once they have handed a big victory to their former enemies, they can almost name their reward. However, their newfound friends will not be likely to trust the mercenaries in any sensitive positions in the future.

If they ensure their reward in advance (as there is no guarantee that such treachery will be paid for), they run the risk of being discovered or turned down. The truly devious mercenary commander might play a triple cross, taking money from the enemy and then remaining loyal. Obviously, a suspicious opponent will expect this.

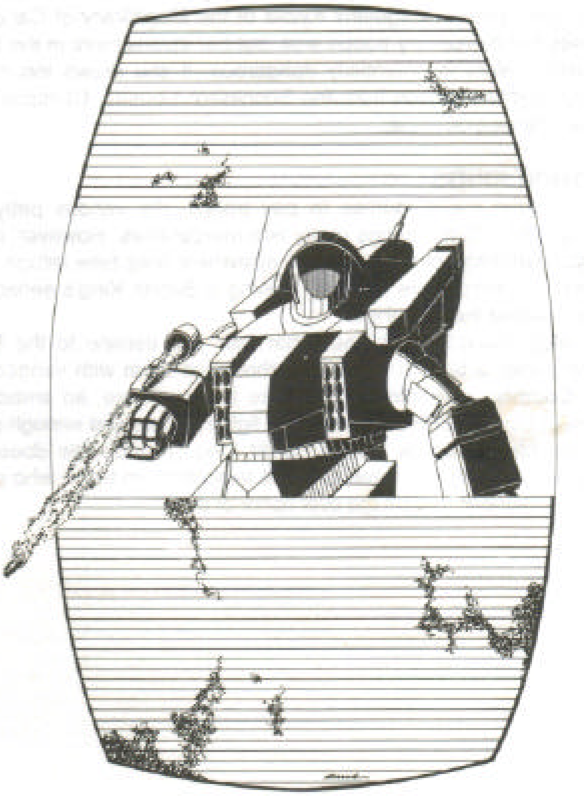
Changing sides can net a big bonus. However, treacherous mercenaries should stipulate that the new patrons pay for only the switch in allegiance, and for the sums advanced by unit's former employer. Without this safeguard, it can actually cost money to change sides.

BRIBES

Less dramatic but potentially more lucrative than changing sides is accepting bribes from the enemy in return for information, convenient lapses in military security, or actual compliance with enemy plans. This is risky, but profitable.

PLUNDERING LOCALS

Mercenaries in a rear-line role (garrison, security, or cadre) can augment their income by living off the local civilian population, conducting anything from low-key protection rackets to outright plundering. As employers frown on mercenaries treating their subjects like a conquered people, mercs should limit this treachery to backwaters and recent conquests. Mercenaries can cover up their plundering by provoking a rebellion and then crushing it so thoroughly that no evidence of misconduct remains.



SAFEGUARDS AND SURETIES

Justice? Justice died with Richard Cameron. The best thing we can ask for is an occasional lapse in injustice.

—Katrina Steiner's address to the Estates General, 3023

Without a unified Star League, there is no authority to check the excesses of the Successor Houses and other ambitious or unscrupulous people. Nonetheless, a few forces do help moderate some problems.

COMSTAR

As a neutral, universal power combining technical expertise with semi-religious fervor, ComStar wields vast respect and influence. It is the ideal broker for mercenary services because the organization has the capital to finance long-term investments and the power to pursue and punish wrongdoers.

Blake's heirs are scrupulously fair and honest in their dealings (except for the occasional, unprovable bribe). Anyone giving shelter to any person or group who runs afoul of them faces the ComStar excommunication. By controlling the money advanced to mercenaries, they make it much less likely for either side to break faith. In return, they reap not only monetary profit, but an indirect, almost invisible influence on events.

THE MERCENARIES GUILD

In 2956, soldiers of fortune founded the Mercenaries Guild in the Inner Sphere. The Guild was intended to protect the rights of mercenary troops, guarantee certain conditions of employment, and avenge the wrongs inflicted on its members. However, members refused to accept Guild standards when negotiating contracts. In 2968, the annual meeting broke up into an angry brawl, and the Guild disintegrated.

The 15th Dracon

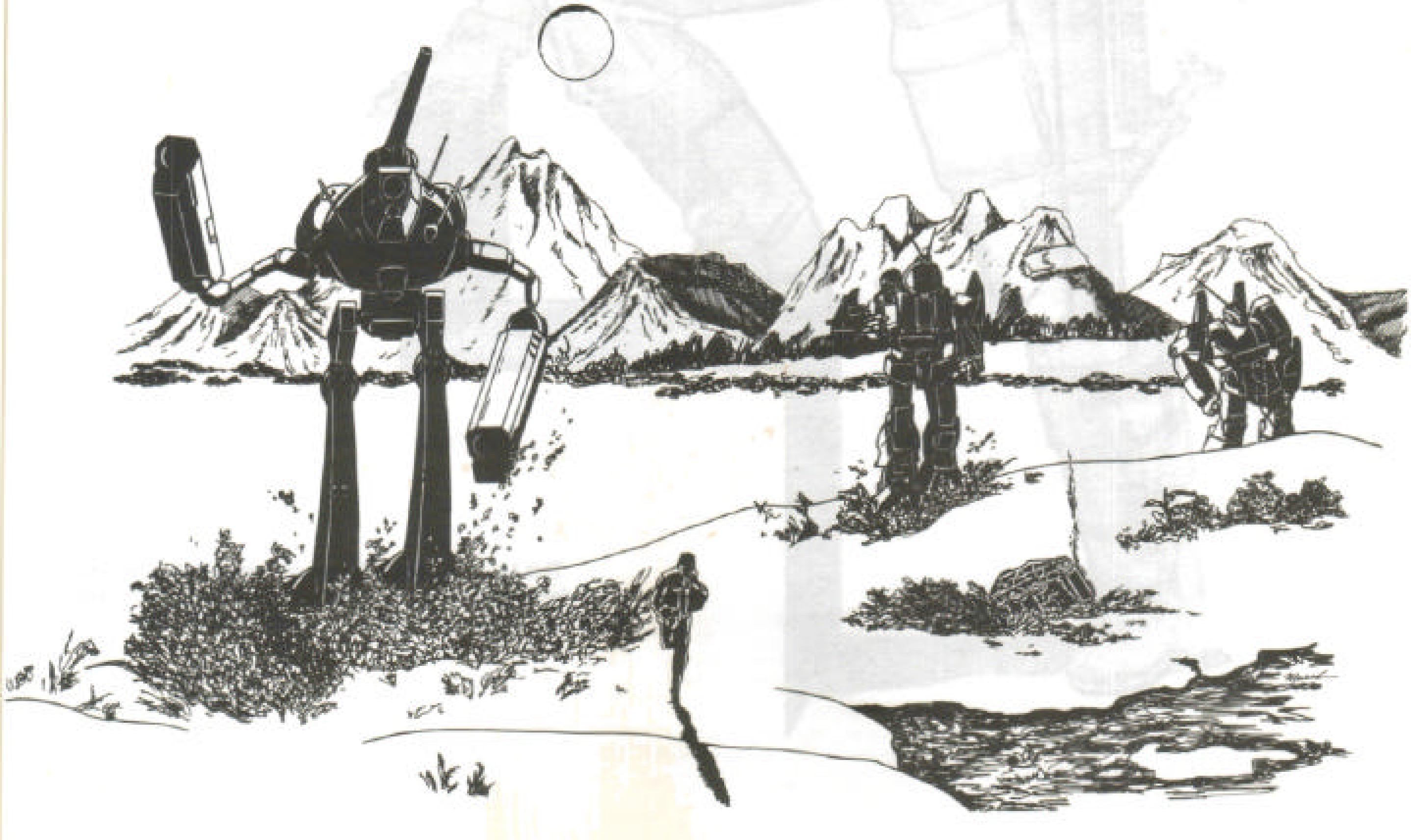
In fact, the Guild had fallen victim to the organized and determined opposition of ComStar, which seems to have seen the Guild as a threat to its own preeminence as a neutral arbiter of inter-House dealings.

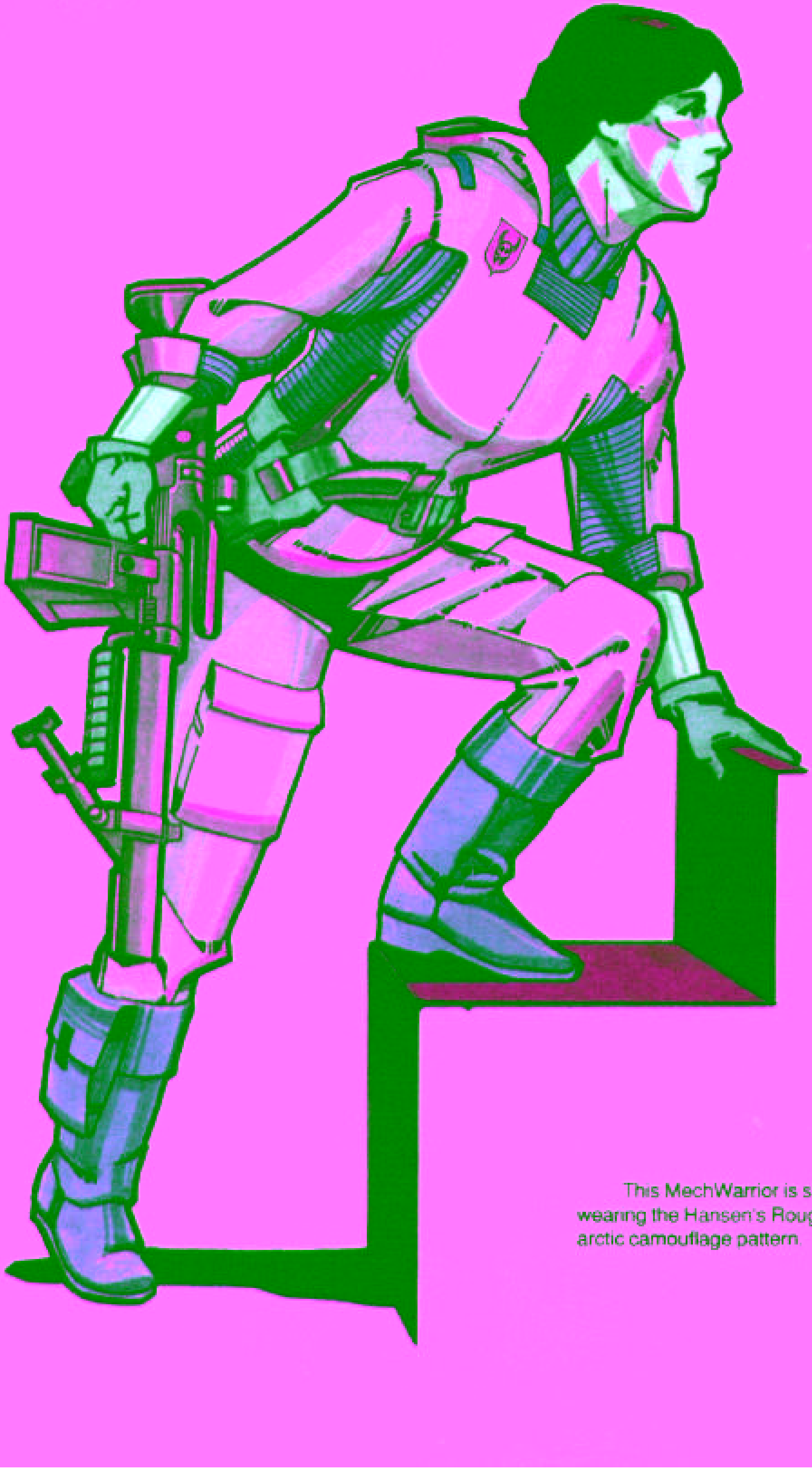
Although considerable evidence to support this contention has turned up, no one was sufficiently intersted in the organization to be concerned by its downfall. The only remaining vestige of the Guild is the scattered Guild Hiring Halls, now run independently, where mercenaries and prospective employers can seek one another out and discuss contract precedents, unit histories, performance records, and so on. Several halls have actually been taken over by ComStar.

THE CONVENTIONS

More a force of tradition than of law, the Conventions are much like the medieval code of chivalry. Based originally on the Ares Conventions of 2412, the Conventions are simply a body of precepts that promote the concept of limited warfare, fair dealing, and honor.

Like ancient chivalry, the Conventions are less binding than romantics and House propagandists claim. Still, employers and any mercenary with even the slightest pretension of nobility bow to most of these standards of conduct.





This MechWarrior is shown carrying a cone rifle and wearing the Hansen's Roughriders standard uniform in an arctic camouflage pattern.

CREATING A MERCENARY UNIT

No job too tough . . .

No fee too high!

The rules in **MechWarrior** are designed so that players can create an adventuring group and build their unit from there. The following material presents a different method, allowing the gamemaster or prospective mercenary leader to assemble a unit custom-tailored to his own concepts and means. Before creating a unit, the player must analyze the composition and costs of the units he wishes to integrate into his organization.

Although combat units are crucial, they are not the sole component of a successful mercenary outfit. A shortage of skilled Techs increases the expense of maintaining the outfit. (Players may wish to refer to **Maintenance** in **The Cost of Living** chapter to learn how much maintenance their forces require.) Scouts can influence both the unit's combat performance and its inside information, and Drop- and JumpShips increase the unit's value while securing a safe retreat in case of disaster.

Unit creators must also decide whether to acquire troops on a purchase or salvage basis. Although purchases are very expensive, the equipment is guaranteed to be in good condition. Salvaged equipment is cheap, but is much more expensive to maintain in the long run.

How units are purchased is up to the creator. He can carefully craft the nature and composition of each lance, or he can buy large blocks of troops and then split them into separate units. Either approach is acceptable. The former gives greater control over composition and costs, the latter is faster and generally easier.

At the end of this book is a Unit Worksheet, where players can record purchases and organize units. Unit organization does not have to follow established norms; for example, a company may contain four lances. Ambitious leaders may experiment with different unit sizes, or mix Mech and non-Mech elements at a company or battalion level. Such choices could give a mercenary outfit an edge in encounters with conformist adversaries. After creating the force, the players may use additional worksheets to describe the lower levels of the outfit's organization (each company in a battalion or each battalion in a regiment).

To create a unit, follow the steps below. Each step is described in the following sections.

1. Roll 2D6, add the unit leader's *Leadership* Skill Level, and consult the Initial Unit Point Table to determine how many unit points the players may spend to create their unit.
2. Spend UP to gain troops according to the Base Cost Table. Convert unused UP into C-Bills at the rate of 1 UP = 10,000 C-Bills.
3. Allocate equipment. Roll to determine if desired 'Mech is available. If roll is unsuccessful, roll for another 'Mech. Repeat process for AeroSpace Fighters and infantry weapons.
4. Determine unit's morale and reputation.

UNIT POINTS (UP)

A unit's size, type, and quality can be measured by using unit points (UP). A UP is related to, but not quite the same as, the character points and credits used in **MechWarrior**. As a standard 'currency' for creating mercenary units, UP provide a way to compare relative strengths and capabilities of units of disparate types or qualities.

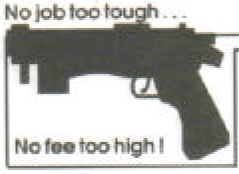
OBTAINING UNIT POINTS

If the gamemaster wishes to run a unit-oriented campaign, the player creating the unit should roll on the Initial Unit Point Table below. (The gamemaster should use this table when creating NPC units). A player rolls 2D6, adding the *Leadership* Skill Level of the unit commander to the roll. For NPC units, roll 3D6 (rather than 2D6) and add nothing. The number that appears opposite the roll obtained is the initial number of unit points that can be invested to create the unit. Each unit point is equal to 10,000 C-Bills.

Note that this quick generation of unit points reflects years of work in building up a unit from scratch. Mercenary units are not created out of thin air, and, players should think in terms of unit points rather than C-Bills while generating their unit.

INITIAL UNIT POINT TABLE

Die Roll	UP
2	10,000
3	20,000
4	35,000
5	50,000
6	65,000
7	80,000
8	100,000
9	130,000
10	160,000
11	200,000
12	250,000
13	300,000
14	350,000
15	400,000
16	450,000
17	500,000
18	600,000



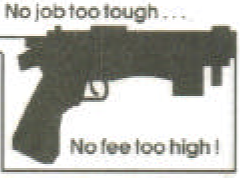
USING UNIT POINTS

After estabishing a pool of unit points, players may spend them to acquire troops and equipment. Not all acquisitions indicate that the leader has invested money or bought an item outright, especially in the case of 'Mechs and other expensive pieces of hardware. Consider some of these units to have been hired along the way.

The table below gives the basic cost in UP for various types of units. Refer to the Unit Size Table for the complement of each unit. Unless noted otherwise, units are purchased outright at the costs shown. Costs include the price of troops/operators as well as vehicles and equipment. Note that units acquired in this fashion do not own their equipment. For example, if the unit commander purchases a medium 'Mech squad, that squad's MechWarriors do not own their 'Mechs—they are the property of the unit. However, a MechWarrior could buy his 'Mech from his commander. He would then be considered a hireling and would receive a hireling's rate of pay. Refer to the **Hirelings** section to determine his salary.

BASE COST TABLE

Unit Type	Squad Cost				Lance/Platoon Cost			
	Green	Regular	Veteran	Elite	Green	Regular	Veteran	Elite
New 'Mechs								
Light 'Mech	230	460	1,150	2,300	920	1,840	4,600	9,200
Medium 'Mech	390	780	1,980	3,900	1,560	3,120	7,800	15,600
Heavy 'Mech	570	1,140	2,850	5,700	2,280	4,560	11,400	22,800
Assault 'Mech	820	1,640	4,100	8,200	3,280	6,560	16,400	32,800
Salvaged 'Mechs								
Light 'Mech	92	184	460	920	368	736	1,840	3,680
Medium 'Mech	156	312	780	1,560	624	1,248	3,120	6,240
Heavy 'Mech	228	456	1,140	2,280	912	1,824	4,560	9,120
Assault 'Mech	328	656	1,640	3,280	1,312	2,624	6,560	13,120
New Fighters								
Light	200	400	1,000	2,000	400	800	2000	4,000
Medium	350	700	1,750	3,500	700	1,400	3,500	7,000
Heavy	500	1,000	2,500	5,000	1,000	2,000	5,000	10,000
Salvaged Fighters								
Light	80	160	400	800	160	320	800	1,600
Medium	140	280	700	1,400	280	560	1,400	2,800
Heavy	200	400	1,000	2,000	400	800	2,000	4,000
New LAMs								
Light	400	800	2,000	4,000	1,600	3,200	8,000	16,000
Medium	730	1,460	3,650	7,300	2,920	5,840	14,600	29,200
Salvaged LAMs								
Light	160	320	800	1,600	320	1,280	3,200	6,400
Medium	292	584	1,460	2,920	1,168	2,336	5,840	11,680
Infantry								
Regular	25	50	125	250	100	200	500	1,000
Motorized	40	80	200	400	160	320	800	1,600
Jump	50	100	250	500	200	400	1,000	2,000
Scout	40	80	200	400	160	320	800	1,600
Airmobile†	+10	+20	+50	+100	+40	+80	+200	+400
Light Armor	100	200	500	1,000	400	800	2,000	4,000
Heavy Armor	300	600	1,500	3,000	1,200	2,400	6,000	12,000
Artillery	400	800	2,000	4,000	1,600	3,200	8,000	16,000
Aircraft	35	70	175	350	70	140	350	700
Support	50	100	250	500	200	400	1,000	2,000



BASE COST TABLE (continued)

New DropShips

Leopard	6,000
Union	16,000
Overlord	43,000
Fury	3,000
Gazelle	4,000
Seeker	10,000
Triumph	45,000
Condor	30,000
Excalibur	75,000

Salvaged DropShips

Leopard	2,400
Union	6,400
Overlord	17,200
Fury	1,200
Gazelle	1,600
Seeker	4,000
Triumph	18,000
Condor	12,000
Excalibur	30,000

New JumpShips*

Scout	30,000	6+
Invader	50,000	8+
Monolith	100,000	10+
Star Lord	75,000	9+
Merchant	40,000	5+

Salvaged JumpShips*

Scout	12,000	4+
Invader	20,000	6+
Monolith	40,000	8+
Star Lord	30,000	7+
Merchant	16,000	4+

†By spending this amount, the players assign helicopters and planes to an infantry or scout unit, making that unit airmobile. Only scouts and regular infantry units can become airmobile units.

*The players must roll the target number in the Base Cost Table or higher on 2D6 to determine if a JumpShip of the specified class is available. If they roll lower than the target, no such JumpShips can be purchased in the unit creation phase.

A *Leopard* Class DropShip carries four 'Mechs and two AeroSpace Fighters. A *Union* carries 12 'Mechs and 2 AeroSpace Fighters. An *Overlord* carries 36 'Mechs and 6 AeroSpace Fighters. A *Fury* carries four infantry platoons plus 8 light vehicles. A *Gazelle* carries two infantry plattons and 15 heavy vehicles. A *Seeker* carries four infantry platoons and 64 light vehicles. A *Triumph* carries five infantry platoons and 45 heavy vehicles. A *Condor* carries twelve infantry platoons and 20 light vehicles. An *Excalibur* carries 100 heavy vehicles, 23 infantry platoons, 24 light vehicles, and twelve 'Mechs.

A *Scout* Class JumpShip carries one DropShip, a *Merchant* carries two, an *Invader* carries three, a *Monolith* carries nine, and a *Star Lord* carries six.

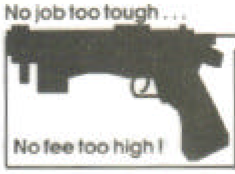
A light LAM lance consists of *Stinger* and *Wasp* LAMs. A medium LAM lance is composed of *Stinger*, *Wasp*, and *Phoenix Hawk* LAMs.

Note that DropShips and JumpShips are not assigned qualities; their crews are considered average.

UNIT SIZE TABLE

Unit Type	Squad Complement	Lance/Platoon Complement
'Mech	1 Mech	4 Mechs
AeroSpace Fighter	1 fighter	2 identical fighters
Infantry	7 men	28 men
Motorized Infantry	10 men + vehicle(s)	40 men + vehicles
Airmobile Infantry	10 men + vehicle(s)	40 men + vehicles
Scout	3 men + vehicle(s)	12 men + vehicles
Airmobile Scout	6 men + vehicle(s)	24 men + vehicles
Armor	1 tank	4 tanks
Artillery	7 men + artillery piece	28 men + 4 artillery pieces
Aircraft	1 aircraft	2 identical aircraft
Support	1 Tech	4 Techs

After acquiring his units, the unit creator should convert any unused UP into C-Bills, thus forming his unit's treasury. One UP equals 10,000 C-Bills.



OUTFITTING MERCENARIES

Flesh out the unit at a lance or company level if player characters are involved in that particular subunit.

The gamemaster should assign certain vehicles, equipment, and armaments from **MechWarrior** and other **BattleTech** sourcebooks to each unit. Thus, he should assign a specific type of weapon to an infantry platoon, a specific kind of heavy tank to a heavy armor squad, and so forth.

The gamemaster should add details to individual NPCs only when necessary. For example, he would not have to create the 28 men in an infantry platoon in any detail, although he may flesh out squad leaders.

Generate the necessary skill levels for MechWarriors, AeroSpace Fighter Pilots, scouts, support personnel, and so forth by rolling on the Skill Level Table below. Note that the skill levels below conform to the **MechWarrior** skill system. If the players wish, they may alter the table so that it agrees with the **BattleTech** skill system.

SKILL LEVEL TABLE

Unit Quality			**Die Roll (1D6)**			
	1	**2**	**3**	**4**	**5**	**6**
Green	0	0	1	1	1	1
Regular	1	1	2	2	2	3
Veteran	1	2	2	3	3	4
Elite	3	3	3	4	5	6

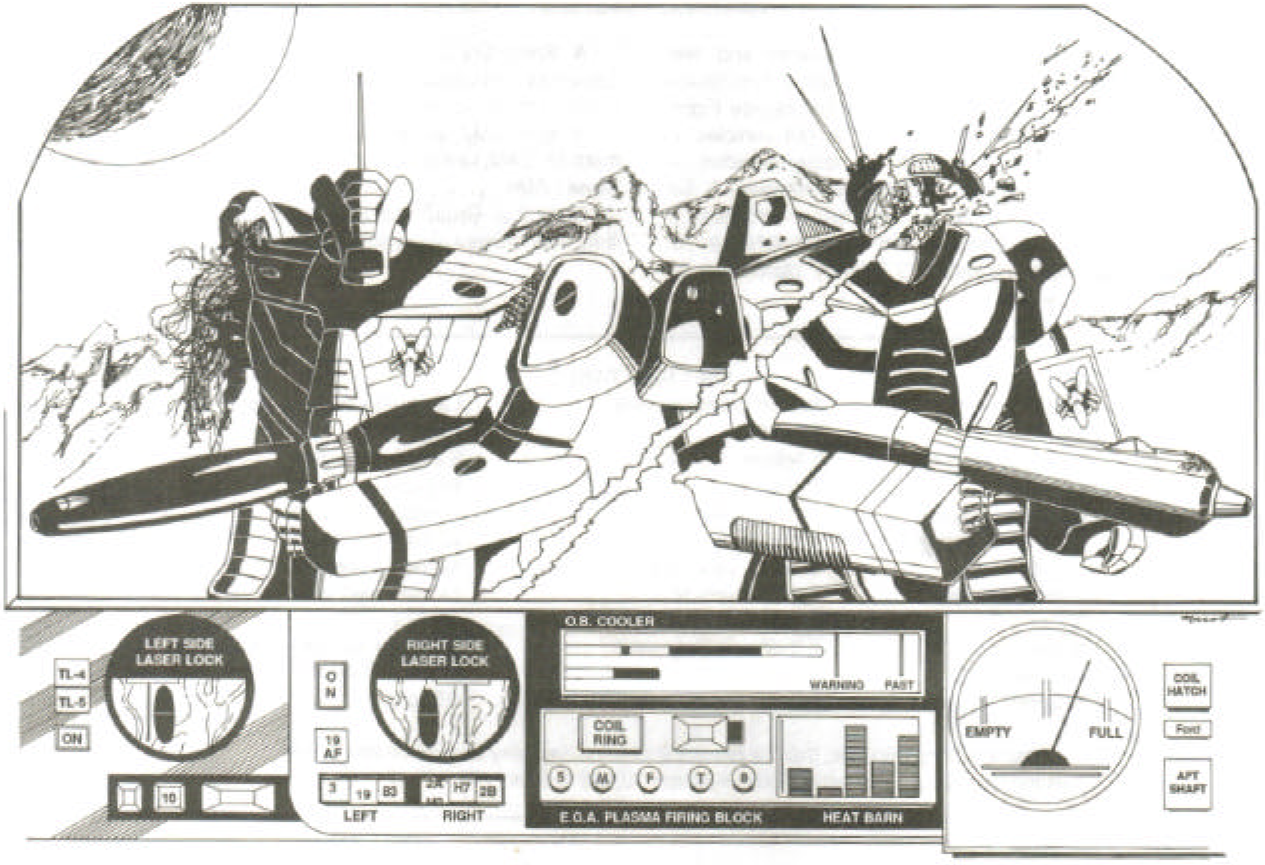
DETERMINING UNIT VEHICLES AND EQUIPMENT

Players should roll on the Availability Table (p.35) to determine which 'Mech, AeroSpace Fighter, and infantry weapons their units possess. A player may roll for any 'Mech he desires, but the total tonnage of all four 'Mechs within his lance must conform to weight limitations. A light lance weighs up to 130 tons; a medium lance, up to 200 tons; a heavy lance, up to 280 tons; and an assault lance, over 280 tons. A player must roll the target number or greater to get his desired 'Mech or fighter. If he fails, he cannot have that vehicle and must roll for a different entry until he is successful. Another MechWarrior within the player's lance may try to obtain a 'Mech that the first player failed to acquire.

For example, four MechWarriors form a medium lance in a mercenary regiment. MechWarrior I wants a *Marauder*, for which he must roll a 7 or greater. He fails and so rolls for his second choice, a *Vulcan*, which has a target of 6. He rolls a 9 and gets this 'Mech. MechWarrior II also wants a *Marauder* and rolls a 10. These two MechWarriors now have their 'Mechs, and the other two MechWarriors in the lance may roll on the Availability Table for their 'Mechs. A medium 'Mech lance weighs up to 200 tons. Therefore, the combined tonnage of the two remaining MechWarriors' 'Mechs cannot exceed 85 tons, as a *Vulcan* and a *Marauder* together weigh 115 tons.

AeroSpace lances have two fighters of the same class. Thus, a light lance could consist of two *Sparrow Hawks* or two *Cheetahs*, but not a *Sparrow Hawk* and a *Cheetah*.

Use the Infantry Weapon Table on the next page to determine the type of weapon used by an infantry squad or platoon. The players may either roll for every squad or may roll on a platoon level. Follow the procedure used for determining a player's 'Mech. If they fail to roll the target number or greater for the short-range missile, the laser, the flamer, and the machine gun, the infantry unit must use rifles.



AVAILABILITY TABLE

Combat Unit	Tons	Target
Light 'Mechs		
Locust	20	4+
Wasp	20	4+
Stinger	20	4+
Commando	25	9+
Javelin	30	7+
Spider	30	10+
UrbanMech	30	6+
Valkyrie	30	5+
Firestarter	35	5+
Jenner	35	9+
Ostscout	35	7+
Panther	35	8+
Medium 'Mechs		
Assassin	40	9+
Cicada	40	8+
Clint	40	8+
Hermes II	40	9+
Vulcan	40	6+
Whitworth	40	8+
Blackjack	45	10+
Hatchetman	45	9+
Phoenix Hawk	45	5+
Vindicator	45	7+
Centurion	50	7+
Enforcer	50	8+
Hunchback	50	7+
Trebuchet	50	5+
Dervish	55	4+
Griffin	55	5+
Shadow Hawk	55	6+
Scorpion	55	9+
Wolverine	55	7+
Heavy 'Mechs		
Dragon	60	9+
Ostroc	60	8+
Ostsol	60	6+
Quickdraw	60	7+
Rifleman	60	6+
Catapult	65	10+
Crusader	65	4+
JagerMech	65	9+
Thunderbolt	65	6+
Archer	70	6+
Grasshopper	70	8+
Warhammer	70	7+
Marauder	75	7+
Orion	75	6+

Combat Unit	Tons	Target
Assault 'Mechs		
Awesome	80	7+
Charger	80	9+
Goliath	80	10+
Victor	80	10+
Zeus	80	8+
BattleMaster	85	6+
Stalker	85	6+
Cyclops	90	8+
Banshee	95	7+
Atlas	100	8+
Light Fighters		
Seydlitz	20	8+
Cheetah	25	5+
Sabre	25	7+
Thrush	25	6+
Centurion	30	10+
Sparrow Hawk	30	8+
Sholagar	35	5+
Medium Fighters		
Corsair	50	7+
Lightning	50	9+
Transit	50	9+
Hellcat	60	4+
Stingray	60	5+
Lucifer	65	5+
Shilone	65	6+
Heavy Fighters		
Eagle	75	7+
Transgressor	75	6+
Slayer	80	8+
Chippewa	90	9+
Riever	100	8+
Stuka	100	10+
Thunderbird	100	5+

INFANTRY WEAPON TABLE

Weapon Type	Target
Rifle	Always Available
Machine Gun	8+
Flamer	9+
Laser	11+
Short-Range Missile	11+

REPUTATION AND MORALE

A unit's training, experience, and morale determines its quality, which modifies the unit's battle performance and reputation. A mercenary force need not all be a single quality; any sort of mix is possible. When making purchases, the creator of the mercenary force should divide his purchases by type, size, and quality. For example: one elite lance of heavy 'Mechs, one regular company of medium 'Mechs, one veteran company of light 'Mechs, one green company of heavy 'Mechs, two elite squads of AeroSpace Fighters, and so on.

The unit's reputation helps the commander gain choice contracts and assignments. Mostly, reputation is earned on the field of battle, but an organization with particularly effective or well-qualified troops has a certain amount of drawing power even if it has never been in the field before.

Calculate the initial reputation of a unit from the quality and types of units available. First, determine the reputation of each company by consulting the Reputation Table below. Add up all of the points obtained, then divide by 12, the standard number of squads in the company, rounding fractions up. Then, add each company's result together. This is the outfit's reputation. Thereafter, the figure will change according to how well the outfit performs, as explained later. Reputation affects the degree to which a unit can modify an employer's position in contract negotiations (*see* **The Negotiation System** in the **Creating Contracts** chapter).

REPUTATION TABLE

Squad Type	**Reputation**
Veteran	1
Elite	2
Light 'Mech	1
Medium 'Mech	2
Heavy 'Mech	3
Assault 'Mech	4
LAM	3
AeroSpace Fighter	2

Different quality units have different Morale Levels. An Elite squad has a Morale Level of 4. A Veteran squad has a level of 3. A Regular squad has a level of 2, and a Green squad has a level of 1. Determine the Morale Level for every squad, and average the levels to determine lance, company, battalion, and regiment morale.

Morale Level	**Unit Quality**	**Squad Morale**
1.0 – 1.75	Green	1
1.76 – 2.75	Regular	2
2.76 – 3.49	Veteran	3
3.5+	Elite	4

HIRELINGS

Instead of purchasing new or salvaged equipment, a mercenary commander may recruit hirelings. Whether a single MechWarrior or a company of motorized infantry, hirelings must be paid more than salaried soldiers because they own their equipment (and have to keep it in fighting condition) and furnish their own supplies. Thus, they receive 100 percent of the amount paid by the employer per squad (*see* the **Remuneration** section of the **Creating Contracts** chapter). Modify the amount paid per hireling squad using the following tables. If hirelings wish to remain with the mercenary unit indefinitely, they will have to negotiate terms with the CO and will receive a much lower rate of pay (as they will receive supplies and maintenance support from unit stockpiles).

RANDOM MODIFIER TABLE

Die Roll (1D6)	**Modifier**
1	-5%
2	-10%
3	-15%
4	-20%
5	-25%
6	-30%

UNIT QUALITY MODIFIER TABLE

Unit Quality	**Modifier**
Green	-10%
Regular	0
Veteran	+10%
Elite	+20%

UNIT TYPE MODIFIER TABLE

Unit Type	**Modifier**
Light 'Mech	-10%
Medium 'Mech	+0%
Heavy 'Mech	+10%
Assault 'Mech	+20%
Light AeroSpace Fighter	+0%
Medium AeroSpace Fighter	+5%
Heavy AeroSpace Fighter	+10%
Light LAM	+5%
Medium LAM	+10%
Regular Infantry	-30%
Jump Infantry	-20%
Scout	-5%
Motorized	+0%
Airmobile	+5%
Light Armor	-15%
Heavy Armor	-10%
Artillery	-10%
Aircraft	-10%
Support	+10%

RECORDING UNIT CREATION

Use the Unit Worksheet (photocopy the blank on page 101) to list the amount, type, quality, and cost of each subunit in the mercenary unit. Note battalion and regiment organization on the Unit Composition Form (provided on page 102). The example on page 99 should help players use these forms.

COST OF LIVING

To operate a mercenary unit in the game, the player characters must determine their ongoing expenses. Although most expenses are paid monthly, additional costs crop up as a result of campaigns or disasters. Unexpected expenses (such as bribes) are mostly within the gamemaster's jurisdiction. Finally, there is the question of consumable supplies, which can be purchased either monthly or on an irregular basis, as the unit leadership sees fit.

MONTHLY EXPENSES

At the end of every month, the following expenses must be met.

SALARIES

If the soldiers in the unit are on salary, they are paid according to the rates shown on the table below. Salary rates are for individuals, except where noted, and vary by unit quality. All prices are given in C-Bills.

MERCENARY SALARIES

	Salary When Quality Is			
Type	**Green**	**Regular**	**Veteran**	**Elite**
MechWarrior	400	600	1,000	2,000
AeroSpace Fighter Pilot	400	600	1,000	2,000
Infantry*	1,050	1,750	3,500	7,000
Armor*	1,000	1,750	2,500	5,000
Artillery*	1,050	1,750	3,500	7.000
Aircraft	250	400	900	1,500
Scout	150	300	600	1,200
Support†	200	400	750	1,500
DropShip**	3,000	5,000	7,500	12,000
JumpShip**	3,500	6,000	10,000	15,000

*Salary is for a squad of seven men

**Salary is for complete ship crew of average quality

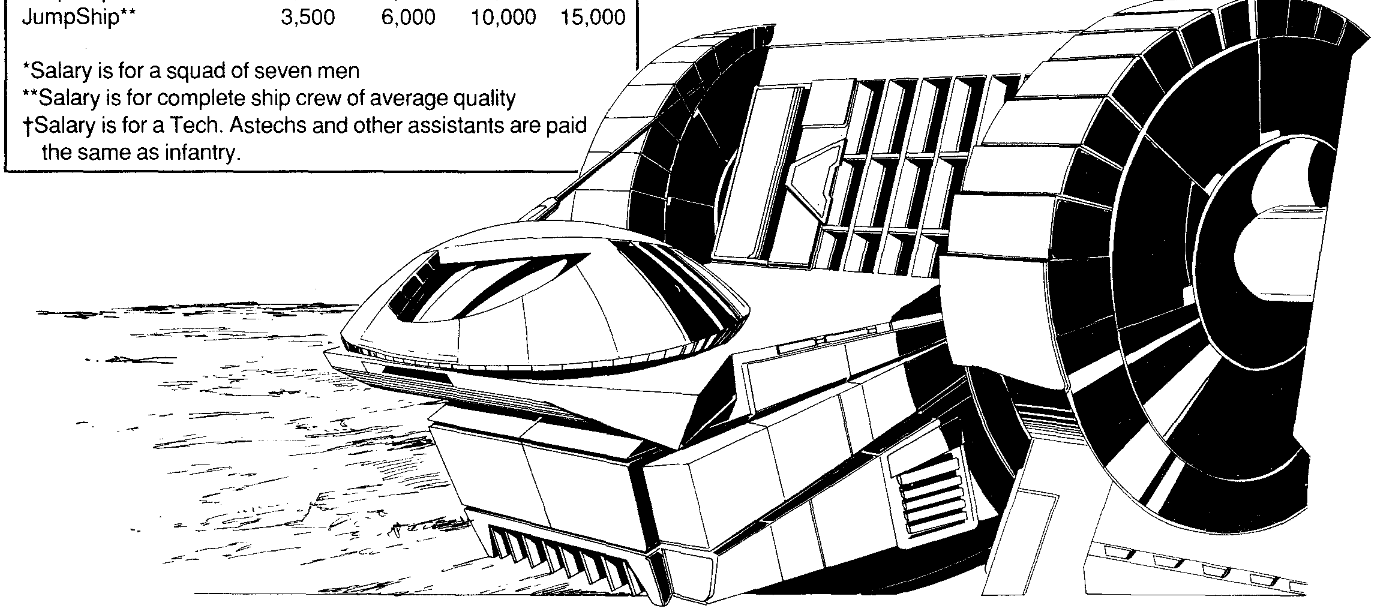
†Salary is for a Tech. Astechs and other assistants are paid the same as infantry.

Profit Sharing

Units on profit sharing do not pay monthly salaries. However, the money left over after all other expenses have been covered is split up according to ratios below. When a unit has no personnel in a given category (no Techs, for instance), the share allocated to them goes to the soldiery instead.

2/8 of all profits go to the unit CO.
1/8 of all profits go to all subunit commanders (in a battalion, company commanders are subunit commanders), divided equally.
1/8 of all profits go to all other unit officers, divided equally.
2/8 of all profits go to all the unit's MechWarriors, AeroSpace Fighter pilots, and scout personel, divided equally.
1/8 of all profits go to all the unit's technical personnel, divided in favor of Senior Techs.
1/8 of all profits go to the infantry, armor, and aircraft soldiery.

Profit sharing can be introduced only if the overall quality of the outfit is Veteran or Elite. It is an all-or-nothing proposition; either all troops are part of the arrangement or none of them are. In addition, the CO suggesting the arrangement must roll less than or equal to his *Leadership* Skill Level +5 on 2D6. Only one such roll may be attempted per month.



MAINTENANCE

Compute maintenance costs for each squad based on its type. The Maintenance Cost Table lists the maintenance amount (in support points) needed by each type of unit. However, the presence of support personnel can offset these costs. Each support squad in a unit generates support points each month, which reflects the squad's ability to effect repairs. Apply these support points *only* to maintenance costs.

A Green support squad generates 5 support points.

A Regular support squad generates 10 support points.

A Veteran support squad generates 20 support points.

An Elite support squad generates 30 support points.

An Elite BattleMech pilot generates 1 support point.

An Elite AeroSpace Fighter pilot generates 1 support point.

After these support points are expended, the balance must be paid from other sources, such as company coffers, income, and so on. One support point is equal to 5,000 C-Bills worth of expertise, labor, parts, and equipment.

It is possible to raise the quality of salvaged equipment to that of new equipment by spending three times the salvaged equipment's monthly maintenance cost. This improvement cost is in addition to normal monthly maintenance fees.

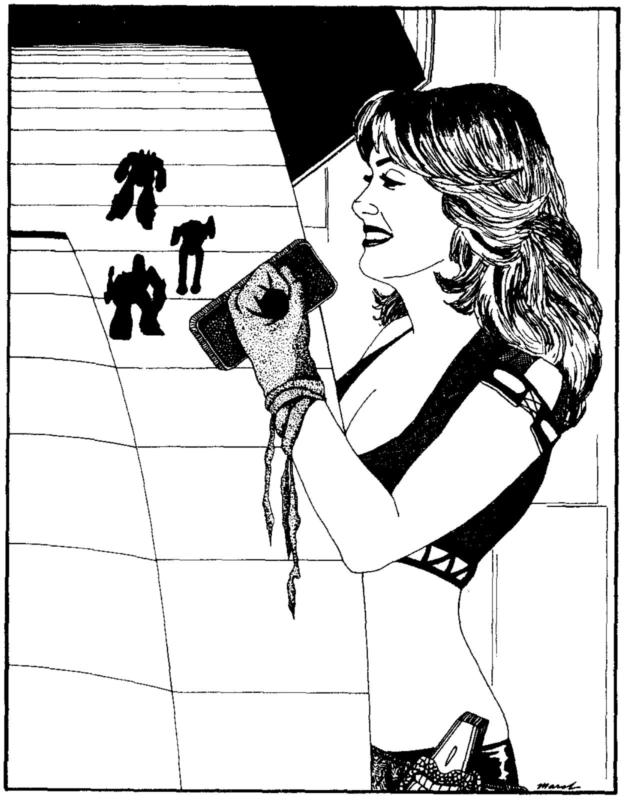
Obviously, eqipment destroyed in combat needs no monthly maintenance. Though useless, such equipment can be raised to salvage quality by spending five times the equipment's salvage quality monthly maintenance cost.

Sometimes, a unit commander is forced to strip his equipment to offset other expenses. To determine the amount of support points gained by stripping equipment, refer to the following chart:

A new squad generates five times its new quality monthly maintenance cost.

A salvaged squad generates three times its new quality monthly maintenance cost.

A destroyed squad generates two times its new quality monthly maintenance cost.



MAINTENANCE COST TABLE

Squad Type	**Cost to Maintain/Month (SP)**
Infantry	1
Jump Infantry	2
Motorized Infantry	2
Airmobile	+4
Light Armor	7
Heavy Armor	13
Light 'Mech (n)	15
Light 'Mech (s)	30
Medium 'Mech (n)	25
Medium 'Mech (s)	63
Heavy 'Mech (n)	35
Heavy 'Mech (s)	123
Assault 'Mech (n)	45
Assault 'Mech (s)	225
Aircraft	5
Light LAM (n)	25
Light LAM (s)	50
Medium LAM (n)	35
Medium LAM (s)	123
AeroSpace Fighter (n)	12
AeroSpace Fighter (s)	40
Scout	1
Support	0
Artillery	1
Leopard Class DS (n)	60
Leopard Class DS (s)	120
Union Class DS (n)	70
Union Class DS (s)	140
Overlord Class DS (n)	80
Overlord Class DS (s)	160
Fury Class DS (n)	40
Fury Class DS (s)	80
Gazelle Class DS (n)	50
Gazelle Class DS (s)	100
Seeker Class DS (n)	65
Seeker Class DS (s)	130
Triumph Class DS (n)	80
Triumph Class DS (s)	160
Condor Class DS (n)	75
Condor Class DS (s)	150
Excalibur Class DS (n)	100
Excalibur Class DS (s)	200
Scout Class JS (n)	75
Scout Class JS (s)	150
Invader Class JS (n)	85
Invader Class JS (s)	170
Monolith Class JS (n)	100
Monolith Class JS (s)	200
Star Lord Class JS (n)	90
Star Lord Class JS (s)	180
Merchant Class JS (n)	80
Merchant Class JS (s)	160

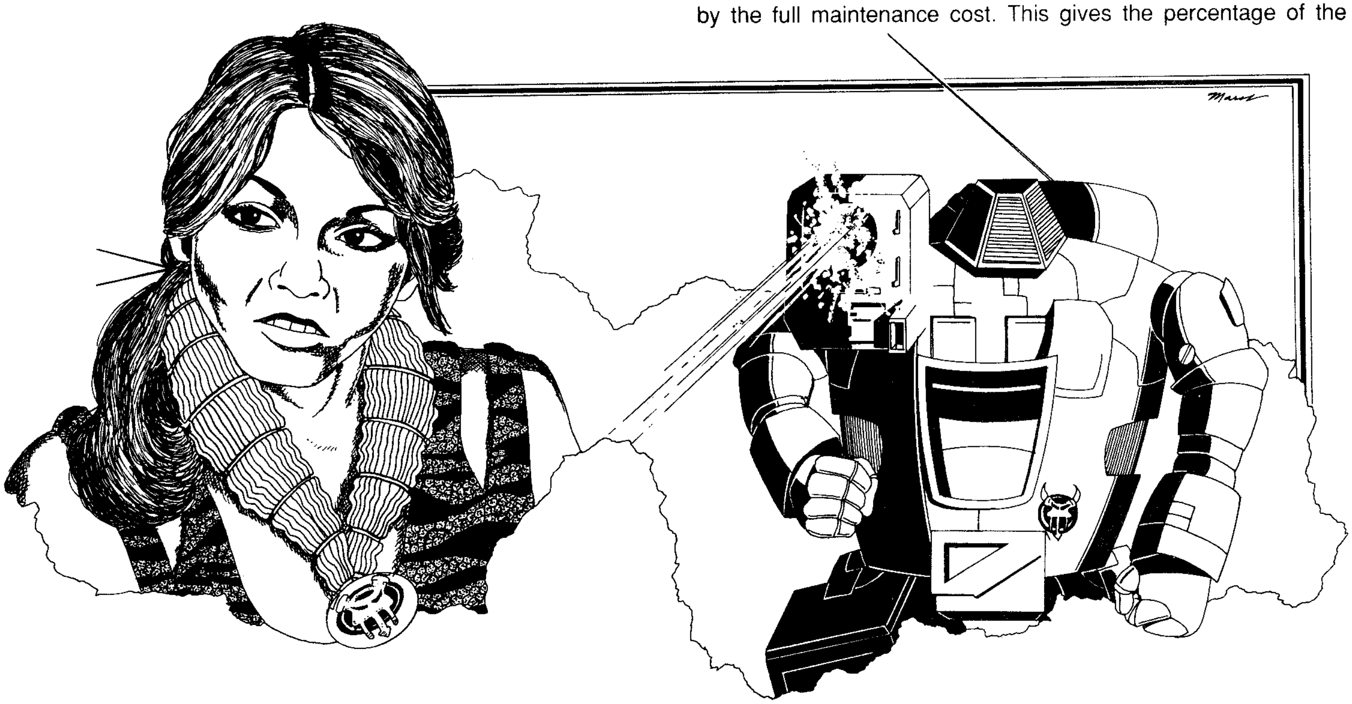
n = new
s = salvaged

CONSUMABLE SUPPLIES

The cost of one month's supplies (food, water, uniforms, medicines, etc.) is 500 C-Bills per squad, regardless of the squad's type or quality. As a result, a MechWarrior lives extremely well, receiving the same amount of supplies as does a seven-man infantry squad.

When purchasing supplies, simply designate the number of C-Bills being allocated at that time. Supplies are paid for when they are ordered. Deduct the C-Bills allocated to supply from the total available, then determine how long until this number of C-Bills is added to a separate record of supply C-Bills. It takes 1D6 – 1 months to receive a batch of supplies once they have been purchased, and so players must be careful to juggle available stockpiles and plan ahead. Just before a new supply shipment is added to stockpiled supplies, roll 2D6. If the roll comes up doubles (e. g. 11, 22, 33), the shipment is not received. It has been diverted, hijacked, destroyed, or lost, due to anything from enemy action to contractor fraud to meddling by nominally 'friendly' forces.

Use the Supply Data Chart at the end of this book to keep track of unit supplies.



OVERHEAD

Administrative overhead is also paid on a monthly basis. The leader can set overhead at 5, 10, 15, or 20 percent of the sum of unit salaries and supply costs. A level of 15 percent is standard.

If overhead is at 5 percent, subtract 2 from the unit's Morale Level when entering a campaign or battle. At 10 percent, morale goes down by 1. There is no morale change at 15 percent overhead. Morale and its effects are discussed in the **Morale** section in **Campaign Systems**.

Note that overhead is based on the *full* number of C-Bills paid in salaries and supply expenses, regardless of their source.

FAILURE TO COVER MONTHLY EXPENSES

Some or all of the forces in a unit may have their salaries withheld. However, when payment is in arrears, mutiny may occur and performance definitely deteriorates.

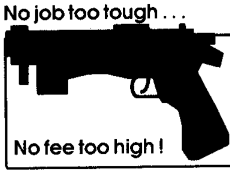
When computing monthly expenses, roll two dice. If the result is less than or equal to the number of months of back pay owed, all troops that have not been paid for that number of months or more mutiny. Roll on the Mutiny Table to see the effects of the crisis, which can spread to other troops and lead to dangerous consequences. Of course, players should keep track of which troops are paid when and may periodically pay off part of the amount due to lessen the chance of mutiny. Note that there is never a chance of mutiny when all troops are only a month behind in their pay.

In addition to the chance of a mutiny, short pay influences morale. Each month of pay owed to the troops causes the unit's Morale Level to drop by 1 when they are on campaign.

Failure to cover maintenance costs also has a direct bearing on combat effectiveness. Divide the amount of C-Bills spent on maintenance (including those generated by support personnel) by the full maintenance cost. This gives the percentage of the unit that actually can take the field during the upcoming month. Other troops will be out of action due to breakdowns, lack of equipment, and so on. If no maintenance costs are paid, the entire unit is out of action.

Elements of an outfit disabled by inadequate maintenance reassume combat readiness after monthly maintenance is paid, no matter how many months have been missed. In essence, unpaid maintenance costs do not carry over to the next month. However, a unit that suffers a major defeat in a campaign may lose all its disabled forces if those forces are overrun before they can retreat.

If the unit cannot afford to pay at least 5 percent overhead costs, morale is reduced by 5, and a mutiny occurs on a roll of 2–5 on 2D6. Each month thereafter that minimal overhead costs are not met, decrease the morale and increase the chance for mutiny (if any) by 1.



A unit that lacks sufficient supplies for a given month (500 C-Bills per squad) loses 1 level of morale. Maintenance costs for that month are doubled, and more units may therefore be put out of action. Each month without supplies is equivalent to a month without salaries in terms of causing mutinies. A CO might have to make two mutiny rolls in one month: one for salary and one for food. However, a unit can mutiny only once in a given month. The unit commander can use loyal troops to attack disobedient or rioting mutineers, to block an unsanctioned attack, or to protect locals. Resolve these battle situations according to the standard **BattleTech** rules.

MUTINY TABLE

Second	First Die Roll					
Die Roll	**1**	**2**	**3**	**4**	**5**	**6**
1	A	B	C	C	B	A
2	B	A	E	F	D	B
3	C	E	A	H	G	C
4	D	F	G	A	G	C
5	B	C	F	E	A	B
6	A	B	D	D	C	A

A–Morale Loss

Morale Level drops by 1D6 over and above other required reductions.

B–Desertions

Roll 2D6 – 2 and multiply by 10. Result is percentage of force that deserts immediately. Deduct from each unit type equally, removing hirelings first, then Green troops, then Regulars, and so on. Deserters are lost permanently, and must be rehired.

C–Disobedient Troops

Mutinous troops refuse to campaign. On a roll of 7 or less on 2D6 (add Unit CO *Leadership* level to target), all other troops in unit join them. Disobedient troops will defend themselves if attacked, but take no other action.

D–Unsanctioned Attack

Mutinous troops clamor for immediate assault on nearest enemy force. On a roll of 7 or less on 2D6 (add CO's *Leadership* level to target), other troops in unit join them. If no enemy forces are available, treat as "E".

E–Plunder Locals

Mutinous troops run wild and attack local populace, regardless of allegiance. Until mutiny ends and for 1D6 months thereafter, the unit is treated as if it were on campaign in hostile territory.

F–Riot

Mutinous troops run wild in camp. On a 2D6 roll of 7 or less (add CO's *Leadership* level to target), all troops in the unit participate. All reserve stockpiles of money, supplies, and so on are lost.

G–Treachery

All mutinous troops surrender to the first enemy force encountered.

H–Assassination

Mutineers endeavor to kill the Unit CO and his loyal officers. If successful, they will elect new leaders, who must extricate the unit from its present difficulties or face further trouble next month.

HIRING DROPSHIPS AND JUMPSHIPS

If a mercenary unit does not possess DropShips or JumpShips, they may either accept transportation from their employer or hire the ships themselves to get from one place to another.

The following table shows the cost to hire a DropShip for a planet-to-JumpShip-to-planet trip. Listed prices are in C-Bills.

TRANSPORT FEE TABLE

Ship Type	Fee
Commercial DropShip	10,000 per Mech or AeroSpace Fighter, including support personnel. 500 per individual infantryman 2,500 per vehicle
Leopard	60,000
Union	150,000
Overlord	400,000
Fury	30,000
Gazelle	40,000
Seeker	105,000
Triumph	430,000
Excalibur	700,000

A unit CO does not rent a commercial DropShip. Rather, he leases space aboard and must pay an extra 10 percent of his total fee per jump. Also, a commercial DropShip will not land in a combat zone.

The normal rate for interstellar travel is 50,000 C-Bills per DropShip per jump (up to 30 light years distant). This rate is rarely negotiable and is payable in advance. Roll 2D6 – 3 to determine the number of jumps necessary to travel to the designated planetary system. A result of 0 means that the mission will take place within the system where the unit is located. On a subsequent roll of 3–6 on 1D6, the mission will take place on the world where the unit is located.

DropShip transport prices are sometimes negotiable, as a system's stellar type affects travel time. In a system with a small star, the jump point will be closer to the planets within the system. Using hired ships in a combat situation requires ten times the fee in the table above.

BATTLE EXPENSES

A unit on campaign must spend additional C-Bills on post-battle maintenance and/or consumable ammunition. Refer to the **Supply Fees** section of **Creating Contracts** and the **Campaign Outcome** section of the **Campaign Systems** chapter.

RECORDING UNIT EXPENSES

The Unit Worksheet and Unit Composition Form (photocopy the example at the end of the book) provides space to figure out component costs and monthly expenses for the unit. This can also be used to help a player figure out how much to charge an employer over a given period of time. Space for marking information on supply stockpiles is provided on the Supply Data Chart.

CREATING CONTRACTS

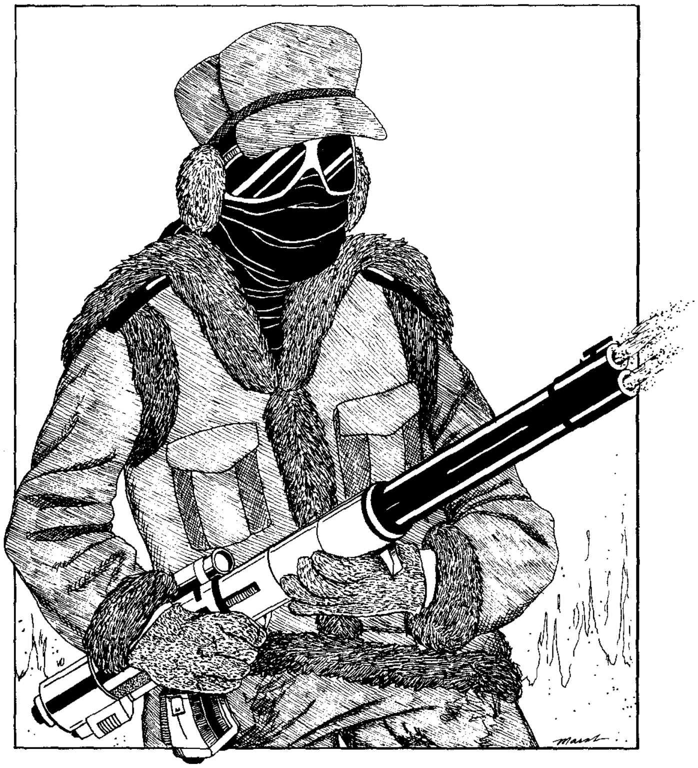
No job too tough...
No fee too high!

If he so desires, a gamemaster may role play the creation of a contract. In this case, he adopts the role of the employer's agent and holds out for the terms he sees fit, perhaps using the Reaction Table in **MechWarrior** to determine how readily the agent responds to the players' specific proposals. This process is essentially freeform and allows the gamemaster to use the negotiations to relate rumors, clues, and suggestions of things to come. No true rules can regulate this process; it requires the mixture of common sense and imagination which is the essence of good gamemastering.

Alternatively, the gamemaster can lend a certain amount of structure to the negotiation of an employment agreement by using the following system.

NEGOTIATION SYSTEM

Before presenting a potential employer to the players, the gamemaster should roll 1D6 – 1 to obtain the *Diplomacy* Skill Level of the employer's agent. To determine the employer's initial position on each subject usually covered in a contract, roll 2D6 and consult the Employer Position Table below. Compare the resulting employer position number with the appropriate result on the Mission Table. Repeat this process for each of the following areas: Length of Service, Remuneration, Guarantees, Command Rights, Transport Fees, Supply Fees, and Salvage Rights. Results represent the employer's position on these matters. Note each position, by description *and* number, on a piece of paper.



EMPLOYER POSITION TABLE

Die Roll	Employer Position
2	5
3	15
4	25
5	35
6	75
7	95
8	85
9	55
10	45
11	45
12	55

When the player characters meet the employer or his agent, he tells them only the nature of the mission. The players should then choose a position on each of the other tables without knowing the employer's position on these subjects. They choose positions without rolling dice; they simply note down their choice and its number. The higher the number, the more likely it is to be granted, and so they should usually choose the highest possible. For example, when determining salvage rights, the players consult the Salvage Rights Table and decide that they wish to receive Payment in Kind. The highest possible number of Payment in Kind is 30, and so they record their choice and "30" on a piece of paper.

Determine the pool of negotiation points available to the players by adding the unit's reputation and 10 times the *Diplomacy* Skill Level of the character conducting the negotiations. Multiply the employer's *Diplomacy* Skill Level by 10 and deduct this from the pool. Any additional negotiation points granted as a result of employer concessions further increases this pool.

Resolve negotiations by comparing the employer's position to the position chosen by the players. Issues can be resolved in whatever order the players desire. Spending negotiation points lowers the stance adopted by the employer to a level that the players find suitable; 1 negotiation point reduces the employer position number by 1. If the players have chosen a position number higher than the employer position number, subtract the employer value from the player value and add this number of negotiation points to the pool available to the players. Players may not reduce the employer position number below the position number that they have adopted. When the players have spent all their negotiation points, the final terms of the agreement are the highest stances in each area (whether these are the players' or the employer's choices).

Players entering into negotiations should be aware that the *order* in which they settle terms is extremely important. They should settle crucially important terms first, while they still have points to influence the employer. Alternatively, they may negotiate areas where they plan to make concessions to win extra negotiation points for other matters. Although they do not have to modify an employer's positions at all, once a point has been settled and a new one taken up, they cannot go back.

MISSIONS

All the various missions described earlier in this book have been grouped into seven major categories. After selecting a category, the gamemaster should designate a specific mission from within that category. A table for random selection has been included below, but the gamemaster may make the choice himself.

MISSION TABLE

Number	Description
0–5	Retainer
6–15	Minor Raid
16–35	Territorial Campaign
36–55	Combat Campaign
56–70	Invasion
71–80	Major Raid
81–95	Static Defense
96–100	Retainer

Retainer

During retainer service, the unit may be ordered on a variety of different missions (at the gamemaster's discretion), but may not be sent on any kind of raid without having negotiated a new contract.

Major Raid

Major raids are Diversionary and Guerrilla Warfare assignments. They tend to take longer than ordinary raids and are high-paying missions (because they are so dangerous).

Minor Raid

This category includes both Recon and Objective Raids, which tend to be short and dangerous (though not as much as a major raid). They offer higher rates of pay than less strenuous duties.

Combat Campaign

Units given this class of mission will undertake either Offensive or Defensive Campaigns. These are considered a standard type of mission, with moderate length, hazard, and renumeration.

Invasion

This category denotes operations that require units to move against a world where enemy forces are in control of the approaches and some or all of the surface. It specifically includes Planetary Assaults and Relief Duty. Duty is short but hazardous and well-paying.

Territorial Campaign

Missions in this class are more concerned with the need to protect or seize territorial objectives than they are with battle. Specifically, the category includes Riot Duty and Siege Campaigns. Though dangerous, these operations do not provide a great deal of pay. Service length is average.

Static Defense

This category includes Garrison, Cadre, and Security Duty, all fairly low-risk, low-pay, long-service operations that are dull and inglorious.

LENGTH OF SERVICE

The Service Length Table provides the months of service. These figures may be modified by the mission chosen (*see* the **Mission Modifications** section below).

SERVICE LENGTH TABLE

Number	Length of Service
0–10	12 Months
11–20	11 Months
21–30	10 Months
31–40	9 Months
41–50	8 Months
51–60	7 Months
61–70	6 Months
71–80	5 Months
81–85	4 Months
86–90	3 Months
91–95	2 Months
96–100	1 Month

REMUNERATION

Rates are given in C-Bills per squad per week. However, these rates can be modified for unusually easy or hazardous duty (*see* **Mission Modifications**). When actually filling out a contract, calculate the total due according to unit size and service length. (This table does not list the salaries collected by a squad. Refer to the **Salaries** section in **Cost of Living**.)

REMUNERATION TABLE

Number	Rate of Pay
0–10	25,000
11–20	20,000
21–30	17,500
31–60	12,000
61–80	10,000
81–90	5,000
91–100	2,500

GUARANTEES

The following table deals with the kinds of contractual safeguards for guaranteeing that service and payment are both granted.

GUARANTEE TABLE

Number	Method of Payment
0–5	Prior Payment
6–20	Advance/Completion
21–40	Minor Intermediary
41–80	ComStar Intermediary
81–100	Payment on Completion

Prior Payment

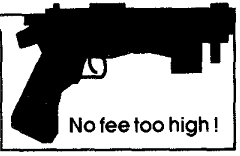
Full payment is made before the contract goes into effect. This is a private deal and depends upon the unit's integrity.

Advance/Completion

In this private deal, the employer pays an agreed-upon percentage prior to the start of the contract and the balance on the completion of the operation.

Minor Intermediary

An intermediary other than ComStar is selected under roughly the terms discussed above. However, the maximum advance allowed varies from one contract to another. Roll 2D6 – 2 for the percentage allowed. No observer is generally assigned to the unit, and there is little provision for the recovery of an advance.



ComStar Intermediary

The employer deposits the agreed-upon sum with ComStar, plus a 5 percent handling fee. Upon completion of the mission, the unit draws pay from ComStar, surrendering 5 percent as a further handling fee. The unit can draw up to 25 percent of the total sum from ComStar prior to completion of the contract, but the unit's leader pledges to repay the advance if ComStar judges that the unit failed to fulfill contract conditions. A ComStar acolyte may be attached to the unit HQ as an observer.

Payment on Completion

Full payment of all money owed is made on the day the contract expires. This is a private deal, and depends upon the employer's integrity.

COMMAND RIGHTS

The Command Rights Table shows five possible ways to define a unit's command rights. Also, refer to **Mission Modifications**.

COMMAND RIGHTS TABLE

Number	Amount of Control
0–5	Independent Command
6–20	Mercenary Command
21–60	Liaison Officer
61–80	House Command
81–100	Integrated Command

Independent Command

The mercenary unit is completely independent of all outside command, acting strictly on the initiative of the unit's commanding officer.

Mercenary Command

The unit is incorporated into a larger force, but under the command of an independent mercenary officer, who is less likely to use his position for acts of favoritism.

Liaison Officer

The unit is semi-independent but attached to higher command through an employer-appointed liaison officer, who may attempt to manipulate or browbeat the outfit into closer cooperation.

House Command

The unit is placed under the orders of an officer in the employer's military. The merc commander is directly answerable to this officer.

Integrated Command

The unit is incorporated directly into household forces. House troops or officers may replace or augment the mercenary forces.

TRANSPORT FEES

A unit can always accept transport provided by the employer. Such transport is free. Mercs who have some ships (but not enough for the whole unit) may negotiate reimbursement for those units that will use non-employer ships, and accept free employer transport for the rest.

Employers might reimburse units refusing free employer transport. If the unit decides to hire transport, multiply the modifier from the Transport Reimbursement Table by the transport fee to calculate the reimbursement paid by the employer. If the unit uses its own ships, multiply the modifier by what it would cost to hire its own ships.

To calculate the price of hiring Drop- and JumpShips, refer to the Transport Fee Table. Landing a DropShip in a combat zone requires ten times the normal price for a drop. Double the amount for DropShips to cover round-trip journeys. Multiply the JumpShip Fee by the number of jumps required to reach the destination world. To determine the number of jumps required, roll 2D6 – 3. A result of 0 means the operation is in the planetary system where the unit was hired; on a subsequent roll of 3–6 on 1D6, there is no need for DropShip transport either.

TRANSPORT REIMBURSEMENT TABLE

Number	Modifier
0-5	x3
6-15	x2.5
16-30	x2
31-50	x1.5
51-80	x1
81-90	x0.5
91-100	x0

TRANSPORT FEE TABLE

Ship Type	Fee (C-Bills)
Commercial DropShip	10,000 per 'Mech or AeroSpace Fighter, including support personnel 500 per individual infantryman 2,500 per vehicle
Leopard	60,000
Union	150,000
Overlord	400,000
Fury	30,000
Gazelle	40,000
Seeker	105,000
Triumph	430,000
Condor	300,000
Excalibur	700,000
JumpShip	50,000 per DropShip per Jump

SUPPLY FEES

The results of supply fee negotiations indicate the number of C-Bills paid per squad each month for consumable supplies, and the same number paid per squad following each major engagement. If the unit is furnishing its own supplies, the mercenary can add the employer's supply C-Bills to the unit treasury. Multiply the modifier in the table below by 500 to determine the amount of C-Bills received for supply.

SUPPLY FEES TABLE

Number	Supply Modifier
0–5	1.5
6–15	1.25
16–30	1
31–50	.75
51–80	.5
81–90	.25
91–100	0

SALVAGE RIGHTS

The results on the Salvage Rights Table define how salvaged enemy equipment is allocated. Roll 2D6 on the Salvage Value Table whenever salvageable gear is captured. Use the Merc Award column when the employers are establishing the value of salvaged gear turned over to mercs for Payment in Kind. Use the Employer Award column when the employers are determining the value of salvaged gear for which they have to compensate the mercs (for Employer Compensation). Multiply the appropriate value modifier by the value of the equipment in C-Bills. Mercs pay inflated prices, while employers consistently undervalue the equipment for which they compensate the mercenaries.

SALVAGE RIGHTS TABLE

Number	Salvage Allocation
0–10	Merc Claims
11–30	Payment in Kind
31–50	Prize Court/Outright Grant
51–70	Prize Court/Payment in Kind
71–85	Employer Compensation
86–100	Employer Claims

Merc Claims

All material taken by mercenary forces belongs to the unit, in addition to normal income.

Payment in Kind

All materiel taken by mercenary forces belongs to the unit, but the mercs agree to allow the employer to assign a "fair and equitable value" to the salvaged equipment. This value is deducted from the fees owed to the mercenaries at the end of the campaign. If the mercs have already been paid in full, they must buy the salvaged material. Roll on the Merc Award column of the Salvage Value Table. Multiply the resulting modifier by the value of the salvaged gear to determine the employer's assigned value.

Prize Court

Materiel taken by the mercenaries is turned over to the employer, but their claim is submitted to a prize court that determines the disposition of all captured gear. The Prize Court Table determines the percentage of the equipment value that is actually handed over to the unit. It takes 2D6 weeks for a prize court to complete its deliberations.

A prize court can award outright control of salvage, or can establish payment in kind, depending on the contractual settlement. In the latter case, use the Merc Award column of the Salvage Value Table after the Prize Court Table has set the number of C-Bills to be awarded.

PRIZE COURT TABLE

Die Roll	Percent of Value Awarded to Mercs
2	5%
3	10%
4	15%
5	20%
6	25%
7	30%
8	40%
9	50%
10	60%
11	70%
12	80%

Employer Compensation

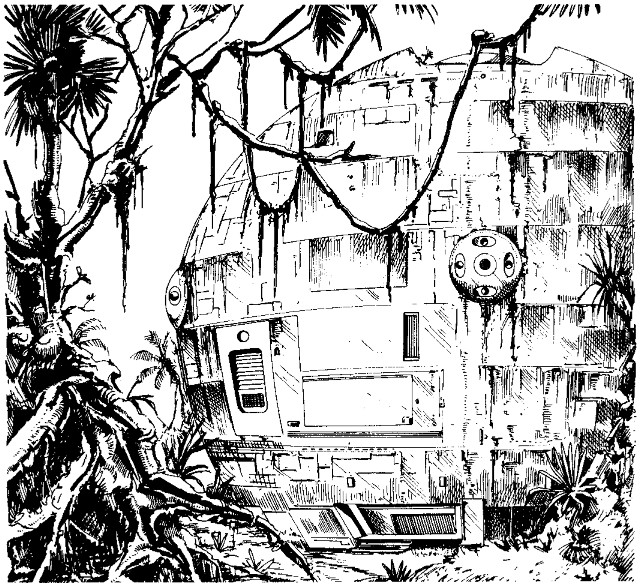
All salvaged materiel belongs to the employer, but he agrees to compensate the mercenaries in cash for the material they turn over. Roll on the Employer Award column of the Salvage Value Table. Multiply the resulting modifier by the value of the salvaged gear to determine the employer's assigned value.

Employer Claim

All material salvaged belongs to the employer without any compensation or limitation.

SALVAGE VALUE TABLE

Die Roll (2D6)	Value Modifier Merc Award	Employer Award
2	x3	x1.5
3	x2.75	x1.25
4	x2.5	x1
5	x2.25	x1
6	x2	x.9
7	x1.75	x.8
8	x1.5	x.7
9	x1.25	x.6
10	x1	x.5
11	x1	x.5
12	x0.75	x.4



MISSION MODIFICATIONS

The nature of the unit's mission may modify a contract's Length of Service, Command Rights, and Remuneration. Apply modifications from the Mission Modification Table *after* negotiations are over.

Length of Service

Add or subtract the number of months shown from those arrived at through negotiations to determine the actual period of time covered by the contract. Length of Service can never be reduced below one month.

Command Rights

Reduce the final position established through negotiation by the number of points indicated for the mission in question, and use the modified result as the actual command rights terms.

Remuneration

Multiply the agreed-upon pay rate by the number shown for the type of mission being performed.

MISSION MODIFICATION TABLE

Mission	Length of Service	Command	Remuneration
Cadre Duty	+8	–20	x0.5
Garrison Duty	+6	–20	x0.5
Security Duty	+4	–20	x0.75
Riot Duty	+3	0	x0.75
Siege Duty	+3	0	x1
Relief Duty	–3	0	x1.25
Planetary Assault	–6	0	x1.5
Offensive Campaign	0	0	x1
Defensive Campaign	0	0	x1
Recon Raid	–6	–50	x1.5
Objective Raid	–6	–50	x1.75
Diversionary Raid	–3	–30	x2
Guerrilla Warfare	+6	–60	x1.75
Retainer	+12	0	x1

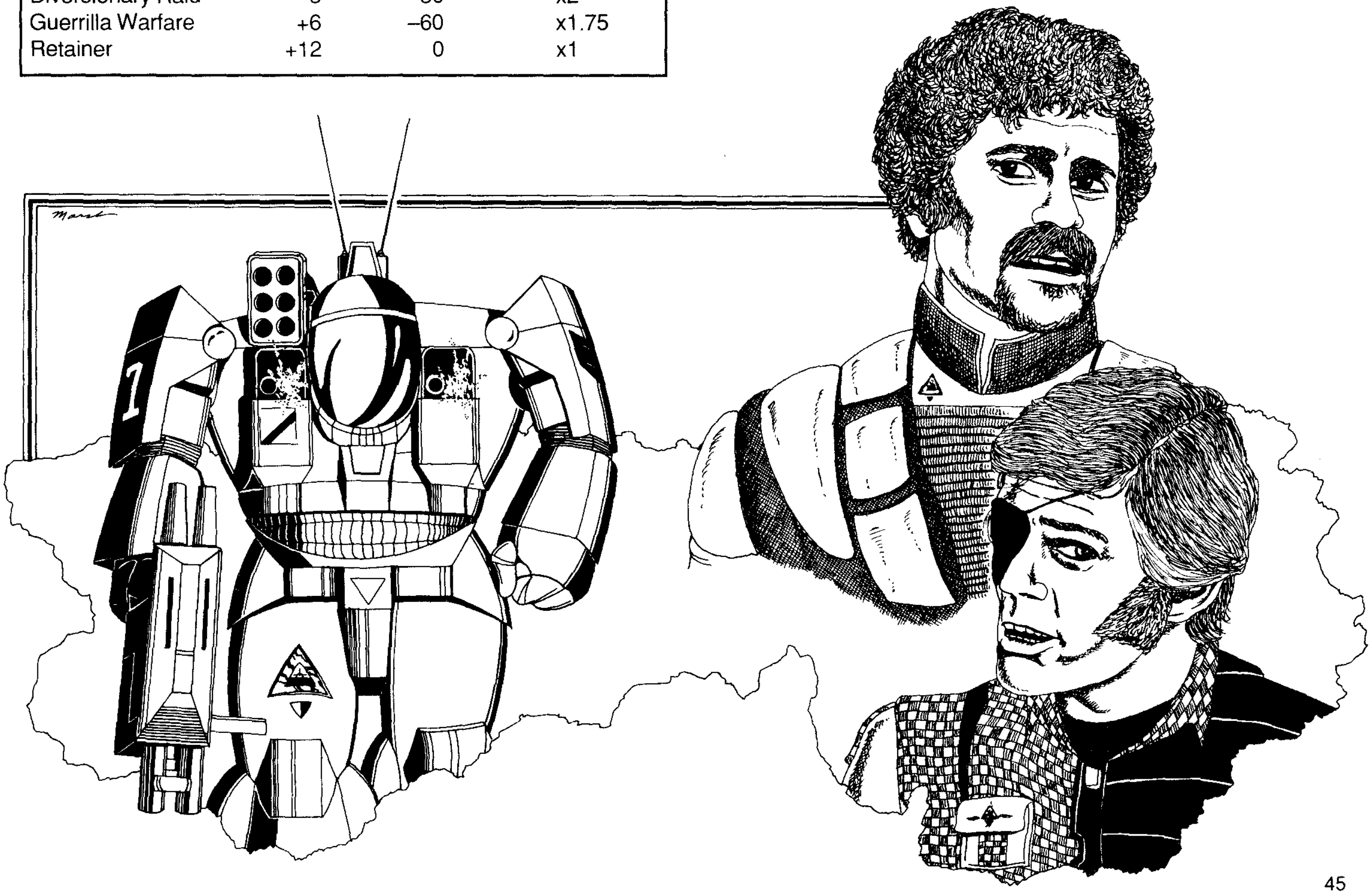
FREESTYLE NEGOTIATIONS

The gamemaster may wish to introduce a combination of the negotiation system and roleplaying. In this case, use the general system described above, but choose terms (rather than rolling for them), just as the mercenaries do. This allows the gamemaster to manipulate events to stress certain aspects of the employer's situation, such as the specific mission for which he wants to hire troops or the degree of command control he wants to impose. Gamemasters are encouraged to stress believability in freestyle negotiations, so that not every employer imposes rigid terms in all areas of a contract.

CONTRACT FORM

Once negotiations are over, the gamemaster should fill out a contract that reflects the agreed-upon terms. Obtain blank contracts by photocopying the form included on page 104.

Most entries are self-explanatory and can be filled out from the various Negotiation Table outcomes. Special or unusual terms may be agreed on by role playing or freestyle negotiations. These might include the treatment of prisoners, the mission to be adopted by the unit if it completes its stated operation before the end of the contract period, and other such matters.



MERCENARY CONTRACT

This agreement, executed between THE HOUSE OF DAVION (hereafter designated "Employer") and THE HIGHLAND RAIDERS REGIMENT (hereafter designated "Unit"), provides employment for the Unit and military and support forces in the service of the Employer. This employment is subject to the terms and conditions outlined below.

I. Mission: The Unit is hired for the performance of a mission planned and assigned by the Employer, defined as a RECON RAID mission under the conventions and usages of contemporary military terminology. Said Unit will perform all operations that fall within the framework of this mission, as well as serving the general interests and needs of the Employer. If the Unit has been hired on retainer, the following types of missions are specifically excluded during the length of service: N/A

II. Forces: The Unit agrees to provide combat and support forces, estimated at 543 squads of combat and/or combat support troops, as of the date this contract goes into effect. The Employer reserves the right to terminate the agreement if actual forces mustered at the time this contract goes into effect are 75 percent or less of the originally estimated forces, or if they exceed the agreed-upon strength by more than 10 percent, unless excess troops serve for no more money than originally designated in this agreement.

III. Length of Service: This contract will remain in effect for 4 months, commenceing on 5/17/3025 and concluding on 9/17/3025. On the commencement date, the Unit agrees to be located on GALTOR III; if the Unit fails to appear by said date, Unit shall reliquish 5 percent of its fee. Upon termination of the agreement, the Unit will be discharged from all duties and responsibilities to the employer, unless discharge is superceded by a fresh agreement.

IV. Remuneration: The Employer agrees to pay 3,000 C-Bill-equivalents per squad per month to the Unit, amounting to an estimated total of 6,516,000 C-Bill-equivalents. This money is to be paid out in the following manner:

MONEY IS ON DEPOSIT WITH REPRESENTATIVES OF COMSTAR AND WILL BE PAID TO THE UNIT ON COMPLETION OF MISSION. NO ADVANCES WILL BE FORTHCOMING.

V. Command Rights: The Unit hereby agrees to place itself under the overall military direction of the Employer. The Employer will implement this direction through the assignment of A LIAISON OFFICER to the unit for the period of the contract. The Unit is guaranteed to retain internal coherence and consistency of its command structure within the usual limits of this assigned command status.

VI. Transport: The Employer agrees to provide for the interstellar and/or interplanetary transport of the Unit. 100 percent of the Unit accepts Employer interstellar transport, and 0 percent of the Unit accepts Employer interplanetary transport. The Employer shall pay the Unit 540,000 C-BILLS to reimburse Unit for providing transport for the Unit or any part thereof.

VII. Supply: The Employer agrees to provide the amount of 271,500 C-BILLS PER MONTH for the logistical support of the Unit. The Employer will reimburse the Unit for the amount of 0 C-BILLS if Unit provides its own supplies. Resupply of munitions and other specific battlefield materiel after each major battle or campaign shall consist of 271,500 C-BILLS over and above said supply requirements.

VIII. Salvage Rights: All equipment, vehicles, and other war materiel recovered by the Unit from enemy forces, depots, garrisons, industrial or civil centers, prisoners, and other sources shall be subject to the following claims and terms of division:

EMPLOYER SHALL COMPENSATE UNIT FOR ALL MATERIEL, WHICH WILL BECOME THE PROPERTY OF THE UNIT.

IX. Other Terms: Other terms of this contract, agreed to by both parties, shall be negotiated on a case by case basis and attached, individually signed and witnessed, as riders to this document.

Signed at ABERDEEN CITY, GLEN LOMARD on this 30TH day of MARCH, in the year 3025 A.D.

Colonel James Stuart

Commanding THE HIGHLAND RAIDERS REGIMENT

Signed at ABERDEEN CITY, GLEN LOMARD on this 30TH day of MARCH, in the year 3025 A.D.

Alistair Fitzmartin Devereaux

For HOUSE DAVION

Witnessed by: Marian Whitley, COMSTAR

Jorge Ramirez COMSTAR

CAMPAIGN SYSTEMS

The following abstract game rules will help gamemasters create the situations that the MechWarrior faces on campaign. Use **BattleTech** rules to resolve small-scale combat, but use one of the following systems to resolve battles too large to represent on a tactical level, incidents too minor to spend time on, or engagements which, though important to the adventure, do not involve the player characters enough to justify a regular battle.

There are two methods of resolving campaigns: the Basic Campaign System and the Advanced Campaign System. The gamemaster may use either one, depending on the amount of detail he wishes to bring to the campaign. Regardless of the system chosen, he should flesh out the results to make the action interesting for the players.

Instead of using the combat system in this chapter, the players may also use FASA's **BattleForce**™ game system.

BASIC CAMPAIGN SYSTEM

The Basic Campaign System presents a simple method to resolve campaigns. Follow the steps below to determine how well a mercenary unit performs during its mission.

1. Determine mission.
2. Determine amount of enemy resistance for the month.
3. Resolve campaign outcome for the month.
4. Repeat steps 2 and 3 for every month of the campaign.

MISSION RESOLUTION

If the gamemaster has not already done do, he should determine the mercenary unit's current mission. Refer to the **Missions** section of the **Contracts** chapter.

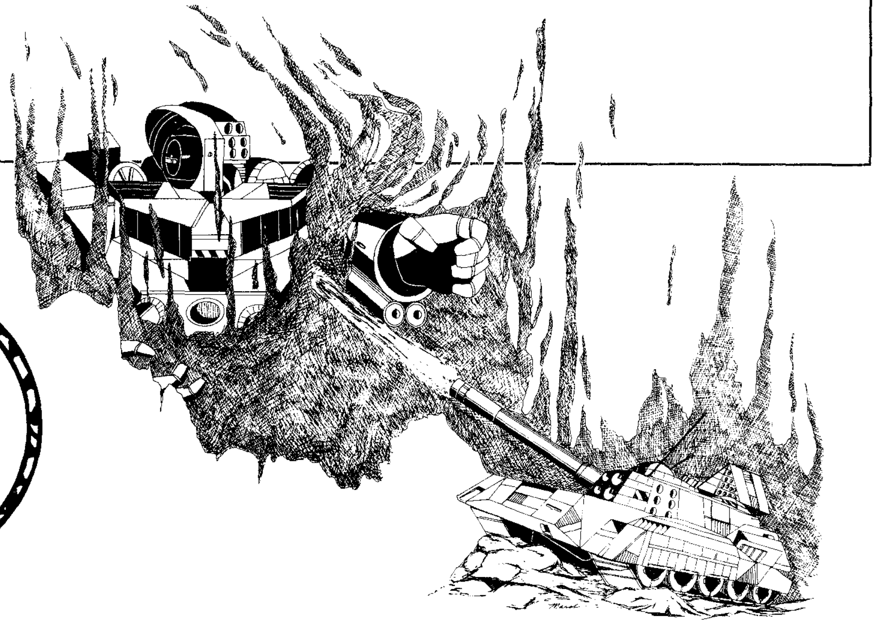
ENEMY RESISTANCE

To determine the strength of enemy forces in the area relative to the mercenary unit, the gamemaster rolls 2D6 and cross-indexes the number with the unit's mission on the Enemy Resistance Table.

ENEMY RESISTANCE TABLE

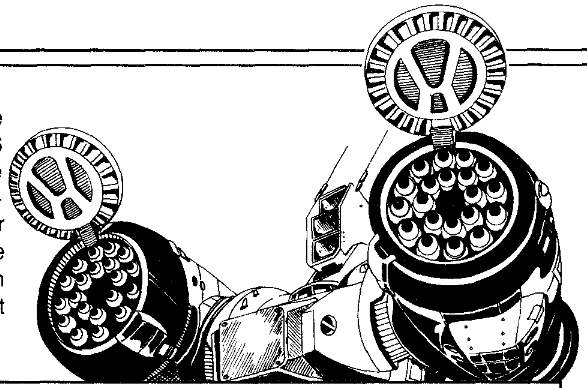
	Die Roll (2D6)										
	2	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Cadre Duty	A	H	M	L	L	N	L	L	M	H	A
Garrison Duty	A	H	M	L	N	N	N	L	M	H	A
Security Duty	A	H	M	N	L	L	L	N	M	H	A
Offensive Campaign	H	A	M	M	A	L	H	M	M	A	H
Defensive Campaign	A	A	H	H	M	L	M	H	H	A	A
Planetary Assault	H	H	L	M	M	A	M	M	L	H	H
Relief Duty	A	H	L	M	M	H	M	M	L	H	A
Riot Duty	H	H	L	L	N	M	N	L	L	H	H
Recon Raid	A	A	L	M	L	H	L	M	L	A	A
Objective Raid	A	A	H	M	L	H	L	M	H	A	A
Diversionary Raid	A	A	L	M	H	A	H	M	L	A	A
Siege Campaign	H	H	L	M	M	L	M	M	L	H	H
Guerrilla Warfare	H	L	N	M	L	N	L	M	N	L	H

A–Assault Force
H–Heavy Force
M–Medium Force
L–Light Force
N–None



CAMPAIGN OUTCOME

The next step is to determine the result of the month's campaign. Roll 2D6 and cross-index the number with the enemy force strength on the unit's mission table. The resulting letter is called the outcome code. Refer to the outcome code row on the Outcome Description Table (p.49) to discover the unit's success on campaign, its change in reputation, and the amount of damage and plunder the unit receives.



CADRE DUTY TABLE

	2	3	4	5	6	7	8	9	10	11	12
None	N	M	M	L	J	I	H	E	E	E	D
Light	N	M	M	M	K	I	E	E	E	E	D
Medium	O	M	M	M	K	I	E	E	E	E	C
Heavy	N	N	M	M	K	I	E	E	E	D	D
Assault	O	N	M	M	K	I	E	E	E	D	C

GARRISON DUTY TABLE

	2	3	4	5	6	7	8	9	10	11	12
None	M	M	M	M	M	I	E	E	E	E	E
Light	N	M	M	M	J	I	H	E	E	E	D
Medium	O	M	M	K	J	I	H	G	E	E	C
Heavy	O	N	M	L	K	I	G	F	E	D	C
Assault	P	N	L	K	J	I	H	G	F	D	B

SECURITY DUTY TABLE

	2	3	4	5	6	7	8	9	10	11	12
None	M	M	M	M	K	I	G	E	E	E	E
Light	M	M	M	L	J	I	H	F	E	E	E
Medium	N	M	M	K	J	I	H	G	E	E	D
Heavy	O	M	M	L	K	I	G	F	E	E	C
Assault	P	N	M	M	L	I	F	E	E	D	B

OFFENSIVE CAMPAIGN TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	P	N	M	M	K	I	G	E	E	D	B
Medium	Q	O	N	M	L	I	F	E	D	C	A
Heavy	Q	P	O	N	M	I	E	D	C	B	A
Assault	Q	Q	P	O	M	I	E	C	B	A	A

DEFENSIVE CAMPAIGN TABLE

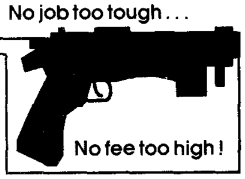
	2	3	4	5	6	7	8	9	10	11	12
Light	O	N	M	M	K	I	F	E	E	D	C
Medium	P	O	N	M	L	I	E	E	D	C	B
Heavy	P	O	N	M	M	I	E	E	D	C	B
Assault	Q	P	O	N	M	H	E	D	C	B	A

PLANETARY ASSAULT TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	Q	Q	P	O	N	I	D	C	B	A	A
Medium	Q	P	O	N	M	I	E	D	C	B	A
Heavy	Q	P	P	N	M	I	E	D	B	B	A
Assault	Q	Q	P	N	M	I	E	D	B	A	A

RECON RAID TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	N	L	J	I	E	E	E	D	C	B	A
Medium	O	N	M	M	K	I	G	E	D	C	A
Heavy	Q	O	N	M	L	K	I	G	E	D	B
Assault	Q	P	O	N	N	M	L	I	G	E	C



OBJECTIVE RAID TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	N	M	L	K	I	F	D	C	B	A	A
Medium	N	M	M	L	K	H	E	D	C	B	A
Heavy	O	N	M	L	K	I	G	E	D	C	B
Assault	P	O	N	M	L	K	I	G	E	D	C

DIVERSIONARY RAID TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	N	M	L	K	J	H	F	E	D	C	B
Medium	N	M	M	L	K	J	G	E	D	C	B
Heavy	Q	P	N	M	L	K	J	H	E	D	C
Assault	Q	P	O	N	M	L	K	J	F	E	D

RELIEF DUTY TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	O	N	M	K	I	G	E	D	C	B	A
Medium	P	O	N	M	J	I	H	E	D	C	B
Heavy	P	N	M	M	J	I	H	E	E	D	B
Assault	Q	P	O	N	M	K	I	G	E	E	D

RIOT DUTY TABLE

	2	3	4	5	6	7	8	9	10	11	12
None	M	L	J	I	H	G	E	E	E	E	D
Light	N	M	M	L	J	H	G	E	E	E	D
Medium	O	N	M	M	L	K	H	F	E	E	D
Heavy	P	O	N	M	M	L	K	H	F	E	D

SIEGE CAMPAIGN TABLE

	2	3	4	5	6	7	8	9	10	11	12
Light	M	K	J	I	G	F	E	D	C	B	A
Medium	O	N	M	L	K	I	G	F	D	C	B
Heavy	P	O	N	M	L	K	I	H	F	E	C

GUERRILLA WARFARE TABLE

	2	3	4	5	6	7	8	9	10	11	12
None	O	N	M	J	H	E	E	E	D	C	B
Light	P	O	N	M	J	H	E	E	D	C	B
Medium	Q	P	O	N	M	J	H	E	D	C	B
Heavy	Q	Q	P	O	N	M	J	H	E	D	B

OUTCOME DESCRIPTION TABLE

Outcome Code	Result	Reputation	Danger	Salvaged	Destroyed	Plunder
A	win	+6	5	6	5	10
B	win	+5	5	6	5	10
C	win	+4	5	6	5	9
D	win	+3	6	7	6	9
E	win	+2	6	7	6	8
F	uncompleted	+1	6	7	6	7
G	uncompleted	0	7	8	7	7
H	uncompleted	0	7	8	7	6
I	uncompleted	0	7	8	7	6
J	uncompleted	0	7	8	7	5
K	uncompleted	0	7	8	7	5
L	uncompleted	–1	8	9	8	5
M	loss	–2	8	9	8	4
N	loss	–3	8	9	8	4
O	loss	–4	9	10	9	4
P	loss	–5	9	10	9	4
Q	loss	–6	9	10	9	4

Unit Size Modifiers

Squad	1/3
Lance/Platoon	2/3
Company	1
Battalion	3
Regiment	9
Larger forces	9 per # of regiments

Result

This column of the Outcome Description Table refers to whether or not the unit completed its mission and whether or not it was successful. Add 1 to the unit's Morale Level if it won the campaign and subtract 1 if it lost the campaign.

Reputation

This number represents the amount of reputation gained or lost by each company in the unit.

Danger

Every player character and important NPC must roll this number or higher on 2D6, adding their Morale Level to the roll. If unsuccessful, the character must make a Saving Roll against his BODY score to avoid taking 6D6 points of damage (HTK).

Salvaged

The players determine the number of squads reduced to salvage quality by rolling on a squad, lance/platoon, company, battalion, regiment, or larger level. They must roll the number specified in the table or higher on 2D6, adding the Morale Level to the roll, for each subunit. For every failed roll, multiply 1D6 by the subunit's Unit Size Modifier to determine the number of squads reduced to salvage quality in that subunit. If the players are determining results on an individual (squad) level, a failed roll automatically reduces that squad to salvage quality.

Destroyed

The players determine the number of eliminated squads the same way that they compute the number of salvaged squads. If the players are determining results on an individual (squad) level, a failed roll reduces *all* of that squad's equipment, vehicles, and so forth to destroyed quality, so that a MechWarrior would become Dispossessed as a result. Refer to the Maintenance section of Cost Of Living for the value of destroyed units.

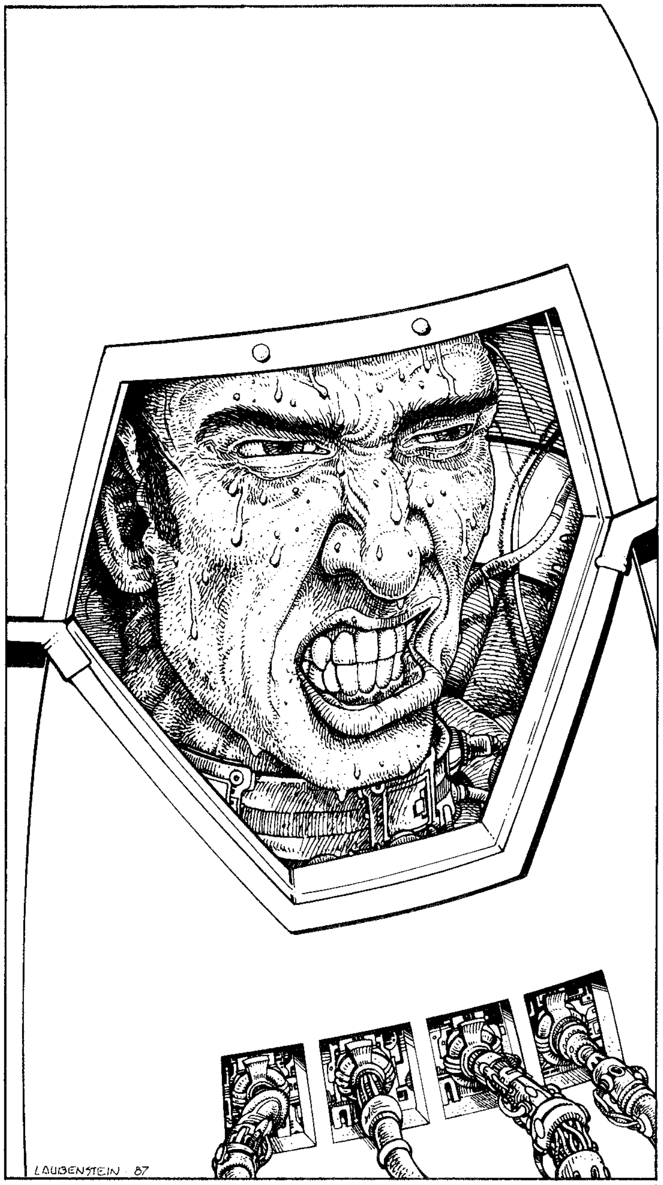
Plunder

A subunit gains plunder if the players roll the specified number *or less* on 2D6, *subtracting* the Morale Level from the roll. Multiply 2D6 by 10,000 and by the Unit Size Modifier to find the number of C-Bills worth of equipment, ransomed prisoners, and so forth taken by a squad.

For example, the players in control of four regiments wish to determine the number of eliminated squads on a battalion level. They roll 2D6 for each of their twelve battalions (disregarding noncombatant units such as scouts, DropShips, support personnel, and so on), adding the unit's Morale Level to the roll, and compute that five battalions have been affected. They multiply 1D6 by 3 (the Unit Size Modifier) to determine the number of squads in a battalion that have been destroyed. They repeat the procedure for every affected battalion.

MORALE

Elite units start out with a Morale Level of 4. Veteran units begin with a level of 3. Regular units begin with a level of 2, and Green units begin with a level of 1. Each win earned on campaign adds 1 to morale. Monthly overhead payments of 20 percent add 1 to morale for that month. Low overhead payments and short supplies reduce morale (as noted in **Cost of Living**). Morale is also reduced each time a loss occurs in the Campaign Outcome phase.



The unit's current Morale Level modifies all die rolls for Danger, Salvage, Destroyed, and Plunder on the Outcome Description Table. This represents the general performance of troops on campaign, based on their condition and standard of living. For game purposes, morale does not affect the actual performance of a side in the field, only on how well it copes with adversity or exploits success.

REDETERMINING FORCE COMMITMENT

After the month's campaign is over, the players may raise the value of their salvaged units by expending triple the amount of support points needed to maintain the unit (*see* the **Maintenance** section of **Cost of Living**). Enemy resistance is redetermined at the beginning of every month on campaign.

Return to **Enemy Resistance** to begin the next month's campaign. If the mercenary unit's contract has expired, the player characters may renegotiate with their employer or they may withdraw.

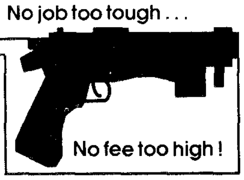
THE ADVANCED CAMPAIGN SYSTEM

This abstract system is more complex than the Basic Campaign System. Beginning with possible encounters and events, resolution also considers the maneuver, combat, and leadership effects on the campaign. The number of skirmishes and battles and the military, economic, political, and personal outcomes are all a part of the total system. Follow the steps below.

1. Determine mission.
2. Determine friendly and enemy forces committed.
3. Determine type and strength of friendly and enemy forces.
4. Enemy campaign operations.
5. Special events.
6. Friendly campaign operations.
7. Resolve campaign.
    - Aerospace operations
    - Maneuver operations
    - Combat outcome
8. Campaign outcome.
9. Repeat steps 2–8 for every month of the campaign, but do not redetermine friendly force commitment.

MISSION RESOLUTION

The first step of the Advanced Campaign System is to determine the unit's current mission. If the mission has not been spelled out in a contract, the gamemaster should choose one from among the list of missions.



FORCE COMMITMENT

The gamemaster should consult the Friendly Force Commitment Table to determine the number of friendly regiments present, and refer to the Enemy Force Commitment Table to create the number of enemy regiments in the area. Roll 2D6 and cross-index the result with the appropriate mission type. The number on the Friendly Force Commitment Table represents the minimum number of regiments (counting the mercs themselves) that are involved in the mission. If the merc force is larger than the number shown, the entire merc unit is still used. Thus, an outfit with four regiments would always contribute that number of troops to the mission. If the result on the Friendly Force Commitment Table was 0–4, the unit would be on its own. If it was 5 or greater, there would be other units, probably House troops, working with the mercs. Determine the number of friendly regiments *only* at the beginning of the player unit's mission, and determine enemy force commitment *monthly*.

It is assumed that a set quantity of friendly forces will be commited to a campaign and that this number will not change. Though an NPC opposing force may have many factors controlling the disposition of its forces, the Enemy Force Commitment table is used monthly to reflect this. Gamemasters who have created detailed campaign strategies should not have to use this table at all, as they will have planned for both friendly and enemy force changes.

CAMPAIGN COMMITMENT TABLE

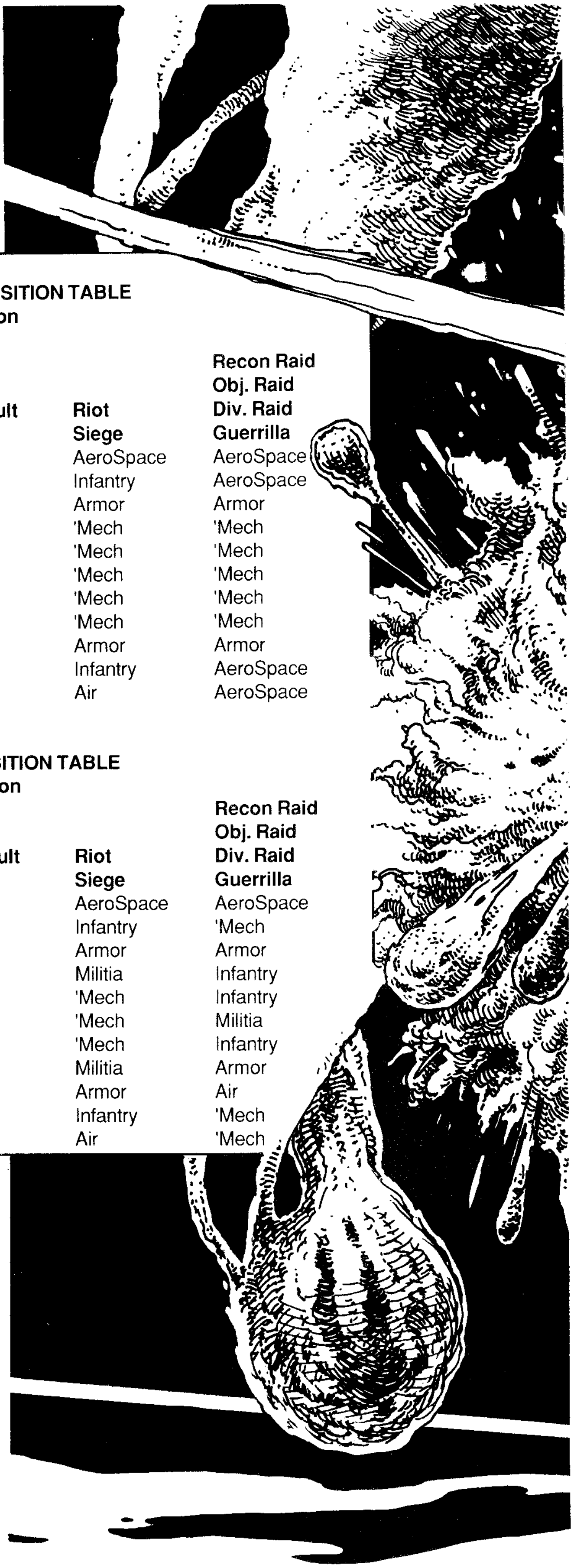
Friendly Forces			**Die Roll (2D6)**								
	2	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Cadre Duty	1	1	1	1	1	1	1	2	3	4	5
Garrison Duty	4	3	2	1	1	1	1	2	3	4	5
Security Cuty	3	2	1	1	1	1	1	1	2	3	4
Offensive Campaign	2	2	2	3	4	4	5	6	7	8	9
Defensive Campaign	5	4	3	2	2	3	4	5	6	7	8
Planetary Assault	15	13	11	9	7	5	6	8	10	12	14
Relief Duty	3	3	2	2	1	2	3	4	5	6	7
Riot Duty	4	3	2	1	1	1	1	1	2	3	4
Recon Raid	4	3	2	1	1	1	1	2	3	4	5
Objective Raid	3	2	1	1	1	2	1	2	3	4	5
Diversionary Raid	3	2	1	1	2	3	2	2	3	4	6
Siege Campaign	1	2	2	3	4	4	4	5	6	7	8
Guerrilla Warfare	1	1	1	1	1	1	1	2	2	3	4

Enemy Forces			**Die Roll (2D6)**								
	2	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Cadre Duty	3	2	1	1	1	2	1	2	3	4	5
Garrison Duty	3	2	1	1	2	3	2	2	3	4	6
Security Duty	4	3	2	1	1	1	1	1	2	3	4
Offensive Campaign	5	4	3	2	2	3	4	5	6	7	8
Defensive Campaign	2	2	2	3	4	4	5	6	7	8	9
Planetary Assault	13	11	9	7	5	3	4	6	8	10	12
Relief Duty	1	2	2	3	4	4	4	5	6	7	8
Riot Duty	3	2	1	1	1	1	1	1	2	3	4
Recon Raid	1	1	1	1	1	1	1	2	3	4	5
Objective Raid	4	3	2	1	1	1	1	2	3	4	5
Diversionary Raid	5	4	3	2	2	3	4	5	6	7	8
Siege Campaign	3	3	2	2	1	2	3	4	5	6	7
Guerrilla Warfare	3	2	1	1	1	1	1	1	2	3	4

FORCE COMPOSITION

Although the composition of the merc unit is already known, the gamemaster must establish the basic composition of other units involved, both friendly and enemy.

Use the Friendly Force Composition Table and the Enemy Force Composition Table to determine the types of regiments present. Roll 2D6 and use the column that corresponds to the mercenary unit's mission.



FRIENDLY FORCE COMPOSITION TABLE
Friendly Mission

Die Roll (2D6)	Cadre Garrison Security	Offensive Defensive	Plan. Assault Relief	Riot Siege	Recon Raid Obj. Raid Div. Raid Guerrilla
2	AeroSpace	AeroSpace	AeroSpace	AeroSpace	AeroSpace
3	'Mech	Air	AeroSpace	Infantry	AeroSpace
4	Armor	Infantry	Infantry	Armor	Armor
5	Infantry	Armor	'Mech	'Mech	'Mech
6	Infantry	'Mech	'Mech	'Mech	'Mech
7	Militia	'Mech	'Mech	'Mech	'Mech
8	Infantry	'Mech	'Mech	'Mech	'Mech
9	Armor	Armor	'Mech	'Mech	'Mech
10	Air	Infantry	Armor	Armor	Armor
11	'Mech	Militia	AeroSpace	Infantry	AeroSpace
12	'Mech	AeroSpace	AeroSpace	Air	AeroSpace

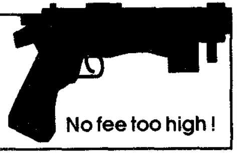
ENEMY FORCE COMPOSITION TABLE
Friendly Mission

Die Roll (2D6)	Cadre Garrison Security	Offensive Defensive	Plan. Assault Relief	Riot Siege	Recon Raid Obj. Raid Div. Raid Guerrilla
2	AeroSpace	AeroSpace	AeroSpace	AeroSpace	AeroSpace
3	AeroSpace	Air	AeroSpace	Infantry	'Mech
4	Armor	Infantry	Infantry	Armor	Armor
5	'Mech	Armor	Armor	Militia	Infantry
6	'Mech	'Mech	'Mech	'Mech	Infantry
7	'Mech	'Mech	'Mech	'Mech	Militia
8	'Mech	'Mech	'Mech	'Mech	Infantry
9	'Mech	Armor	Armor	Militia	Armor
10	Armor	Infantry	Infantry	Armor	Air
11	AeroSpace	Militia	Air	Infantry	'Mech
12	AeroSpace	AeroSpace	AeroSpace	Air	'Mech

Next, roll 2D6 to find the *Tactics* skill level of each Regimental Commander and of the overall commander on each side.

TACTICAL SKILL TABLE

Die Roll (2D6)	Commander's *Tactics* Skill Level
2–4	1
5–6	2
7–8	3
9	4
10	5
11	6
12	7



STRENGTH VALUES

The two following methods present different ways to generate each side's aerospace, maneuver, and combat strengths, which are used to resolve a month's campaign.

Simple Value Generation

For every regiment in both the enemy and friendly force (including the mercenary unit), cross-index two 1D6 rolls on the appropriate regimental type table to determine the regiment's aerospace, maneuver, and combat strengths (respectively). Air and aerospace forces possess only aerospace strength values, while most other units possess only maneuver and combat values.

Add the regiments' values together to get an aerospace, a maneuver, and a combat value for both sides, and then set them aside for the Campaign Resolution phase.

'MECH VALUES TABLE

Die Roll (1D6)

		1	2	3	4	5	6
	1	0/300/250	0/300/100	0/600/450	0/600/600	0/750/650	300/1000/800
Die	2	0/350/300	0/400/150	0/750/550	0/600/700	200/800/700	0/1050/850
Roll	3	0/400/350	0/500/200	0/900/700	150/600/800	0/850/750	0/1100/900
(1D6)	4	0/450/400	0/600/300	125/1000/800	0/600/900	0/900/800	0/1150/950
	5	0/500/450	100/700/400	0/1100/900	0/600/1000	0/950/850	0/1200/1000
	6	50/550/500	0/750/500	0/1200/1000	0/600/1100	0/1000/900	0/1250/1050

ARMOR VALUES TABLE

Die Roll (1D6)

		1	2	3	4	5	6
	1	0/150/200	0/200/250	0/300/350	0/400/450	0/100/100	0/100/200
Die	2	0/175/225	0/225/275	0/325/375	0/425/475	0/200/200	0/200/400
Roll	3	0/200/250	0/250/300	0/350/400	0/450/500	0/300/300	0/300/600
(1D6)	4	0/225/275	0/275/325	0/375/425	0/475/525	0/400/400	0/400/800
	5	0/250/300	0/300/350	0/400/450	0/500/550	0/500/500	0/500/1000
	6	0/275/350	0/325/375	0/425/475	0/525/575	0/600/600	0/600/1200

AEROSPACE VALUES TABLE

Die Roll (1D6)

		1	2	3	4	5	6
	1	100	150	200	250	300	350
Die	2	150	200	250	300	350	400
Roll	3	200	250	300	350	400	450
(1D6)	4	250	300	350	400	450	500
	5	300	350	400	450	500	550
	6	350	400	450	500	550	600

INFANTRY VALUES TABLE

Die Roll (1D6)

		1	2	3	4	5	6
	1	0/150/100	0/200/100	0/200/200	0/50/50	0/200/200	0/350/300
Die	2	0/200/150	0/250/100	0/250/300	0/75/75	0/225/225	0/400/350
Roll	3	0/250/200	0/300/150	0/300/400	0/100/100	0/250/250	0/450/400
(1D6)	4	0/300/250	0/350/200	0/350/500	0/125/125	0/275/275	0/500/450
	5	0/350/300	0/400/250	0/400/600	0/150/150	0/300/300	0/550/500
	6	0/400/350	0/500/300	0/450/700	0/175/175	0/325/325	0/600/550

MILITIA VALUES TABLE

Die Roll (1D6)

		1	2	3	4	5	6
	1	0/100/150	0/150/200	0/100/100	0/150/150	0/100/200	0/100/100
Die	2	0/150/200	0/200/250	0/150/150	0/200/200	0/200/300	0/150/150
Roll	3	0/200/250	0/250/300	0/200/200	0/250/250	0/300/400	0/200/200
(1D6)	4	0/250/300	0/300/350	0/250/250	0/300/300	0/400/450	0/250/300
	5	0/300/350	0/350/400	0/300/300	0/350/350	0/450/450	0/250/400
	6	0/350/400	0/400/450	0/350/350	0/400/400	0/500/500	0/250/500

AIR VALUES TABLE
Die Roll (1D6)

Die Roll (1D6)	1	2	3	4	5	6
1	80	116	152	188	224	260
2	100	136	172	208	244	280
3	120	156	192	228	264	300
4	140	176	212	248	284	320
5	160	196	232	268	304	340
6	180	216	252	288	324	360

Complex Value Generation

This system presents a more detailed method for generating strength values. Besides determining the quality of each regiment, it establishes the type and number of squads in the regiment.

Rolling 2D6 on the Regimental Quality Table assigns each regiment (not each squad) a unit quality. Quality determines the performance of the unit in the field. Subtract 3 from the die roll if the enemy regiment is militia (gamemaster's discretion).

REGIMENTAL QUALITY TABLE

Die Roll	Regiment Quality
2	Green
3	Green
4	Green
5	Green
6	Regular
7	Regular
8	Regular
9	Veteran
10	Veteran
11	Veteran
12	Elite

Next, establish the size of each regiment (in squads) by rolling 2D6 and consulting the Regimental Size Table.

REGIMENTAL SIZE TABLE

Die Roll (2D6)	# of Squads
2	40 + 5D6
3	50 + 5D6
4	60 + 5D6
5	70 + 5D6
6	80 + 5D6
7	90 + 5D6
8	100 + 5D6
9	110 + 5D6
10	120 + 5D6
11	135 + 5D6
12	150 + 5D6

Finally, flesh out the regiment's composition by making a series of rolls on the Regimental Organization Table. Roll 2D6 and consult the column designating the regiment's type to determine the squad type for 2D6 squads. Repeat the process until every squad's type has been determined. The gamemaster should keep track of this information for use in the Campaign Resolution phase.

REGIMENTAL ORGANIZATION TABLE

Die Roll (2D6)	AeroSpace	Air	Infantry	Militia	Armor	'Mech
2	Light LAM	Aircraft	Airmobile	Motor Infantry	Artillery	Assault
3	AeroSpace Ftr	Aircraft	Jump Infantry	Light Armor	Light Armor	Heavy
4	AeroSpace Ftr	Aircraft	Jump Infantry	Infantry	Light Armor	Heavy
5	AeroSpace Ftr	Aircraft	Infantry	Infantry	Light Armor	Medium
6	AeroSpace Ftr	Aircraft	Infantry	Infantry	Light Armor	Medium
7	AeroSpace Ftr	Aircraft	Motor Infantry	Infantry	Light Armor	Light
8	AeroSpace Ftr	Aircraft	Infantry	Infantry	Heavy Armor	Light
9	AeroSpace Ftr	Aircraft	Infantry	Infantry	Heavy Armor	Heavy
10	AeroSpace Ftr	Aircraft	Jump Infantry	Artillery	Heavy Armor	Heavy
11	AeroSpace Ftr	Aircraft	Artillery	Heavy Armor	Motor Infantry	Heavy
12	Medium LAM	Aircraft	Artillery	Motor Infantry	Artillery	Assault

The Unit Strength Chart yields aerospace, maneuver, and combat strength values for use in the campaign resolution process. Total the number of squads of each particular type, multiply that number by each of the three values, then multiply by the unit quality modifiers listed below. Do this for each component of each regiment, including the merc unit, and then add up the aerospace, maneuver, and combat values to determine the regiment's total strength in each area. If a force contains more than one regiment, add the regiments' values together to determine the force's aerospace, maneuver, and combat strengths.

UNIT STRENGTH CHART

		Basic Values For	
Squad Type	**Aerospace**	**Maneuver**	**Combat**
Infantry	0	1	1
Jump Infantry	0	3	1
Motorized Infantry	0	2	2
Light Armor	0	3	3
Heavy Armor	0	2	4
Artillery	0	1	4
Scout	0	3	0
Support	0	0	0
Light Mech	0	6	3
Medium Mech	0	5	4
Heavy Mech	0	4	5
Assault Mech	0	3	6
Light AeroSpace Ftr	3	0	0
Medium AeroSpace Ftr	4	0	0
Heavy AeroSpace Ftr	5	0	0
Light LAM	1	6	2
Medium LAM	2	5	3
Aircraft	2	0	0
Airmobile	0	2	1
DropShip	0	0	0
JumpShip	0	0	0

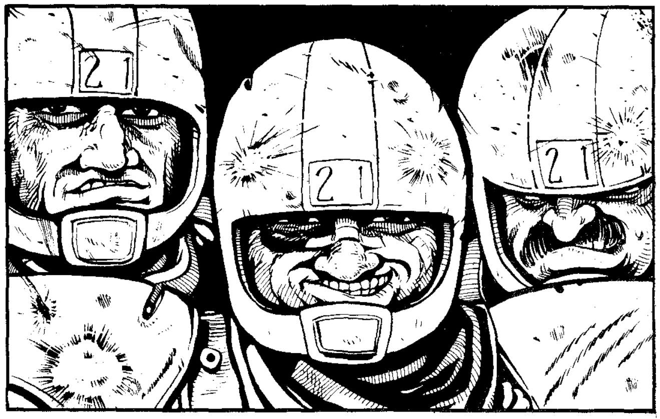
Modifiers	
Elite	x 2
Veteran	x 1.5
Regular	x 1
Green	x 0.75

ENEMY CAMPAIGN OPERATIONS

After determining the composition of enemy and friendly forces, find out if the enemy decides to launch a campaign. Enemy commitment represents only the potential opposition to friendly troops. If they do not act, there may not be any campaign.

Roll 2D6. Subtract the number of friendly regiments from the number of enemy regiments, and add the result to the roll. If the result is less than or equal to the number of enemy regiments, the enemy will launch an active field campaign. A result greater than the number of enemy regiments means that the enemy will not launch an initiative (though friendly forces may still force action).

If a campaign is to take place, go immediately to the Campaign Resolution process. Otherwise, proceed to **Special Events.**



SPECIAL EVENTS

Even if the enemy does not attack, action (or more subtle dangers) may still occur, whether or not the mercs want to go on campaign. This is determined through the Special Event process.

Use the Campaign Event Table to determine whether or not a special event takes place. Roll two dice sequentially to generate a number between 11 and 66. Find the number under the appropriate unit mission on the table, then read the event listed to the left of that number. The effects of these are summed up below.

CAMPAIGN EVENT TABLE
Missions

Event	**Cadre Garrison Security**	**Offensive Defensive**	**Plan. Assault Relief**	**Riot Siege**	**Recon Raid Obj. Raid Div. Raid Guerrilla**
No Event	11–16	11–42	11–46	11–42	11–54
Civil Disturbance	21–36	43–44	–	43–44	–
Sporadic Uprisings	41–46	45	–	45	–
Rebellion	51–54	46	–	46	–
Betrayal	55	51	51–53	51	55–56
Treachery	56	52–53	54–55	52–53	61–62
Logistics Failure	61–62	54–56	56–61	54–56	63
Reinforcements	63	61–63	62–63	61–63	64
Attrition	64–65	64–65	64–65	64–65	65
Major Event	66	66	66	66	66

No Event

No special event takes place.

Civil Disturbance

Local riots and small-scale agitation take place. On a 2D6 roll of 2–3, the player characters must undertake a campaign against one regiment of locals. Go to the Campaign Resolution process. Otherwise, the disturbances have no particular effect on the unit.

Sporadic Uprisings

Substantial civil uprisings sweep the planet. A 2D6 roll of 2–8 causes an active campaign against 1D6 local regiments. Go to the Campaign Resolution process if this happens; otherwise, the disturbances die out without the unit's intervention.

Rebellion

The local populace erupts in widespread resistance to the government. Regardless of original assignments, the unit and its supporting troops are now placed on riot duty. Determine the size of enemy (rebel) forces by two rolls on the Campaign Commitment Table, using the Riot Duty row. Add these rebel troops to the enemy forces deployed against the unit, and return to the Enemy Campaign Operations step to determine whether or not they will launch active operations.

Betrayal

The mercenaries are betrayed by their employer. The exact form of this betrayal is up to the gamemaster. It might involve a withdrawal of all House troops accompanying the unit, failure to provide promised supplies or transportation, or false information regarding the nature of the mission or the size of enemy forces facing the unit.

Whenever a betrayal occurs, repeat the Enemy Campaign Operations step. At the gamemaster's option, friendly and/or enemy force commitments might also be redetermined.

Treachery

The unit is betrayed into the enemy's power by self-seeking individuals in positions of trust. Like the preceding event, this result is subject to interpretation by the gamemaster. The most common results would be false intelligence about enemy strength or intentions. (Secretly add 1D6 extra rolls on the Campaign Commitment Table to enemy forces in the field, but do not reveal this until the campaign resolution process is underway.) In this case, the enemy automatically goes on campaign regardless of previous results. Other outcomes of treachery could include the destruction of C-Bills devoted to supply or repair, an assassination attempt against the unit commander, the reduction of unit combat strength by sabotage prior to campaign resolution, or similar means. Exact situations and results are up to the gamemaster to implement.

Logistical Failure

Bureaucratic snarls, enemy action, profiteering, or other outside interference causes problems with supply shipments. Roll 2D6 – 2, multiply by 10, and reduce current supply levels (in C-Bills) by the percentage result thus derived. No other effects occur.

Reinforcements

Make an additional roll on the Campaign Commitment Table and add the indicated number of regiments to the friendly forces already assigned to the mission.

Attrition

A natural disaster, disease, or other crisis causes casualties to the unit (and supporting troops) unconnected with enemy action. Roll 2D6 – 2 to find the percentage of troops (from 0 to 10 percent) killed. A second roll of 2D6 – 2 is multiplied by 5 (for a result of 0 to 50 percent) representing further casualties lost for the remainder of the month, but returned to duty thereafter. Casualties are taken in terms of available squads, with all fractions rounded up. In the wake of these losses, return to the Enemy Campaign Operations step.

Major Event

A major change in the political/economic/military situation of the Inner Sphere occurs. Roll 2D6 consecutively to produce a number between 11 and 66, then consult the Major Events Table below. Implement this major event immediately, rather than after a three-month gap (as discussed in **MechWarrior**). This represents unexpected or very carefully suppressed activities that come to light without warning.

MAJOR EVENTS TABLE

Die Roll	Event
11–14	Internal Dissension
15–16	Armistice
21–22	Change of Allegiance
23–25	ComStar Activity
26–32	Periphery Contact
33-41	Major Campaign
42–43	Technological Advance
44–46	Star League Facility
51–56	Fall of Major World
61–63	Death of Major Personage
64–66	Change in House-House Relationship

Internal Dissension

At the gamemaster's discretion, internal dissension can take two very different forms. Normally, this event refers to internal discontent with House politics, expressing itself as planetary revolt, an assassination attempt against a Duke or Warlord, or as a full-scale power bid by a disaffected ruling House member (like Michael Hasek-Davion, Theodore Kurita, or Frederick Steiner). Alternatively, gamemasters can interpret this event as an outbreak of dissension within the players' own unit, which could result in a mutiny or a permanent split-up of the unit.

Armistice

Peace is temporarily declared along one or more of the fronts of the Succession Wars as a result of an agreement between two or more of the five Houses. This armistice may cover an area as large as an entire border between Houses or as small as a single planet, and can be for either a set or indefinite time limit. Gamemasters should note that although few, if any, parties will violate an armistice agreement by initiating a full-scale assault in the armistice zone, the agreement will normally not stop the opponents from continuing raiding activities or military buildups in the affected area.

Change of Allegiance

The unit stationed with the players' merc unit changes allegiance from one Successor House to another (or in some cases, from the existing House regime to a rebel faction). As a result of this change of loyalties, player characters may gain or lose large amounts of land, spare parts, or cold, hard cash. If the players' unit is stationed alone, roll again.

ComStar Activity

A significant development affecting the relationship between ComStar and one or more of the ruling Houses occurs. Possible events might include the opening or closing of a major relay station, a ComStar request for 'Mech unit volunteers to assist its Explorer Corps teams on a mission, or a call for aid from a relay station that has been attacked or struck by a natural disaster. If this result is rolled more than two months in a row, treat the event as a fullscale communications interdict against one Successor House's territory (as punishment for some gross transgression against the facilities under ComStar's sacred trust).

Periphery Contact

Interaction between the players' unit (or their current House employer) and inhabitants of the Periphery occurs. The many possibilities include the arrival of free traders from the Periphery, House-sponsored exploratory missions to Periphery worlds believed to be uninhabited, raids on House worlds by Bandit King forces (or vice versa), or even the establishment of long-term relationships between the two areas (like the one between Kyalla Centralla of the Magistracy of Canopus and Catherine Humphreys of the Principality of Andurien described in **MechWarrior**.

Major Campaign

One or more Houses begins a major offensive against a bordering neighbor. Such a campaign can consist of either a general assault on a number of enemy-held worlds along a given front, seeking to make inroads wherever the enemy is weakest, or a series of 'steppingstone' invasions aimed at the ultimate conquest of a single key objective. In either case, the campaign should involve a minimum of 10–20 regiments of 'Mechs per side, and occupy the primary attention of all the forces stationed on either side of the campaign front.

Technological Advance

Techs from one of the Successor State Houses succeed in recovering one of the lost technologies of the Star League years, or they uncover an entirely new product or process. This advance is most likely to be related to military matters, and especially to technologies dealing with 'Mech, AeroSpace Fighter, or JumpShip construction or repair. At the gamemaster's discretion, the advance may be applied to an entirely different aspect of society (medicine, communications, agriculture, and so on). If this result recurs several times within a period of a few months, the gamemaster should increase the significance of the discovery made.

The most logical source of research developments like these is the NAIS in New Avalon or the copycat universities recently built by House Kurita and Marik. Of course, no matter where the initial discovery is made, the other Houses will soon have their own spies (or maybe even a fullscale invasion force, as in the case of the Battle for Hoff) on the scene to try to gain the secret for themselves.

Star League Facility

A major Star League facility (storehouse, administrative headquarters, military or naval base) is discovered on a Successor State world. As in the case of a Technological Advance, rumors of the discovery will travel quickly through the Inner Sphere, drawing spies or military units from other Houses to investigate or attempt to seize the facility.

Fall of Major World

A planet with valuable resources or strategic significance changes hands from one House to another. Such an event will usually have repercussions (retaliatory raids, unit transfers, and further assaults) up and down both sides of the border where the change has occurred.

Death of Major Personage

An important Successor State figure, ranging from a major military leader or a planetary ruling Duke on up to a royal family member, heir, or even a Warlord, dies. The death can occur as a result of combat, illness, or a successful assassination attempt. The possible reprcussions can be as simple as the transfer of power to a newly-promoted military leader or noble, or they can be as disruptive as a planetary rebellion or full-scale civil war. At the gamemaster's discretion, this event can be treated instead as an attempt on a major personage's life, with the player characters having the opportunity to either perform or prevent the attempt.

Change in House/House Relations

A significant change in the relationship between two or more Successor Houses occurs. This event can be either a sweeping change such as the formation or breaking of an alliance, or a subtle incident whose public effect is small but that will subtly improve or erode an existing relationship over the course of time.

Except as otherwise noted, the Special Events step is followed by the Friendly Campaign Operations step. In cases where an event causes a reversion to some previous step, go back to the step indicated and continue resolving steps normally. This means that multiple Special Events may take place in one month.

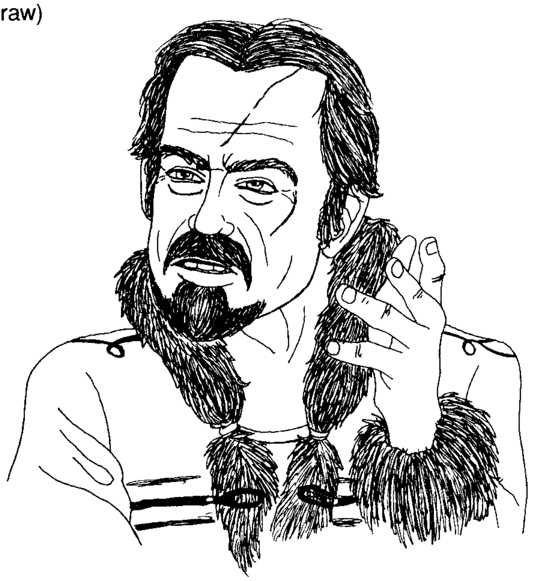
FRIENDLY CAMPAIGN OPERATIONS

If neither enemy actions nor special events cause active operations, friendly forces may still bring about a campaign.

Without other friendly forces to support them, the player characters' unit may voluntarily launch a campaign at the discretion of the unit commander—provided that there is at least one enemy regiment committed to the same theater of war (including rebels from a Special Event).

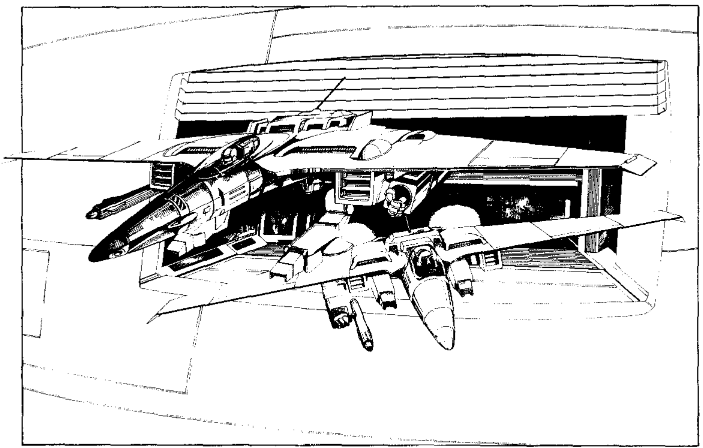
If the unit is part of a larger force or if it is alone but under House or integrated command, it can take the field only if a 2D6 – 2 roll is less than or equal to the number of friendly regiments committed to the current mission. If the roll is greater, no active campaign occurs.

Should neither side launch a campaign, the month ends without any major incidents. Begin the next month's activities by returning to the Enemy Force Commitment step. (If the merc contract has expired by now, the unit may either renegotiate or withdraw)



CAMPAIGN RESOLUTION

If an active campaign does occur, refer to the following sections to resolve it in detail. These sections discuss the various operations taking place in a campaign and present possible outcomes (in terms of danger, damage and losses, plunder, and so on). Use the strength values to resolve the Aerospace Operations, Maneuver Operations, and Combat Outcome steps.



Aerospace Operations

The resolution of the campaign begins with Aerospace Operations. Divide the players' aerospace strength by enemy strength, round down, and roll 2D6 on the appropriate column of the table. When determining the number of squads lost or reduced, round fractions up. Refer to the **Maintenance** section of **Cost Of Living** for the value of destroyed units.

ES–Enemy Superiority

1D6/2 number of 1D6 enemy AeroSpace Fighter squads are destroyed, and 1D6/2 number of 1D6 squads are reduced to salvage quality and cannot be used for the rest of the month. 1D6 number of 1D friendly AeroSpace Fighter squads are destroyed,and 1D6 number of 1D6 squads are reduced to salvage quality and cannot be used for the rest of the month. (The first roll tells how many D6's to use in the second roll.) Enemy superiority makes it impossible to mount Planetary Assault or Relief missions for the month.

A–Attrition

1D6/2 number of 1D6 of each side's AeroSpace Fighter squads are destroyed, and 1D6/2 number of 1D6 squads are reduced to salvage quality and cannot be used for the rest of the month. Attrition makes it impossible to mount Planetary Assault or Relief missions for the month.

FS–Friendly Superiority

1D6 number of 1D6 enemy AeroSpace Fighter squads are destroyed, and 1D6 number of 1D6 squads are reduced to salvage quality and cannot be used for the rest of the month. 1D6/2 number of 1D6 of friendly Aerospace Fighter squads are destroyed, and 1D6/2 number of 1D6 squads are reduced to salvage quality and cannot be used for the rest of the month. Planetary Assault and Relief missions can be executed this month.

The side that gains aerospace superiority can add its available Aerospace Strength to both its Maneuver and Combat strengths. The loser of the superiority fight can prevent these increases by making a single sortie that forces him to suffer an automatic Aerospace Attrition result (1D6/2 number of 1D6 squads are destroyed and 1D6/2 number of 1D6 squads are reduced to salvage quality).

Instead of using this set of rules, forces launching a planetary assault, relief mission, or raid against an enemy-held planet can use the rules in **AeroTech** to resolve Aerospace Operations, but this might prove cumbersome for any campaign involving more than a handful of fighters.

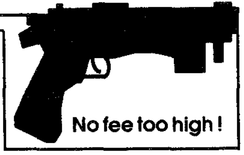
Maneuver Operations

Once the Aerospace Operations phase is complete, Maneuver Operations begin. This involves a series of die rolls using the maneuver strength values on each side to determine the relative position of the two opponents. The interplay of these maneuvers will continue until a result grants either side a significant success or a recognition of stalemate. This ends the campaign for the month. Along the way, there may be skirmishes, battles, and other results.

Roll 2D6 on the Maneuver Operations Table, noting the result. Add the *Tactics* Skill Level of the player characters' overall commander (or the unit commander, if the unit is alone in the field), and subtract the enemy commander's skill level from the roll. Use the column on the table corresponding to the differential in maneuver strength values between the two sides, found as for the Aerospace Operations procedure.

AEROSPACE OPERATIONS TABLE

Die Roll	Friendly Strength/Enemy Strength								
(2D6)	1/3	1/2.5	1/2	1/1.5	1/1	1.5/1	2/1	2.5/1	3/1
2	ES	ES	ES	ES	ES	A	A	A	A
3	ES	ES	ES	ES	ES	A	A	A	FS
4	ES	ES	ES	ES	A	A	A	A	FS
5	ES	ES	ES	ES	A	A	A	FS	FS
6	ES	ES	ES	A	A	A	A	FS	FS
7	ES	ES	ES	A	A	A	FS	FS	FS
8	ES	ES	A	A	A	A	FS	FS	FS
9	ES	ES	A	A	A	FS	FS	FS	FS
10	ES	A	A	A	A	FS	FS	FS	FS
11	ES	A	A	A	FS	FS	FS	FS	FS
12	A	A	A	A	FS	FS	FS	FS	FS



MANEUVER OPERATONS TABLE

Die Roll	Friendly Force/Enemy Force								
(2D6)	1/3	1/2.5	1/2	1/1.5	1/1	1.5/1	2/1	2.5/1	3/1
2	DecE	DecE	DecE	DecE	DecE	DecE	DecE	DecE	DecE
3	DecE	DecE	DecE	Con	Con	Att	SK	Bat	NP
4	DecE	Con	Con	Con	Att	SK	Bat	NP	Bat
5	Con	Con	Att	Att	SK	Bat	NP	Bat	SK
6	Att	Att	Att	SK	Bat	NP	Bat	SK	Att
7	Att	Att	SK	Bat	NP	Bat	SK	Att	Att
8	Att	SK	Bat	NP	Bat	SK	Att	Att	Att
9	SK	Bat	NP	Bat	SK	Att	Att	Con	Con
10	Bat	NP	Bat	SK	Att	Con	Con	Con	DecF
11	NP	Bat	SK	Att	Con	Con	DecF	DecF	DecF
12	DecF	DecF	DecF	DecF	DecF	DecF	DecF	DecF	DecF

NP–No Progress

There has been no significant progress in the campaign. If the players wish, they may roll again.

Att–Attrition

Each side divides its Maneuver Unit Strength by 100, rounding fractions up, and adds 2D6 – 2. The result is the number of squads that are reduced to salvage quality and cannot be used in combat for the rest of the month. Players may choose which of their squads are reduced. If they desire, the players may roll again this month.

SK–Skirmish

The players' unit gains an opportunity to attack the enemy in an important skirmish. The gamemaster is encouraged to develop specific details of the situation. See the rules on **Battles and Skirmishes** later in this chapter. After the skirmish is completed, the players may roll again.

Bat–Battle

Refer to the rules on **Battles and Skirmishes** in this chapter to resolve the action. If permitted by the outcome of the battle and if desired, the players can make an additional roll this month after determining the results of this round. If the player characters' overall commander wishes, treat this as a skirmish.

DecE or DecF–Enemy or Friendly Decisive Outcome

The side has so completely outmaneuvered the opposition as to become totally dominant. A Decisive Outcome ends the Maneuver Operations phase. The winning side is honor-bound to offer the Honors of War to the loser. Players commanding defeated units can accept these terms, and the gamemaster decides for NPC-controlled troops, keeping in mind that common practice dictates that they accept. If the loser does not accept, a battle is fought immediately. Refer to the **Battles and Skirmishes** section, and shift the column over by one in the winner's favor.

The Honors of War call for the immediate, unmolested withdrawal of all defeated troops from the contested planet. The campaign ends immediately, although counterattacks may occur in the next month.

Con–Continued Campaign

Neither side achieves any success. The Campaign Resolution phase is over; go to the **Campaign Outcome** section.

Repeat the Maneuver Operations phase until the players roll a Decisive Outcome or Continued Campaign result, or until they choose to end the month's operations after rolling a No Progress, Attrition, Battle, or Skirmish result. Resolve other results as they occur. Then, follow the instructions in the **Campaign Outcome** section.

Battles and Skirmishes

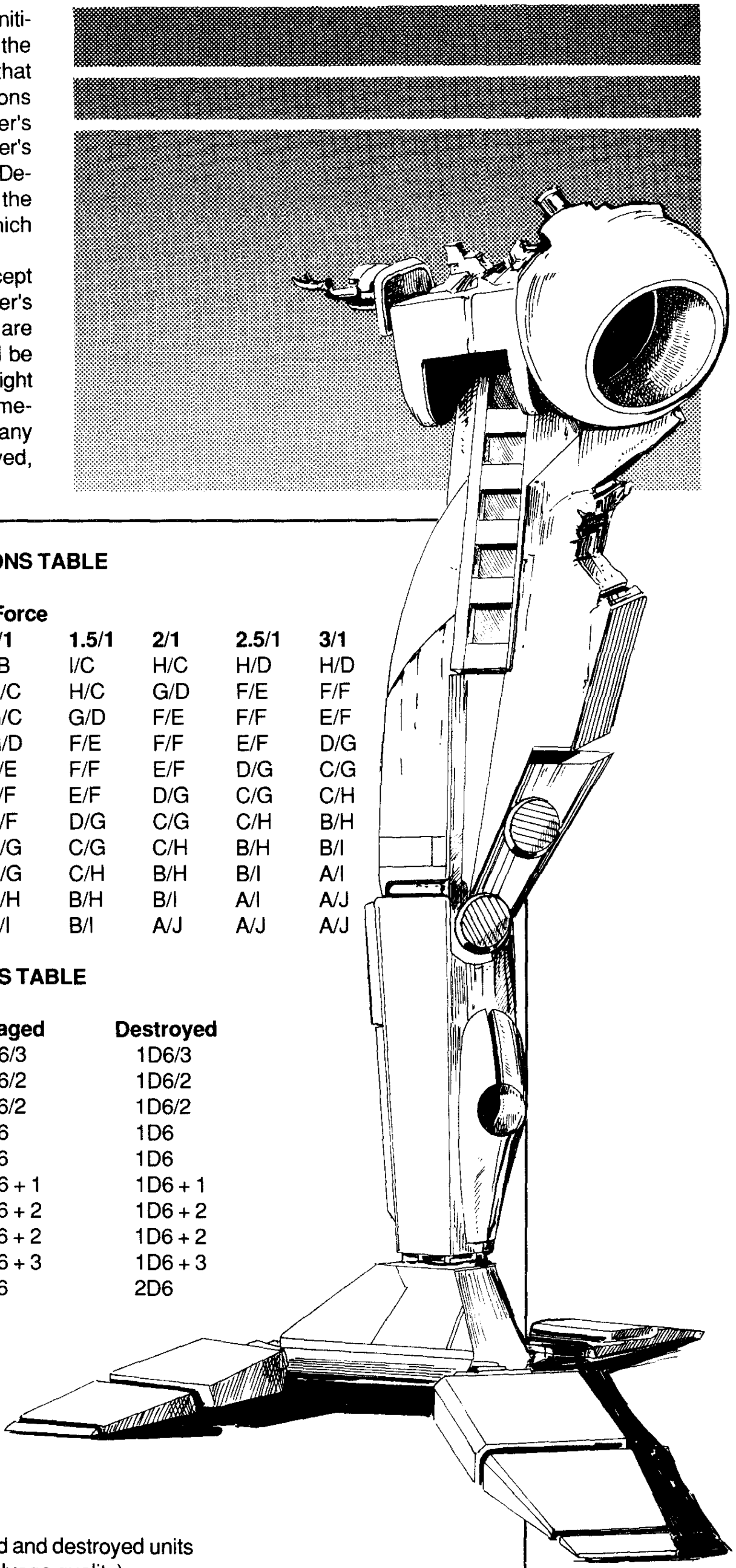
On some occasions, a campaign will lead to an engagement between opposing forces. A battle is a major clash of arms involving significant portions of each side; a skirmish is a small-scale combat that lends itself to play under **BattleTech** rules.

When a battle is called for during a campaign, find the portion of each side actually involved in the battle by consulting the Element Engaged Chart. Roll 1D6 under the column that represents the total size of a side's force, and add 5 if it is a Battle. The result indicates the size of the force engaged in the battle; determine the combat strength of the unit participating in the engagement. Repeat this process for the other side. Note that when the loser of a Decisive Outcome result does not accept Honors of War, the column is shifted over by one in favor of that force's opponent.

[NOTE: If the players used the Simple Value Generation System to determine their unit's strength values, they will have to divide the regiment's combat value by the number of subunits in the regiment to calculate a subunit's combat value. For example, if the element engaged is an armor squad, divide 350 (the armor regiment's combat value as derived from the Armor Values Table) by 108 (the standard number of squads in a regiment.) Thus, the squad's combat value is 3.]

ELEMENT ENGAGED TABLE

Element	Total Force Size					
Engaged	Squad	Lance/Platoon	Company	Battalion	Regiment	Larger Force
Squad	1+	1-3	1-2	1	1	1
Lance/Platoon	–	4+	3-5	2-3	2	2
Company	–	–	6+	4-5	3-4	3
Battalion	–	–	–	6+	5+	4
Regiment	–	–	–	–	–	5
20% total	–	–	–	–	–	6
40% total	–	–	–	–	–	7
60% total	–	–	–	–	–	8
80% total	–	–	–	–	–	9
100% total	–	–	–	–	–	10+



Divide the attacker's (the side initiating the battle) combat strength by the defender's, and roll 2D6 against that number on the Combat Operations Table. Add the attacking commander's *Tactics* Skill Level and subtract the defending commander's level; the result is expressed as Attacker Outcome Code/Defender Outcome Code. Refer to the Combat Results Table for the effects of the outcome codes. Only one roll is made, after which the battle is over.

A skirmish is resolved in the same way as a battle, except that elements engaged tend to be smaller. At the gamemaster's option, the skirmish can be resolved (once elements engaged are determined) using **BattleTech** rules. Not every skirmish should be played out; the gamemaster should choose those that might involve player characters or have special interest. The gamemaster is responsible for determining the exact situation of any skirmish, including the precise units and unit types involved, terrain, and other special circumstances.

COMBAT OPERATIONS TABLE

Die Roll	Friendly Force/Enemy Force								
(2D6)	1/3	1/2.5	1/2	1/1.5	1/1	1.5/1	2/1	2.5/1	3/1
2	J/A	J/A	J/A	I/B	I/B	I/C	H/C	H/D	H/D
3	J/A	I/A	I/B	H/B	H/C	H/C	G/D	F/E	F/F
4	I/A	I/B	H/B	H/C	G/C	G/D	F/E	F/F	E/F
5	I/B	H/B	H/C	G/C	G/D	F/E	F/F	E/F	D/G
6	H/B	H/C	G/C	G/D	F/E	F/F	E/F	D/G	C/G
7	H/C	G/C	G/D	F/E	F/F	E/F	D/G	C/G	C/H
8	G/C	G/D	F/E	F/F	E/F	D/G	C/G	C/H	B/H
9	G/D	F/E	F/F	E/F	D/G	C/G	C/H	B/H	B/I
10	F/E	F/F	E/F	D/G	C/G	C/H	B/H	B/I	A/I
11	F/F	E/F	D/G	C/H	C/H	B/H	B/I	A/I	A/J
12	D/H	D/H	C/H	C/I	B/I	B/I	A/J	A/J	A/J

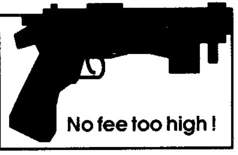
COMBAT RESULTS TABLE

Result	Outcome	Reputation	Salvaged	Destroyed
A	win*	+5	1D6/3	1D6/3
B	win*	+3	1D6/2	1D6/2
C	win*	+2	1D6/2	1D6/2
D	draw*	+1	1D6	1D6
E	draw*	0	1D6	1D6
F	draw	0	1D6 + 1	1D6 + 1
G	draw	–1	1D6 + 2	1D6 + 2
H	loss	–2	1D6 + 2	1D6 + 2
I	loss	–3	1D6 + 3	1D6 + 3
J	loss	–5	2D6	2D6

Unit Size Modifiers

Squad	1/3
Lance/Platoon	2/3
Company	1
Battalion	3
Regiment	9
Larger forces	9 per # of regiments

*Victor has possession of battlefield and may capture salvaged and destroyed units (which cost five times their maintenance value to bring to salvage quality).



Outcome

A "win" is a clear-cut victory that awards a Decisive Outcome to the victor (*see* the **Decisive Outcome** result under **Maneuver Operations**). A "loss" gives the opposing side a Decisive Outcome. If neither side wins or loses and if the players wish, return to the Maneuver Operations phase; otherwise, proceed to **Campaign Outcome**. Regardless of their choice, inflict damage results on both sides.

Reputation

This number represents the amount of reputation gained or lost by each company participating in the battle or skirmish.

Salvaged

Multiply the number specified under this column by the Unit Size Modifier of the element engaged. The result is the number of squads reduced to salvage quality.

Destroyed

Compute the number of eliminated squads the same way that the number of salvaged squads is determined.

Campaign Outcome

Once the month's campaign has ended, compute the outcome of the campaign. Roll 1D6 (add the *Tactics* Skill Level of the overall commander, add 6 if the players won a Decisive Outcome, and subtract 6 if the players lost a Decisive Outcome), and cross-index the result with the mission type on the Campaign Outcome Table to obtain a one-letter outcome code. The gamemaster should repeat this procedure for the players' opponent. Outcome codes indicate whether or not the mission is accomplished, and provide the amount of damage and plunder received.

CAMPAIGN OUTCOME TABLE

	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Cadre Duty	M	M	M	L	L	K	K	K	J	J	J	I	I	H	H	H	G	G	G	F	F	E	E	E
Garrison Duty	Q	P	O	N	M	L	L	K	K	J	J	I	I	H	H	G	G	F	F	F	E	E	D	C
Security Duty	Q	P	O	N	M	L	L	K	K	J	I	I	I	I	H	H	G	G	F	E	D	C	B	A
Offensive Campaign	Q	P	O	O	N	N	M	M	L	K	J	I	I	H	G	F	E	E	D	D	C	C	B	A
Defensive Campaign	Q	P	P	O	O	N	N	M	M	L	K	J	I	H	G	F	F	E	D	D	C	C	B	B
Planetary Assault	Q	Q	P	P	O	O	N	N	M	M	K	J	I	H	G	F	E	E	D	C	B	B	A	A
Relief Duty	Q	Q	P	P	O	O	N	N	M	M	L	K	J	I	H	G	F	E	E	D	C	B	B	A
Riot Duty	P	P	O	O	N	N	N	M	M	M	L	K	J	I	H	G	F	F	E	E	D	D	C	C
Siege Campaign	Q	P	O	N	M	L	L	K	K	J	J	I	I	H	H	G	G	F	F	E	D	C	B	A
Recon Raid	Q	Q	P	O	N	M	M	L	K	J	J	I	I	H	H	G	F	E	E	D	C	B	A	A
Objective Raid	Q	P	O	O	N	M	M	L	K	J	J	I	I	H	H	G	F	E	E	D	C	C	B	A
Diversionary Raid	Q	Q	P	P	O	O	N	N	M	M	L	L	K	K	J	I	H	G	F	E	E	D	C	B
Guerrilla Warfare	Q	P	O	O	N	N	N	M	M	M	L	L	K	K	J	J	I	I	H	G	F	E	E	D

OUTCOME DESCRIPTION TABLE

Outcome Code	Result	Reputation	Danger	Salvaged	Destroyed	Plunder
A	win	+6	5	6	5	10
B	win	+5	5	6	5	10
C	win	+4	5	6	5	9
D	win	+3	6	7	6	9
E	win	+2	6	7	6	8
F	–	+1	6	7	6	7
G	–	0	7	8	7	7
H	–	0	7	8	7	6
I	–	0	7	8	7	6
J	–	0	7	8	7	5
K	–	0	7	8	7	5
L	–	–1	8	9	8	5
M	loss	–2	8	9	8	4
N	loss	–3	8	9	8	4
O	loss	–4	9	10	9	4
P	loss	–5	9	10	9	4
Q	loss	–6	9	10	9	4

Unit Size Modifiers

Squad	x 1/3
Lance/Platoon	x 2/3
Company	x 1
Battalion	x 3
Regiment	x 9
Larger forces	x 9 per # of regiments

Result

This column refers to whether or not the unit completed its mission and whether or not it was successful. Add 1 to the unit's Morale Level if it won the campaign, and subtract 1 if it lost the campaign.

Reputation

This number represents the amount of reputation gained or lost by each company in the unit.

Danger

Every player character and important NPCs must roll this number or higher on 2D6, adding their Morale Level to the roll. If unsuccessful, the character must made a Saving Roll against his BODY score to avoid taking 6D6 points of damage (HTK).

Salvaged

The players determine the number of squads reduced to salvage quality by rolling on a squad, lance/platoon, company, battalion, regiment, or larger level. They must roll the number specified in the table or higher on 2D6, adding the Morale Level to the roll, for each subunit. For every failed roll, multiply 1D6 by the subunit's Unit Size Modifier to determine the number of squads reduced to salvage quality in that subunit. If the players are determining results on an individual (squad) level, a failed roll automatically reduces that squad to salvage quality.

Destroyed

The players determine the number of eliminated squads the same way that they compute the number of salvaged squads. If the players are determining results on an individual (squad) level, a failed roll reduces *all* of that squad's equipment, vehicles, and so forth to destroyed quality, so that a MechWarrior would become Dispossessed as a result. Refer to the **Maintenance** section of **Cost Of Living** for the value of destroyed units.

Plunder

A subunit gains plunder if the players roll the specified number *or less* on 2D6, *subtracting* the Morale Level from the roll. Multiply 2D6 by 10,000 and by the Unit Size Modifier to find the number of C-Bills worth of equipment, ransomed prisoners, and so forth taken by a squad.

For example, the players in control of 4 regiments wish to determine the number of eliminated squads on a battalion level. They roll 2D6 for each of their twelve battalions (disregarding noncombatant units such as DropShips, support personnel, and so on), adding the unit's Morale Level to the roll, and compute that five battalions have been affected. They multiply 1D6 by 3 (the Unit Size Modifier) to determine the number of squads in a battalion that have been destroyed. They repeat this procedure for every affected battalion.

Morale

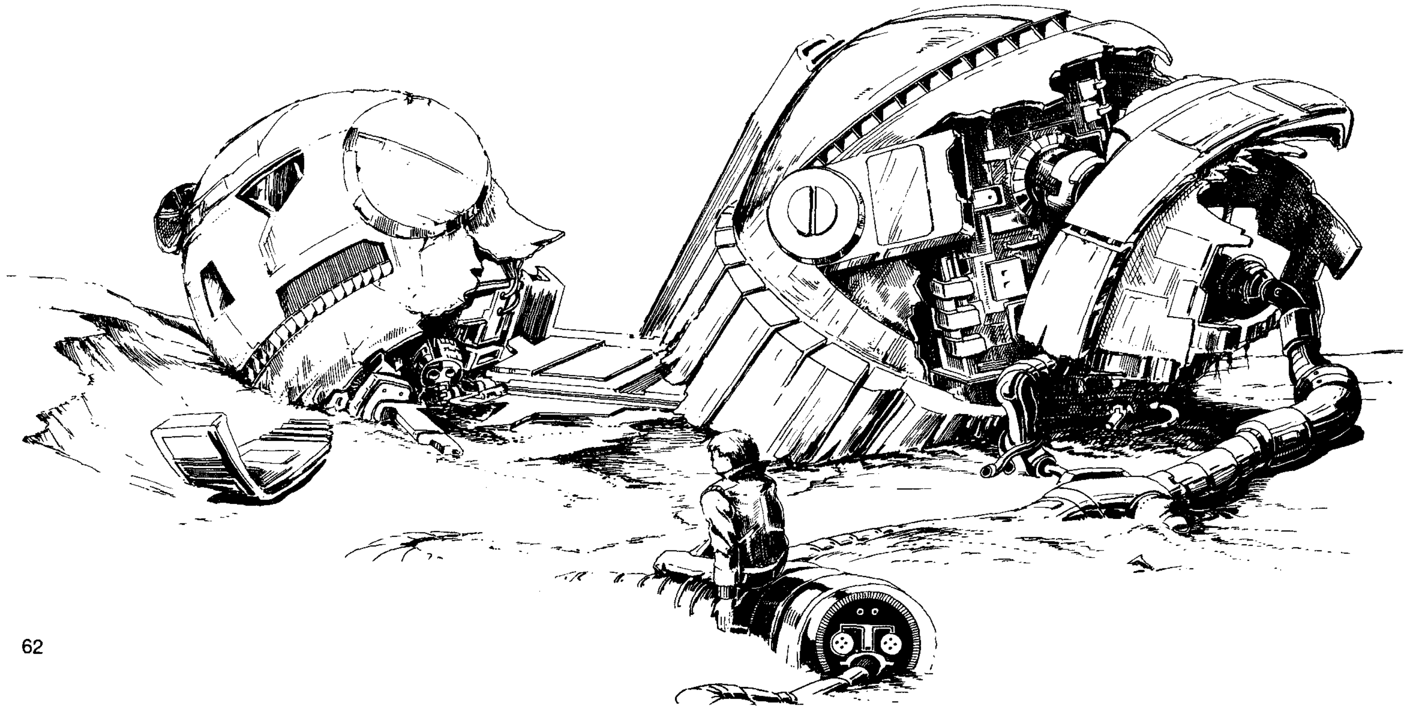
Elite units start out with a Morale Level of 4. Veteran units begin with a level of 3. Regular units begin with a level of 2, and Green units begin with a level of 1. Each win earned on campaign adds 1 to morale. Monthly overhead payments of 20 percent add 1 to morale for that month. Low overhead payments and short supplies reduce morale (as noted in **Cost of Living**). Morale is also reduced each time a loss occurs in the Campaign Outcome phase.

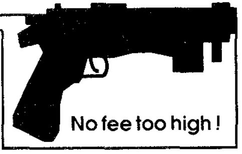
Add the unit's current Morale Level to all die rolls for Danger, Salvage, Destroyed, and Plunder on the Outcome Description Table. This represents the general performance of troops on campaign, based on their condition and standard of living. For game purposes, morale does not affect the performance of a side in the field, only on how well it copes with adversity or exploits success.

REDETERMINING FORCE COMMITMENT

After the month's campaign is over, the players' unit may always raise the value of their salvaged units by expending triple the amount of support points needed to maintain the unit (*see* **Maintenance** in the **Cost of Living** chapter). The enemy regains 2D6 – 2 multiplied by 10 percent of his salvaged squads (rounded down) at the start of the next month.

Return to **Force Commitment** to redetermine enemy strength for the next month's campaign. If the mercenary unit's contract expires, the player characters may renegotiate with their employer or withdraw.





TRICKS OF THE TRADE

The possibilities of betrayal and treachery should be left largely in the gamemaster's hands. However, some of the following may provide inspiration and guidelines covering a wide range of situations.

EMPLOYER BETRAYALS

The gamemaster can introduce patrons in any way he desires (the encounter process in **MechWarrior** is an excellent model). Player characters seeking business may contact a potential employer on any day that they make a 2D6 roll of 10+ while on a world with a Mercenaries Guild Hall; they may also exploit contacts made by their scouts.

Employer betrayals occur either as a result of Special Events on campaign or at the gamemaster's discretion. Use the Betrayal Table to determine the nature of the problem.

BETRAYAL TABLE

Die Roll (2D6)	Employer Davion	Kurita	Liao	Steiner	Marik	ComStar	Other
2	F	C	C	B	F	B	F
3	A	E	A	A	A	A	B
4	E	A	F	E	E	E	A
5	E	D	D	D	C	G	E
6	C	F	D	D	E	G	E
7	G	G	G	G	G	G	G
8	G	G	G	G	G	G	G
9	C	F	D	D	E	G	E
10	E	B	E	D	D	E	D
11	D	E	B	F	B	D	D
12	B	D	D	C	F	F	C

A–Logistics Problem

Reduce available supply stockpiles by (2D6 – 2) x 10 percent.

B–Transport

The unit is abandoned in the field by House transports, if applicable.

C–Diversion

No matter how it was originally represented, the unit's mission is a diversionary raid. No other regiments are assigned to support the unit. On a 2D6 roll of 10+, the unit is abandoned, as in "B" above.

D–Invalid Contract

The employer will not honor payment terms on the contract unless the campaign outcome code is "A", "B", or "C". If ComStar is an intermediary, the matter is submitted to them for arbitration. (*See* **ComStar Mediation** below.)

E–False Intelligence

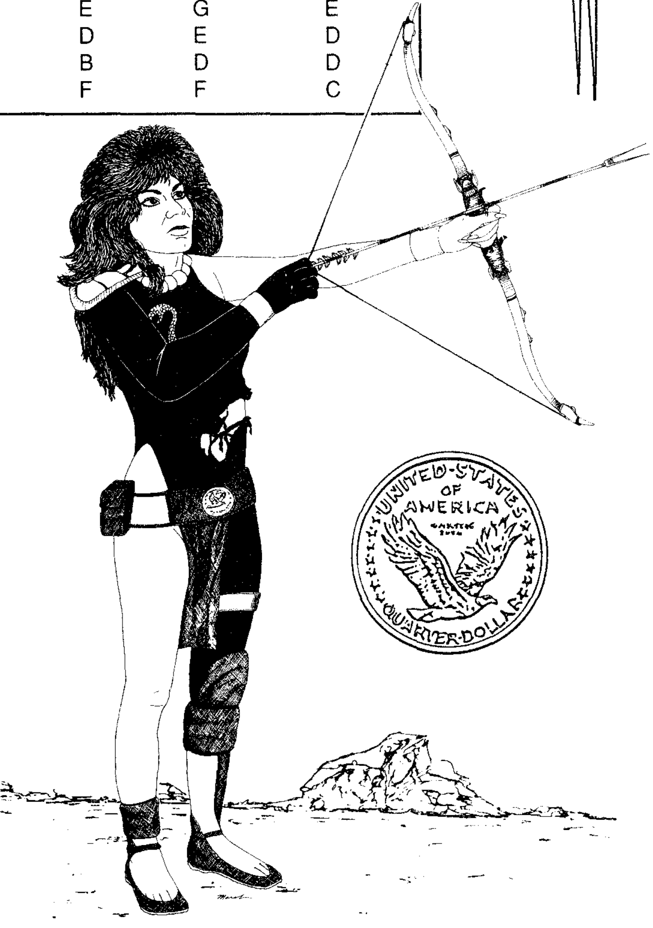
The employer provides the unit with false information concerning enemy strength at the start of the campaign.

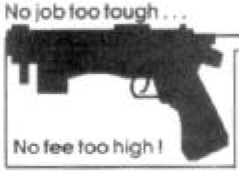
F–The Company Store

If the employer is furnishing logistics or transport support, he will assess the highest possible charges for these services (instead of offering them free, as is the usual custom). Should the unit be unable to support itself, the employer will lend it money, but will deduct twice the value from final payments. In every way, the employer will seek to bind the unit to his fortunes by these and other financial manipulations.

G–False Alarm

Despite rumors ciculating, no betrayal is actually attempted.





MERCENARY BETRAYALS

When mercenaries betray their employers, there is a chance of discovery and retribution. Once again, it is up to the gamemaster to resolve such situations. This section provides the basic chances of discovery, as well as the benefits and hazards of the types of treachery previously discussed.

PLAYING IT SAFE

A unit can voluntarily reduce the campaign die rolls for danger, damage, elimination, and plunder—*all* must be reduced by the same amount. Double the amount of this modifier to establish the saving roll for discovery of the plan. A roll less than or equal to the saving roll target results in accusations of failed performance. These are submitted to arbitration according to the rules in **Comstar Mediation** below. These modified rolls mean that the unit will have less trouble in the campaign, but less plunder as well.

SURRENDERING

A unit that surrenders forfeits all supplies, plunder, money, and other resources (except actual equipment) to the victors. If they have their own transport, they may withdraw; otherwise, they may return to their original employers 1D6 months after capture (unless they can make some other arrangements for transport and employment before then). Employers usually submit cases of surrender for arbitration.

DOUBLE-CROSSING

A unit that changes sides without prior negotiations can negotiate a price afterwards, but does so without benefit of reputation. If negotiations are conducted prior to the switch, double the normal reputation of the unit. However, in the latter case, there is a 9+ chance on 2D6 that the present employer discovers the negotiations in progress. Moreover, if that roll is any doubles result (e.g. 11, 22, 33), the other side is not interested in the player characters' offer. If a plot to change sides is uncovered, the unit automatically loses 50 points of reputation, the current contract is terminated, the unit does not receive its fee, advances already issued are demanded as refunds, and the unit can never seek a contract with that employer again.

TAKING BRIBES

The gamemaster should set the amount of the bribe that an enemy offers to the unit. The chance of discovery is a 2D6 roll of 11+. If the employer discovers the deal, the penalty is the same as for changing sides.

PILLAGING CIVILIANS

Profits depend upon the rapacity of the unit. The mercs should set a number between 1 and 20. Multiply this by 10,000 C-Bills and by the unit size numbers with the Campaign Outcome Chart to establish how much they can extort from a local civilian population in a given month. However, a roll of 3D6 less than or equal to the number chosen is the chance that these actions will provoke a response from the locals. This response can range from formal complaints to the government to open rebellion.

COMSTAR MEDIATION

The gamemaster is responsible for coming up with any rules or procedures for judgment by organizations other than ComStar. If ComStar is the guarantor of a contract, it will arbitrate when terms are violated or when either side wishes to claim money that they feel has been unfairly denied them. ComStar usually guarantees House contracts, but few others.

Arbitration consists of a 2D6 die roll. Add the *Diplomacy* Skill Level of the mercenary leader to the roll, and subtract 5 if the unit has been caught in a treacherous endeavor. On a result of 2–8, ComStar rules in favor of the employer. On a 9+, its finding supports the mercs.

If the mercs are judged in the right, ComStar pays them the agreed-upon sum. However, if the judgment goes against them, the mercenaries are well-advised to refund every penny of advance they have taken, else they will soon find that no employer in the Inner Sphere will accept their services. Periphery powers may still hire them, but ROM agents assigned to the case are likely to pursue the unit and find ways to harass it into honoring the debt.

REPUTATION

Politics, as well as military performance, influence a unit's reputation. Apply the following awards and penalties to the unit's reputation.

Unit was successful on campaign despite employer treachery: Double Success Reputation Award.

Unit changes sides successfully +10.

Unit discovered in treachery −250.

Unit loses in arbitration −(1D6 x 50).

Reputation can be negative. A negative reputation reduces the number of points that can be applied in negotiations. A unit completely unable to influence the negotiations must accept employer conditions or make massive concessions on some terms to gain even a small lever on other terms.

SELECTED MERCENARY UNITS

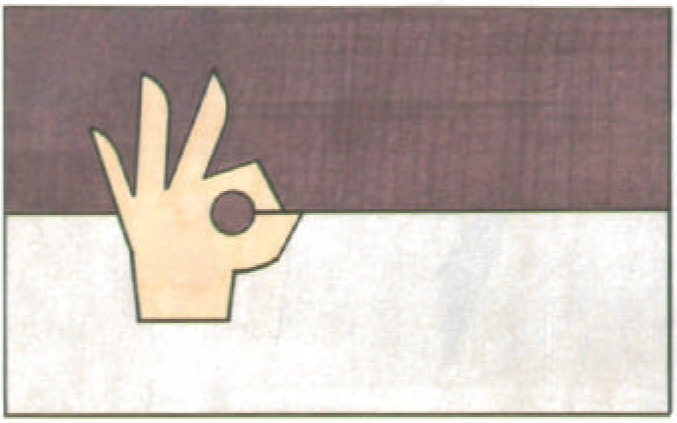
In the annals of mercenary history, Wilson's Hussars, the Waco Rangers, and the Eridani Light Horse would never be mentioned in the same breath. Nevertheless, these units are included here to illustrate the best and the worst of mercenaries. The gamemaster may employ them as NPC units against the players' unit, or the players may wish to roleplay characters in these units. Alternatively, players can create their own unit based on one of these examples.

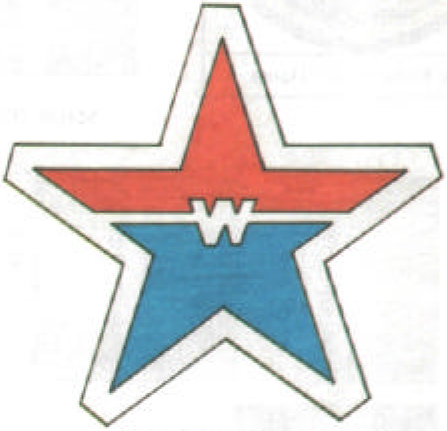
The Eridani is one of the oldest and most esteemed mercenary units in the Successor States. At the other extreme is Wilson's Hussars, called "Wilson's Wimps" for their poor fighting record and desperate straits. The Waco Rangers represent the average mercenary regiment.

Players should realize that it is not fun to run a unit like the Light Horse all the time. No House leader would dare double-cross it, and such a large unit has little need for plunder. Also, the Light Horse already has one of the best reputations around. In many cases, it could be more challenging to command Wilson's Wimps. Much of the enjoyment in playing mercenaries comes from the hand-to-mouth existence that most units endure. Desperate situations call for desperate action, which is the only thing that can save the Wimps from destruction. Also, such situations provide the best opportunities for exciting adventures. Players will take great pride in building up their unit's reputation, which may even eclipse that of the Eridani Light Horse.

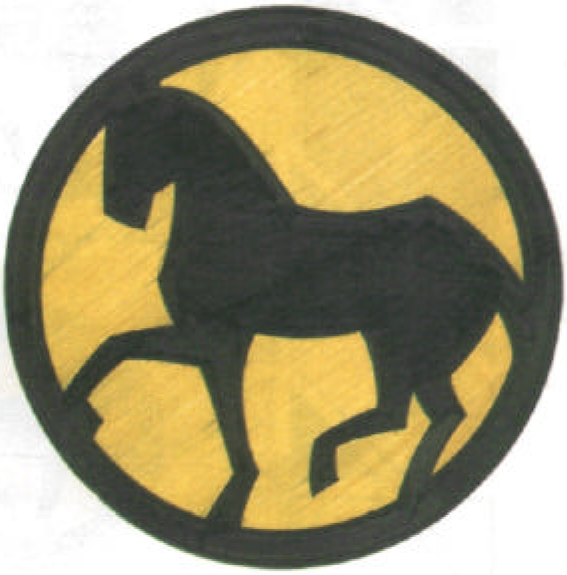
After creating their unit, the players should develop its personality. Oddities such as the Waco Rangers' Death Oath and the Light Horse's traditions add considerable flavor to the game. Do they bow to the Ares Conventions or do they follow baser instincts? Would they renege on a contract or are they too noble to even consider it? Besides answering these questions, the players should list the famous battles in which their unit has participated and the units that they have fought with and against.

WILSON'S HUSSARS



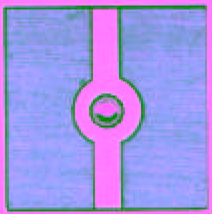


WACO RANGERS

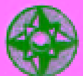


ERIDANI LIGHT HORSE

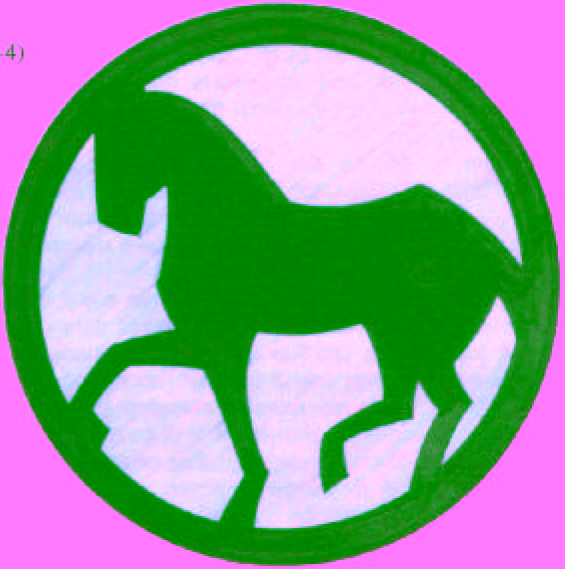
The Endani Light Horse



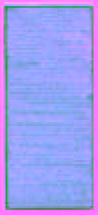
Major (O-3)



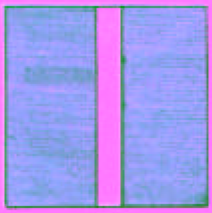
Colonel (O-4)



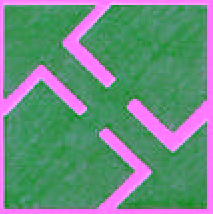
Unit Insignia



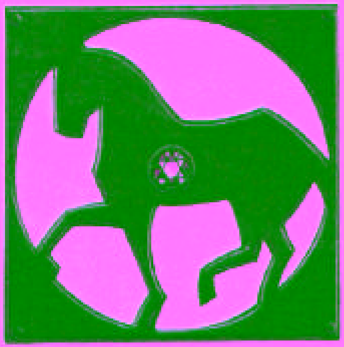
Lieutenant (O-1)



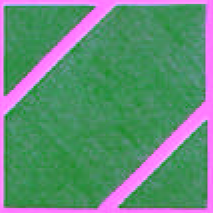
Captain (O-2)



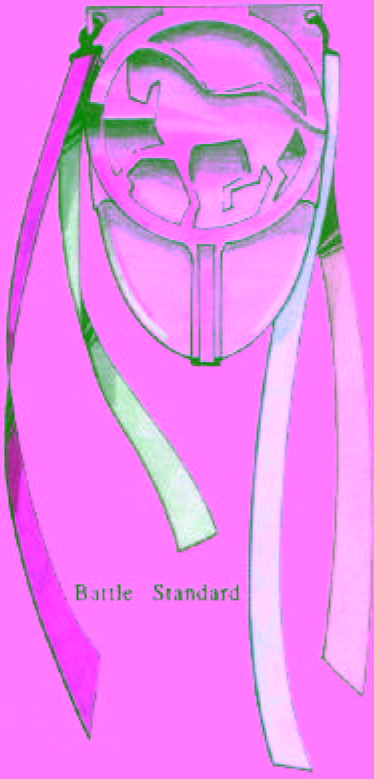
Master Sergeant (E-5)



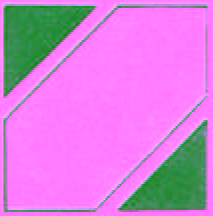
MechWarrior Belt Buckle



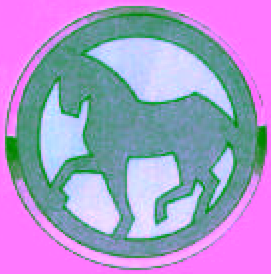
Sergeant (E-4)



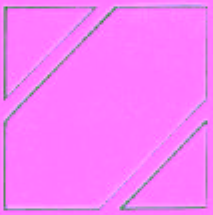
Battle Standard



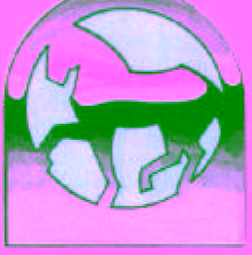
Corporal (E-3)



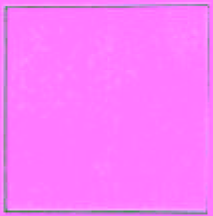
Combat Arms Insignia



Private (E-2)



Support Insignia

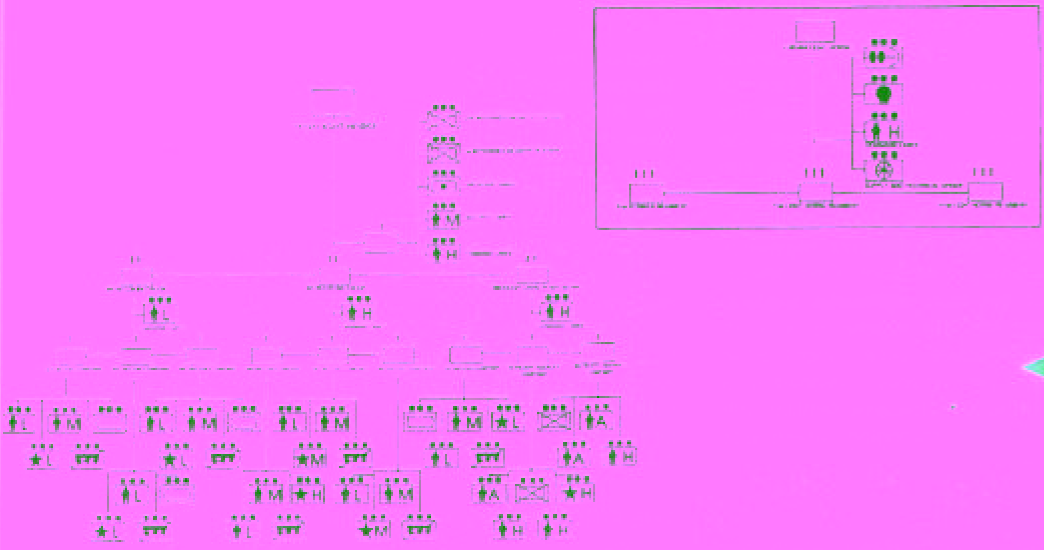


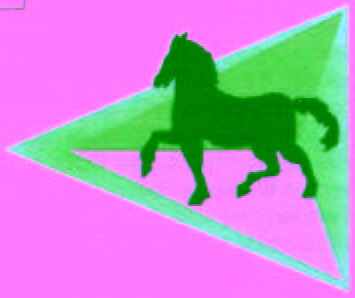
Recruit (E-1)

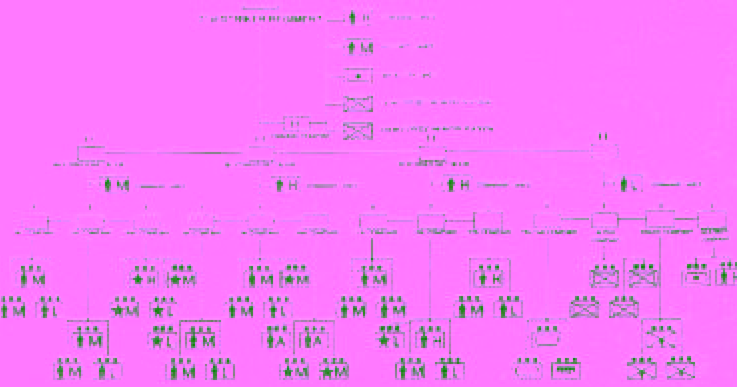
ERIDANI LIGHT HORSE

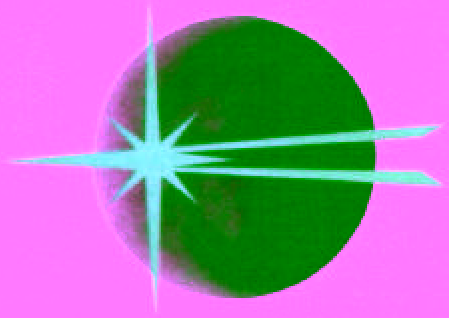
The Eridani Light Horse

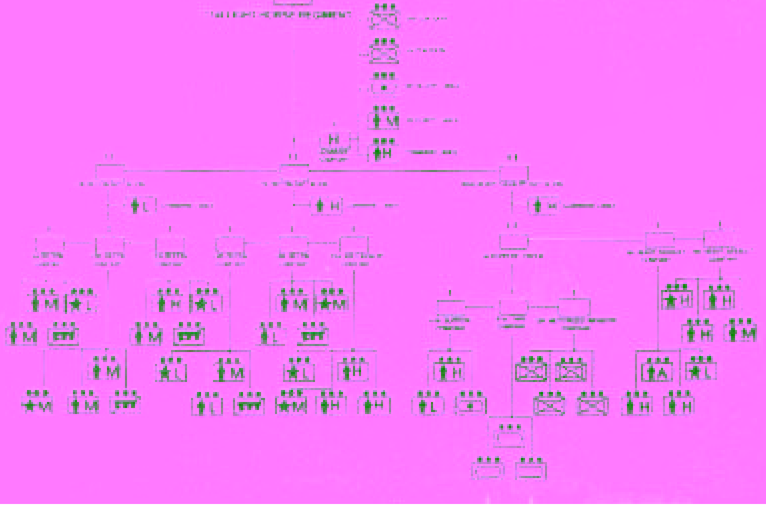
TABLE OF ORGANIZATION

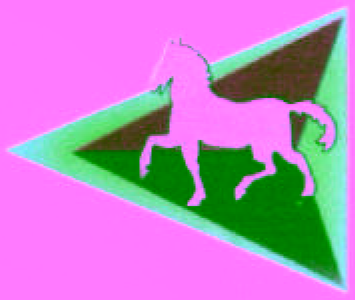












The Eridani Light Horse

BRIEF HISTORY

In 2651, First Lord Cameron sent several Star League military regiments on maneuvers just beyond the Rim Worlds Republic. Military analysts observing the maneuvers subsequently filed a report criticizing the five regiments' lack of coordination, interservice rivalry, and general lack of common sense. To avoid the wrath of the First Lord, the military High Command quickly organized some regiments into Regimental Combat Teams.

Designed to promote interregimental cooperation, the RCTs (as they became known) contained four combatant regiments and a single support and transportation element. One officer, usually the most experienced of the four regimental leaders, commanded the RCT and trained his four regiments to work toward a common strategy and objective. Unlike most other military formations, the RCTs were permanently assigned to a section of the Star League. There, the units became familiar with their territory and developed a sense of belonging, which was presumed to work to their advantage.

THE ERIDANI LIGHT HORSE

Formed in 2702, the 3rd Regimental Combat Team, which consisted of two Striker regiments and two Light Horse regiments, established residence near the Periphery in the Rasalhague Military District. Though it had no opportunity to prove itself in battle, the 3rd RCT trained constantly. The officers became adept at combat diplomacy, as they often had to fend off local accusations that they were nothing more than an occupation force.

This bitterness reached the boiling point in 2749, when terrorists hired by the Prince of Rasalhague assassinated the Commander of the 3rd RCT. The blow mobilized the entire 3rd RCT, which descended and occupied the major cities on all ten worlds in their district. For 23 days, 'Mechs patrolled the cities, waiting for Draconian forces from Luthien to strike. When the Prince dispatched troops to the Trondheim city of Eridani, the well-trained units of the 3rd RCT chased them off with little trouble. The RCT received its unit nickname of the "Eridani Light Horse" when a sympathetic journalist reported that RCT 'Mechs had scattered the Combine Mechs "like spirited Eridani stallions chasing after fat, clumsy Luthien cows". After this humiliation, the Prince of Rasalhague had no choice but to arrest, try, and execute the assassins.

AGAINST THE USURPER

The crisis with the Prince of Rasalhague quickly paled beside the news of the turmoil resulting from the death of the First Lord. Throughout the next 15 years, the Light Horse participated in many of the declared and undeclared wars that broke out in the Periphery. In 2766, after the New Vandenberg Campaign, the Light Horse was rotated off the front lines and back to their station in the Rasalhague Military District.

A few months later, the news of Stefan Amaris's treachery reached them. Realizing that the Light Horse could not take the Usurper's forces head-on, Colonel Ezra Bradley, commander of the RCT, decided to launch hit-and-run strikes against the weaker worlds surrounding Terra. He hoped that these raids would disrupt Amaris's defensive preparations.

Bradley's plan achieved great success until the 19th Striker Regiment dropped on Amity. Unknown to the 19th, a traitor had infiltrated its regimental command and tipped off the rebel forces to the attack. Three heavy regiments were waiting for the regiment, which was demolished to its last 'Mech.

Though sorely tempted to retaliate, Colonel Bradley continued his hit-and-run tactics until the Light Horse linked up with General Kerensky and his forces. Then, and with great glee, the Eridani Light Horse avenged the loss of the 19th Regiment in long and bloody battles, whose climax was the invasion and liberation of Terra.

THE FIRST SUCCESSION WAR

While the Council Lords were vying for control of the Star League, the Eridani Light Horse returned to the Rasalhague Military District, striving to remain impartial. They waited patiently for General Kerensky to call them into action to restore order to the Star League.

When the call came, however, it summoned them to join the remaining loyal Star League forces and to leave the Interior forever. Ironically, the Light Horse felt such a sense of belonging to the area they defended that it proved to be stronger than their loyalty to General Kerensky. Only a few lances of the 3rd RCT decided to leave the Star League. The entire 80th Heavy Cavalry Battalion, once commanded by General Kerensky himself, needed only half an hour before deciding to stay. Colonel Bradley sent a regretful communique to General Kerensky, expressing both the Light Horse's undying loyalty to the Star League and General Kerensky, and its desire to remain and uphold the traditions of the Star League Armed Forces.

On the day that General Kerensky departed the Inner Sphere, the members of the Eridani Light Horse assembled and observed a moment of silence. They took down the Star League flag and lowered the standard of the Third Regimental Combat Team to half-mast, a tradition that remains to this day.

In the hellfire that erupted after Kerensky's exodus, the Light Horse remained aloof. Minoru Kurita, Coordinator of the Draconis Combine, made numerous offers of employment to Colonel Bradley, who rebuffed the overtures. Only when Minoru threatened to cancel all trade with the unit did he finally get the attention of the Light Horse commander. Long negotiations between the two sides produced a mutual defense and nonaggression pact. The Draconis Combine agreed to tolerate the presence of the Eridani Light Horse in Kurita space as long as the unit defended its worlds and made no move against the Combine.

The Light Horse easily handled the few tentative thrusts by the Lyran Commonwealth against its home worlds. On the other side of the Combine, however, the Kuritists suffered a disastrous campaign against the Federated Suns. In the battle for Kentares IV, Minoru Kurita was killed, and his insanely violent son Jinjiro succeeded him. In 2796, Jinjiro avenged his father's death by massacring 50 million civilians on Kentares IV

EVACUATION

After hearing of the Kentares Massacre, the commanding officers of the Light Horse began preparing to move. Though everyone from the unit commander down to the most inexperienced warrior hated to leave their worlds, most realized that a confrontation with the psychotic Jinjiro was inevitable.

By June of 2798, most of the Eridani Light Horse had launched and were waiting for the dependents of the 8th Recon and 50th Heavy Cavalry Battalions to leave the planet Sendai. Furious with the unit's desertion, the administrator of Sendai captured and held those families hostage, demanding that the entire unit lay down its weapons and turn itself over to him. When the Light Horse failed to meet the disarm deadline, he ordered his troops to execute the two thousand dependents.

Enraged, the 8th and 50th battalions dropped on the planet. The resulting battle lasted for a week and ended after every political official and Combine 'Mech was hunted down and slaughtered. Forces from Rasalhague appeared in the system, but, when informed of the administrator's deeds, they soon withdrew. The 8th and 50th returned grim and battered. Although the officers of the two units had acted without orders, Colonel Bradley refused their resignations. Today, the 50th Heavy Cavalry Battalion (nicknamed "The Bloody Half-Hundred" because of Sendai) and the 8th Recon Battalion are tradition-bound to protect the dependents of the Light Horse.

After leaving Sendai, the Eridani Light Horse crossed the Inner Sphere and entered the Free Worlds League. Marik immediately granted them a place to stay until both sides could work out a mercenary contract. Colonel Bradley pledged his unit to the Free Worlds League in exchange for a secure world for the unit's families, a steady supply source, and a modest fee.

The Eridani Light Horse figured prominently in Marik offenses during the Second Succession War. Besides spearheading attacks against Lyran-owned worlds, such as Ilion and Dieudonne, they also repulsed a Kurita attack against the planet Danais.

DISSENSION IN THE RANKS

When the Third Succession War erupted in 2866, Colonel Bronson, commander of the Eridani Light Horse, renegotiated a contract with the Free Worlds League. Pleased with the unit's performance, the League Parliament considerably sweetened the Light Horse's original contract, giving them titles and free access to League supply centers.

Some Light Horse soldiers perceived this newfound affluence to be a threat to their tradition as defenders of Star League principles. They felt that Colonel Bronson was selling out, making the Eridani Light Horse no better than any other band of mercenaries. Major Johnson, commander of the 151st Regiment, became the leader of this internal dissent. However, Bronson ignored the dissidence, as he ignored the old Star League traditions.

In 2869, Major Johnson led the 151st out of the Free Worlds League to the Periphery, and the majority of the other two regiments followed him. Left with only his family, a few loyal officers, and a couple loyal lances, Colonel Bronson moved his force to a small, but resource-rich world just out-side the borders of the League, where he began to recruit Periphery riffraff into a mercenary force.

RETURN TO DUTY

Shunning the mercenary life, the Light Horse gradually deteriorated on its Periphery world as its resources ran low. With nothing to trade, the unit had to resort to farming the poor soil to survive. Then, in 2871, a regiment of bandits raided the Eridani supply center. Although the Light Horse drove off the raiders, the bandits carried away or destroyed most of the unit's supplies.

The Eridani Light Horse

Light Horse officers conferred for days to figure out how to stave off impending starvation. Finally, they worked out a compromise to hire out their military services to those retaining the honor and integrity of the Star League. At this time, the Light Horse adopted most of its present traditions to remind the soldiers of its principles. After gaining the approval of his men, Colonel Johnson traveled to the Lyran Commonwealth to negotiate a contract. Steiner agreed to all of Johnson's terms, including the control of a planet for the unit's dependents. Unfortunately, Colonel Johnson died while the Light Horse transferred to its base on New Karlsruh. His successor, Jennifer Dirkson, adopted the rank of Brevet General to show both her authority over the three regiments and her willingness to resign if ever she placed mercenary considerations over Eridani tradition.

From 2872 to 2945, the Eridani Light Horse served the Lyran Commonwealth along the Draconis Combine border. Its fame spread quickly throughout the Inner Sphere, and Kuritist units learned to fear the sign of the trotting brown horse.

In 2900, the 151st Light Horse Regiment dropped onto the Kurita-controlled world of Radalah, expecting to find only a battalion of garrison troops. After quickly seizing the cities of Auptsmon, Tiel, and New Freisburg, the 6th and 8th Recon Battalions encountered Kurita's elite 3rd Proserpina Hussars Regiment. The Hussars cut off the two recon battalions from the 50th Heavy Cavalry Battalion, which was encamped in New Freisburg, and laid seige to the city. Too weak to assault the Hussars' position, the two recon battalions conducted hit-and-run attacks on the Kuritists, drawing more and more forces against them. Eventually, the sieging force became so depleted that the 50th Heavy Cav was able to storm the Hussars, escape New Freisburg, and retreat to Auptsmon. The 6th and 8th Battalions easily outraced the Kuritists to Auptsmon, where Eridani DropShips were waiting to lift the regiment offplanet. For its spirited fighting against the heavier regiment, the 151st Regiment earned its nickname of "The Dark Horse Regiment".

Brevet General Dirkson retired in 2926 and was succeeded by Montgomery Wilson, who also took the rank of Brevet General. Every commanding officer of the Eridani Light Horse has since also adopted this rank. Wilson split the unit into battalions, which launched numerous strikes against Kuritist worlds, including Caledonia, Dawn, and Wheel. For two months, the 82nd Heavy Cavalry Battalion occupied St. John, one of the Light Horse's charges during Star League days.

VACATION ON NEW KARLSRUH

Although very successful, the Light Horse's raids severely depleted the battalions. In 2946, the Commonwealth Military granted the entire unit leave to rest and resupply on New Karlsruh. Brevet General Wilson used this time to recruit more mercenaries and to repair his damaged 'Mechs. Both the 3rd and 7th Striker Battalions of the 21st Regiment had to be almost completely rebuilt. While Wilson and two 'Mech companies were visiting mercenary guild halls looking for talent, Colonel Haviarre of the 71st Regiment was in charge of the Light Horse.

In the same year, word of the Eridani Light Horse's activities reached the ears of Commander Russel Bronson, son of the Light Horse commander deserted in 2869 and leader of the mercenary

The Eridani Light Horse

legion Bronson's Horde. Wishing to wreak revenge on the 'mutineers', Bronson broke off his contract with the Federated Suns and traveled to New Karlsruh.

Bronson's attack took the Eridani Light Horse completely by surprise. With only twelve hours to prepare, Colonel Haviarre ordered the 50th Heavy Cavalry and the 8th Recon Battalions to move the Light Horse families to the mountains. The remaining five battalions quickly fanned out to meet the incoming three regiments. Bronson landed his DropShips under an umbrella of AeroSpace Fighters, but soon, the Eridani fighters mustered and reestablished aerospace superiority. The surprise of Bronson's attack became his downfall as the Light Horse fighters destroyed the straggling DropShip reinforcements and wreaked havoc on the heavy 'Mech forces below. Undaunted, Bronson urged his units on, searching for the Eridani High Command. Although his assault lances pounded the lighter units, the Light Horse's recon battalions soon outmaneuvered the slow 'Mechs. The 12th Armored Infantry Battalion alone felled two lances of 'Mechs. Commander Bronson himself joined the ranks of the Dispossessed when his *Cyclops* fell under a barrage of missiles from several *Chippewa* AeroSpace Fighters. Miraculously unscathed, he led his remaining forces offplanet, vowing revenge.

Though it took substantial damage, the Eridani Light Horse gained enormous plunder from Bronson's Horde. By 2949, the unit was fighting for Steiner against the Free Worlds League. The worlds of Oliver, Thera, Alula Australis, and Corcyra all felt the sting of the Light Horse. Eridani battalions raided several military bases deep within the League, including Nathan, Procyon, and Feng Pau. In 2955, Brevet General Kerston succeeded Brevet General Wilson.

DEFENSE OF HESPERUS II

In 2998, House Steiner planned a planetary assault against Kalidassa, a Marik-controlled world with some functioning 'Mech-producing facilities. Three of the five Steiner regiments on Hesperus II formed the core of the assault group, and the Light Horse's 21st Striker Regiment and 50th and 82nd Heavy Cavalry Battalions replaced them in the garrison. When the Marik forces on Kalidassa recognized their attackers, they informed the High Command that Hesperus II was without its crack defenders. As a result, Marik decided to send a reconnaissance force to determine Commonwealth strength on the planet. League DropShips descended on Hesperus II, deposited nine recon companies at various locations, and withdrew. The garrison commander on Hesperus II ordered the 21st Regiment to leave the easily defensible city of Tallowrand to ferret out the enemy scouts—a task better suited to a recon unit. Too slow to deploy efficiently, the striker regiment took heavy damage from the Marik scouts, which withdrew before the heavy 'Mechs could engage them.

Within weeks, Marik landed four regiments to strengthen his position on the planet. Again the garrison commander ordered the Light Horse units to engage the enemy. However, the Eridani regimental commander disobeyed his orders to march to Marik's planethead, and stationed his artillery along the mountain passes to Hesperus II's industrial center, where he knew the invaders to be heading. The Light Horse force allowed two reconnaissance companies to cross the mountain range unmolested, and then the bulk of the army, three regiments strong, attempted to pass. Long Tom cannons shelled the force and the area, sealing the pass and splitting the army in two. With no room to maneuver, the League units were sitting ducks for the Eridani 'Mechs and tanks. Timely assistance from Steiner 'Mechs enabled the Light Horse to overwhelm half of the invading force, and the remaining enemy units retreated offplanet.

CONTRACT WITH DAVION

The Eridani Light Horse was also successful in the Twelfth Battle for Hesperus II. Nevertheless, Light Horse commanders were becoming increasingly irritated with working under Steiner military leaders, many of whom showed amazing incompetence. When contract negotiations with Steiner broke down in 2999, Brevet General Kerston went to House Davion for employment. Both sides struck a settlement in 3000, and the Light Horse left New Karlsruh for Derby in the Crucis March.

Duke Davion split the Light Horse into battalions and companies to carry out diversionary raids on both Kurita and Liao worlds. These units' ability to strike hard and move quickly often convinced planetary garrisons that a full regiment was attacking the planet. As these raids were perilous, the Light Horse received substantial bonuses. A few of these simulated assaults became real invasions when Eridani forces realized that they could actually conquer the planet themselves.

When Brevet General Kerston stepped down in 3023, Brevet General Armstrong assumed command. One of his first duties was to organize the defense of the planet Hoff, location of the Meistmorn Academy, to repulse a Kurita attack. Although Wolf's Dragoons (under contract to Kurita) pounded Eridani units in a furious onslaught, the Light Horse played cat-and-mouse with the mercenaries, keeping them off-balance until Davion reinforcements arrived to flush the Dragoons offplanet. Eridani losses were heavy, and Davion, pleased with the unit's performance, granted the Light Horse time to rebuild its forces.

The Light Horse soldiers spent their vacation on Derby and at the Federated Suns' New Avalon Institute of Science. At the NAIS, they taught combat skills and Star League and Successor State history, while participating in technological research.

In 3025, the Eridani Light Horse resumed fighting under the Davion banner against the Draconis Combine.

UNIT DESCRIPTION

The Eridani Light Horse is dedicated to preserving the ways, traditions, and honor of the Star League Armed Forces. Our lives hold no higher purpose than to remind the Inner Sphere of the power and the glory that once unified us all. Fate willing, we may again enjoy such benevolence.

To that end, we work only with those we admire, those that manage to keep alive the old ways. The Lyran Commonwealth and the Federated Suns are two such peoples.

As we admire some, there are those we despise. Our hatred for the Draconis Combine is simple and requires little explanation. They plumbed the depths of depravity when they murdered our families to bring us to our knees. We will never grant them mercy nor expect it.

—General Armstrong at the ELH Combat Training School Commencement Ceremonies, 3024.

CONTRACT REQUIREMENTS

The Eridani Light Horse's only weakness is its inadequate number of Techs. Therefore, Light Horse leaders always insist that the employer furnish the unit with support personnel to repair and maintain its 'Mechs. Also, they demand the right to negotiate supply contracts with local commerce companies. This allows them to bypass their employer's military bureaucracy, which might neglect the needs of mercenaries in favor of House units.

Like many other mercenary units, the Light Horse requests a place to settle its dependents. This is a vital contract point, as these mercenaries firmly believe in keeping a sense of community. They also refuse to commit any act that would violate the near-forgotten Ares Conventions. Thus, they will never attack civilians, inflict undue harm on innocent peoples, or execute prisoners.

Perhaps their only unusual contract point is that the employer must allow Eridani support personnel into his research facilities. Although this has irritated some employers, it does ensure that Light Horse 'Mechs will be in the best possible shape to fight for its employer. Only the wily Hanse Davion has had the audacity to turn this contract point around. He demanded that if he was to permit mercenaries into his New Avalon Institute of Science, then the best of them must teach there. With a laugh, General Armstrong accepted his condition.

The Eridani Light Horse is well satisfied with its relations with the Federated Suns. Prince Davion exceeded most of the Light Horse's specifications—he even sells 'Mechs to the unit at cost. General Armstrong respects the Prince, and so he plans to remain in the Federated Suns for a long, long time.

TYPICAL MISSION WORK

Though the Eridani Light Horse is adept at fighting large battles, they are wizards when it comes to raiding. Their quick strikes have spawned many imitators, such as Winfield's Brigade of the Lyran Commonwealth. What distinguishes the Light Horse from all others is the skill and coordination of each Eridani soldier. A typical objective lasts approximately four hours, and roughly follows this sequence:

1. AeroSpace Fighters attack enemy aerodromes, while recon lances drop onto the planet.
2. Recon lances gather information while striking at communication centers, crippling the enemy's ability to respond.
3. AeroSpace Fighters establish aerospace superiority, then command and strike lances drop to the planet.
4. Units strike at objective(s). DropShips transport support units (artillery, tanks, and infantry) to prearranged recall points, and then leave for a near-orbit.
5. Command, strike, and recon lances break off attacks after allotted time has elapsed, and head for recall points, striking at any military target that presents itself.
6. Support units cover the approach of the returning lances. DropShips land, take aboard all personnel, and then lift off.

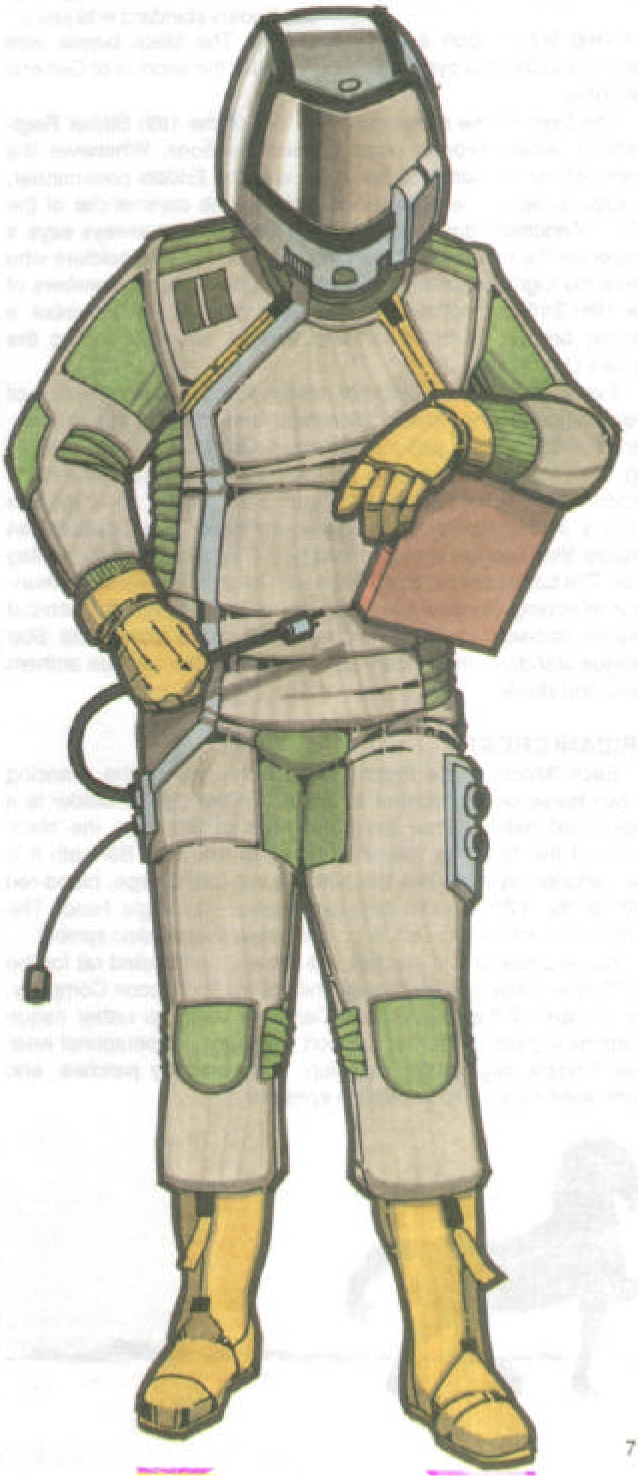
UNIT TRADITIONS

The most tradition-bound mercenary unit in the Inner Sphere, the Eridani Light Horse has many memorials and rituals that serve as a constant reminder of its illustrious history and rigid honor. Some outsiders have commented that Eridani observances seem almost religious.

For example, the 50th Heavy Cavalry and 8th Recon Battalions are sworn to protect all the civilian members of the Eridani Light Horse in memory of their families' executions on Sendai. Whether escorting civilian transports or garrisoning their settlement, only 50th or 8th Battalion members are involved in the safety of Eridani dependents.

The Eridani Light Horse

This pilot is wearing the standard Eridani Light Horse AeroSpace pilot uniform.



The Eridani Light Horse

Wherever they are encamped, all military units in the Successor States set up two flagpoles: one for the unit banner and one for their employer or House leader. Unlike other units, however, the Light Horse has never flown the flag of its employer. One flagpole remains bare, while the banner of the Light Horse flies at perpetual half-mast. Originally, the Eridani standard was just a prancing horse upon a sun-yellow disk. The black border was added in 2784 as a symbol of mourning for the exodus of General Kerensky.

The Light Horse remembers the loss of the 19th Striker Regiment on Amity through some curious traditions. Whenever the three regimental commanders meet with the Eridani commander, a place is set at the conference table for the commander of the 19th. In addition, during social functions, the host always says a prayer for the members of the lost regiment. Retiring soldiers who serve the Light Horse with distinction become official members of the 19th Striker. They receive lapel pins with the 19th's symbol, a rearing bronco, in honor of their service and devotion to the Eridani Light Horse.

Every Light Horse member celebrates the anniversaries of great victories and special birthdays, and mourns the anniversaries of lost battles and tragic deaths. Of all the days of mourning, the most solemn occurs on the date of General Kerensky's exodus. All nonessential functions shut down as everyone gathers in the central park. There, an honor guard unfurls an ancient Star League standard and runs it up the usually bare flag pole. The base commander then reads Colonel Bradley's communique informing General Kerensky of the 3rd Regimental Combat Team's decision to stay. As the honor guard lowers the Star League standard, the military band plays the Star League anthem softly and slowly.

ERIDANI CRESTS

Each 'Mech in the Eridani Light Horse wears the prancing brown horse on the front of its chest. On the right shoulder is a regimental patch, either the blue moon of the 21st, the black horse of the 151st, or the white horse of the 71st. Beneath it is the battalion symbol, like the 50th Heavy Cav's large, blood-red "50" or the 17th Recon Battalion's screaming eagle head. The company numbers or patch is located below the battalion symbol.

Some unusual unit patches are the plague-infested rat for the 3rd Striker Battalion, the bloody knife of the 3rd Recon Company, the unicorn of the 11th Recon Company, and the rather risque anatomical patch of the 1st Support Company. All personnel wear their Eridani, regimental, battalion, and company patches, and some even have lance or platoon symbols.

SELECTED PERSONALITIES

Name: Brevet General Nathan L. Armstrong
Assignment: Commander, Eridani Light Horse

Born to a poor family in the Lyran Commonwealth, Armstrong is the first outsider to command the Eridani Light Horse. When his family was killed during a Kurita raid, a family in the Light Horse adopted him. He impressed his peers with his physical and mental skills, which were further nurtured by the Light Horse's efficient educational system. At the age of 18, he received a 'Mech and joined a recon lance, where he demonstrated amazing fighting prowess.

Armstrong has commanded the Eridani Light Horse for two years. He knows every one of his men, who all like and respect him. His only fear is that the Light Horse might once again lose its identity because of growing ties between the Federated Suns and the Eridani High Command. He is married to Julia Armstrong, the chief of Eridani civilian services.

Name: Major Robert Green-Davion
Assignment: Representative of the Federated Suns

A smooth, sophisticated man, Major Green-Davion is the liaison officer officer between the Light Horse and Prince Davion. Though most Eridani personnel get along with him, his icy-cool manner tends to irritate a few officers who distrust his sharp, scheming mind. Aware of the friction between Michael Hasek-Davion and Hanse Davion, Major Green-Davion remains friendly with both men to protect his flank shoud conflict erupt between them. He considers the traditions of the Light Horse "charming".

Name: Colonel William Erik Petersen
Assignment: Commander, 71st Light Horse Regiment

Brevet General Armstrong gave command of the White Horse Regiment to Colonel Petersen, knowing that he would change the unit's bad attitude. In 13 years, the Colonel brought the regiment up from being a poor relation of the Dark Horse Regiment to its near-equal. Through compassion and sternness, he has instilled self-respect in the unit's personnel.

A willful man, Petersen is an accomplished leader and tactician. When off-duty, he plays a mean trumpet in a jazz quartet. Though he denies the rumor that he will eventually succeed General Armstrong, the thought secretly pleases him.

Name: Major Steve Grey
Assignment: Commander, 11th Recon Battalion, 71st Regiment

Major Grey has just returned to his command after a two-year absence. While fighting Wolf's Dragoons on Hoff, his 'Mech suffered a direct hit to the head, burning most of his body and destroying his right arm and leg. Surgeons attached bionic limbs that, though not completely effective, gave him back most of his original abilities. With his new 'Mech, Major Grey looks for occasions to avenge his wounds.

Name: Major Jim McCracken
Assignment: Commander, 17th Recon Battalion, 71st Regiment

A student of ancient martial arts, Major McCracken is a study in calm competency. This Nordic giant is usually quiet, but he makes friends easily. Though unambitious, he has risen in the ranks because his skills and steadfastness make him a natural leader. His parents, wealthy politicos in the Davion bureaucracy with no tolerance for lowly mercenaries, disowned him when he joined the Eridani Light Horse.

Name: Major George Thomas
Assignment: Commander, 82nd Heavy Cavalry Battalion, 71st Regiment

A massive man, Major Thomas is the imposing force behind the 82nd's reputation as a hard-hitting battalion. He designed the 1st Support Company, with its unusual mix of arms, to provide covering fire for advancing or withdrawing 'Mechs.

Major Thomas is deeply loyal to the Eridani Light Horse and its traditions, and drills his troops to ensure that they are too. He seldom wears dress uniforms, preferring his dirty, rumpled greens. Across his left eye and down his cheek is a long scar, a souvenir from a saber duel in an interregimental athletic contest.

Name: Captain Greg Oliphant
Assignment: Commander, 4th Heavy Assault Company, 82nd Battalion, 71st Regiment

Captain Oliphant has a bizarre sense of humor. Completely against regulations, his *Banshee* sports a gigantic fool's cap with bells. Also, Oliphant painted an exaggerated grin on his *Banshee's* head. Appropriately enough, his 'Mech is named "The Court Jester", and is the most outrageous 'Mech in the Light Horse. Even the pressure of battle cannot dampen Oliphant's good spirits, though this flippancy often gets him into trouble with Colonel Petersen.

Name: Colonel Charles K. Winston
Assignment: Commander, 21st Striker Regiment

At 63, Colonel Winston is the oldest line officer in the Eridani Light Horse, but his vigor and skills are a match for men half his age. His short and thin appearance contrasts a thunderous voice that both inspires his warriors and makes them fear his wrath.

Colonel Winston's personal life is much more calm. He has been married for 30 years to a physician in a MASH unit. One of his daughters is a MechWarrior, and the other is a historian. Only his family, his doctor, and General Armstrong know that his heart is failing. As he does not wish to have a heart attack during battle, which could endanger his troops, he plans to retire within a year.

Name: Major Jamal Fallehy
Assignment: Commander, 3rd Striker Battalion, 21st Regiment

Found abandoned in a Steiner city, Jamal Fallehy grew up steeped in the many Eridani traditions. A believer in the eventual return of General Kerensky, he spends much of his free time researching the history of the Star League Armed Forces. Though ambitious, he would never violate the Eridani code of honor to get ahead. Agents of Duke Hasek-Davion have offered him a position in the Syrtis Fusiliers, Hasek-Davion's personal guard, but he has rebuffed the offer.

Name: Duane Brockway
Assignment: Command Lance, 9th Company, 3rd Battalion, 21st Regiment

MechWarrior Brockway joined Kentrick's Company under very ominous circumstances. After he graduated from Eridani Combat School, his father, Lieutenant Brockway of the 9th Company, died under suspicious circumstances. Though it is unlikely that anybody within the company—or even within the Light Horse itself—was responsible for the death, Duane joined the 9th to find the person responsible. Although once a very easy-going man, he is now subdued and watches everyone like a hawk.

The Eridani Light Horse

Name: Major Earl Dirkson
Assignment: Commander, 5th Striker Battalion, 21st Regiment

Major Dirkson is the fourth son of a minor aristocratic family in the Lyran Commonwealth. He belonged to a local militia unit until he discovered a fully functioning 'Mech in the aftermath of a Marik attack. He then joined the Light Horse, believing emrcenary life to be exciting and glory-filled.

Now that he is 40, his ambition has cooled somewhat. Dirkson is patient with his more reckless MechWarriors, as their spirit also infected him when he was young. As a hobby, he tinkers with his 'Mech "The Wild Side". He and his technician have made several modifications to the 'Mech that have interested the faculty at NAIS.

Name: Major Jameson Nigel
Assignment: Commander, 7th Striker Battalion, 21st Regiment

Nicknamed "The Grump", this man rarely smiles or shows excitement. Born to poor parents in the Support Division of the Light Horse, Nigel has seen the grime behind the grand and gallant mercenary life. Only his 'Mech piloting skill and battle savvy (both discovered by chance at a carnival) raised him to his current position.

His only friend is Major Bouchard, though their friendship has been considerably strained since Bouchard was promoted to commander of the 7th Battalion's 27th Company.

Name: Major Pierre Bouchard
Assignment: Commander, 27th Company, 7th Battalion, 21st Regiment

Five months ago, the portly, pipe-smoking Major Bouchard was an aide to General Armstrong. When a fuel truck accidentally exploded, killing two MechWarriors and the commander of the 27th Company, General Armstrong appointed Bouchard to assume command of the company. Though he has expert battle skills, Bouchard's real love is logistics. His only goal is assume command of the Supply Division.

Bouchard's friend, Major Nigel, believes that Bouchard is after his command. Bouchard just laughs off Nigel's paranoia, offering to get him drunk at the next opportunity.

Name: Major "Rock" Perrow
Assignment: Commander, 1st Armored Infantry Battalion, 21st Regiment

A relatively young man, Major Perrow grew up in Eridani society. The son of a Tech, this handsome black man has always been interested in armored vehicles. At 16, he entered the 1st Armored Infantry as a tank crewman. Since then, his career has advanced rapidly, and at 30, he is the youngest Light Horse battalion commander ever. He is an extremely personable man: quick to laugh and quick to defend his men.

When Perrow fell in love with a liaison officer from the Federated Suns, Major Green-Davion transferred her to nip the budding romance. Consequently, he holds a considerable, though hidden, grudge against the Davion major.

The Eridani Light Horse

Name: Colonel Robert C. Fairchild
Assignment: Commander, 151st Light Horse Regiment

Colonel Fairchild is the youngest of the three regimental commanders. This 41-year-old has been in charge of the Dark Horse regiment for a year, and has proven himself a capable replacement for his predecessor, the illustrious General Armstrong. Though rather quiet, he makes unusually bold and controversial decisions. He is the most outspoken proponent of change in the tradition-bound mercenary unit.

Colonel Fairchild is good friends with Major Green-Davion and considers him an exemplary officer. The recent rumors about the Major's conduct only make Fairchild defend him more vigorously.

Name: Major Edward Stimson
Assignment: Commander, 6th Recon Battalion, 151st Regiment

Major Stimson comes from a long line of famous combat officers. Although he lives up to his ancestors' fighting reputations, he is a poor administrator. As a result, his battalion often suffers from supply shortages and poor coordination.

Upon his promotion, Major Stimson turned down a heavy 'Mech and formed his command lance exclusively with light 'Mechs. Although he cannot use this light lance to decide battles, the lance's great speed ensures that he can get to wherever he is needed.

Name: Major Anthony Gasca
Assignment: Commander, 8th Battalion, 151st Regiment

Deemed a middle-aged man with an adolescent mentality, Major Gasca is very free-spirited and vain about his handsome appearance. Gasca races cars and jets in his spare time, and this coordination and dexterity make his *Warhammer*, the "Kiss Me", an extremely graceful opponent.

Gasca's adolescent mentality has made him a nuisance to the Eridani women, especially the MechWarriors. Twice he has been brought before the General on harassment charges, and faces demotion should it happen again.

Name: Lieutenant Beth Duncan
Assignment: Strike Lance, Grey Gales, 8th Recon Battalion, 151st Regiment

Lieutenant Duncan inherited her *Von Luckner* tank from her mother. Her father is a retired MechWarrior who teaches recruits in Eridani Combat School, her uncle is an AeroSpace Fighter pilot, her brother is an infantry officer, and her sister works on a DropShip crew. As a result, Duncan knows how the various fighting arms can work together. She fights with considerable savvy, which has brought her to the attention of her superiors.

Name: Major Simon T. Kroger, Jr.
Assignment: Commander, 50th Heavy Cavalry Battalion, 151st Regiment

The command of the Bloody Half-Hundred is a hereditary position. Major Kroger is the seventh descendant of Major Teller Kroger, who led the assault on Sendai in 2798 to avenge the slaughter of Eridani families. Thin and bespectacled, Simon looks like a computer operator rather than a battalion commander. Only when operating his *BattleMaster* (an heirloom from Teller Kroger) does his breeding show through.

PERSONNEL ROSTER

- **High Command**
  - **Command Lance**
    - Brevit General Nathan L. Armstrong, Elite *Atlas*
    - Major Wendall F. TeCarr, Veteran *Archer*
    - Major David Reese, Veteran *Phoenix Hawk*
  - **Support and Transportation Group**
    - **JumpShip Group**
      - 3 *Monoliths*
      - 3 *Star Lords*
      - 6 *Invaders*
    - **DropShip Group**
      - 5 *Overlords*
      - 10 *Unions*
      - 1 *Leopard*
      - 1 *Excalibur*
      - 3 *Gazelles*
      - 2 *Triumphs*
    - **Supply and Technical Group**
      - 602 squads of support personnel
- **71st LIGHT HORSE REGIMENT (WHITE HORSE REGIMENT)**
  - **Command Company (Petersen's Own)**
    - **Command Lance**
      - Colonel William Petersen, Elite *Atlas*
      - Lieutenant Bruce Hall, Veteran *Warhammer*
      - Daniel Umstont, Regular *Phoenix Hawk*
      - Alicia Lantzern, Veteran *Phoenix Hawk*
    - **Security Lance**
      - Captain Kurt Newman, Veteran *Marauder*
      - Gilda Sarah Partain, Veteran *Enforcer*
      - Philip Ivester, Jr., Regular *Enforcer*
      - Henry Fischle, Veteran *Dervish*
    - **Artillery Lance**
      - Captain Boris Pasernak, Veteran Dervish
      - Captain Kenny Hitter, Veteran Long Tom Artillery
      - Lieutenant Olson Truman, Regular Long Tom Artillery
      - Lieutenant Ivon Capulet, Veteran Long Tom Artillery
      - Lieutenant Leonard Rector, Veteran Long Tom Artillery
      - Lieutenant Peter Rench, Elite Galleon Light Tank
      - Lieutenant Erik Kloster, Regular Galleon Light Tank
    - **1st Motorized Infantry Platoon**
      - Lieutenant Kevin Cinders
      - Sergeant Larry Leon, Elite Motorized Infantry (Machine Gun)
      - Corporal Gregory Henderson, Regular Motorized Infantry (Machine Gun)
      - Corporal Fen Lang, Regular Motorized Infantry (Machine Gun)
      - Corporal Xerxes Tully, Veteran Motorized Infantry (Machine Gun)
    - **2nd Motorized Infantry Platoon**
      - Lieutenant Yolanda Wilburs
      - Sergeant Loribeth Winters, Veteran Motorized Infantry (Flamer)
      - Corporal Dagne Edgewood, Veteran Motorized Infantry (Flamer)
      - Corporal Christopher Elliot, Regular Motorized Infantry (Flamer)
      - Corporal Wichita Loss, Green Motorized Infantry (Flamer)
  - **11th Recon Battalion (Alley Cats)**
    - Command Lance (Gray's Bodyguards)
      - Major Steve Gray, Elite *Valkyrie*
      - Kathy Lykken, Veteran *Shadow Hawk*
      - Gerald Brodegan, Regular *Stinger*
      - Luther Delotter, Veteran *Javelin*
      - Sergeant Ingrid Rumion, Veteran Long Tom Artillery
  - **3rd Recon Company (Slashers)**
    - **Command Lance**
      - Captain Rod Tripp, Veteran *Quickdraw*
      - Leo Groves, Veteran *Enforcer*
      - Bob Cody, Regular *Griffin*
      - Tamara Felver, Veteran *Dervish*
    - **Strike Lance**
      - Lieutenant Gerny Ingulson, Veteran *Scorpion*
      - R. C. Gutjahr, Regular *Whitmore*
      - Inex Scentimore, Regular *Trebuchet*
      - David Straub, Jr., Veteran *Assassin*
      - Sergeant Gus Lundstrom, Jr., Veteran Galleon Light Tank
      - Sergeant Mike Myozoko, Regular Galleon Light Tank
    - **Air Lance**
      - Lieutenant Sandra Homing, Veteran *Sparrow Hawk* Light Fighter
      - Kurtis Gorham, Regular *Sparrow Hawk* Light Fighter
    - **Recon Lance**
      - Lieutenant Charles Greely, Veteran *Wasp*
      - Einar Kloben, Regular Darter Scout Vehicle
      - Diana Muschinsky, Elite Packrat Scout Vehicle
      - Sergeant Emma Meyers, Veteran Jump Infantry (Flames)

10th Recon Company (Wagner's Company)
Command Lance
Captain Dean Wagner, Veteran *Rifleman*
Simca Hixsonvill, Regular *Hunchback*
Diane Fuqua, Regular *Hunchback*
Stanley Crosetti, Regular *Wolverine*
Strike Lance
Lieutenant Le Than, Veteran *Dervish*
Josephine Metler, Regular *Enforcer*
Lee Lemire, Regular *Trebuchet*
Tad Hendricks, Elite Galleon Light Tank
Air Lance
Lieutenant Bradford Dresbeck, Veteran *Corsair* Medium Fighter
Rosendo Deman, Regular *Corsair* Medium Fighter
Recon Lance
Lieutenant Kurt Stevens, Regular Dart Scout Vehicle
John Ruschine, Elite *Packrat* Scout Vehicle
Elmer Beard, Regular *Locust*
Sergeant Lance LaFrancis, Veteran Jump Infantry (Rifle)
11th Recon Company (Macomber's Unicorns)
Command Lance
Captain Laurie Macomber, Veteran *Crusader*
Ellsworth Blues, Regular *Ostsol*
Sylvia Pontischell, Regular *Phoenix Hawk*
Maitland Gree, Regular *Jenner*
Strike Lance
Lieutenant Adrian Mayadrag, Veteran *Dervish*
Stephen Parashaw, Regular *Centurion*
Elmo Salady, Regular *Clint*
Russel Stricklan, Green Commando
Sergeant Roy Calbeck, Veteran Galleon Light Tank
Sergeant Alex Geerson, Jr., Veteran Galleon Light Tank
Air Lance
Lieutenant Thomas Strid, Veteran *Sparrow Hawk* Light Fighter
Jonathan Seminole, Regular *Sparrow Hawk* Light Fighter
Recon Lance
Lieutenant Teri Mize, Regular *Locust*
Timothy Zulik, Regular *Dart* Scout Vehicle
Carol Daunais, Elite *Packrat* Scout Vehicle
Sergeant Gary Madlend, Veteran Jump Infantry (Rifle)
17th Recon Battalion (Screaming Eagles)
Command Lance (McCracken's Highlanders)
Major Jim McCracken, Elite *Awesome*
Fletcher Danielson, Veteran *Orion*
Emil Gaetans, Veteran *JagerMech*
Sulene Rause, Veteran *Archer*
Sergeant Glenda Mobley, Veteran Sniper Artillery
Sergeant Lyle Larsen, Veteran Sniper Artillery
14th Recon Company
Command Lance
Captain Paul Klintworth, Veteran *Rifleman*
Setsuo Omoto, Elite *Phoenix Hawk*
Stanley Lazer, Regular *Blackjack*
Eldon Hield, Regular *Cicada*
Strike Lance
Lieutenant Alfred Collins, Veteran *Valkyrie*
Jamal Duhamel, Regular *Spider*
Lela Severson, Regular *Stinger*
Nancy Carlson, Green *Wasp*
Sergeant Richard Le Tan, Veteran Galleon Light Tank
Sergeant Fritz Jappe, Regular Galleon Light Tank
Air Lance
Lieutenant Randy Callow, Veteran *Sparrow Hawk* Light Fighter
Sid Helbechuck, Regular *Sparrow Hawk* Light Fighter
Recon Lance
Lieutenant Donald Grover, Jr., Regular *Ostscout*
Rob Griffiths, Regular Swiftwind Scout Vehicle
Eric Lingon, Veteran Packrat Scout Vehicle
Sergeant Alfted Equine, Veteran Jump Infantry (Rifle)
16th Recon Company (Haynes' Chargers)
Command Lance
Captain Chris Haynes, Veteran *Wolverine*
Jonathan Letellier, Regular *Wolverine*
Robert Edenwohl, Regular *Clint*
Harold DiGiovanni, Regular *Vulcan*
Strike Lance
Lieutenant Joseph Dimerc, Veteran *Spider*
Maude Lebo, Regular *Firestarter*
Michael Jones, Regular *Griffin*
Sylvia Simpson, Regular *Wasp*
Sergeant Grant Ian, Veteran Galleon Light Tank
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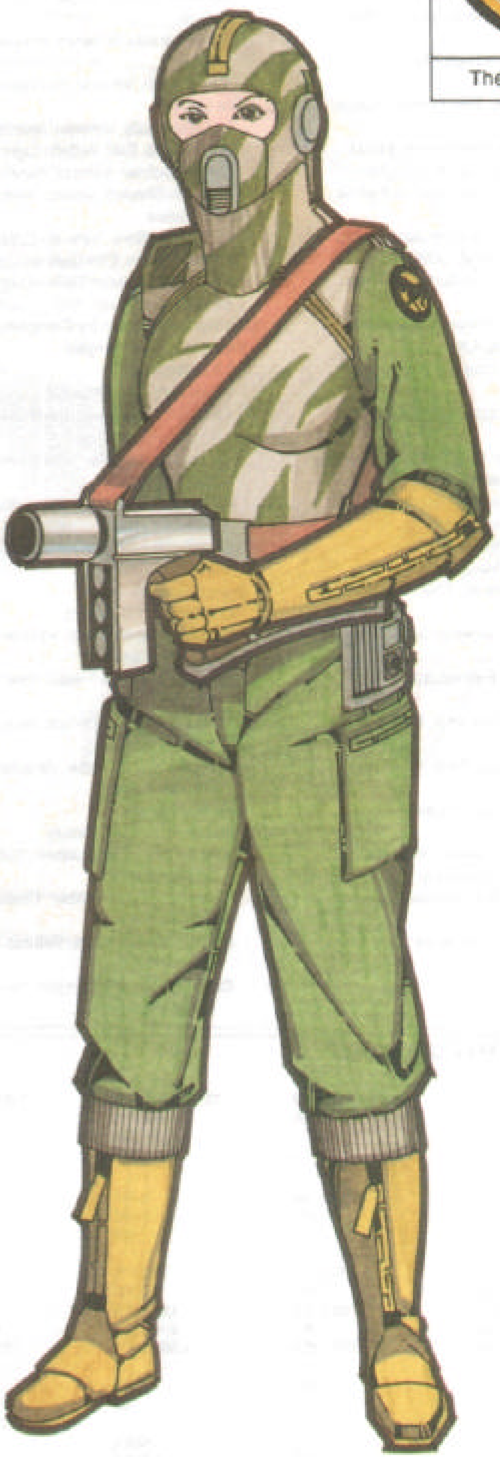
The Eridani Light Horse



The standard Eridani Light Horse vehicle driver uniform is flameproof and features a breathing mask. The sawed-off repeating shotgun is used to force enemy infantry off vehicles.

Air Lance
Lieutenant Bernard Hughes, Veteran *Corsair* Medium Fighter
Quentin Caledon, Regular *Corsair* Medium Fighter
Recon Lance
Lieutenant Patricia N. Eveline, Regular *Swiftwind* Scout Vehicle
Loretta Richards, Regular *Locust*
Allen Hager, Veteran Packrat Scout Vehicle
Sergeant Jimmy Langert, Veteran Jump Infantry (Rifle)

101st Air Cavalry (McCauley's High Flyers)
Command Lance
Captain Jennifer McCauley, Elite *Phoenix Hawk* LAM
Bonnie Schieken, Veteran *Phoenix Hawk* LAM
Trenton Stitt, Regular *Corsair* Medium Fighter
Steven Haruza, Veteran *Corsair* Medium Fighter
Strike Lance
Lieutenant Orland Mercen, Veteran *Stinger* LAM
Annie Striklend, Regular *Stinger* LAM
Norma Guariz, Regular *Lucifer* Medium Fighter
Recon Lance
Lieutenant Cecil Bukowski, Veteran *Wasp* LAM
Paul Coester, Veteran Wasp LAM
Carlos Markweld, Regular *Sparrow Hawk* Light Fighter
Deane Robinson, Regular *Sparrow Hawk* Light Fighter

82nd Heavy Cavalry Battalion (Kerensky's Favorite)
Command Lance (Bodyguards)
Major George Thomas, Veteran *BattleMaster*
Donna Pullon, Veteran *Grasshopper*
Jimmy Norman, Regular *Warhammer*
Dennis DeSalvo, Regular *Marauder*
Sergeant Brian Montgomery Jr., Elite Long Tom Artillery
Sergeant Sandra Oathout, Veteran Long Tom Artillery

41st Support Company (Ass Extractors)
Command Lance
Captain "Dashing John" MacAllister, Elite *Thunderbolt*
Rip Thelmana, Regular *JagerMech*
Cassai Golden, Veteran *Crusader*
Kimberly Clark, Regular *Phoenix Hawk*
Strike Lance
Lieutenant Martin Coronet, Veteran *Valkyrie*
Gregory Snevel, Regular *Commando*
Ted McComsky, Veteran *Sparrow Hawk* Light Fighter
Earl LeBerge, Regular *Sparrow Hawk* Light Fighter
Support Lance
Lt. Gerald Boyer, Veteran Demolisher Tank
Eagle Two Swords, Elite Long Tom Artillery
Rodney Mullenix, Veteran Long Tom Artillery
Larry Mutah, Veteran Long Tom Artillery

81st Tank Company (Weldman's Wildmen)
Command Lance
Captain "One-Eyed" Weldman, Veteran Von Luckner Heavy Tank
William Caroline, Regular Von Luckner Heavy Tank
Bruce Landau, Veteran Von Luckner Heavy Tank
Terry Death, Veteran Von Luckner Heavy Tank
Fire Lance
Lt. Lorie Brady, Veteran Vedette Light Tank
James Mye, Elite Vedette Light Tank
David Reckner, Veteran Vedette Light Tank
Rudolph Shovert, Veteran Vedette Light Tank
Strike Lance
Lt. Stanley Boris, Veteran Galleon Light Tank
Daniel Snuffin, Elite Galleon Light Tank
Iris Irkwall, Veteran Galleon Light Tank
Maynard Ferguson, Elite Galleon Light Tank

12th Motorized Infantry Company (Kingpins)
Captain Mison Templer
Alpha Platoon
Lieutenant Casper Lance
Sergeant Hap Green, Veteran Motorized Infantry (Laser)
Corporal Yves Title, Veteran Motorized Infantry (Laser)
Corporal Gerhard Benders, Veteran Motorized Infantry (Laser)
Corporal Havelind Mich, Regular Motorized Infantry (Laser)
Bravo Platoon
Lieutenant R.C. Rivers
Sergeant Karen Lewis, Veteran Motorized Infantry (Laser)
Corporal Francois Fields, Veteran Motorized Infantry (Laser)
Corporal Guy Henderson, Veteran Motorized Infantry (Laser)
Corporal Nathan Miller, Regular Motorized Infantry (Laser)
Charlie Platoon
Lieutenant Danny Kinsey
Sergeant Kingsley Lubbers, Veteran Motorized Infantry (Laser)
Corporal Esteban Ewber, Veteran Motorized Infantry (Laser)
Corporal Beau Viners, Veteran Motorized Infantry (Laser)
Corporal Elias Washington, Veteran Motorized Infantry (Laser)
Delta Platoon
Lieutenant Gregory Henson
Sergeant Hans Yoln, Veteran Motorized Infantry (Laser)
Corporal Gerston Halley, Veteran Motorized Infantry (Laser)
Corporal Norton Mitchell, Veteran Motorized Infantry (Laser)
Corporal Telemachus Zeek, Regular Motorized Infantry (Laser)

4th Heavy Assault Company (Oliphant's Elephants)
Command Lance
Captain Greg Oliphant, Veteran *Banshee*
Murry Kelfelman, Regular *Stalker*
Lyman Miller, Regular *Warhammer*
Ellen Wyse, Green *Awesome*
Strike Lance
Lieutenant Chonna Poblete, Veteran *Marauder*
Scott Hinesick, Regular *Archer*
Eugene Galisen Jr., Green *Grasshopper*
Daniel Lee, Green *Archer*
Recon Lance
Lieutenant Ron Jenkins, Veteran *Thunderbolt*
Jack Fayette, Regular *Warhammer*
Kelvin Coogan, Regular *Dervish*
Troy Epstein, Green *Phoenix Hawk*
Air Lance
Lieutenant Kevin Equifax, Regular *Sholagar* Light Fighter
Max Enguland, Regular *Sholagar* Light Fighter

6th Heavy Assault Company (Reinbold's Rainbows)
Command Lance
Captain Susan Reinbold, Veteran *Cyclops*
Ruben Avilla, Regular *Orion*
Edvin Corcus, Regular *Orion*
Zip Kensington, Regular *Crusader*
Strike Lance
Lieutenant Mike Yaw, Veteran *Catapult*
Petko Kineret, Regular *Awesome*
Wilbur Fraser, Regular *Warhammer*
Walter Mexelty, Regular *Archer*
Recon Lance
Lieutenant Cindy Penn Warren, Veteran *Wolverine*
David Edwards, Regular *Marauder*
Gary McCarley, Regular *Griffin*
Gregory Saltmarsh, Regular *Enforcer*
Air Lance
Lieutenant Gus Avery, Veteran *Eagle* Heavy Fighter
Poter Erickson, Regular *Eagle* Heavy Fighter

THE ERIDANI LIGHT HORSE

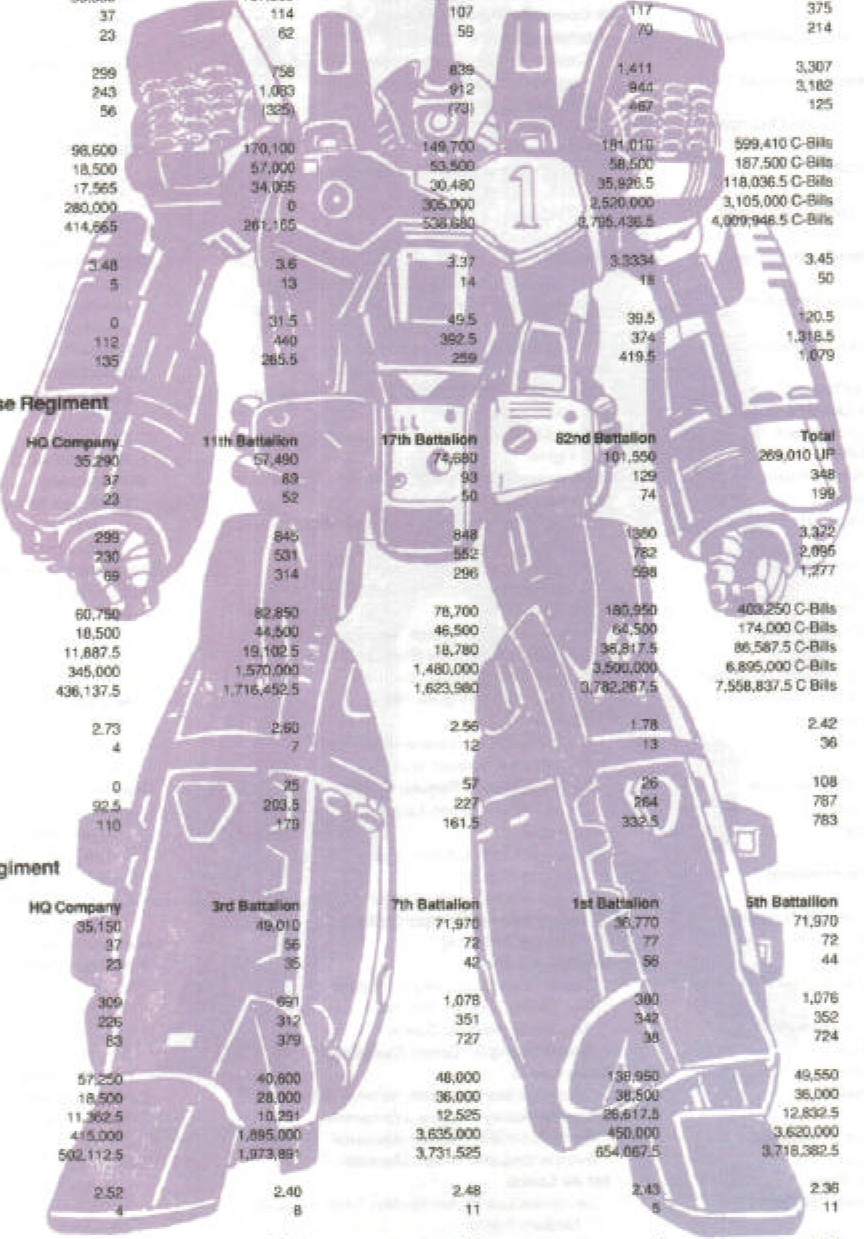
	High Command	151st Regiment	71st Regiment	21st Regiment	Total
Base Cost	1,552,850	495,010	269,010	264,870	2,581,740 UP
Total Squads	230	375	348	3114	1267
Combat Squads	3	214	199	200	616
SP Required	3,655	3,307	3,372	3,534	13,868
SP Generated	3,651	3,182	2,095	1,583	10,511
SP Deficit	4	125	1,277	1,951	3,357
Monthly Salary	542,150	599,410	403,250	334,350	1,879,160 C-Bills
Monthly Supplies	115,000	187,500	174,000	157,000	633,500 C-Bills
Overhead (15%)	98,572.5	118,036.5	86,587.5	73,702.5	376,899 C-Bills
Maintenance Cost	20,000	3,105,000	6,895,000	10,015,000	20,035,000 C-Bills
Total Monthly Cost	775,722.5	4,009,946.5	7,558,837.5	10,580,052.5	22,924,559 C-Bills
Morale	3.33	3.45	2.42	2.44	2.91
Reputation	2	50	36	39	127
AeroSpace Value	0	120.5	108	91.5	320
Maneuver Value	19.5	1,318.5	787	869	2,994
Combat Value	25.5	1,079	783	792.5	2,680

Support point surpluses and deficits are normally shifted from company to company within a battalion. These figures do not take this practice into account.

21st Striker Regiment (Winston's Moonrakers)
Command Company (Winston's Guards)
Command Lance
Colonel Charles Winston, Elite *BattleMaster*
Lieutenant Sarah Clemly, Veteran *Phoenix Hawk*
Mitch Rewarna, Regular *Shadow Hawk*
Raymond Biel, Veteran *Marauder*

Security Lance
Captain Jennifer Kent, Veteran *Orion*
T. L. Roethke, Regular *Enforcer*
Glenn Shock, Green *Hunchback*
Carmel Meyers, Veteran *Dervish*

Artillery Lance
Captain Raymond Telbrook, Veteran *Rifleman*
Lt. Elizabeth Lyman, Veteran Long Tom Artillery
Lieutenant Eugene Patrickson, Veteran Long Tom Artillery
Lt. Stanley French, Veteran Long Tom Artillery
Lieutenant California Winston, Veteran Long Tom Artillery
Lt. Kevin Costner, Veteran Galleon Light Tank
Lieutenant Seji Hendrich, Veteran Galleon Light Tank



The 151st Dark Horse Regiment

	HQ Company	6th Battalion	8th Battalion	50th Battalion	Total
Base Cost	50,300	107,360	125,400	211,950	495,010 UP
Total Squads	37	114	107	117	375
Combat Squads	23	62	59	70	214
SP Required	299	758	839	1,411	3,307
SP Generated	243	1,083	912	944	3,182
SP Deficit	56	(325)	(73)	467	125
Monthly Salary	98,600	170,100	149,700	181,010	599,410 C-Bills
Monthly Supplies	18,500	57,000	53,500	58,500	187,500 C-Bills
Overhead (15%)	17,565	34,065	30,480	35,926.5	118,036.5 C-Bills
Maintenance Cost	280,000	0	305,000	2,520,000	3,105,000 C-Bills
Total Monthly Cost	414,665	261,165	538,680	2,795,436.5	4,009,946.5 C-Bills
Morale	3.48	3.6	3.37	3.3334	3.45
Reputation	5	13	14	18	50
AeroSpace Value	0	31.5	49.5	39.5	120.5
Maneuver Value	112	440	392.5	374	1,318.5
Combat Value	135	265.5	259	419.5	1,079

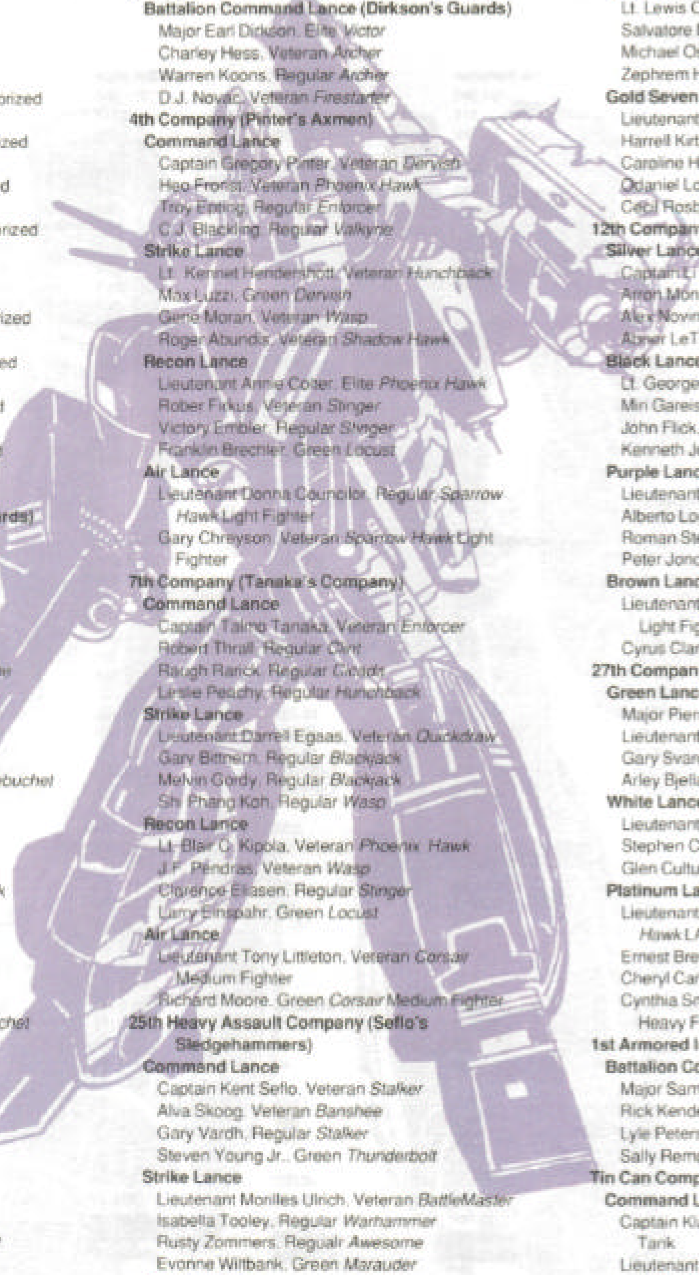
The 71st White Horse Regiment

	HQ Company	11th Battalion	17th Battalion	82nd Battalion	Total
Base Cost	35,290	57,490	74,680	101,550	269,010 UP
Total Squads	37	89	93	129	348
Combat Squads	23	52	50	74	199
SP Required	299	845	848	1380	3,372
SP Generated	230	531	552	782	2,095
SP Deficit	69	314	296	598	1,277
Monthly Salary	60,750	82,850	78,700	180,950	403,250 C-Bills
Monthly Supplies	18,500	44,500	46,500	64,500	174,000 C-Bills
Overhead (15%)	11,887.5	19,102.5	18,780	38,817.5	86,587.5 C-Bills
Maintenance Cost	345,000	1,570,000	1,480,000	3,500,000	6,895,000 C-Bills
Total Monthly Cost	436,137.5	1,716,452.5	1,623,980	3,782,267.5	7,558,837.5 C Bills
Morale	2.73	2.60	2.56	1.78	2.42
Reputation	4	7	12	13	36
AeroSpace Value	0	25	57	26	108
Maneuver Value	92.5	203.5	227	264	787
Combat Value	110	179	161.5	332.5	783

The 21st Striker Regiment

	HQ Company	3rd Battalion	7th Battalion	1st Battalion	5th Battalion	Total
Base Cost	35,150	49,010	71,970	36,770	71,970	264,870 UP
Total Squads	37	56	72	77	72	314
Combat Squads	23	35	42	56	44	200
SP Required	309	691	1,078	380	1,076	3,534
SP Generated	226	312	351	342	352	1,583
SP Deficit	83	379	727	38	724	1,951
Monthly Salary	57,250	40,600	48,000	138,950	49,550	334,350 C-Bills
Monthly Supplies	18,500	28,000	36,000	38,500	36,000	157,000 C-Bills
Overhead (15%)	11,362.5	10,291	12,525	26,617.5	12,832.5	73,702.5 C-Bills
Maintenance Cost	415,000	1,895,000	3,635,000	450,000	3,620,000	10,015,000 C-Bills
Total Monthly Cost	502,112.5	1,973,891	3,731,525	654,067.5	3,718,382.5	10,580,052.5 C-Bills
Morale	2.52	2.40	2.48	2.43	2.36	2.44
Reputation	4	8	11	5	11	39
AeroSpace Value	0	39.5	18.5	0	33.5	91.5
Maneuver Value	82.5	171	224	191.5	200	869
Combat Value	1005.5	121.5	197.5	181	187	792.5

The Eridani Light Horse



- **1st Motorized Infantry Platoon**
  - Lieutenant Greg Tyler
  - Sergeant Vincent Kowolski, Veteran Motorized Infantry (Machine Gun)
  - Corporal Ferris Jefferson, Regular Motorized Infantry (Machine Gun)
  - Corporal Kendall Long, Regular Motorized Infantry (Machine Gun)
  - Corporal Roscoe Washburn, Green Motorized Infantry (Machine Gun)
- **2nd Motorized Infantry Platoon**
  - Lieutenant Oscar Rett
  - Sergeant Arthur Simpson, Veteran Motorized Infantry (Flamer)
  - Corporal Frank Wenton, Regular Moturized Infantry (Flamer)
  - Corporal Grant Veltch, Regular Motorized Infantry (Flamer)
  - Corporal Delores Alvos, Green Motorized Infantry (Flamer)
- **3rd Striker Battalion (Jamal's Plague)**
  - **Battalion Command Lance (Jamal's Guards)**
    - Major Jamal Fallehy, Elite *Hunchback*
    - Frank Stocker, Veteran *Griffin*
    - Efren Ramirez, Veteran *Phoenix Hawk*
    - Alvin Lausund, Veteran *Spider*
- **9th Company (Kentrick's Company)**
  - **Command Lance**
    - Captain Brent Kentrick, Veteran *Wolverine*
    - Leo Graves, Regular *Ostsol*
    - Clayton Jellicoe, Regular *Enforcer*
    - Duane Brockway, Green *Shadow Hawk*
  - **Strike Lance**
    - Lieutenant David Armstrong, Veteran *Trebuchet*
    - Ernest Sternack, Regular *Dervish*
    - Raymond Bayliss, Regular *Griffin*
    - Addie Mathiason, Veteran *Griffin*
  - **Recon Lance**
    - Lt. Richard Regts, Veteran *Phoenix Hawk*
    - Peggy Castanares, Regular *Wasp*
    - Gregory Ford, Regular *Wasp*
    - Gary Chop, Green *Locust*
- **14th Company (Paulson's Roadrunners)**
  - **Command Lance**
    - Captain Cynthia Paulson, Veteran *Trebuchet*
    - Ralph Goodson, Regular *Whitworth*
    - Jim Ciensinski, Regular *Centurion*
    - Edward MacCormac, Veteran *Griffin*
  - **Strike Lance**
    - Lt. Thomas Hemphill, Veteran *Wolverine*
    - Iato Kusaka, Regular *Enforcer*
    - Mike Dunn, Regular *Firestarter*
    - George Kuhr Jr., Green *Stinger*
  - **Recon Lance**
    - Lieutenant Victor Lyon, Veteran *Ostscout*
    - Francis Millay, Veteran *Wasp*
    - Ronald Middaugh, Regular *Wasp*
- **85th Company (Benton's Brown Bombers)**
  - **Command Lance**
    - Captain Nathaniel Benton, Veteran Stuka Heavy Fighter
    - Ignacio Andrews, Veteran *Stuka* Heavy Fighter
  - **Support Lance**
    - Lieutenant Roy Gambrel, Veteran *Shilone* Medium Fighter
    - Roy Gambrel Jr., Green *Shilone* Medium Fighter
  - **Strike Lance**
    - Lt. Victoria Holst, Elite *Stingray* Medium Fighter
    - David Hoogestat, Regular *Stingray* Medium Fighter
  - **Recon Lance**
    - Lt. Mike Gafke, Regular *Seydlitz* Medium Fighter
    - Kenneth Birkenfield, Green *Seydlitz* Light Fighter
- **5th Striker Battalion (Dirkson's Dragonslayers)**
  - **Battalion Command Lance (Dirkson's Guards)**
    - Major Earl Dirkson, Elite *Victor*
    - Charley Hess, Veteran *Archer*
    - Warren Koons, Regular *Archer*
    - D.J. Novac, Veteran *Firestarter*
- **4th Company (Pinter's Axmen)**
  - **Command Lance**
    - Captain Gregory Pinter, Veteran *Dervish*
    - Hoo Fronst, Veteran *Phoenix Hawk*
    - Troy Entrig, Regular *Enforcer*
    - C.J. Blackling, Regular *Valkyrie*
  - **Strike Lance**
    - Lt. Kennet Hendershott, Veteran *Hunchback*
    - Max Luzzi, Green *Dervish*
    - Gene Moran, Veteran *Wasp*
    - Roger Abundis, Veteran *Shadow Hawk*
  - **Recon Lance**
    - Lieutenant Annie Coder, Elite *Phoenix Hawk*
    - Rober Firkus, Veteran *Stinger*
    - Victory Embler, Regular *Stinger*
    - Franklin Brechler, Green *Locust*
  - **Air Lance**
    - Lieutenant Donna Councilor, Regular *Sparrow Hawk* Light Fighter
    - Gary Chreyson, Veteran *Sparrow Hawk* Light Fighter
- **7th Company (Tanaka's Company)**
  - **Command Lance**
    - Captain Taimo Tanaka, Veteran *Enforcer*
    - Robert Thrall, Regular *Clint*
    - Raugh Ranck, Regular *Cicada*
    - Leslie Peachy, Regular *Hunchback*
  - **Strike Lance**
    - Lieutenant Darrell Egaas, Veteran *Quickdraw*
    - Gary Bittnern, Regular *Blackjack*
    - Melvin Gordy, Regular *Blackjack*
    - Shi Phang Koh, Regular *Wasp*
  - **Recon Lance**
    - Lt. Blair C. Kipola, Veteran *Phoenix Hawk*
    - J.F. Pendras, Veteran *Wasp*
    - Clarence Eliasen, Regular *Stinger*
    - Larry Einspahr, Green *Locust*
  - **Air Lance**
    - Lieutenant Tony Littleton, Veteran *Corsair* Medium Fighter
    - Richard Moore, Green *Corsair* Medium Fighter
- **25th Heavy Assault Company (Seflo's Sledgehammers)**
  - **Command Lance**
    - Captain Kent Seflo, Veteran *Stalker*
    - Alva Skoog, Veteran *Banshee*
    - Gary Vardh, Regular *Stalker*
    - Steven Young Jr., Green *Thunderbolt*
  - **Strike Lance**
    - Lieutenant Moniles Ulrich, Veteran *BattleMaster*
    - Isabella Tooley, Regular *Warhammer*
    - Rusty Zommers, Regualr *Awesome*
    - Evonne Wiltbank, Green *Marauder*
  - **1st Air Lance**
    - Lieutanent Lee Walter-Hayklin, Veteran *Lucifer* Medium Fighter
    - Gregory Stancich, Regular *Lucifer* Medium Fighter
  - **2nd Air Lance**
    - Lt. Victor Tan, Regular *Corsair* Medium Fighter
    - Mich Metternich, Regular *Corsair* Medium Fighter
- **7th Striker Battalion (Nigel's Nightslayers)**
  - **Battalion Command Lance (Nigel's Guards)**
    - Major Jameson Nigel, Veteran *Victor*
    - Donna Passo, Veteran *JagerMech*
    - Orren Orgleby, Regular *Archer*
    - Marge Norsica, Veteran *Centurion*
- **11th Company (Pelham's Company)**
  - **Red Seven Lance**
    - Captain Timothy Pelham, Veteran *Warhammer*
    - Harry Frazee, Veteran *Phoenix Hawk*
    - Gordy Gumpton, Regular *Warhammer*
    - Robert Morzani, Regular *Wasp*
  - **Blue Seven Lance**
    - Lt. Lewis Cassiday, Veteran *Shadow Hawk*
    - Salvatore Morgan, Regular *Griffin*
    - Michael Osheal, Veteran *Wasp*
    - Zephrem Hill, Veteran *Stinger*
  - **Gold Seven Lance**
    - Lieutenant Arthur Wicks, Veteran *Crusader*
    - Harrell Kirby, Veteran *Phoenix Hawk*
    - Caroline Hart, Green *Shadow Hawk*
    - Odaniel Lockridge, Regular *Griffin*
    - Cecil Rosback, Veteran *Saber* Light Fighter
- **12th Company (Lightning Company)**
  - **Silver Lance**
    - Captain Li Hsien, Veteran *Archer*
    - Arron Mondlach, Regular *Archer*
    - Alex Novinsky, Regular *Griffin*
    - Abner LeTourneau, Regular *Locust*
  - **Black Lance**
    - Lt. George Hawkinson, Veteran *Rifleman*
    - Miri Gareis, Regular *Shadow Hawk*
    - John Flick, Regular *Enforcer*
    - Kenneth Jolgren, Veteran *Phoenix Hawk*
  - **Purple Lance**
    - Lieutenant Ben Izzoman, Veteran *Wolverine*
    - Alberto Loga, Regular *Valkyrie*
    - Roman Steven, Regular *Wasp*
    - Peter Joncas, Green *Locust*
  - **Brown Lance**
    - Lieutenant Billy Mitchell Jr., Veteran *Seydlitz* Light Fighter
    - Cyrus Clarenbern, Green *Seydlitz* Light Fighter
- **27th Company (Wolfhounds)**
  - **Green Lance**
    - Major Pierre Bouchard, Elite *Crusader*
    - Lieutenant K.M. Daley, Veteran *Archer*
    - Gary Svardh, Regular *Stalker*
    - Arley Bjelland, Regular *Thunderbolt*
  - **White Lance**
    - Lieutenant Deborah Brazina, Veteran *Trebuchet*
    - Stephen Cagwin, Regular *Rifleman*
    - Glen Cultum, Regular *Hunchback*
  - **Platinum Lance**
    - Lieutenant "Jackpot" Johnson, Veteran *Phoenix Hawk* LAM
    - Ernest Breckleson, Regular *Locust*
    - Cheryl Carmace, Veteran *Stinger*
    - Cynthia Smallwood, Regular *Transgressor* Heavy Fighter
- **1st Armored Infantry Battalion (Mighty Mites)**
  - **Battalion Command Lance (Rock's Rollers)**
    - Major Samuel 'The Rock' Perrow, Elite *Cicada*
    - Rick Kenderson, Veteran *Spider*
    - Lyle Peters, Regular *Spider*
    - Sally Remond, Regular *Locust*
- **Tin Can Company**
  - **Command Lance**
    - Captain Klaus Hesse, Elite Von Luckner Heavy Tank
    - Lieutenant Cindy Telkirk, Veteran Von Luckner Heavy Tank
    - Sergeant Stanley Petroviff, Veteran Von Luckner Heavy Tank
    - Sergeant Terry Liesner, Regular Von Luckner Heavy Tank
    - Sergeant Patrice Gubsen, Veteran Von Luckner Heavy Tank

Strike Lance
Lieutenant Llewellyn Trent, Veteran Scorpion Light Tank
Sgt. Yolanda Drac, Veteran Scorpion Light Tank
Sergeant Jonathan Sting, Regular Scorpion Light Tank
Sergeant Nicholas Skalabrim, Veteran Scorpion Light Tank
Sergeant Steven Richardson, Veteran Galleon Light Tank
Sgt. Donald Hunter, Veteran Galleon Light Tank
Recon Lance
Lieutenant Coreen Stratton, Veteran Pegasus Hover Tank
Sergeant Norman Clevon, Veteran Pegasus Hover Tank
Sergeant Timothy Villings, Regular Pegasus Hover Tank
Sergeant Evelyn Snodgrass, Veteran Pegasus Hover Tank
Sergeant Thomas Manner, Regular Pegasus Hover Tank
Sgt. Hoyt Stows, Regular Pegasus Hover Tank
Alpha Company
Captain Lila Oakwood
1st Platoon
Lieutenant Hector Torres
Sergeant Ginny Verne, Veteran Motorized Infantry (Laser)
Corporal Vincent Nelson, Veteran Motorized Infantry (Laser)
Corporal Kanpo Iamoto, Regular Motorized Infantry (Laser)
Corporal "Yeller" Heller, Regular Motorized Infantry (Laser)
2nd Platoon
Lieutenant Tuck Miller
Sergeant Christian Fenny, Regular Motorized Infantry (Laser)
Corporal Donald Erikson, Regular Motorized Infantry (Laser)
Corporal Ries Tunney, Regular Motorized Infantry (Laser)
Corporal Fennimore Velkman, Regular Motorized Infantry (Laser)
3rd Platoon
Lieutenant Richard Diego
Sergeant Terry Welby, Veteran Motorized Infantry (SRM)
Corporal Barbara Miner, Regular Motorized Infantry (SRM)
Corporal Carlos Petersen, Regular Motorized Infantry (SRM)
Corporal Xi Daniels, Regular Motorized Infantry (SRM)
4th Platoon
Lieutenant Vince Tulane
Sergeant Gerald Lenders, Veteran Motorized Infantry (SRM)
Corporal Regina Bounder, Regular Motorized Infantry (SRM)
Corporal Fung Tau, Regular Motorized Infantry (SRM)
Cpl. Yoto Chin, Green Motorized Infantry (SRM)
Bravo Company
Captain Ernest Torsak
1st Platoon
Lieutenant Walter Sizneck
Sgt. Frank Delany, Elite Jump Infantry (Rifle)
Corporal Samuel Washington, Veteran Jump Infantry (Rifle)
Cpl. Glenn Lofall, Veteran Jump Infantry (Rifle)
Corporal Kyoto Naguchi, Veteran Jump Infantry (Rifle)
2nd Platoon
Lieutenant G.R. Jefferson
Sergeant Beulah Olson, Elite Jump Infantry (Machine Gun)
Corporal Delanore Evers, Veteran Jump Infantry (Machine Gun)
Corporal Roberta Bremeton, Regular Jump Infantry (Machine Gun)
Corporal Verne Atahugh, Regular Jump Infantry (Machine Gun)
3rd Platoon
Lieutenant Henry Van Thaller
Sgt. Dmitri Iota, Veteran Jump Infantry (Laser)
Corporal Harston Lima, Veteran Jump Infantry (Laser)
Corporal Helkirk Peters, Green Jump Infantry (Laser)
Corporal Tina Velasquez, Veteran Jump Infantry (Laser)
Boomer Company
Command Lance
Captain Greerson Holland, Veteran Long Tom Artillery
Lt. Jason Everman, Regular Long Tom Artillery
Lt. Jill Creech, Regular Long Tom Artillery
AA Lance
Lieutenant Forrest Liesen, Veteran *Rifleman*
Freeman Anderson, Regular *Archer*
James Gleason, Regular *Archer*
Douglas Vehl, Regular *Dervish*
151st Light Horse Regiment (Dark Horse Regiment)
Regimental Command Company (Fairchild's Guards)
Command Lance
Colonel Robert Fairchild, Elite *Stalker*
Lieutenant Thomas Bannon, Veteran *Catapult*
Elroy Jobins, Veteran *Shadow Hawk*
Catherine Lune, Veteran *Shadow Hawk*
Security Lance
Captain Diane Pizler, Elite *Phoenix Hawk*
Donald Shilke, Veteran *Hunchback*
James Seargrave, Veteran *Trebuchet*
William Orstram, Regular *Trebuchet*
Artillery Lance
Captain Wilson DeNalley, Elite *Archer*
Lt. Timothy Orchard, Elite Long Tom Artillery
Lt. Jessica Stewart, Elite Long Tom Artillery
Lt. Michael Busselle, Elite Long Tom Artillery
Lt. Marilyn Filhian, Veteran Long Tom Artillery
Lt. Fuastino Heller, Elite Long Tom Artillery
Lt. Mitch Walter, Veteran Long Tom Artillery
1st Motorized Infantry Platoon
Lieutenant Lars Eighner
Sergeant "Tungsten" O'Malley, Elite Motorized Infantry (Machine Gun)
Corporal Pierre Cuisinier, Veteran Motorized Infantry (Machine Gun)
Corporal Jackie Fritscher, Veteran Motorized Infantry (Machine Gun)
Corporal Herbert Koelbl, Veteran Motorized Infantry (Machine Gun)
2nd Motorized Infantry Platoon
Lieutenant Suzanne Sarnoff
Sergeant Kimberly Sarnoff, Elite Motorized Infantry (Flamer)
Corporal Jerry Coriolan, Elite Motorized Infantry (Flamer)
Corporal Pohl James, Elite Motorized Infantry (Flamer)
Corporal Bors Newman, Elite Motorized Infantry (Flamer)
50th Heavy Cavalry Battalion (Bloody Half-Hundred)
Battalion Command Lance (Kroger's Own)
Major Simon Kroger Jr., Elite *BattleMaster*
Filly Hegel, Veteran *Marauder*
Stephen Kagwane, Elite *Warhammer*
Ted Hauschel, Veteran *Marauder*
Lieutenant Bill Gherna, Elite Long Tom Artillery
Lt. Alex Olunder, Veteran Long Tom Artillery
Lieutenant Mitchell Mix

The Eridani Light Horse

Sergeant Lawrence Oppenheimer, Elite Motorized Infantry (Laser)
Corporal Gene Henderson, Regular Motorized Infantry (Laser)
Corporal Rolf Edwards, Regular Motorized Infantry (Laser)
Corporal Gertrude Bateman, Regular Motorized Infantry (Laser)
1st Recon Company (Hawkeyes)
Command Lance
Captain Kenneth Jolgreen, Elite *Dervish*
Eno Miyasota, Elite *Enforcer*
Darlene Olsen, Veteran *Phoenix Hawk*
Merle Pribbernow, Veteran *Phoenix Hawk*
Strike Lance
Lieutenant Deane Rochon, Elite *Valkyrie*
Gwendolyn Snedicor, Elite *Spider*
Augusta Tackett, Veteran *Stinger*
Colin Entch, Elite *Commando*
Support Lance
Lt. Helen Helmet, Veteran Galleon Light Tank
Clark Jinsrude, Veteran Galleon Light Tank
Harvey Taleman, Veteran Galleon Light Tank
Richard Piunti, Veteran Galleon Light Tank
Air Lance
Lt. Cruz Campana, Elite *Sparrow Hawk* Fighter
Gene Knox, Veteran *Sparrow Hawk* Fighter
Recon Lance
Lieutenant Francis Millen, Elite *Locust*
Kevin Bledsoe, Elite Swiftwind Scout Vehicle
Robert Geract, Elite Packrat Scout Vehicle
Hammer Billings, Veteran Packrat Scout Vehicle
C.R. Lovatch, Veteran Packrat Scout Vehicle
1st Heavy Assault Company (Ganadan's Company)
Command Lance
Captain Deborah Ganadan, Elite *Cyclops*
Edgar Aikman, Elite *Stalker*
Delbert Posona, Veteran *Vindicator*
Xuong Luong, Elite *Awesome*
7th Motorized Infantry Platoon
Lieutenant Peter Haley
Sergeant Yves Zelkerd, Veteran Motorized Infantry (Flamer)
Corporal Gerry Von Dermere, Elite Motorized Infantry (Flamer)
Corporal Kellan Senner, Regular Motorized Infantry (Flamer)
Corporal Reginald Edwards, Regular Motorized Infantry (Flamer)
Strike Lance
Lieutenant Denneta Delay, Elite *BattleMaster*
Jonathan Edick, Veteran *Orion*
Neil Fraser, Elite *Grasshopper*
Carole Jean Holmaas, Veteran *Archer*
Lieutenant Richard Houle, Veteran Manticore Heavy Tank
Lieutenant Thomas Gedders, Veteran Manticore Heavy Tank
Lieutenant Wally Dance, Veteran Manticore Heavy Tank
Recon Lance
Lieutenant Agate Houpt, Elite *Grasshopper*
John Ezzell, Veteran *Thunderbolt*
Clarence Gronley, Elite *Phoenix Hawk*
Terry Tilberg, Elite *Hermes II*

The Eridani Light Horse

Air Lance
Lieutenant Norvals Rieken, Elite *Chippewa* Heavy Fighter
Arthur LaMonica, Veteran *Chippewa* Heavy Fighter

3rd Heavy Assault Company (Wrecking Crew)

Command Lance
Captain Larcen Mitchell, Elite *Atlas*
Gordon Gaumintz, Elite *Banshee*
Jem Carrea, Veteran *Victor*
Kent Fairfax Jr., Veteran *Goliath*

4th Motorized Infantry Platoon
Lieutenant Brenda Raleigh
Sergeant Grisholm Karls, Elite Motorized Infantry (Laser)
Corporal Felan Fuller, Regular Motorized Infantry (Laser)
Corporal Etienne Welmer, Regular Motorized Infantry (Laser)
Corporal Werner Genbert, Regular Motorized Infantry (Laser)

Strike Lance
Lieutenant Soimone Silverdale, Elite *BattleMaster*
Randy Pudelko, Veteran *Awesome*
Arvon Plato, Elite *Grasshopper*
Ivan Rekow, Elite *Marauder*
Lieutenant Joseph McCall, Veteran Von Luckner Heavy Tank
Ralph Mastel, Veteran Von Luckner Heavy Tank
Rose Martinson, Veteran Von Luckner Heavy Tank

Recon Lance
Lieutenant Christopher Reopelle, Elite *JagerMech*
Andrea Suraci, Veteran *Crusader*
Susan Templeton, Elite *Wolverine*
Lloyd Valley, Veteran *Wolverine*
Simon Testroy, Elite *Chippewa* Heavy Fighter

8th Recon Battalion (Cyclones)

Battalion Command Lance (Gasca's Own)
Major Anthony Gasca, Elite *Warhammer*
Rosemarie Artz, Veteran *Thunderbolt*
Sigard Sorenson, Veteran *Ostsol*
Lela Ottenbein, Veteran *Wolverine*
Lieutenant Ivan Elkson, Veteran Sniper Artillery
Lieutenant Ralph Yukon, Veteran Sniper Artillery

5th Recon Company (Stedman's Scirocco)

Command Lance
Captain Kraig Stedman, Elite *Griffin*
Abrahim Ibn Faud, Elite *Phoenix Hawk* LAM
Jacqueline Lukin, Veteran *Enforcer*
Gunvald Rusco, Elite *Clint*

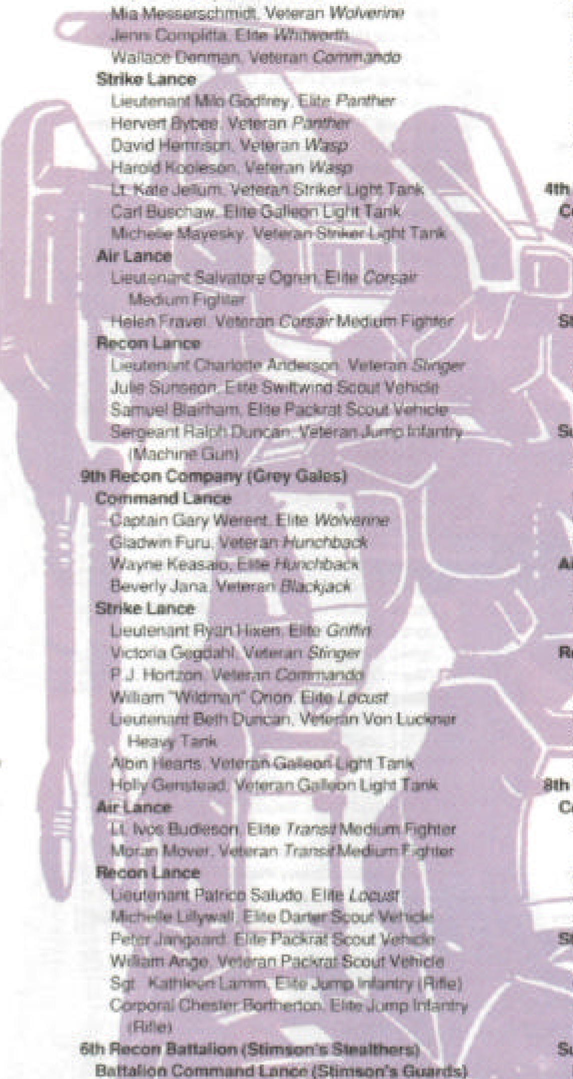
Strike Lance
Lieutenant Seth Pritzos, Elite *Valkyrie*
Ivan Stevica, Veteran *Dervish*
Jonathan Vebron, Veteran *Wasp*
Jerry Walion, Elite *Wasp*
Lieutenant Henry Van Johnson, Veteran Manticore Heavy Tank
Peter Underwood, Veteran Galleon Light Tank
Eddie Immel, Veteran Galleon Light Tank

Air Lance
Lt. Virginia Teace, Elite *Slayer* Heavy Fighter
Marvin Hoodenpile, Veteran *Slayer* Heavy Fighter

Recon Lance
Lieutenant Michael Fels, Elite *Ostscout*
James Lazdowski, Elite Skulker Scout Vehicle
Olson Reginald, Elite Packrat Scout Vehicle
Sgt. Harold Strunk, Veteran Jump Infantry (Rifle)

6th Recon Company (Barber's Ill Wind)

Command Lance
Captain Kanaya Barber, Elite *Trebuchet*
Mia Messerschmidt, Veteran *Wolverine*
Jenni Complitta, Elite *Whitworth*
Wallace Denman, Veteran *Commando*



Strike Lance
Lieutenant Milo Godfrey, Elite *Panther*
Hervert Bybee, Veteran *Panther*
David Hemrison, Veteran *Wasp*
Harold Kooleson, Veteran *Wasp*
Lt. Kate Jellum, Veteran Striker Light Tank
Carl Buschaw, Elite Galleon Light Tank
Michelle Mayesky, Veteran Striker Light Tank

Air Lance
Lieutenant Salvatore Ognen, Elite *Corsair* Medium Fighter
Helen Fravel, Veteran *Corsair* Medium Fighter

Recon Lance
Lieutenant Charlotte Anderson, Veteran *Stinger*
Julie Sunseon, Elite Swiftwind Scout Vehicle
Samuel Blairham, Elite Packrat Scout Vehicle
Sergeant Ralph Duncan, Veteran Jump Infantry (Machine Gun)

9th Recon Company (Grey Gales)

Command Lance
Captain Gary Werent, Elite *Wolverine*
Gladwin Furu, Veteran *Hunchback*
Wayne Keasalo, Elite *Hunchback*
Beverly Jana, Veteran *Blackjack*

Strike Lance
Lieutenant Ryan Hixen, Elite *Griffin*
Victoria Gegdahl, Veteran *Stinger*
P.J. Hortzon, Veteran *Commando*
William "Wildman" Orion, Elite *Locust*
Lieutenant Beth Duncan, Veteran Von Luckner Heavy Tank
Albin Hearts, Veteran Galleon Light Tank
Holly Genstead, Veteran Galleon Light Tank

Air Lance
Lt. Ivos Budleson, Elite *Transit* Medium Fighter
Moran Mover, Veteran *Transit* Medium Fighter

Recon Lance
Lieutenant Patrico Saludo, Elite *Locust*
Michelle Lillywall, Elite Darter Scout Vehicle
Peter Jangaard, Elite Packrat Scout Vehicle
William Ange, Veteran Packrat Scout Vehicle
Sgt. Kathleen Lamm, Elite Jump Infantry (Rifle)
Corporal Chester Bortherton, Elite Jump Infantry (Rifle)

6th Recon Battalion (Stimson's Stealthers)

Battalion Command Lance (Stimson's Guards)
Major Edward Stimson, Elite *Valkyrie*
Gary Milgard, Elite *Valkyrie*
Wilbur Houpt, Veteran *Stinger*
JoJo Reprean, Elite *Spider*

2nd Recon Company (Nightcrawlers)

Command Lance
Captain Raymond Ailwine, Elite *Wolverine*
Jack Finsrud, Veteran *Vulcan*
Terry Lyttle, Elite *Enforcer*
Barbara Mosely, Veteran *Phoenix Hawk*

Strike Lance
Lickin Graspkopf, Elite *Ostscout*
Rupert Clintmore, Elite *Valkyrie*
Ferruccio Poorliss, Veteran *Stinger*
Lyle Wilson, Elite *Wasp*

Support Lance
Lt. Wesley Grovers, Jr., Elite Galleon Light Tank
Wesley "Greybeard" Grovers, Veteran Galleon Light Tank
Patrick Innesfree, Veteran Galleon Light Tank
Taylor Richardson, Jr., Veteran Galleon Light Tank

Air Lance
Lieutenant Gus Avery, Veteran *Eagle* Heavy Fighter
Peter Erickson, Regular *Eagle* Heavy Fighter

Recon Lance
Lieutenant Virgil Gaughan, Elite *Stinger*
Eddie Calvo, Elite Darter Scout Vehicle
Sid Eloy, Elite Packrat Scout Vehicle
Tommy "Indian" Redclouds, Veteran Packrat Scout Vehicle
Sgt. Clifford Hemrock, Elite Jump Infantry (Rifle)
Corporal Sandy Ericson, Veteran Jump Infantry (Rifle)

4th Recon Company (Sneaky Devils)

Command Lance
Captain Gordon Eliseuson, Elite *Panther*
Fay Fetters, Elite *Commando*
Lidwine Hesselgesser, Veteran *Javelin*
Harley Kanyon, Veteran *Phoenix Hawk*

Strike Lance
Lieutenant Clarence Lotus, Elite Jenner
Kelly O'Blenes, Regular *Locust*
Arthur Ritchie, Elite *Valkyrie*
Ingrid Sefort, Veteran *Stinger*

Support Lance
Lieutenant Fred Counters, Veteran Von Luckner Heavy Tank
Edwin Serra, Veteran Manticore Heavy Tank
Gustav Lucken, Veteran Manticore Heavy Tank
Ruben Hayes, Veteran Galleon Light Tank

Air Lance
Lt. Carla Snyder, Elite *Seydlitz* Light Fighter
Christian Reopelle, Veteran *Seydlitz* Light Fighter

Recon Lance
Lieutenant Mabel Stritar, Elite *Locust*
Augusta Swanson, Elite Swiftwind Scout Vehicle
Patrico Verton, Veteran Packrat Scout Vehicle
Sgt. Tom Haynes, Veteran Jump Infantry (Rifle)
Lt. Henry Brooks, Veteran Galleon Light Tank

8th Recon Company (Sydney's Company)

Command Lance
Captain "Sycamore" Sydney Harrison, Elite *Enforcer*
Atillon Morrisen, Elite *Jenner*
Thelma McCarahan, Veteran *Hunchback*
Arnold Sola, Elite *Phoenix Hawk*

Strike Lance
Lieutenant Jerome Strittmatter, Elite *Trebuchet*
Corinne Ulanx, Veteran *Spider*
Harry Vandevermal, Elite *Locust*
Yoto Sun, Elite *Wasp*

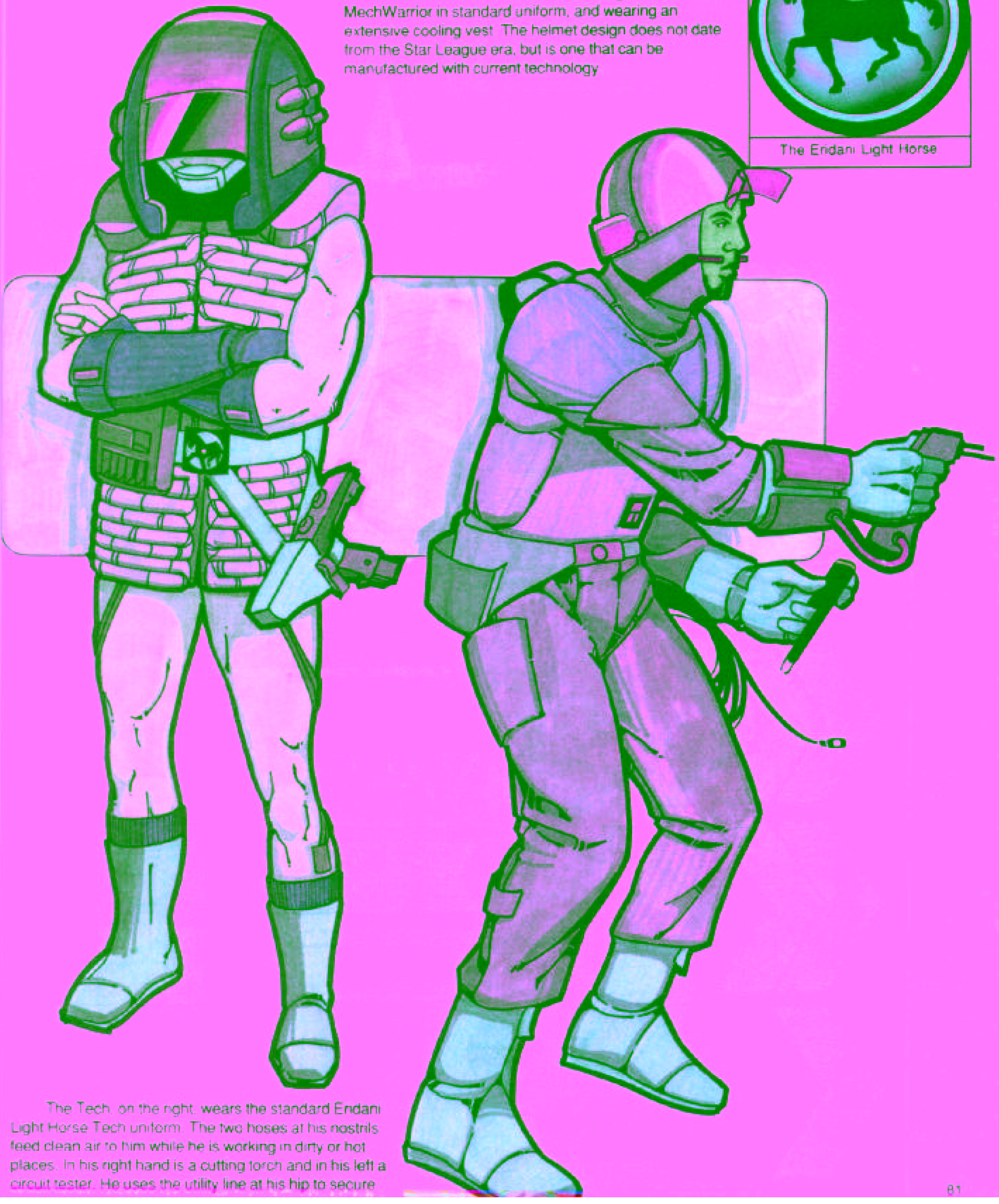
Support Lance
Lt. Todd Frently, Elite Scorpion Light Tank
Sgt. Cyril Gonters, Elite Scorpion Light Tank
Corporal Susan Tredwells, Veteran Scorpion Light Tank
Cpl. Lomar Yentra, Veteran Scorpion Light Tank

Air Lance
Lieutenant Joan Simodo, Elite *Sparrow Hawk* Light Fighter
Jonatha Almira, Veteran *Sparrow Hawk* Light Fighter

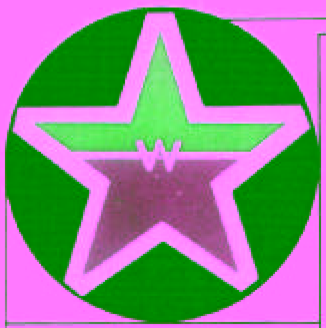
Recon Lance
Lieutenant George Zaya, Elite *Stinger*
Guy Amendo, Veteran Centipede Scout Vehicle
Michael Wently, Elite Packrat Scout Vehicle
Sgt. Dale Rivers, Veteran Jump Infantry (Rifle)
Lieutenant Fischer Velman, Veteran Galleon Light Tank

This illustration shows an Eridani Light Horse MechWarrior in standard uniform, and wearing an extensive cooling vest. The helmet design does not date from the Star League era, but is one that can be manufactured with current technology.

The Eridani Light Horse

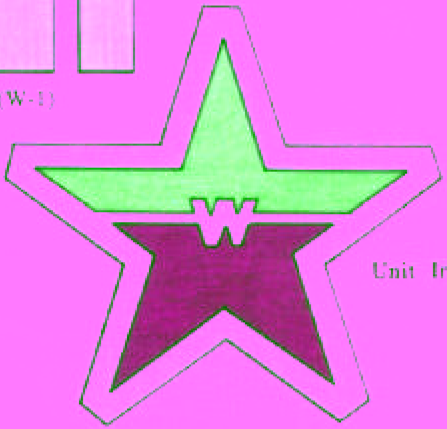


The Tech, on the right, wears the standard Eridani Light Horse Tech uniform. The two hoses at his nostrils feed clean air to him while he is working in dirty or hot places. In his right hand is a cutting torch and in his left a circuit tester. He uses the utility line at his hip to secure

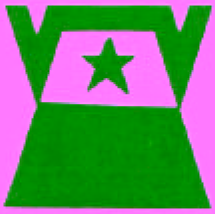


The Waco Rangers

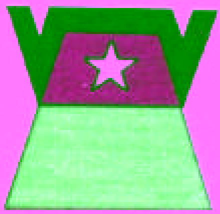
Tech Warrant Officer (W-1)



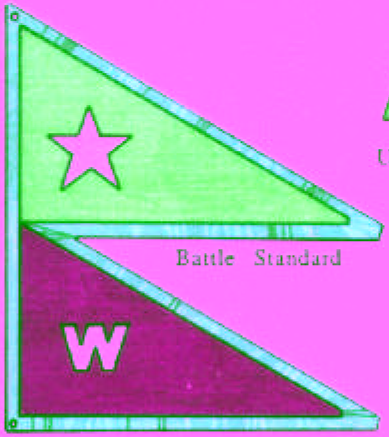
Unit Insignia



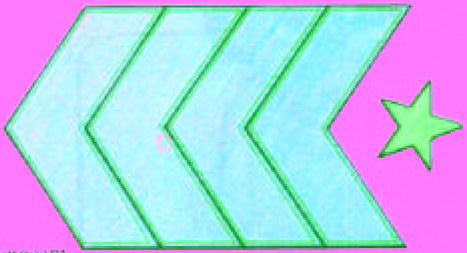
Unit Insignia - Undress



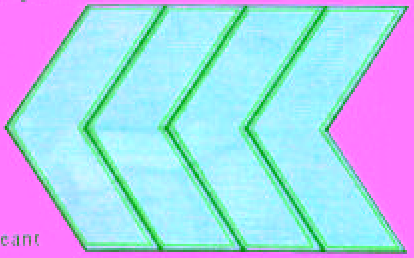
Unit Insignia - Dress



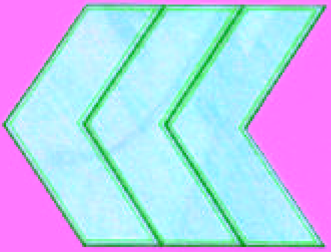
Battle Standard



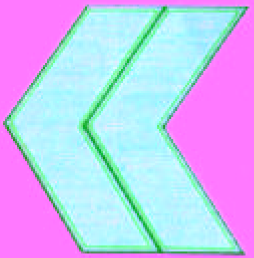
(E-5)
MechWarrior Sergeant



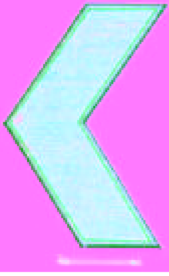
(E-4)
Staff Sergeant



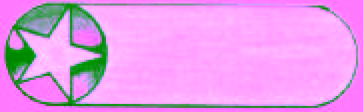
(E-3)
Sergeant



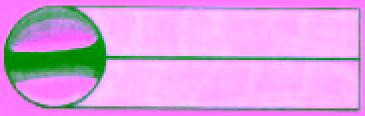
(E-2)
Corporal



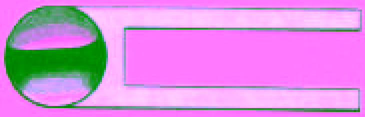
(E-1)
Private



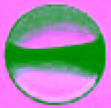
Colonel (O-5)



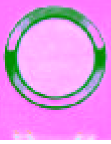
Major (O-4)



Captain (O-3)



Lieutenant (O-2)



Subaltern (O-1)

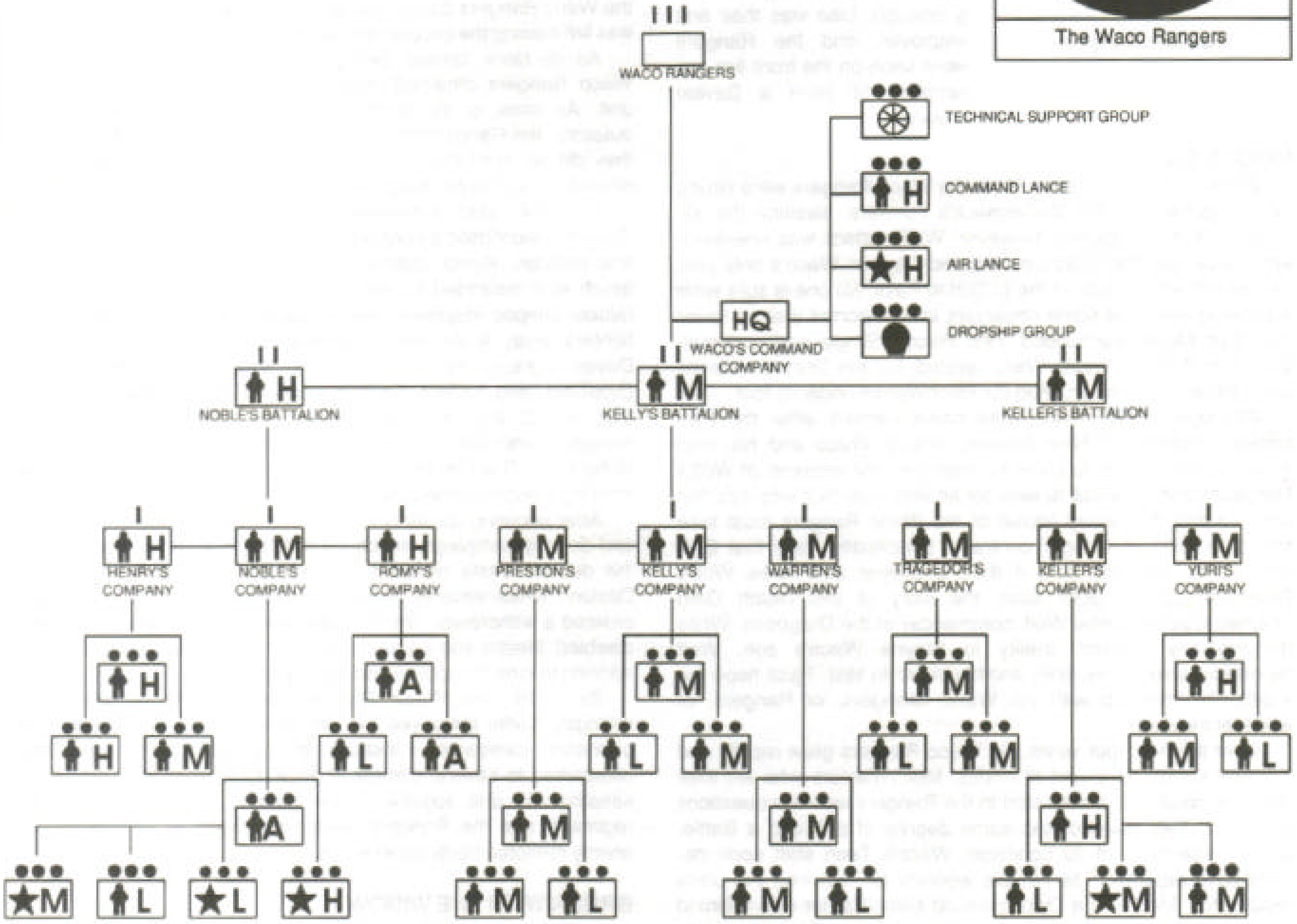
Branch Colors

🟦 Infantry
🟩 MechWarrior
🟪 Support
⬜ AeroSpace

WACO RANGERS

The Waco Rangers

TABLE OF ORGANIZATION



The Waco Rangers

	HQ Company	Noble's Batt.	Kelly's Batt.	Keller's Batt.	Total
Base Cost	90,400	91,140	52,280	50,840	284,660 UP
Total Squads	43	118	106	106	373
Combat Squads	7	37	35	35	114
SP Required	786	1,044	795	836	3,461
SP Generated	731	1,008	846	840	3,425
SP Deficit	55	36	(51)	(4)	36
Monthly Salary	110,400	73,600	67,050	57,550	308,600 C-Bills
Monthly Supplies	21,500	59,000	53,000	53,000	186,500 C-Bills
Overhead (15%)	19,785	19,890	18,117.5	16,582.5	74,275 C-Bills
Maintenance Cost	275,00	845,000	150,000	175,000	1,455,000 C-Bills
Total Monthly Cost	426,685	997,490	288,067.5	302,132.5	2,014,375 C-Bills
Morale	3.00	2.45	2.34	2.13	2.48
Reputation	3	11	7	8	29
AeroSpace Value	20	36.5	0	14	70.5
Maneuver Value	25.5	166.5	214.5	173	579.5
Combat Value	33	184.5	155	142.5	515

Support point surpluses and deficits are normally shifted from company to company within a battalion. These figures do not take this practice into account.

The Waco Rangers

BRIEF HISTORY

In 3007, Captain Wayne Waco of the soon-to-be-disbanded 1st Tau Ceti Rangers resigned his commission from House Liao and recruited 15 down-and-out MechWarriors to form a mercenary company called the Waco Rangers. Oddly enough, Liao was their first employer, and the Rangers were soon on the front line, attempting to stem a Davion advance.

SWORN ENEMIES

While on New Aragon in 3008, the Waco Rangers were strung out on picket duty for McCormack's Fusiliers, awaiting the assault of Wolf's Dragoons. However, Wolf's attack was unexpectedly quick, and the Dragoons trapped Captain Waco's only son, Lieutenant John Waco, in the El Diablo Pass. No one is sure what happened next, but some observers later reported that no fewer than four 'Mechs surrounded John Waco's *Stinger* and systematically tore it apart. Young Waco ejected, but the Dragoon 'Mechs pursued him, and one crushed the MechWarrior under its foot.

Although those reports were never verified, after the Liao forces retreated off New Aragon, Wayne Waco and his men swore a Death Oath to show no mercy to any member of Wolf's Dragoons and to refuse to work for an employer that employs that unit. To this day, every recruit of the Waco Rangers must take this oath, and all Ranger contracts specifically state that their contract is null and void if their employer also hires Wolf's Dragoons. Some years later, the story of this Death Oath reached Colonel Jaime Wolf, commander of the Dragoons. While denying any outright cruelty to Wayne Waco's son, Wolf reportedly said, "Fine, fine, another merc to test. I just hope we eventually meet up with the Waco Grangers, or Rangers, or whoever they are."

Over the next four years, the Waco Rangers grew rapidly and became known as a unit of misfits. MechWarriors who left their old units could find a new start in the Rangers with few questions asked; all they needed was some degree of skill and a BattleMech, regardless of its condition. Waco's Tech staff soon developed a reputation as miracle workers for restoring the unit's dilapidated 'Mechs. If a Dispossessed MechWarrior was talented enough, Waco would give the mercenary one of the unit's spare 'Mechs.

By 3010, the Waco Rangers was one of the most reliable mercenary units in the service of House Liao. As such, it was constantly jumping from one troublespot to another. Notable among these skirmishes was the defense of the planet Thomas against House Davion's 42nd Avalon Hussars regiment in 3011. The Avalon Hussars assaulted the planet en masse, making them easy prey for Waco's hit-and-run tactics. By the time Liao reinforcements arrived, forcing the Davion regiment to retreat off-planet, Waco's Techs had recovered nearly 30 enemy 'Mechs. Soon the unit was battalion-sized, and Captain Waco gave himself a promotion to major. After replacing battle losses, the Rangers still had acquired enough BattleMechs to add two companies to their unit. Within a year, the Waco Rangers had two full battalions.

FROM LIAO TO KURITA

By mid-3011, Lieutenant Colonel Waco discovered that Maximilian Liao had hired the hated Wolf's Dragoons. Angered by this breach of contract, the Waco Rangers raided Liao's supply bases on Korion and departed Capellan space. Liao was outraged, feeling justified in hiring any mercenary unit he wished. According to the contract, however, Liao was supposed to have given the Rangers advance notice of his intention to hire Wolf's Dragoons so that they could leave Liao's employ officially. Thus, the Waco Rangers gained a large amount of spare parts, and Liao was left cursing the peculiarities of mercenaries.

As its fame spread throughout the Successor States, the Waco Rangers attracted more and more MechWarriors to the unit. As most of its members either had no family or were outcasts, the Rangers developed into one big family. As a result, they did not mind that some of their pay went toward repairing or rebuilding old 'Mechs. It was still in the family.

In 3014, after extensive training and refurbishment, the Rangers negotiated a contract with the Draconis Combine. For its first mission, Kurita ordered the unit to raid the planet Mara, which was defended by the 3rd Ceti Hussars. As soon as the raiders jumped insystem, their air lances diverted the defending fighters away from the descending DropShips. However, the Davion fighters did delay Noble's Battalion's *Overlord* Class DropShip, and Keller's Company landed without the support of that assault battalion. As a result, the Hussars battered the company until the *Unions* arrived, bringing five companies to Keller's aid. The Ceti Hussars fell back to higher ground, far away from the Rangers' drop zone.

After securing the landing area, the Rangers began a search-and-destroy campaign, which culminated in a Davion retreat into the dense forests of Mara. However, upon hearing reports of Davion reinforcements arriving in the system, Colonel Waco ordered a withdrawal. The Rangers were able to carry off all their disabled 'Mechs and six assorted vehicles of the Ceti Hussars, in addition to tons of supplies and spare parts.

By 3018, the Waco Rangers was nearly at regimental strength. Kurita employed the unit mostly in objective raids and offensive campaigns. Instead of splintering the unit into companies to several planets at once, Colonel Waco insisted on keeping his unit together. Few planets could repel Waco's regiment, and the Rangers always managed to escape before enemy reinforcements could arrive.

BRUSH WITH THE WIDOW

In February of 3021, Colonel Waco and his men landed on New Wessex, a Kurita forward base and staging area, for a few months' rest and repair. While enjoying this vacation, Waco heard that Wolf's Dragoons' Black Widow Company (now hirelings of House Steiner) had infiltrated the forest called Harlow Wood on the planet, from where they were harassing an entire regiment of Kurita regulars. As the Rangers were dispersed all over the world, the Colonel could assemble only a company of available, uninjured, and sober MechWarriors. He immediately led the company in a two-day march to the command post of the 20th Draconis Regiment.

When Waco and his men arrived, the regimental commander, Brigadier Jinjo Yamashiga, had split his regiment into lances, which were conducting a massive sweep of the entire woods to find the Black Widow's base camp. Unfortunately, the Widows were decimating the lances. By the time Colonel Waco arrived, 18 out of the 27 Kurita lances had been battered. Although the Brigadier forbade the Rangers from participating in the battle, Waco studied topographical maps to find the Widow's most probable

DropShip rendezvous point, and then led his 'Mechs to that area. His hunch was correct but came too late. Waco's company could only trade long-range fire with the Black Widow's DropShips as the latter lifted off. Cheated of his revenge, Colonel Waco sent a scathing report of the Brigadier's incompetence to the Draconis Combine High Command. Brigadier Yamashiga committed suicide one month later.

THE STEINER YEARS

In 3023, House Kurita informed Colonel Waco of its intention to hire Wolf's Dragoons. Accordingly, Colonel Waco let his contract with the Combine expire and signed up with House Steiner, the Successor State recently vacated by Wolf's Dragoons. While conducting objective raids for the Lyran Commonwealth, Colonel Waco tried to discover the location of the Dragoons, but had no success. Then, in mid-3024, his scouts reported that a battalion of Wolf's Dragoons were stationed on the planet Hyperion. Waco immediately decided to organize an assault on the planet.

The Rangers' initial drop and advance went well, and Noble's Assault Battalion seized Ahsiz, the planet's capital, with no opposition. After an unsuccessful search for the Dragoons, Kelly's and Keller's Battalions also entered Ahsiz. However, Wolf's Dragoons soon appeared, and with no fewer than two regiments; the Rangers had stumbled upon one of Wolf's main staging areas. Against these superior numbers, Waco was forced to order a withdrawal. As the Rangers embarked on their DropShips, however, Colonel Waco joined Yuri's Special Operations Company to defend the unit against the advancing Dragoons. The resulting firefight destroyed over half of Yuri's Company, but also cost the Dragoons ten 'Mechs. Colonel Waco's laser-scarred *BattleMaster* was the last to board a DropShip, as it was occupied with blasting a *Banshee* into tin foil. Waco still intends to have it out with the Dragoons as soon as possible.

Operating as a deep-penetraton unit, the Waco Rangers have given House Kurita many headaches. The Draconis Combine has been forced to detach both the 4th Benjamin Regulars and the 7th Sword of Light Regiment from the front lines to protect supply bases deep inside Kurita territory. The Rangers' fame is spreading, but it will never be a glamor unit such as Wolf's Dragoons. In some MechWarrior circles, it is known as "The Waco Junkers", a name that has caused many broken jaws in planetside bars.

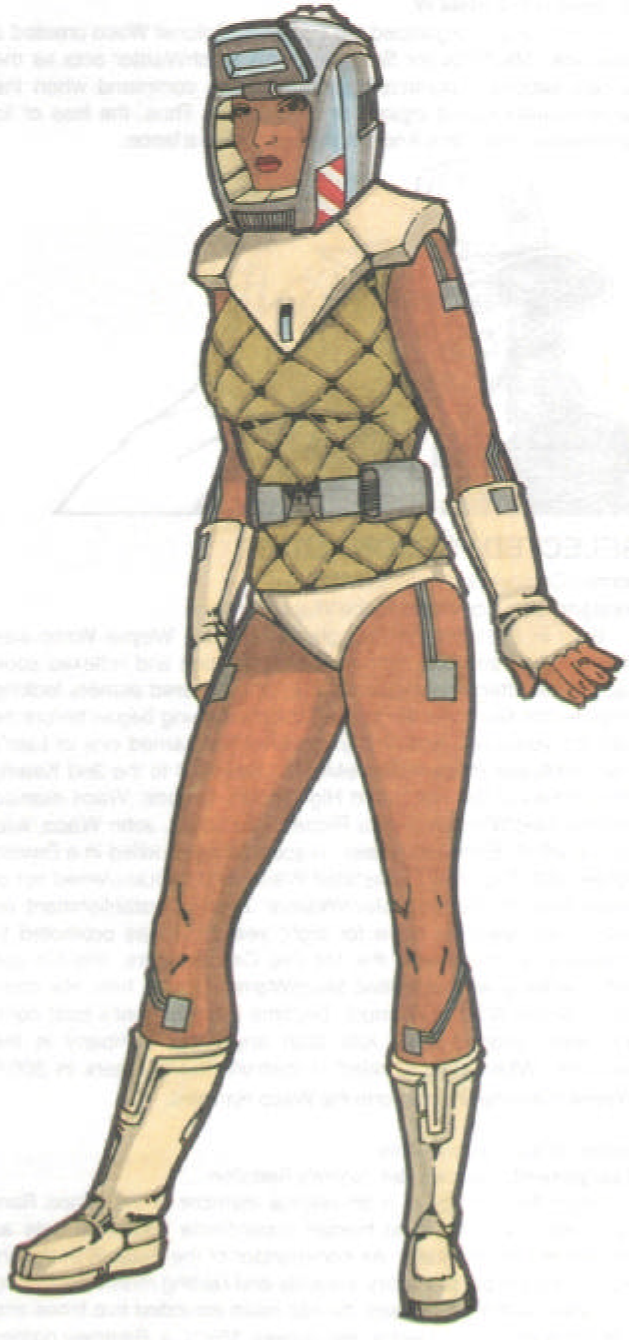
UNIT DESCRIPTION

The Waco Rangers is structured for optimum results while conducting deep-penetraton raids. For missions such as picket duty or reconnaissance, certain 'Mechs are temporarily reassigned to form special lances.

Noble's Battalion is the Rangers' main striking unit. It usually attacks in a V-formation, with Noble's Company in the front and Henry's and Romy's Companies behind and on either side. Kelly's Battalion is the secondary assault force and handles most of the unit's mop-up operations. Occasionally, Colonel Waco uses the battalion as his primary strike force so that no one in the battalion can grumble about always getting the dirty jobs. Presently, Kelly's Battalion is the regiment's weakest unit, as its losses in the Battle of Hyperion have yet to be replaced. Keller's Battalion contains the least experienced MechWarriors in the Rangers. Considered the regiment's reserve force, it supports the drive of either battalion.

The Technical Support Group has a long tradition of creating BattleMechs from piles of debris. Although most 'Mechs in the Rangers are not gleaming pieces of machinery, almost all operate with optimum efficiency. Like most mercenary units, their lack sufficient spare parts, and thus cannot field all their 'Mechs. As a

The Waco Rangers



This is the standard Waco Rangers MechWarrior uniform. When in use, the heads-up display on the helmet

The Waco Rangers

result, many of the Rangers' raids center around capturing equipment rather than attacking enemies. It is not unusual for a Tech to weep with joy upon discovering a case of XP-32M circuit boards in an enemy supply cache.

The Waco Rangers' standard is made up of an outlined five-pointed star. The inner star is red and blue and is divided by a white band and centered with a white W.

When he first organized the Rangers, Colonel Waco created a new rank, MechWarrior Sergeant. This MechWarrior acts as the lance's second-in-command, and assumes command when the lance commander is injured or unavailable. Thus, the loss of its commander in battle will not totally demoralize a lance.

SELECTED PERSONALITIES

Name: Colonel Wayne Waco
Assignment: Commander, the Waco Rangers

Born in 2968 on the Liao planet LeBlanc, Wayne Waco was the youngest son of a tanner. His quick mind and reflexes soon caught the attention of Liao scouts, who scoured planets looking for potential MechWarrior talent. Waco's training began before he was ten years old, and nine years later, he earned one of Liao's new *Vindicator* medium BattleMechs. Assigned to the 2nd Kearny Highlanders of the Northwind Highlanders Brigade, Waco married another MechWarrior, Fiona Richel. Their child, John Waco, was born in 2990. Eight years later, Waco's wife was killed in a Davion fighter raid. The blow devastated Waco, and he transferred out of active duty to the Liao MechWarrior Training establishment on Sian. After teaching there for eight years, he was promoted to company commander in the 1st Tau Ceti Rangers, and his son John, already an accredited MechWarrior, joined him. His company, called Waco's Warriors, became the regiment's best combat team, scoring more kills than any other company in the Rangers. When Liao decided to disband the Rangers in 3007, Wayne Waco decided to form the Waco Rangers.

Name: Major Paulus Noble
Assignment: Commander, Noble's Battalion

Major Paulus Noble is an original member of the Waco Rangers. He is Waco's most trusted subordinate and often acts as his second-in-command. As commander of the Assault Battalion, Noble leads most planetary assaults and raiding missions. During his career with the Rangers, he has been wounded five times and has worn out three 'Mechs. His current 'Mech, a *Banshee* named "the Fixer", is black and silver.

Name: Major Albright Kelly
Assignment: Commander, Kelly's Battalion

A newcomer to the Waco Rangers, Major Kelly commands the Support Battalion of the regiment. He joined the unit in 3015 after resigning his commission from the Lyran Commonwealth military. Although he has never discussed the reason for his resignation, regimental rumor suggests that he killed his commanding officer in a 'Mech duel because of the officer's accusations concerning the fidelity of a Steiner noblewoman.

Colonel Waco welcomed Kelly's experience and leadership qualities, and immediately gave him command of the Support Battalion. The major is particularly fond of close-in fighting, where "you can see the whites of their battle lanterns" (referring to a BattleMech's spotlight array). His 'Mech, a *Hunchback* named "Backstabber", has scars and dents that reflect its pilot's street-fighting style.

Name: Major C. H. G. "Charger" Keller
Assignment: Commander, Keller's Battalion

"Charger" Keller joined the Waco Rangers in early 3009 as a lance commander. In three years, he was promoted to company commander and, when the Reserve Battalion was formed six years later, he became the battalion major. Keller's uncanny judgment of tactical situations has defied even Colonel Waco's understanding. Whenever someone has a question concerning 'Mech combat or tactics, he is usually told "Go ask Keller". His men are specially trained in urban warfare, riverline assaults, low-gravity combat, and other unusual operations.

Name: Captain Charles Henry
Assignment: Commander, Henry's Company, Noble's Battalion

Before joining the Rangers, Henry was a member of Kurita's Brion's Legion. He left the Combine after a fight with his brother, Major Gregor Henry, who had recently been promoted. The brothers are sworn enemies, and Captain Henry would like nothing better than to face Gregor on the battlefield, 'Mech to 'Mech.

Captain Henry's Support Company is responsible for supporting and reinforcing Captain Jacques Romy's Assault Company, the heaviest unit in the Rangers. Fortunately, both officers work together quite well, and they often play stud poker together while off-duty.

Name: Lieutenant Rich Smithers
Assignment: Commander, Smithers' Assault Lance,
Romy's Assault Company, Noble's Battalion

Lieutenant Smithers is the oldest lance commander and luckiest MechWarrior in the Rangers. While a member of Kurita's 7th Sword of Light Regiment ten years ago, he was reported killed during a raid on the Davion planet Cassias. However, only his 'Mech was disabled. After setting his 'Mech for self-destruct, he ejected and fled into the hills. For over two years, he lived off the land until Kurita forces again landed on the planet. Then, he rigged up a distress beacon, and a Combine recon group picked him up.

Smithers left House Kurita shortly thereafter and joined the Waco Rangers. Still a bitter man, he carries many physical and emotional scars from his experience on Cassias. He pilots his *Atlas*, named "Back From Hell", passionately.

Name: Lieutenant JoJo Faust
Assignment: Commander, Faust's Light Air Lance,
Noble's Company, Noble's Battalion

JoJo served with the 3rd Benjamin Regulars of House Kurita until 3020, when he was severely reprimanded for writing subversive song lyrics for a horror-musical show. Stung by this treatment, he took his *Sholagar* fighter and turned freelance warrior. In 3021, he joined the Waco Rangers, then serving with House Kurita. With a price on his head, JoJo thought it hilarious that he was working right under Kurita's nose. He is one of Waco's best AeroSpace Fighter Pilots, having 15 kills.

Name: Lieutenant Wayne Rogers
Assignment: Commander, Rogers' Scout Lance,
Preston's Medium Company, Kelly's Battalion

Lieutenant Rogers is proud of being a professional MechWarrior. All his life, everyone said that he could never be a MechWarrior because his vision was so poor. He finally solved the problem by modifying a 'Mech's neurohelmet and how it treats external sensor readings. His *Ostscout*, aptly named "Four Eyes", has one of the best sensor packages around. While in his 'Mech, Rogers can see better than anyone, but when he pops out, he is as blind as a bat.

Name: Sergeant Lenny Markbright
Assignment: Waco's Command Lance,
Waco's Command Company

Considered the tactical wizard of the Rangers, Lenny Markbright works alongside Colonel Waco during onplanet operations, plotting and coordinating the unit's maneuvers on his *Cyclops'* modified B-2000 battle computer. Able to keep track of the entire regiment and any enemy forces within range, Markbright has often anticipated enemy movements in time for Colonel Waco to deploy Keller's Reserve Battalion into position. Markbright is also Colonel Waco's aide and bodyguard. Waco has frequently said, however, that he should be Markbright's bodyguard, considering the Sergeant's proven value to the Rangers.

Name: Willi "The Whiner" James
Assignment: Romy's Command Lance, Romy's Company,
Noble's Battalion

A chronic complainer, Willi constantly moans about his dreary existence. His lancemates usually tell him to square off with an *Atlas* and end it all, but Willi prefers to grumble.

Willi's comments (such as "Ohhhh, that *Locust* just left my targeting vector" or "Why can't I get in the lake this time?") pester other Rangers to no end. However, he is a proficient MechWarrior. He has tallied nine kills since he joined the Rangers eight years ago, but, he complains, "That just isn't enough".

Name: Leonard "Mace" McCarthy
Assignment: Tagedes' Medium Lance, Kelly's Company,
Kelly's Battalion

The son of Commodore Josiah McCarthy, the Rangers' DropShip Group Commander, Leonard "Mace" McCarthy has been a member of the Ranger family all his life. He was born on the Rangers' DropShip *Burden of Fate* less than a month after the unit's creation. Refusing the DropShip officer's commission offered by his father, Leonard opted for MechWarrior training, earning a spot in Tagedes' Medium Lance some years later. His decision brought him respect from others in the unit, including Colonel Waco.

The Waco Rangers

Name: Gerty "Moms" Montoya
Assignment: Ise's Support
Lance, Keller's Company,
Keller's Battalion

The Rangers believe Moms is the oldest MechWarrior in the Inner Sphere (she claims that she is "somewhere over 50—maybe"). She was one of the soldiers who joined Wayne Waco when he first organized his mercenary unit. Though she is caring and sometimes even motherly toward younger MechWarriors, Gerty can be one of the meanest fighters around during combat. With her sprightly reflexes, she has outfought many younger pilots. Gerty's experience in ten different regiments has helped Waco create a very efficient 'Mech force.

Names: Bett and Seth Grim
Assignment: Crespo's Urban Scout Lance,
Yuri's SpecOps Company, Keller's Battalion

The Grim Brothers enjoy fooling others about their identities, a practice that can get old very quickly. Three mercenary units had discharged them for their hijinks before Waco hired them on. Piloting twin *UrbanMechs* painted in psychedelic camouflage, the Brothers Grim are experts in close-in streetfighting. Over the years, they have developed their tactics so that each can anticipate the other's movements. This cooperation amid the confusion of urban combat has allowed them to tally twelve 'Mech kills in their six years with the Rangers.

The Grim brothers are currently dating two Techs, Loretta and Julietta Sprig, also identical twins. Both sets of twins are now busy fooling each other, and the other Rangers are happy to be left out of the game.

Name: Senior Tech Abe "The Wizard" McGraw
Assignment: Commander, Technical Support Group

McGraw seems to know everything about BattleMechs. Disgusted by the inefficiency of House Liao's repair and maintenance operations, McGraw agreed to head the Rangers' support group only if he could do things his way. Waco was happy to oblige, and McGraw has given him one of the finest and most efficient repair and maintenance organizations in the Inner Sphere.

Most of McGraw's Techs say that one of his parents was a BattleMech, because he knows them inside and out. He can identify any of the thousands of 'Mech components and can usually tell by sight whether or not it is defective.

Name: Tech Diane Wiggins
Assignment: Technical Support Group

Assigned to Shuni's Scout Lance of Tragedor's Company, Keller's Battalion, Diane Wiggins is trying to learn as much as she can. Recently promoted from the ranks of the unit's AsTechs, she has exhibited an aptitude for repairing weapon malfunctions. Though a bright and eager student, she is reticent to say too much about her background.

The Waco Rangers

PERSONNEL ROSTER

The Waco Rangers Regiment
Waco's Command Company
Waco's Command Lance
Colonel Wayne Waco, Elite *BattleMaster*
Captain Akida Samsun, Veteran *Marauder*
Captain Reggie Randall, Veteran *Wasp*
Sergeant Lenny Markbright, Veteran *Cyclops*
Sung's Air Lance
Captain Su Ching Sung, Veteran *Transgressor*
Lieutenant Jac "the Rammer" O'Rourke, Veteran *Transgressor*
Lieutenant Jimmy "the Spike" Inuit, Regular *Transgressor*
McCarthy's DropShip Group
1 *Overlord* Class DropShip
5 *Union* Class DropShips
3 *Leopard* Class DropShips
Technical Support Group
167 squads of support personnel
Noble's Assault Battalion
Noble's Headquarters Company
Noble's Command Lance
Major Paulus Noble, Elite *Banshee*
Captain Jorge Delphinus, Veteran *Cyclops*
Lieutenant Daverius Bunkerara, Veteran *Quickdraw*
Lieutenant Marcus Aeolus Wernke, Veteran *Warhammer*
Sanchuie's Scout Lance
Lieutenant Troy Sanchuie, Regular *Javelin*
Sergeant Erica Long, Regular *Javelin*
"Jolly Jim" Smith, Regular *Locust*
Anita Michel, Green *Locust*
Pointers' Heavy Air Lance
Lieutenant Alfred Pointers, Veteran *Slayer* Heavy Fighter
Nate "the Bug" Arachnar, Regular *Slayer* Heavy Fighter
Charlie Migele, Regular *Slayer* Heavy Fighter
Faust's Light Air Lance
Lieutenant JoJo Faust, Elite *Sholagar* Light Fighter
Chalton Liard, Veteran *Sholagar* Light Fighter
Ponotowski's Medium Air Lance
Lieutenant Sasha Ponotowski, Regular *Shilone* Medium Fighter
Ross Lamone, Green *Shilone* Medium Fighter
Romy's Assault Company
Romy's Command Lance
Captain Jacques Romy, Veteran *Atlas*
Sergeant Giles Jefferson, Veteran *Awesome*
Willi "The Whiner" James, Regular *Orion*
Jane Khorgul, Regular *Warhammer*
Smithers' Assault Lance
Lieutenant Rich Smithers, Veteran *Atlas*
Sergeant Gordon McPherson, Veteran *Awesome*
Eli Ellerson, Regular *Crusader*
Suli El Hambra, Green *Centurion*
Swyccter's Scout Lance
Lieutenant Geoffrey Swyccter, Veteran *Stinger*
Sergeant "Mad Jack" Livermore, Regular *Stinger*
Lopez Martinelli, Regular *Wasp*
Shelli Britan, Green *Wasp*
Henry's Support Company
Henry's Command Lance
Captain Charles Henry, Elite *Atlas*
Sergeant Ted "Slim" Atkins, Veteran *Archer*
Roland Rogers, Regular *Crusader*
Barry Manson, Regular *Wasp*
Ryan's Fire Lance
Lieutenant Lyndon "Red" Ryan, Veteran *Marauder*
Sergeant Bill "The Basher" McCoy, Veteran *Archer*
Alexandra Chunitza, Regular *Warhammer*
Ahmed "The Sage" Sandar, Veteran *Stinger*
Klane's Fire Lance
Lieutenant "Smilin' John" Klane, Veteran *BattleMaster*
Sergeant "Tiny Jim" Sundercrest, Regular *Archer*
Ikito Senmai, Regular *Wolverine*
Miromo Ndeni, Regular *Stinger*
Kelly's Support Battalion
Kelly's Headquarters Company
Kelly's Command Lance
Major Albright Kelly, Elite *Hunchback*
Captain Rictor Van Owen, Veteran *Trebuchet*
Lieutenant Horace Nelson, Veteran *Rifleman*
Lieutenant Bethier Stocker, Veteran *Blackjack*
Winston's Scout Lance
Lieutenant D. D. Winston, Veteran *Javelin*
Sergeant Anita Chu Lai, Veteran *Javelin*
Joe "Mr. X" Zeek, Regular *Firestarter*
Peggy Sue Keith, Green *Locust*
Tagedes' Medium Lance
Lieutenant Thomas Tagedes, Veteran *Clint*
Sergeant Billy "Paleface" Palton, Veteran *Hermes II*
Leonard "Mace" McCarthy, Regular *Hatchetman*
Lyle "Lilly" Singawa, Green *Whitworth*
Warren's Medium Company
Warren's Command Lance
Captain Douglas Warren, Regular *Panther*
Sergeant Milo "The Old Man" McLeish, Veteran *Vulcan*
Ehrates Jones, Regular *Centurion*
Malachai Onerret, Veteran *Stinger*
Neal's Medium Lance
Lieutenant Don Neal, Veteran *Vindicator*
Sergeant Jose Sargossa, Regular *Griffin*
Chou Thoc Mai, Regular *Ostroc*
Archy "Bare Bones" Boniface, Green *Phoenix Hawk*
Kristi's Scout Lance
Lieutenant Sally "The She-Devil" Kristi, Regular *Panther*
Sergeant Melissa Marshall, Regular *Jenner*
Peter van Hoenger, Regular *Assassin*
Donna de la Kalbe, Green *Wasp*
Preston's Medium Company
Preston's Command Lance
Lieutenant "Buzz" Preston, Veteran *Wolverine*
Sergeant Walt "The Stare" Rickles, Veteran *Wolverine*
Sevis "No Justice" Sims, Regular *Griffin*
Tracy "The Cheek" Thomas, Regular *Crusader*
Nathaniel's Medium Lance
Lieutenant N.C. Nathaniel, Regular *Phoenix Hawk*
Sergeant Marty Filmore, Veteran *Shadow Hawk*
Teresa Williams, Regular *Thunderbolt*
Rogers' Scout Lance
Lieutenant Wayne Rogers, Veteran *Ostscout*
Sergeant Dale Whittiker, Veteran *Javelin*
Josh Winfield, Regular *Wasp*
Amy Zimmers, Green *Cicada*
Keller's Reserve Battalion
Keller's Headquarters Company
Keller's Command Lance
Major C. H. G. "Charger" Keller, Veteran *Awesome*
Captain Eric "Action" Idlewild, Veteran *Thunderbolt*
Lieutenant Will Reynolds, Veteran *Blackjack*
Lieutenant Mike "The Wit" Banks, Regular *Phoenix Hawk*
Ise's Support Lance
Lieutenant Myodo Ise, Regular *Griffin*
Sergeant Billy Onoro, Regular *Crusader*
Gerty "Moms" Montoya, Veteran *Enforcer*
Reeman's Scout Lance
Lieutenant Doug Reeman, Veteran *Stinger*
Sergeant Osaida Jijoro, Veteran *Stinger*
Odo "Nasty" Nastica, Regular *Wasp*
Cochees Shirotan, Regular *Dervish*
Wright's Medium Air Lance
Lieutenant P. D. "Buster" Wright, Veteran *Shilone* Medium Fighter
Jan Van Allen, Regular *Shilone* Medium Fighter
C. C. Crane, Regular *Shilone* Medium Fighter
Yuri's SpecOps Company
Yuri's Comand Lance
Lieutenant Bend Ari Yuri, Veteran *Victor*
Sergeant Rualto Fibrini, Regular *Warhammer*
Festus "The Spook" Shelhan, Regular *Archer*

Reis's Assault Lance

Lieutenant James "Striker" Reis, Veteran *Dervish*
Sergeant Solla Simanon, Regular *Ostsol*
George "Shiny" Fellardo, Regular *Vulcan*

Crespo's Urban Scout Lance

Lieutenant Saetta Crespo, Veteran *Hunchback*
Sergeant Abere "Fats" Hatsuse, Veteran *UrbanMech*
Bett Grim, Regular *UrbanMech*
Seth Grim, Regular *UrbanMech*

Tragedor's Reserve Company

Tragedor's Command Lance

Lieutenant Nigel Tragedor, Regular *Vindicator*
Sergeant Mark Nesrick, Regular *Vindicator*
Alace d'Erlon, Green *Javelin*
Amber Selliasson, Green *Javelin*

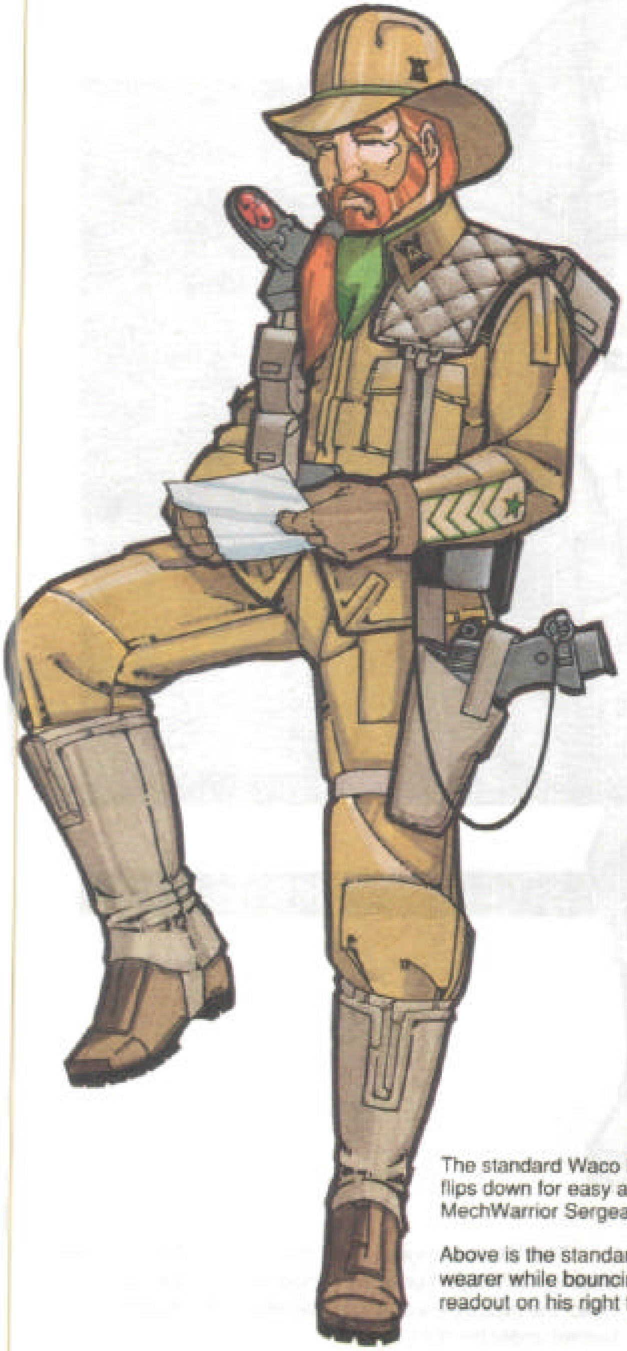
Myron's Support Lance

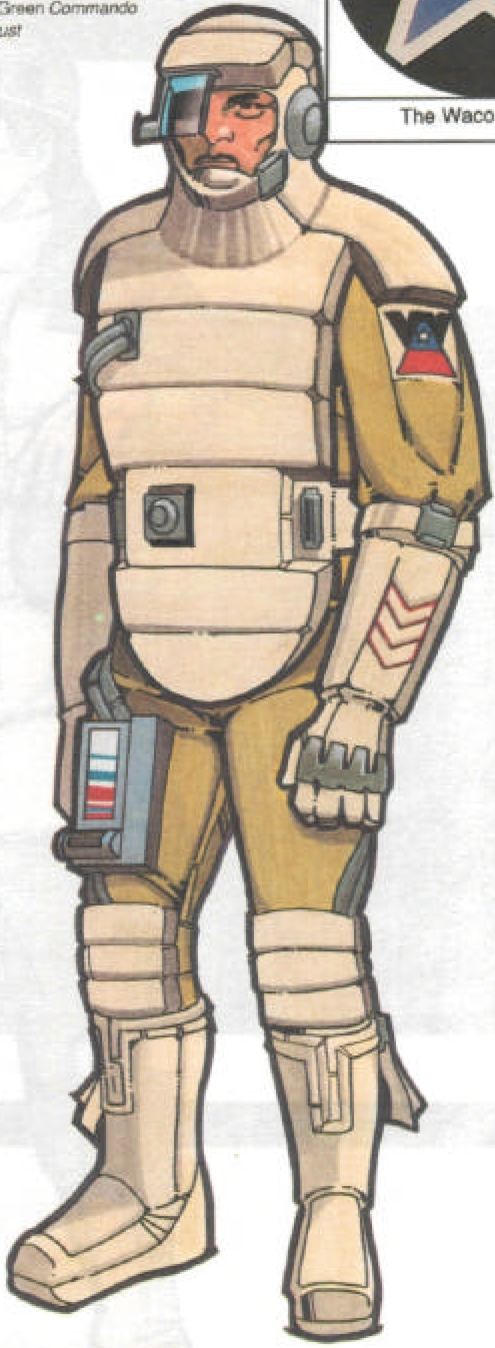
Lieutenant Mick Myron, Regular *Archer*
Sergeant Oreon McNee, Regular *Catapult*
Morice Berengar, Green *Shadow Hawk*

Shuni's Scout Lance

Lieutenant Willis Shuni, Veteran *Valkyrie*
Sergeant Zoniah "Zony" Rogers, Regular *Cicada*
Olan "Beamer" Phoron, Green *Commando*
Chetoc Sinn, Green *Locust*

The Waco Rangers

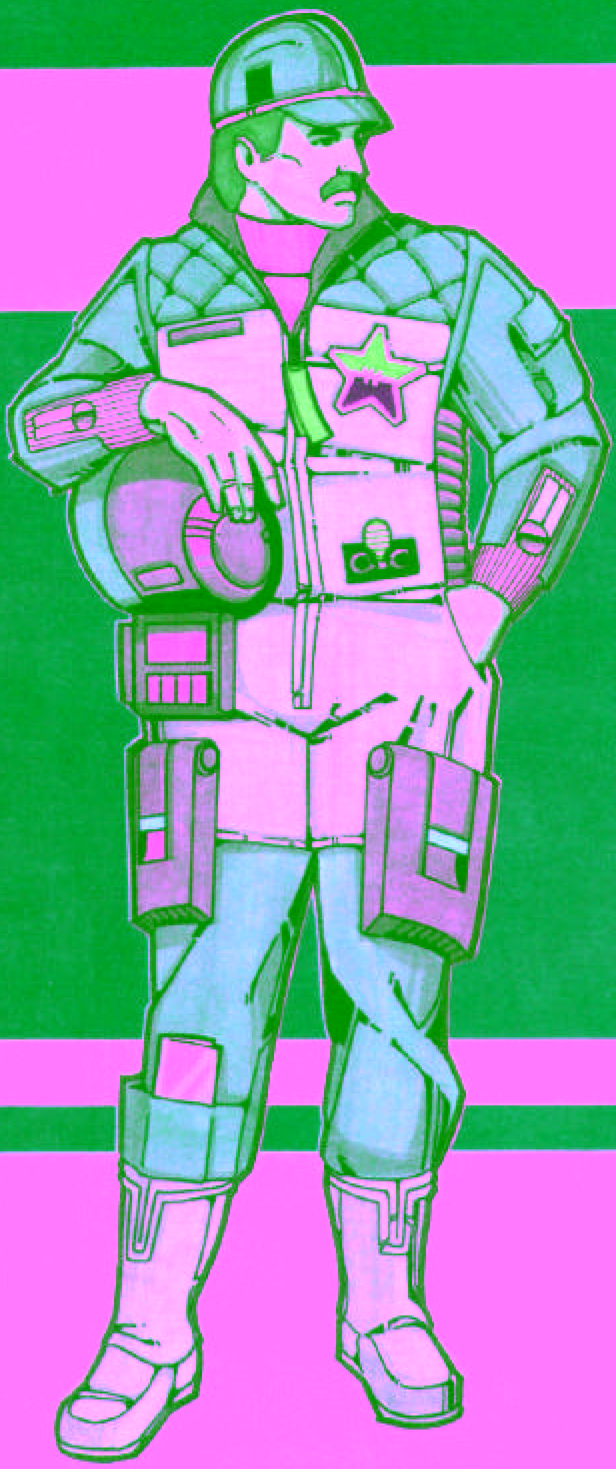




The standard Waco Rangers infantry uniform is shown above. On his right shoulder is a map scanner that flips down for easy access. This soldier is double-checking a map, which explains how he made MechWarrior Sergeant.

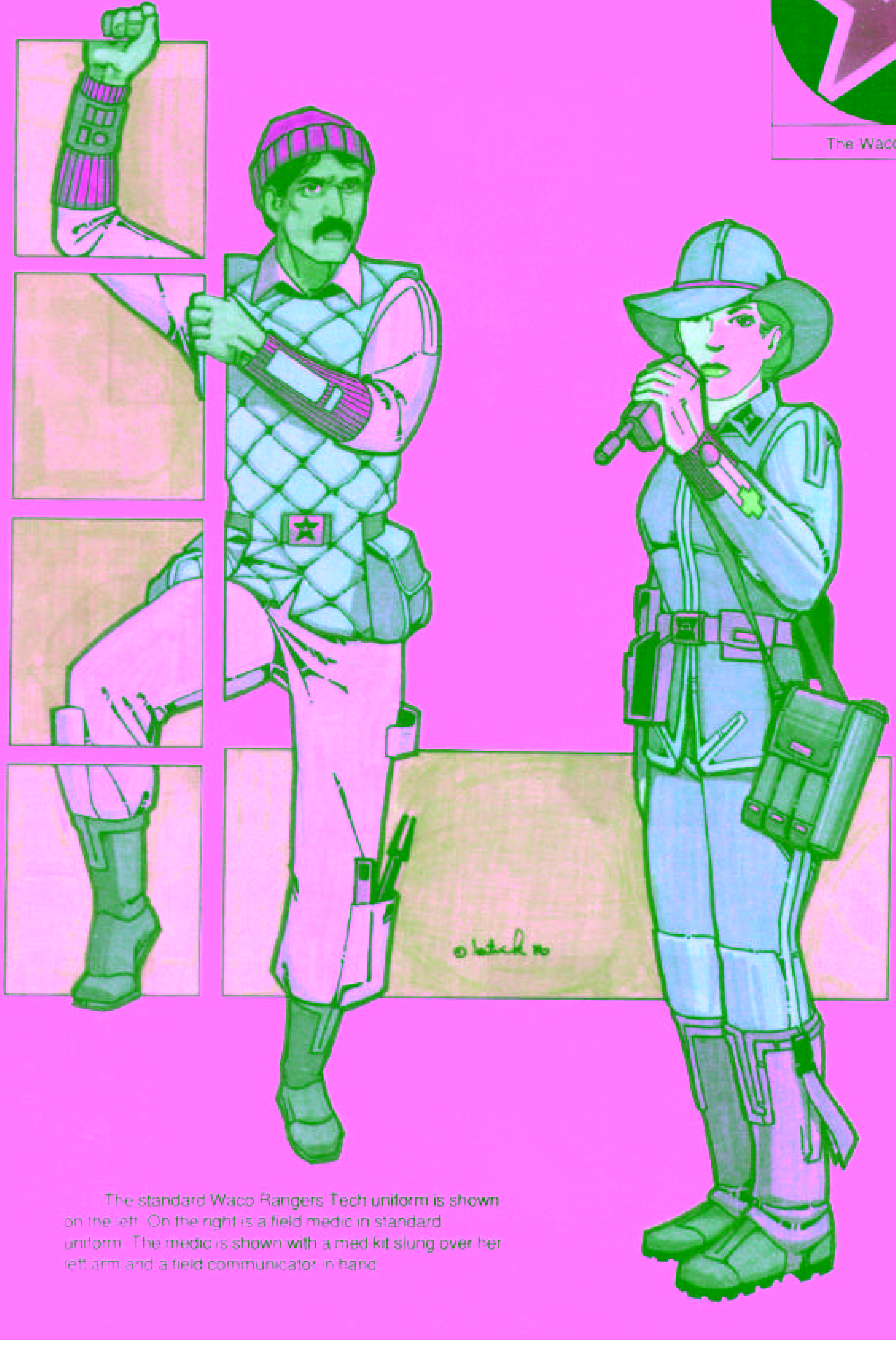
Above is the standard Waco Rangers armored vehicle driver uniform, which is heavily padded to protect the wearer while bouncing inside his vehicle. The glass over his right eye is a vision enhancer, and the status readout on his right thigh plugs into his vehicle.

The Waco Rangers

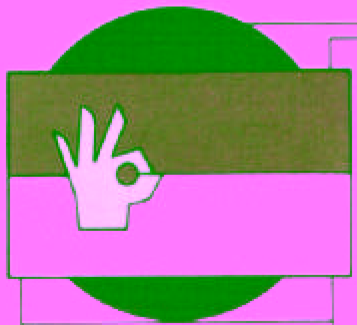


This Waco Rangers AeroSpace Pilot uniform contains back-up life support units on the lower thighs. On his head, the pilot wears a ground cap. He holds his flight helmet under his right arm.

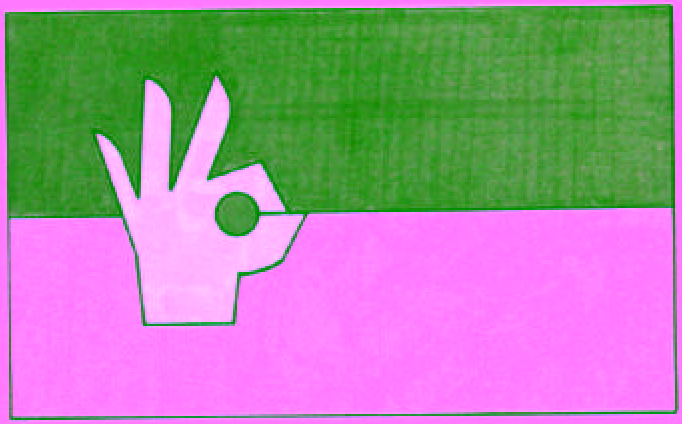
The Waco Rangers



The standard Waco Rangers Tech uniform is shown on the left. On the right is a field medic in standard uniform. The medic is shown with a med kit slung over her left arm and a field communicator in hand.

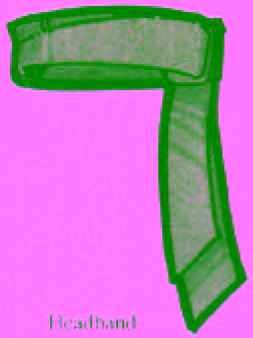


Wilson's Hussars

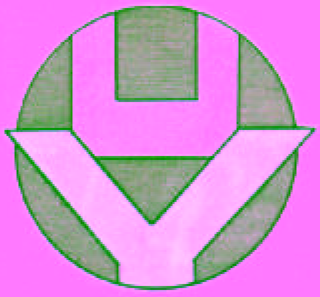


Battle Standard

Unit Insignia



Headband



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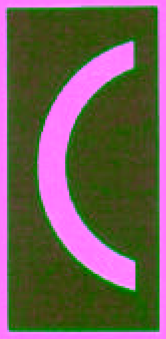
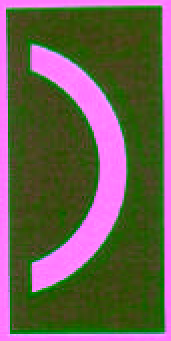
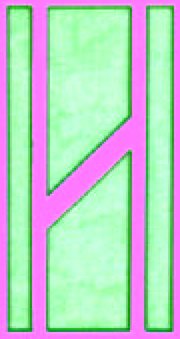


MechWarrior



Lance Commander



Unit Commander

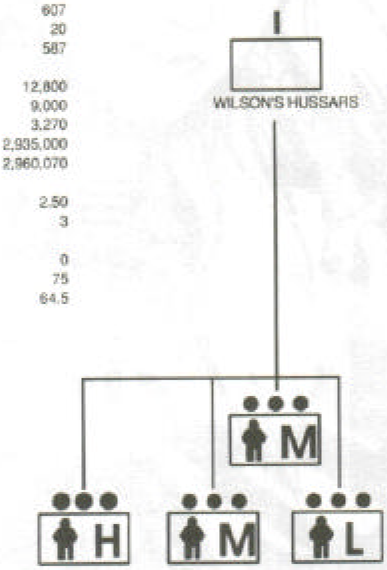
WILSON'S HUSSARS

Wilson's Hussars

TABLE OF ORGANIZATION

Wilson's Hussars

Base Cost	14,372
Total Squads	18
Combat Squads	16
SP Required	607
SP Generated	20
SP Deficit	587
Monthly Salary	12,800
Monthly Supplies	9,000
Overhead (15%)	3,270
Maintenance Cost	2,935,000
Total Monthly Cost	2,960,070
Morale	2.50
Reputation	3
AeroSpace Value	0
Maneuver Value	75
Combat Value	64.5



BRIEF HISTORY

Often derisively labeled "Wilson's Wimps", these desperate MechWarriors are completely out of luck. Under the leadership of Captain David Wilson, the Hussars will accept any assignment, from any employer, to help them escape their current situation.

ORIGIN OF THE HUSSARS

The Hussars are the remnants of a Liao battalion, the Lefarge Hussars. Under the command of the near-legendary Major Alexander Floyd, the battalion had a distinguished history and participated in numerous battles, including the Siege of Fletcher II in 2985 and the Third Battle of Tsanna X in 2988. As House Liao's fortunes declined, however, the Hussars received more and more difficult assignments. Then, while defending Burroughs III in 2996, the 6th Syrtis Fusiliers crushed the battalion, killing Major Floyd and a third of the other MechWarriors. The Hussars' two surviving companies surrendered, and were allowed to become a regular military unit attached to House Davion.

The Hussars remained with the Federated Suns for the next decade. During that time, they participated in only two campaigns: Tsarina in 2997 and Wei in 3001. They spent the remainder of their time garrisoning remote backwaters. Owed three months' back pay, the entire batallion (now at full strength) defected from Davion ranks. The Hussars' commander, Major Jennifer Langstrom, believed that mercenary life would yield more profit than would frontier garrison work. At first, events seemed to support her decision.

In 3007, the Hussars negotiated a contract with House Kurita. In their first engagement, they were instrumental in driving Davion forces off New Samarkand, and captured four 'Mechs and a *Leopard* Class DropShip. The Hussars seemed destined for greatness.

WHEN LUCK TURNS SOUR

After performing a series of boring garrison assignments and routine search-and-destroy missions against the bandits of Santander V, the Hussars were assigned to attack the Steiner planet Suk II. After a thorough thrashing by Steiner forces, however, Major Langstrom decided to take the unit to the Capellan Confederation for more lucrative assignments.

Eager for a chance to prove her unit, Langstrom accepted low-pay contract work with House Liao. There they successfully defended Highspire against Federated Suns forces in 3012, and established a secure planethead for Liao forces on the Davion planet Redfield in 3013. Although, these successes took their toll on the Hussars' 'Mechs, House Liao could not afford to give the unit a rest.

Disaster struck in 3014 when armor units blew Major Langstrom and her *BattleMaster* to pieces during a Davion raid on St. Ives. Her brother Michael took command of the unit, and the Hussars began to deteriorate in earnest.

THE MICHAEL LANGSTROM ERA

Every soldier in the Hussars considered Major Michael Langstrom an incompetent martinet, and unit morale soon plummeted. He commanded by screaming loudly and threatening dire punishment to any who disobeyed him. His inexperience and inability to learn from his mistakes cost the Hussars a series of battles, several 'Mechs, and the DropShip *Morrow*. In 3016, the situation became critical, when a Marik regiment surrounded the Hussars on Ingersol. In a blind panic, Langstrom ordered the Hussars' DropShip *Katya* to rescue them. During her descent, Marik AeroSpace fighters crippled the *Katya*'s attitude jets, and the DropShip crashed into the middle of the Hussars' position, destroying half the unit.

Langstrom miraculously survived the crash, babbling frantically and accusing everyone but himself of failing his duties. Then his 'Mech fell, riddled with particle beam fire. (Although it has never been confirmed, some Hussars believe that Captain David Wilson, Langstrom's own assistant, killed him.) Captain Wilson led the remnants of the battalion safely to their remaining DropShip *Red Eagle*, which rendezvoused with a Liao JumpShip without incident.

Wilson sold the *Red Eagle* to purchase transport to the Periphery, where the Hussars nursed their wounds.

A MEAGER SURVIVAL

Over the next two years, the Hussars' fortune went from bad to worse. Deprived of DropShips, Techs, and air support, they subsisted on marginal contracts, low-pay duty, and occasional piracy.

seemed to support her decision.

Wilson's Hussars

In 3018, House Kurita hired the Hussars to raid the Steiner world of Patinir II. Although the Hussars performed well, a corrupt Kurita official claimed that the unit took bribes from the Commonwealth, and a ComStar panel decided to withhold the unit's pay. Piqued and angry, Wilson led a raid on the Kuritist Kobe system, but his unit suffered heavy casualties. The Hussars escaped to the Periphery in a stolen DropShip, and eventually found employment with Redjack Ryan.

The Hussars' subsequent raids on Steiner and Kurita worlds made them thoroughly unpopular with both Successor States. However, Ryan was pleased with Wilson's success at discovering supply caches brimming with spare parts.

Then, catastrophe struck again. In 3021, Lieutenant Sheila Bannock (Wilson's close friend and second-in-command) was killed in a barfight on Butte Hold. Saddened by the loss, Wilson made several mistakes during a raid on Kimball VI, losing equipment and ending the Hussars' employment with Ryan.

The Hussars then settled for work with Helmar Valasek of Santander V. Though making little profit, they at least managed to keep their heads above water. However, after a catastrophic defeat by the Taurian Concordat at Longbow Mountain, Valasek abandoned them in the Outworlds Alliance.

WASHED UP IN THE PERIPHERY

As of 3025, the Hussars are still located in the Outworlds Alliance, barely tolerated by the local authorities and desperate for work. Captain Wilson still leads the Hussars, but the constant strain of the unit's dire situation has drained him. Of the Hussars who survive, only a handful served during the Michael Langstrom period. The remainder are various unlucky and unreliable hangers-on, MechWarriors down to their last credit, desperate for any chance to save themselves. Because of the Hussars' reputation as bandits, Wilson has failed to gain employment with the Alliance. Lord Corrigan, the local governor, distrusts them and may soon force them to leave.

UNIT DESCRIPTION

GOALS

Wilson's Hussars' single objective is to find work. Captain Wilson knows that his company can be a potent fighting force if given a chance, and he is more than willing to work in exchange for spare parts and maintenance. So far, he has found no takers, but he continues to hope.

In a unit as depressed as the Hussars, violence needs little provocation. Hayes's and Chin's anger at their lack of promotion, Walker's drug addiction, the Porraths' criminal record, and Durant's deep hatred for Davion might flare up at any time, initiating unit-wide brawls.

There is a slight ray of hope for the Hussars, though they are not aware of it. Magestrix Kyalla of Canopus has been offering generous contracts to small, impoverished 'Mech units. Her agents are currently scouting the Outworlds Alliance, and with luck, they may find the Hussars before the unit falls apart.

TECHNICAL SUPPORT

The Hussars' technical situation is rather bleak. Only a handful of MechWarriors have some technical skill, and the unit employs just two Techs. These men use the Hussars' two battered jeeps to guard the camp while the unit is absent. One of the jeeps has a broken transaxle, but both have fully functional twin machine guns. The unit's spare parts consist of various armor patches, electronic components, a couple of actuators, and a few scrapped 'Mechs.

SELECTED PERSONALITIES

Name: Captain David Wilson
Assignment: Commander, Wilson's Hussars

Though only 40, Captain Wilson looks at least 55. The Hussars' constant struggle has taken its toll, but Wilson would not think of abandoning the unit that has been his home for over 20 years. Almost every aspect of his life revolves around the Hussars.

Many Hussars believe that Wilson never got over the loss of his friend and lieutenant, Sheila Bannock. However, his ability to command has actually improved over the years. He blames himself for many of the Hussars' failures, but bad luck more than bad leadership has brought the unit to its current state.

Wilson is evasive concerning the death of Major Michael Langstrom. Most of the Hussars would applaud him if he admitted to murdering their former commander.

"Ella", Captain Wilson's *Marauder*, is the only fully functioning 'Mech in the Hussars and is in excellent condition. It is the veteran of numerous campaigns, and sports numerous armor patches, scars, and kill markers.

Name: Michael Durant
Assignment: Command Lance

Durant is a handsome man, though an ugly scar mars the right side of his face. A former high-ranking Davion official, he is now obsessed with gaining vengeance on Hanse Davion, whom Durant blames for the deaths of his wife and daughter. He will not explain the exact circumstances of their deaths or how Davion was involved, but spends most of his time contemplating his only memento of them: a holographic locket with the image of a willowy, dark-haired woman and a blonde young girl. Though the Hussars wonder about the exact details of the situation, they generally leave the moody, silent Durant alone.

Durant's *Griffin* was badly damaged at Longbow Mountain. Two gyros were destroyed, along with four heat sinks and its LRM ammo storage. Even the *Griffin*'s PPC has problems, producing twice its normal heat.

Name: Gerald Walker
Assignment: Assault Lance

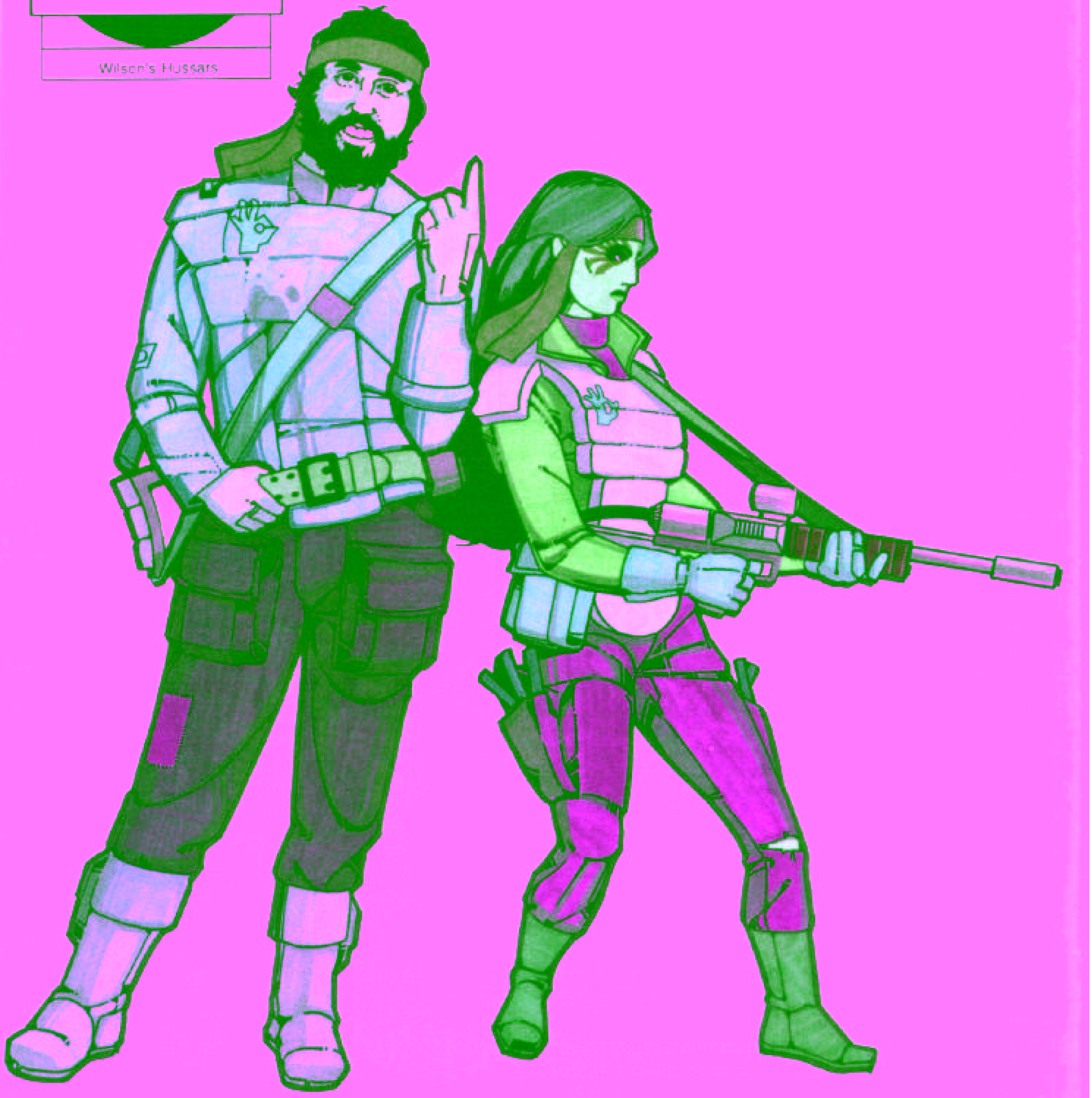
Walker is addicted to the drug KZ (or "KrayZee", as it is popularly known), an expensive and highly dangerous depressant. At the end of his rope, Walker spends much of his time drugged into insensibility, as desperate for KZ as the Hussars are for work. He has gone so far as to strip parts from the *Hunchback* inherited from his father to raise money for his habit, and has managed to convince the rest of the Hussars that his 'Mech was crippled at Longbow Mountain.

With its medium lasers, gyros, and most of its heat sinks removed, the *Hunchback* can neither move nor fire its autocannon without detonating its ammunition. In the entire assault lance, only Andrew Blaine's *Warhammer* is functional. Captain Wilson is considering scrapping the other three 'Mechs for spare parts.

Wilson's Hussars

All of the Hussars' MechWarriors have different types of Neurohelmets and cooling vests. Some pilots have been reduced to using ice packs in their vests.

Wilson's Hussars



Wilson's Hussars have no standard uniform; each Hussar wears whatever he can. This cheery fellow is [illegible]'s Mack jacket, Lindon's Company pants, and Hanson's Roughriders' boots—all are filthy.

Name: Anton Jones
Assignment: Fire Lance

Anton joined the Hussars to hide out from creditors who threatened to repossess his 'Mech. His reluctance to risk his *Jenner* in battle has prompted his lance commander to discipline him several times.

Jones is a friendly, gregarious man, although most of the Hussars would rather be left alone to brood on the unfairness of mortal existence. He can occasionally rope some MechWarriors into an all-night card game, which he invariably loses.

His 'Mech, "The Bug", is in comparatively good shape, with only two medium lasers crippled and a flaw in its tracking system. The *Jenner* is covered with improvised armor patching and is painted in a bewildering variety of styles, which has unintentionally helped to camouflage the 'Mech at long distances.

Name: Richard Garvey
Assignment: Fire Lance

Garvey inherited his *Wasp* from his older brother and set off for a life of action and adventure. He was in for a cruel shock. Drummed out of Hansen's Roughriders for dereliction of duty, Garvey found employment with Smithson's Chinese Bandits, only to be forced to resign after repeated insubordination. In desperation, Garvey joined one of the few units that would still take him—Wilson's Hussars. His piloting record is poor, but the Hussars cannot afford to lose even him. He is currently in disgrace because he panicked and fled at Longbow Mountain. A rather pitiful case, he is eager to redeem himself but likely to fail again. Most Hussars will not speak to him, but Lieutenant Stilson has taken pity on him and acts as his mother-confessor.

Concordat forces at Longbow Mountain destroyed most of Garvey's *Wasp*'s armor and weaponry. Only its medium laser remains. Its leg actuators have also been damaged, reducing it to half speed.

Name: Lieutenant Paula Stilson
Assignment: Commander, Recon Lance

While a member of the Crucis Lancers, Stilson seduced a Davion general and, consequently, was accused of being a Kurita spy. Before she could be arrested, she resigned her commission and joined the Hussars. After Stilson demonstrated her piloting expertise, Captain Wilson awarded her command of the recon lance. Some Hussars point to Wilson's liaison with Stilson as the reason for her advancement, but she actually has command-level caliber. Although she considers herself a temporary Hussar, she commands her lance well and brightens up Captain Wilson's life.

Lieutenant Stilson has painted dozens of tiny hearts on her *Ostroc* "Heartbreaker", one heart for every one of her lovers. Her 'Mech is missing a medium laser, and its side has taken considerable damage.

Name: Dai Chin
Assignment: Recon Lance

Chin has been with the Hussars since the mercenary unit's creation. As he is not a talented MechWarrior, Wilson chose Paula Stilson to command the recon lance. Resenting Wilson's decision, Chin has become sullen and has twice disobeyed Stilson's orders. He takes every opportunity to make her look bad and has frequently called for Captain Wilson's resignation.

Chin's *Stinger*, "The Lotus", is undamaged, save for an actuator malfunction that prevents the 'Mech from swivelling its torso.

Name: Elmo and Jake Porrath
Assignment: None

The Porrath brothers wound up stranded along with the Hussars after they too were abandoned by Helmar Valasek. Although Captain Wilson does not like them, the Hussars need all the help they can get, and Wilson may soon offer them a regular position.

The Porraths both have long criminal records for assault, theft, and drug dealing, but have always managed to stay one jump ahead of the law. They are fanatically loyal to each other, above and beyond any other commitment.

The brains of the pair, Elmo is a brutal, ruthless man with no conscience. Jake is not terribly bright, and so does whatever his brother tells him. He has no compunction about beating people up or even killing them, but he realizes that he has to be on good behavior around the Hussars.

Elmo's *Thunderbolt*, "Ole Reliable", still sports an arctic camouflage pattern, as he cannot afford to change it. Its machine guns have been totalled, its SRM-2 frequently malfunctions, and its LRM-15 mounting has so many cracks that every time Elmo fires it, the entire assembly threatens to fall apart. Jake's *Ostscout*, "Clyde", is missing its entire right arm, and its leg actuators are severely damaged.

Wilson's Hussars

PERSONNEL ROSTER

WILSON'S HUSSARS

Command Lance
Captain David Wilson, Veteran *Marauder* (N)
Keth Sukarno, Veteran *Phoenix Hawk* (S)
Michael Durant, Regular *Griffin* (S)
Joan Macklin, Veteran *Blackjack* (S)

Assault Lance
Lieutenant Bryce MacDowell, Veteran *Awesome* (D)
Andrew Blaine, Veteran *Warhammer* (N)
Gerald Walker, Regular *Hunchback* (D)
Charles Vincent, Regular *Rifleman* (S)

Fire Lance
Lieutenant Arthur Blankenship, Regular *Archer* (N)
Susan Hayes, Regular *Enforcer* (S)
Anton Jones, Regular *Jenner* (N)
Richard Garvey, Regular *Wasp* (S)

Recon Lance
Lieutenant Paula Stilson, Veteran *Ostroc* (N)
Jan Leflar, Regular *Wasp* (S)
Dai Chin, Regular *Stinger* (N)
Kim Yaro, Regular *Locust* (D)

Technical Support Group
Tech Rob Sharp (S)
Tech Milo Thompson (D)

N – New quality
S – Salvage quality
D – Destroyed

UNIT WORKSHEET

COMPANY NAME: 1ST RECON COMPANY

BASE COST: 32,560

MORALE: 3.53

NUMBER OF COMBATANT SQUADS: 19

REPUTATION: 4

MONTHLY SALARY: 41,410

TOTAL NUMBER OF SQUADS: 32

AEROSPACE VALUE: 12

MANEUVER VALUE: 131

COMBAT VALUE: 74.5

MONTHLY SUPPLIES: 16,000 C-BILLS

500 C-BILLS/SQUAD (INCLUDING TECHS)

OVERHEAD (15 %): 8,611.5

CHOSEN PERCENTAGE X (SALARY + SUPPLIES)

MAINTENANCE COST: 0

SP REQUIRED: 231

SP GENERATED 268

SP DEFICIT: +37

TOTAL MONTHLY EXPENSES: 66,021.5 C-BILLS

1	2	3	4	5	6	7	8	9	TECH							
SUBUNIT/NAME	UNIT TYPE	EXPERIENCE	CONDITION	UP COST	SALARY (C-BILLS)	SP REQUIRED	MORALE	REPUTATION	EXPERIENCE	COST	SALARY	SP GENERATED	SP DEFICIT	AEROSPACE VALUE	MANEUVER VALUE	COMBAT VALUE
COMMAND LANCE	M.MECH	E	N	3900	2000	25	4	4	V	250	750	21	-4		10	8
	M.MECH	E	N	3900	2000	25	4	4	V	250	750	21	-4		10	8
	M.MECH	V	N	1980	1000	25	3	3	V	250	750	20	-5		7.5	6
	M.MECH	V	N	1980	1000	25	3	3					-25		7.5	6
STRIKE LANCE	L.MECH	E	N	2300	2000	15	4	3	V	250	750	21	+6		12	6
	L.MECH	E	N	2300	2000	15	4	3	V	250	750	21	+6		12	6
	L.MECH	V	N	1150	1000	15	3	2	V	250	750	20	+5		9	4.5
	L.MECH	E	N	2300	1000	15	4	3	V	250	750	21	+6		12	6
SUPPORT LANCE	L.TANK	V	N	500	2500	7	3	1	V	250	750	20	+13		4.5	4.5
	L.TANK	V	N	500	2500	7	3	1	V	250	750	20	+13		4.5	4.5
	L.TANK	V	N	500	2500	7	3	1	V	250	750	20	+13		4.5	4.5
	L.TANK	V	N	500	2500	7	3	1					-7		4.5	4.5
AIR LANCE	L.FIGHTER	E	N	7000	2000	12	4	4	V	250	750	21	+9	6		
	L.FIGHTER	E	N	7000	2000	12	4	4	V	250	750	21	+9	6		
RECON LANCE	L.MECH	E	N	2300	2000	15	4	3	V	250	750	21	+6		12	6
	SCOUT	E	N	400	1200	1	4	2							6	
	SCOUT	E	N	400	1200	1	4	2							6	
	SCOUT	V	N	200	600	1	3	1							4.5	
	SCOUT	V	N	200	600	1	3	1							4.5	

FILLING OUT A UNIT WORKSHEET

List each squad in a company on the Unit Worksheet. Using the example of Fritz Donnahough enter his name in the first column. Under Unit Type, enter the type purchased according to the Base Cost Table on page 32. (Fritz pilots a heavy 'Mech.) For the next column, which shows the MechWarrior's experience level, we enter Veteran for Donnahough. Column 4 indicates whether the 'Mech's status is new, salvage, or after combat, destroyed. Column 5 is for the Cost, as determined by the Base Cost Table. As a new heavy 'Mech squad, the UP cost for Fritz is 2850 UP. Enter Fritz's monthly salary (1,000 C-Bills/month) in column 6, as calculated from the Mercenary Salaries Table on page 37. Column 7, SP Required, tells the number of support points needed for monthly maintenance. This value can be found on the Maintenance Cost Table on page 38 (35 SP). In column 8, note Fritz's Morale as 3, and in Column 9, his Reputation (that of a veteran Heavy 'Mech 1 + 3 points).

The next block of columns is for Fritz's Tech. There are columns for Experience Level, Cost, and Salary. The SP columns indicate how many support points the Tech, MechWarrior, or AeroSpace Pilot generates and then any deficit between what he has and what the 'Mech needs. In this case, even an Elite Tech who generates 30 SP per month will need help or money to meet monthly maintenance needs.

No job too tough...

No fee too high!

The last three columns show Fritz's strength values, which are calculated from the Unit Strength Chart on page 55. Fritz and his 'Mech have an AeroSpace Value of 0, Maneuver Value of 6 (4 x 1.5), and a Combat Value of 7.5 (5 x 1.5).

Now, the company totals can be calculated. The Base Cost is simply the UP total for all squads, and Techs. The monthly salary is calculated the same way. The Maintenance Cost entries are simply the totals of the SP Required, SP Generated, and SP Deficit columns. Monthly supplies cost 500 C-Bills for each squad and Tech. Overhead is a percentage of the company's total salaries and supplies. The total monthly expenses equal monthly salaries plus monthly supplies, overhead, and 5000 times the unit's SP deficit.

The company's morale is simply the average of all squad morale levels. Determine the company reputation by adding together every squad's reputation and dividing by 12 instead of the total number of squads.

The fighting numbers of the units are simply the totals of its individual AeroSpace, Maneuver, and Combat values.

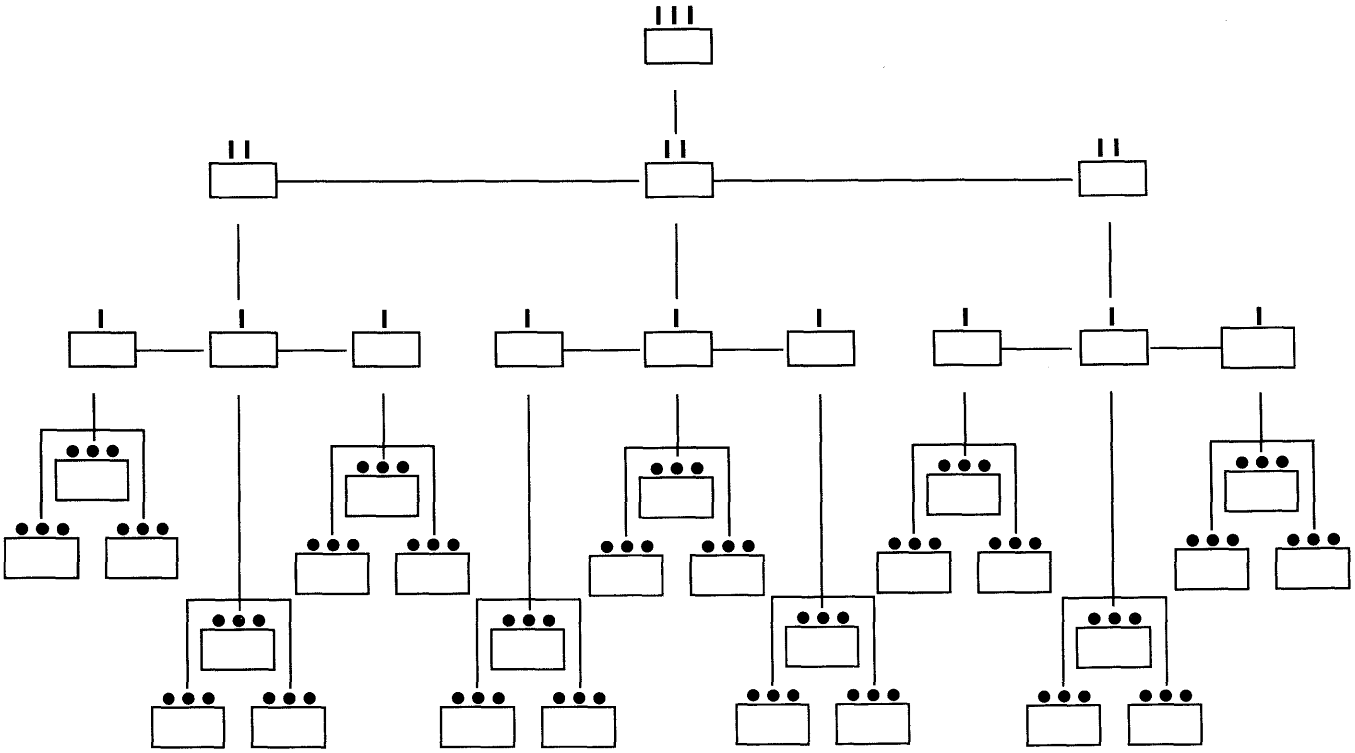
For larger units, these company values can be combined together on the Unit Composition Form.

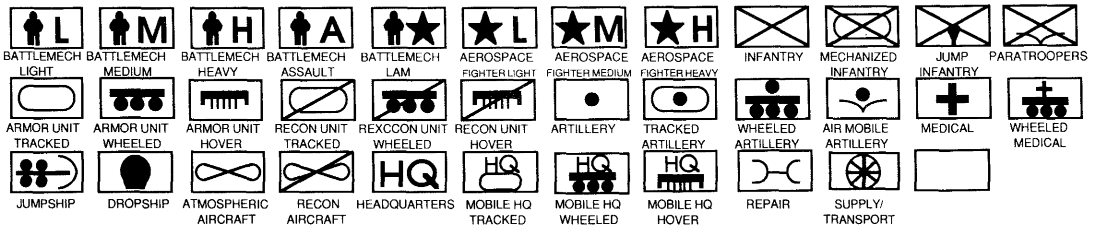
UNIT COMPOSITION FORM

UNIT:

SUBUNITS:	HQ LANCE	1ST COMPANY	1ST H.A. COMPANY	3RD COMPANY	TOTAL
BASE COST	26,240	32,560	76,360	76,040	211,950
TOTALNUMBER OF SQUADS	16	32	35	34	117
NUMBER OF COMBATANT SQUADS	10	19	21	20	70
SP REQUIRED	160	231	501	519	1,411
SP GENERATED	132	268	278	266	944
SP DEFICIT	28	0 (+37)	223	253	467
MONTHLY SALARY	34,000	41,410	55,050	50,550	181,010
MONTHLY SUPPLIES	8,000	16,000	17,500	17,000	58,500
OVERHEAD (___%)	6,300	8,611.5	10,882.5	10,132.5	35,926.5
MAINTENANCE COST	140,000	0	1,115,000	1,265,000	2,520,000
TOTAL MONTHLY EXPENSES	188,300	66,021.5	1,198,432.5	1,342,682.5	2,795,436.5
MORALE	3.1	3.53	3.38	3.33	3.34
REPUTATION	2	4	6	6	18
AEROSPACE VALUE	0	12	10	10	39.5
MANEUVER VALUE	39.5	131	98	98	37.4
COMBAT VALUE	61	74.5	142.5	142.5	419.5

TABLE OF ORGANIZATION





PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

UNIT WORKSHEET

COMPANY NAME:

BASE COST: ____________

NUMBER OF COMBATANT SQUADS: ________

TOTAL NUMBER OF SQUADS: __________

MORALE: ______

REPUTATION: ______

MONTHLY SALARY: ________

AEROSPACE VALUE: ______

MANEUVER VALUE: ______

COMBAT VALUE: ______

MONTHLY SUPPLIES: ________
500 C-BILLS/SQUAD (INCLUDING TECHS)

OVERHEAD (____%): ________
CHOSEN PERCENTAGE X (SALARY + SUPPLIES)

MAINTENANCE COST: ________
SP REQUIRED: ________
SP GENERATED ________
SP DEFICIT: ________

TOTAL MONTHLY EXPENSES: ________________

1	2	3	4	5	6	7	8	9	TECH							
SUBUNIT/NAME	UNIT TYPE	EXPERIENCE	CONDITION	UP COST	SALARY (C-BILLS)	SP REQUIRED	MORALE	REPUTATION	EXPERIENCE	COST	SALARY	SP GENERATED	SP DEFICIT	AEROSPACE VALUE	MANEUVER VALUE	COMBAT VALUE

UNIT COMPOSITION FORM

UNIT:

SUBUNITS:

BASE COST					
TOTALNUMBER OF SQUADS					
NUMBER OF COMBATANT SQUADS					
SP REQUIRED					
SP GENERATED					
SP DEFICIT					
MONTHLY SALARY					
MONTHLY SUPPLIES					
OVERHEAD (____%)					
MAINTENANCE COST					
TOTAL MONTHLY EXPENSES					

MORALE					
REPUTATION					

AEROSPACE VALUE					
MANEUVER VALUE					
COMBAT VALUE					

UNIT COMPOSITION FORM

UNIT:

SUBUNITS:

BASE COST					
TOTALNUMBER OF SQUADS					
NUMBER OF COMBATANT SQUADS					
SP REQUIRED					
SP GENERATED					
SP DEFICIT					
MONTHLY SALARY					
MONTHLY SUPPLIES					
OVERHEAD (____%)					
MAINTENANCE COST					
TOTAL MONTHLY EXPENSES					

MORALE					
REPUTATION					

AEROSPACE VALUE					
MANEUVER VALUE					
COMBAT VALUE					

SUPPLY DATA CHART

	SHIPMENTS	SIZE (IN C-BILLS)	DATE PURCHASED	DATE OF ARRIVAL
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

MERCENARY CONTRACT

This agreement, executed between ______________ (hereafter designated "Employer") and______________________ (hereafter designated "Unit"), provides employment for the Unit and military and support forces in the service of the Employer. This employment is subject to the terms and conditions outlined below.

I. Mission: The Unit is hired for the performance of a mission planned and assigned by the Employer, defined as a _________ mission under the conventions and usages of contemporary military terminology. Said Unit will perform all operations that fall within the framework of this mission, as well as serving the general interests and needs of the Employer. If the Unit has been hired on retainer, the following types of missions are specifically excluded during the length of service: ____________________________________

II. Forces: The Unit agrees to provide combat and support forces, estimated at _____ squads of combat and/or combat support troops, as of the date this contract goes into effect. The Employer reserves the right to terminate the agreement if actual forces mustered at the time this contract goes into effect are 75 percent or less of the originally estimated forces, or if they exceed the agreed-upon strength by more than 10 percent, unless excess troops serve for no more money than originally designated in this agreement.

III. Length of Service: This contract will remain in effect for __________months, commenceing on ______________ and concluding on ________________. On the commencement date, the Unit agrees to be located on ______________________; if the Unit fails to appear by said date, Unit shall reliquish 5 percent of its fee. Upon termination of the agreement, the Unit will be discharged from all duties and responsibilities to the employer, unless discharge is superceded by a fresh agreement.

IV. Remuneration: The Employer agrees to pay __________ C-Bill-equivalents per squad per month to the Unit, amounting to an estimated total of ________ C-Bill-equivalents. This money is to be paid out in the following manner:

V. Command Rights: The Unit hereby agrees to place itself under the overall military direction of the Employer. The Employer will implement this direction through the assignment of ______________________________to the unit for the period of the contract. The Unit is guaranteed to retain internal coherence and consistency of its command structure within the usual limits of this assigned command status.

VI. Transport: The Employer agrees to provide for the interstellar and/or interplanetary transport of the Unit. ________ percent of the Unit accepts Employer interstellar transport, and ________ percent of the Unit accepts Employer interplanetary transport. The Employer shall pay the Unit ____________ to reimburse Unit for providing transport for the Unit or any part thereof.

VII. Supply: The Employer agrees to provide the amount of _____________ for the logistical support of the Unit. The Employer will reimburse the Unit for the amount of _______________ if Unit provides its own supplies. Resupply of munitions and other specific battlefield materiel after each major battle or campaign shall consist of ______________________________over and above said supply requirements.

VIII. Salvage Rights: All equipment, vehicles, and other war materiel recovered by the Unit from enemy forces, depots, garrisons, industrial or civil centers, prisoners, and other sources shall be subject to the following claims and terms of division:

IX. Other Terms: Other terms of this contract, agreed to by both parties, shall be negotiated on a case by case basis and attached, individually signed and witnessed, as riders to this document.

Signed at _______________________ on this _________ day of___________________, in the year ________

____
Commanding ___________________

Signed at _______________________ on this _________ day of___________________, in the year ________

____
For ___________________________

Witnessed by: __________________
____
____
____

"Variety is the spice of battle..."

By the 31st century, war has raged in the Successor States for over 200 years. In this ongoing conflict, the mercenary soldier has ample opportunity to seek his fortune under the banner of one of the Great Houses—a career fraught with danger but rich in potential rewards.

The Mercenary's Handbook is a **BattleTech**® and **MechWarrior**® supplement describing the mercenary way of life. It details everything from troop capabilities to a mercenary unit's expenses, and from the ins and outs of contract negotiations to the nature of 31st century warfare. Commentary and views on the Succession Wars mercenary provide a solid background for gamers who need to learn the basics of the business of war, while game rules translate these ideas into simple systems for creating a merc outfit, finding and signing with employers, and resolving an entire military campaign.

This 104-page book contains more than 50 full-color illustrations and mercenary crests. The complete history and operating procedures of three example mercenary companies are also included, The Eridani Light Horse, The Waco Rangers, and Wilson's Hussars.

Admired as a consummate professional yet reviled as a hireling loyal only to money, the successful mercenary needs more than combat skill to ply his trade. If you have the wit, the business skills, the political wisdom, and the tactical genius to become a mercenary leader, **The Mercenary's Handbook** is for you!

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