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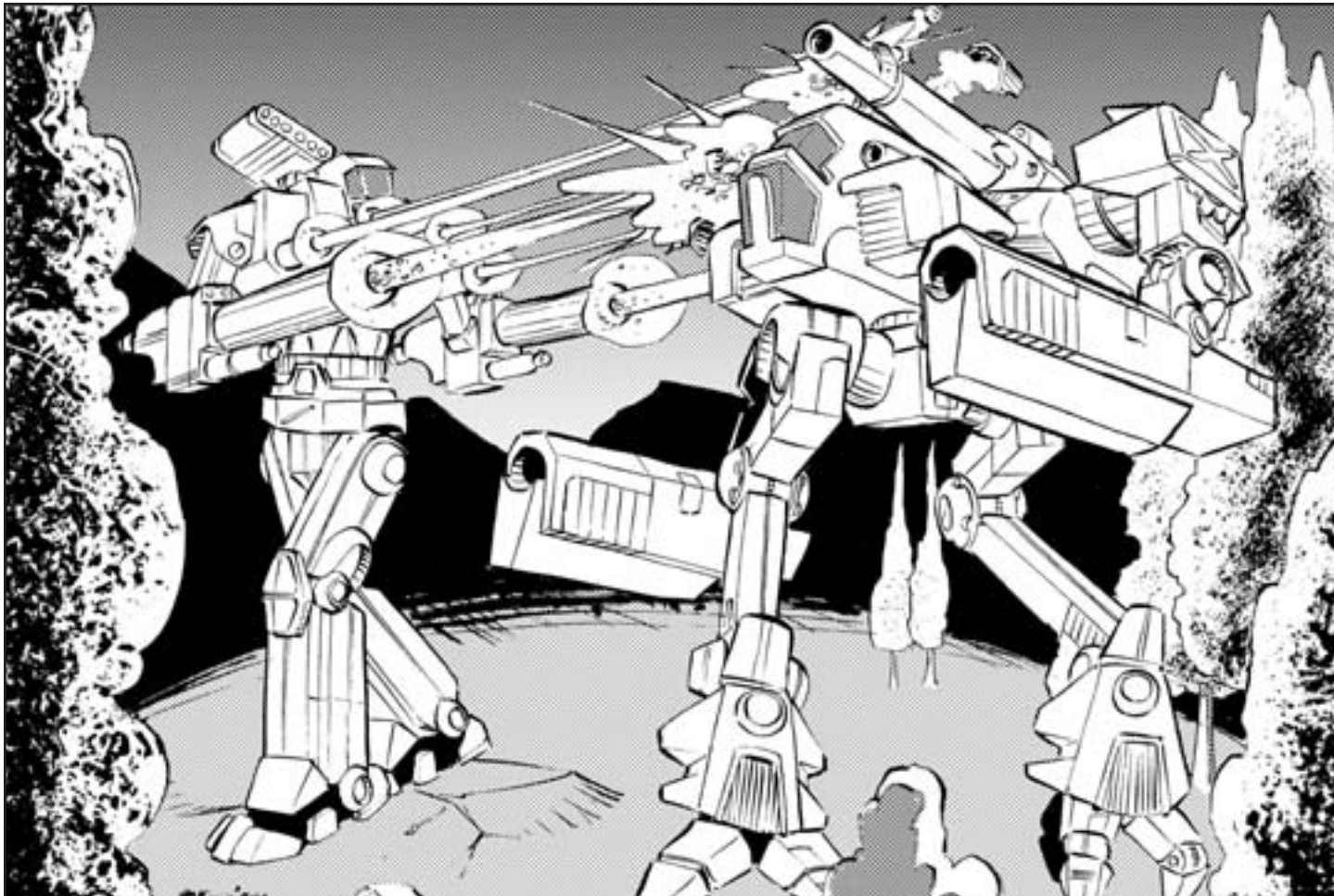
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OLD DEBTS



A high-pitched shriek, accompanied by the eye-searing flash of man-made lightning, punctuated the jolt that Damon Kirkpatrick felt all the way down his spine. Twin bolts slammed against the side of his *Marauder*, explosively flashing away more than a ton of Valiant Lamellor, just close enough to the machine's forward-jutting cockpit to scramble displays momentarily and set the hairs on Damon's arm on end. His hands clenching tightly around the hard plastic of his firing controls, he simultaneously fought to draw a bead on his tormentor and keep the 75-ton avatar of destruction on its bird-like feet.

He was only partly successful.

Already laboring under the heat of his last alpha strike, the *Marauder* managed to remain upright with all the grace of a drunken spacer, pitching first to one side, then the other. The arms flailed slightly in compensation, just enough to spoil the aim of his pulse lasers. Though one burst of ruby energy darts managed to graze the enemy *Warhammer*, they did little more than scorch away some of its otherwise pristine blue and white paint.

Not my best performance, Damon thought bitterly as he regained control of the stumbling machine. He could almost hear

the LeSat MechWarrior laughing at him, and once more he realized how accustomed he'd been to his old FLS-7K *Flashman*, regardless of his own modifications.

The *Warhammer* turned slightly, trying to cut along his flank, its barrel arms tracking back to face him as it spat out a smattering of laser fire, seeking holes in his ravaged armor that even now were cooling in the afternoon breeze. Raising his *Marauder's* arms again and planting both of the 'Mech's feet in a wide stance, Damon twisted to follow the *Warhammer's* motion and thumbed the triggers again. This time, twin bolts of his own particle cannon unerringly poured into the rebel's armored hide, backed up by a stream of shells from his dorsal mounted autocannon. His engine spiked in response, flooding the cockpit with white-hot air, all but stifling his breath as alarms rang out in warning.

"Alert!" an electronic voice said, impossibly calm even as the *Warhammer's* return fire again pounded perilously close to his canopy. A quartet of rolling blasts followed, arriving from Damon's other opponent, an age-worn, 60-ton *Champion*. "Heat level critical," the voice added. "Shutdown imminent."



"Shut up," Damon growled as he slapped the override between coughs, his lungs blazing, sucking in air that stank of ozone and sweat. *Engine breach*, he told himself, confirming as much with a glance at his BDA monitor. *This is much worse than I thought!*

While most of Damon's mind struggled with the 'Mech, a sliver of thought wondered where these new BattleMechs had come from. LeSat's troops had been routed for over four years, since Baron Franklin LeSat and his pro-Katrina forces all but shattered in the face of the Hasseldorf family and Damon's own Kirkpatrick's Invaders. Coming to Kaumberg was a debt repayment to a man who long served in the mercenary command when family obligations had demanded otherwise.

Afterward, however, came the Civil War, when the battle lines were *really* drawn.

LeSat's supporters came back out of the woodwork then, most of them dredging up whatever weapons they could find—a few pistols here, a pipe bomb there, even the odd machine gun-armed jeep—to mount a resistance against what they perceived as "the Davionist lapdogs" in charge. Never mind that Baron Hasseldorf didn't even make his bid for planetary Lordship after that fiasco, or enforce his will like so many other victorious warlords in the past. Never mind that he had personally helped the planet rebuild its shattered defense forces in the wake of their own private civil war with the LeSat family, or that he retained the services of the Invaders to assure planetary security throughout the Civil War at his own personal expense. Never mind even that Baron LeSat himself was long dead! All of that, after all, was merely proof of the evil intentions of House Hasseldorf and its allied mercenaries to the rebels who surfaced, angry and vengeful, cloaked in the colors of a fallen house.

All of *that* Damon could still understand, having known a few hopeless causes worth fighting for in his own past. *But*, his mind asked once again, *where did they get gear like this?*

"Alpha Wolf!" a voice shouted in his ear, over the din of cockpit alarms and the thunderous hail of missile fire punishing his *Marauder* for standing in the open. Even through the noise, the mercenary could still recognize the voice of his exec.

"About time, Alpha Coyote," he said, loud enough for his throat mike to pick up. "I was getting tired of being the bait here, and I think my two remaining dance partners might tend to agree..."

"Sorry, sir," Major Malavai Hollensteiner said. "The rebels sprang a lance of Demolishers and Drillsons on us five clicks back. We're coming as fast as we can."

"All speed, Coyote," Damon snapped back, wincing as he felt another PPC burst slam into his flank. The BDA monitor showed the armor on his 'Mech's left side was now more fiction than fact,

but at least the heat monitor had finally dropped into cautious yellow, rather than the angry red of near shutdown.

I need to buy time...

Swinging away from the *Warhammer*, Damon stomped on his jump jet pedals. The *Marauder* lurched once, then shot into the sky for a short, 120-meter flight, straight into a copse of native oak. Lasers and missiles streaked after him, but found either empty sky or hapless trees. As more of Kaumberg's famous timber farms became so many splinters and steamed leaves, Damon hit the ground gracefully enough. Twisting only slightly to bring the *Champion* under his crosshairs, he smiled grimly, and snapped his triggers once.

Two more particle bolts flew from the arms of his *Marauder*, the lasers this time held in reserve. Cerulean energy washed over the lighter 'Mech, searing away armor and cutting deep into the side torso SRM. The hoped-for explosion of an ignited ammo bin never came, but the cloud of smoke and sparks that trailed away from the machine's flank told Damon the missile launcher was at least out of action.

Whirling back on the *Warhammer*, Damon stabbed out with his medium lasers next, worrying some armor, but causing very little obvious damage.

The heat levels began to rise again.

"Hang in there, boss," came a new voice, this one feminine, with a slight German accent. Damon glanced down at his sensor screen, saw the blue icon racing forward. The LeSat MechWarriors obviously saw it too, as both machines turned, responding to the new threat.

Damn it!

"This is no time for heroics, Hauptmann—"

But already the beams were flashing, a snap of lethal, coherent light blazing into the already weakened armor of the *Champion* from the onrushing red and black *Wolfhound*. The heavier 'Mech twisted away from the onslaught, trying to shield its wounded side, while the *Warhammer* lashed out with its particle cannons again—and missed.

"Heroics, nothing!" said Hauptmann Cynthia Hasseldorf, his Invaders' newly attached "liaison". "I'm just here to repay an old debt."

In spite of himself, Damon "the Indestructible" Kirkpatrick felt a surge of pride, and a small smile crept along his face as he lurched forward to support the smaller Hasseldorf 'Mech. Turning once more to face the enemy *Warhammer*, he triggered another burst of pulse laser fire that scoured more armor away from the LeSat 'Mech.

"At this rate, Hauptmann," he sighed, "neither of us will ever be out of debt!"





INTRODUCTION

The success of the original *Field Manual: Mercenaries*, tainted only by the perceived bias of the Wolf's Dragoons mercenary command and its hegemony over Outreach—and with it, the whole of the mercenary trade—prompted the creation of the revised version by a neutral panel of the Mercenary Review and Bonding Commission (MRBC). Hitting the shelves just two weeks ago, the compilation outlined the state of the mercenary trade across the Inner Sphere, along with many major mercenary units active today. However, pretending that the traffic out of Outreach represents the entire mercenary trade borders on delusion. The Inner Sphere and surrounding Periphery house hundreds—if not thousands—of legitimate (and not-so-legitimate) mercenary groups and other soldiers-for-hire, who eke out a living every day by fighting battles for employers almost as diverse as they are themselves.

As part of the MRBC's ongoing effort to provide potential employers with a comprehensive grasp of the mercenary trade today and the majority of the best-known mercenaries who ply it, this *Mercenary Supplemental*, the first in what we hope will be a long and informative series, expands on the *Field Manual: Mercenaries, Revised* by providing more mercenary briefs, as well as additional information on the mercenary trade itself, including more hubs of mercenary activity.

As ever, the fluid state of the mercenary trade and the transient nature of individual mercenary units throughout known space make providing accurate and up-to-date information on every group nigh impossible for a single volume. Every effort has been made with this Supplemental, however, to conduct fair and honest research and provide a professional analysis of select mercenary units. The fact that a majority of these units stage from Galatea, where the MRBC's newest offices have recently opened, has gone a long way toward assuring that the information in this volume is everything we hoped.

In keeping with the spirit of the MRBC, it will be the goal of this Supplemental and those that follow to acquaint potential employers with the mercenary commands available for hire, while also providing periodic overviews of the state of the industry. In this way, we hope to give those same employers a feel for the market trends, while giving the modern mercenary a modicum of free and unbiased advertising. In addition, the compilation of unit and industry overviews will help enforce the honor-

able standards we in the mercenary trade strive toward in the interests of civilized and professional soldiering. To meet these goals, this book is divided into the following main sections: *A View from Galatea*, *Mercenary Atlas Supplemental*, and *Mercenary Unit Briefs*.

The first section, *A View from Galatea*, reviews the recent history of the mercenary trade from the perspective of Galatea, once known as the Mercenary's Star before the ascendance of Outreach under the Dragoons. The revitalization of this world as a center of the mercenary trade in the past

decade not only prompted the establishment of an MRBC office here in 3062, but has also created a boom in local business and new markets with the final completion of our long-delayed Hiring Hall facilities earlier this year. The *Mercenary's Atlas*, meanwhile, expands on that of the *Field Manual: Mercenaries, Revised* with an overview of Galatea itself and other hubs of the professional soldiering industry, from the Capellan game world of Westerhand to the exclusive and prestigious Northwind, home of the famous Highlander regiments. Additional *Mercenary Briefs* follow, summarizing several units not featured in the previous *Field Manual*, providing histories and other vital data on these

units, including tactical doctrine and ratings on experience and reliability.

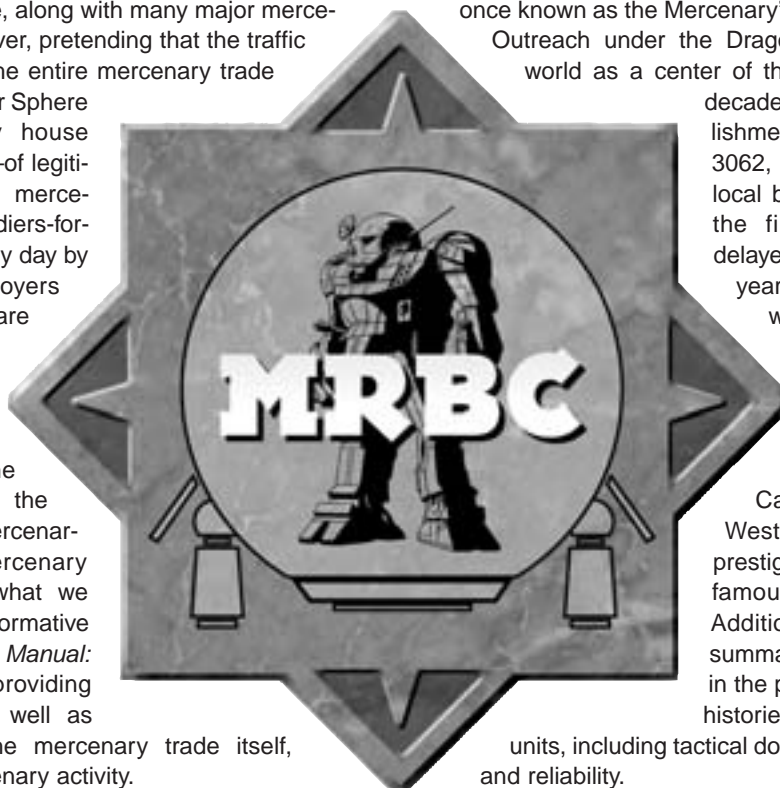
It is our fervent hope at the Mercenary Review and Bonding Commission that this *Mercenary Supplemental* will prove an invaluable tool for potential employers and mercenaries alike, one that will only grow more valuable as the series continues into the immediate future.

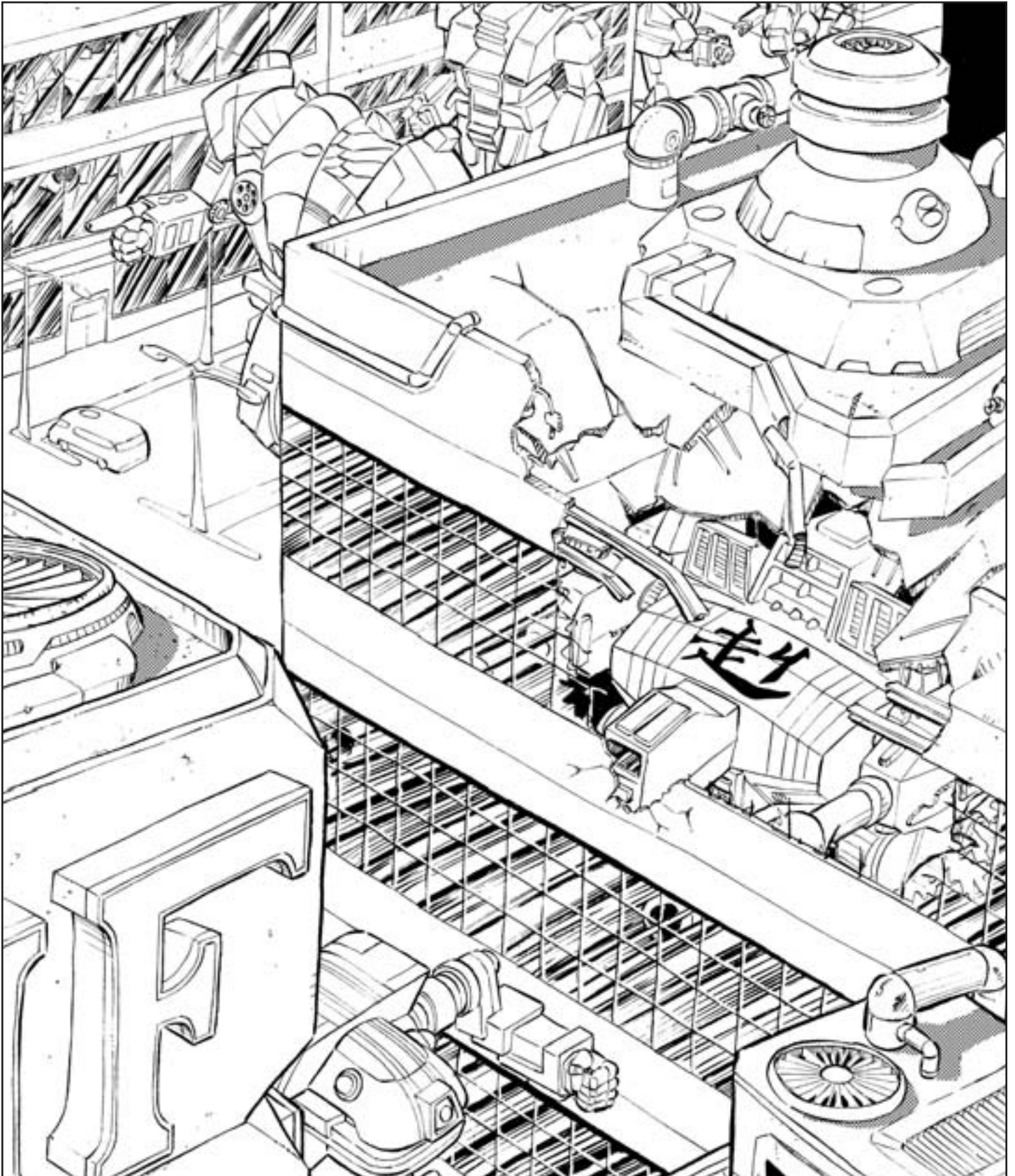
—Colonel Kamala Sjardijn, MRBC Mercenary Affairs
(Galatea Hiring Hall Office)

11 September 3067

MECHWARRIOR THIRD EDITION

MechWarrior Third Edition (MW3) was originally published by FASA Corporation. Upon its reprint by FanPro LLC, the name was changed to *Classic BattleTech RPG* (CBT: RPG). This product references pages in CBT: RPG, but the page numbers are identical regardless of whether you own CBT: RPG or MW3.







THE VIEW FROM GALATEA

Fortune is a fickle mistress indeed.

Few in the Inner Sphere know this as well as the modern mercenary, and soldiers who work from the Hiring Halls of Galatea would seem to feel this inconsistency more than anyone. Here, the past three decades have seen their share of ups and downs, both for the world itself and the hired guns who call it home. It was here that the last vestiges of the Mercenary Guilds still held sway, subsumed by ComStar's supposedly neutral Mercenary Review Board in order to guarantee the fair and equitable treatment of mercenaries that today falls under the purview of the MRBC. Galatea gave many of the best soldiers for hire their start, and even the passage of time cannot erase its significance as the birthworld of the Kell Hounds or the Gray Death Legion.

Times change, of course, and with the rise of Outreach as the homeworld of Wolf's Dragoons, a new mercenary Mecca drew away both the universe's most hopeful and the flow of revenue that had supported the once-mighty Mercenary's Star for centuries.

THE FALL OF THE MERCENARIES GUILD

The year was 3048. Outreach was a close second to Galatea as the main draw for mercenaries eager to make their mark on a universe precariously poised on the brink of a Fifth Succession War. The Steiner-Davion alliance had spent the past nine years building toward this final showdown with its enemies in the Draconis Combine, the Free Worlds League, and the Sundered Capellan Confederation. Saber-rattling was the order of the day, though some dared hope for a lasting peace nonetheless.

Then came the Clans.

In a brutal, two-year blitzkrieg, the Children of Kerensky rolled over the Free Rasalhague Republic and parts of the Federated Commonwealth and Draconis Combine. Countless mercenary commands, great and small, confronted the face of the alien juggernaut and fell, alongside elite House regiments that previously had considered only known, nearby enemies as their primary threat. To many professional soldiers far and wide, this invasion was an unstoppable menace to which desperate House Lords would throw them in a vain effort to stave off the inevitable. To others, it was an opportunity for greatness, a shot at the big-time. As many mercenaries, like Fuchida's Fusiliers and the Lone Star Regiment, abandoned their posts or allowed their contracts to expire in favor of contracts for realms not immediately in the Clans' path, others like the Grave Walkers dared to face the approaching storm: faced it and died. Galatea, the Mercenary Star itself, saw its first glimpse of things to come during this time. Lying along the encroaching invasion corridors, its very locale sent waves of emigrants streaming to the supposed safety of Outreach and other worlds farther rimward.

Then came 3052, and ComStar's Operation Scorpion. Even as the Com Guards won a Truce from the invaders, the quasi-mystical Order, long seen as a truly neutral, trustworthy organization, shattered its image with a blatant effort to cripple Inner Sphere communications and bring the Great Houses to their knees as they fought together for mutual survival. For Galatea and the struggling remnants of the Mercenary's Guild, the event sounded their death knell. With the trust between ComStar and the rest of the Inner Sphere

broken—the Tukayyid victory and ComStar Schism notwithstanding—mercenaries and House Leaders alike suddenly scrambled to establish new ways to do business.

On Outreach, the Mercenary Review and Bonding Commission was born, drawing thousands of professional soldiers away from the tarnished Mercenary's Star of Galatea. Within a few short years, the ComStar Mercenary Review Board dissolved into memory, and the world that had been the heart of the profession throughout the Inner Sphere saw its economy plunge into depression.

REBOUND

Despite the innovation of the MRBC, however, a trickle of die-hard warriors continued to make their way to Galatea, where employer agents, hiring halls, and training facilities continued to struggle along. Whether hailing from commands shattered during the Clan Wars, lacking the means to reach the newly-crowned "Warrior's World" of Outreach, or merely drawn by the established track record that still outstripped the Dragoons' homeworld, these soldiers helped Galatea limp along into the years immediately following the Truce of Tukayyid.

Employer agents, some finding the rules and regulations set down by Wolf's Dragoons and their new commission too restrictive for their post-invasion needs, came to Galatea to find warriors equally willing to set aside certain controls in favor of more "flexible" options. Though this did nothing to improve the image of the fallen Mercenary's Star, it carried the world and the local industries through difficult economic times.

As tensions mounted between the FedCom factions, spawned by the economic and social hardships of the Lyran people, the perceived arrogance of their Davion "countrymen", the rising secessionism of the Skye region, and a myriad of other social pressures dating from the formation of the united realm, more and more mercenaries made their way to Galatea. Here, the smaller, internal factions quietly gathered troops, readying for the inevitable conflict.

The conflict exploded in late 3057, with the formation and secession of the Lyran Alliance from the Federated Commonwealth in the face of Operation Guerrero, the Marik-Liao invasion of the Federated Commonwealth's Terran Corridor region. In addition to prompting a boom in the mercenary trade, Galatea's own slide into economic mediocrity suddenly reversed as the Warrior World of Outreach found itself surrounded by the lawlessness of the Chaos March. Mercenaries leery of traveling through the unstable region came to Galatea instead, where employers of every stripe waited with fresh new flexible options tailored to a new age of war.

The Mercenary's Star began to rise once more.

OUT OF CHAOS, ORDER

While the clock continued to tick toward the resumption of the Clan invasion, the Federated Commonwealth drew ever closer to civil war, a fact that was readily apparent on Galatea, where mercenaries continued to find work for various minor nobles on both sides of the divide. Even the Falcon invasion of Coventry and the subsequent creation of the new Star League created only a brief scare, as the continuous flow of contracts and mercenaries willing to take them reassured those in the industry who feared a renewed Clan



invasion or a Star League-enforced peace. Despite all the pretense of unity among the Successor States, simmering tensions and outright warfare still raged across the Inner Sphere, and professional soldiers still found work through the hiring halls of Galatea.

In 3062, after half a decade of lobbying by local groups as well as the LAAF and the Lyran Alliance's Mercenary Liaison Corps—as well as several small mercenary commands wary of the Wolf's Dragoons' superiority in the mercenary trade—the Mercenary Review and Bonding Commission finally acknowledged Galatea's place in the universe by establishing its first satellite offices on the planet, with an eye toward building fully-functional hiring halls within five to ten years. This act did much to accelerate the recovery of local industry and trade, going a long way toward erasing the perception that Galatea was a waystation for the desperate and unprincipled.

Unfortunately, fate had one more surprise in store for Galatea.

On 31 December 3062, the celebrations to ring in the new year were rudely interrupted when BattleMechs belonging to one of the less noteworthy commands operating on Galatea allegedly assaulted the base of another mercenary force in a blatant effort to curry favor with a potential employer. Though the stories vary wildly as to how it began, the outcome was the onset of planet-wide fighting, akin to a massive, BattleMech-scale barroom brawl.

Over the next fourteen months, waves of fighting between mercenary commands took on the flavor of urban gang wars, with several 'Mech bands claiming control over entire sectors in brutal turf battles. With the LAAF tied up in the FedCom Civil War, no planetary or federal authority existed that could rein in the various factions, until March of 3064, when Group W arrived to reestablish order with the blessings of Duke David Nowakowski.

Group W's success, made possible by the fractious nature of the planet-wide fighting, allowed them a key role in restoring planetary authority. Nowakowski immediately used his role to subcontract several local mercenary forces to form a planetary police force. The presence of these troops throughout the remaining years of war brought enough stability to Galatea for the MRBC to finalize its own interrupted plans for the new satellite offices in Galatean City.

BOOM OR BUST?

In the wake of the riots of 3063 and Group W's arrival, mercenary traffic through Galatea leveled off, and even dropped slightly as several commands—likely fearing prosecution in a series of trials organized by the Nowakowski administration—departed for parts unknown. While many of these deserting warriors have since turned up on Outreach, many others vanished into thin air. At this time, the local government has several outstanding warrants for the arrest of several warriors known or believed to have been involved in the worst of the heavy fighting, and many mercenaries today coming to the Mercenary's Star can expect enticing offers for bounty hunting.

The economic forecast for Galatea remains murky. Though business has picked up in recent months, especially with the opening of the Galatean City Hiring Hall, many soldiers of fortune question how long it will last. The Clan Invasion, though theoretically ended with the Great Refusal on Strana Mechty, remains a potential (if unlikely) threat to this world, especially since the Crusader Wolf Clan seems to view the Star League victory as irrelevant. At the same time, Outreach, still dominated by the presence of the elite Wolf's Dragoons, remains a major draw for mercenary activity in the Chaos March, including the Dragoons' own Allied Mercenary Command, which formed recently to check Word of Blake expansion in the region. The end of the FedCom Civil War and its associated conflicts have also left the Inner Sphere in a state of uneasy peace, and such states have always been rife with opportunity for the enterprising mercenary. Thanks to that, there has even been a marked rise in alternative staging areas for today's professional soldier, with worlds such as Arc-Royal, Solaris, and Westerhand claiming their own share of the trade traffic.

With so many factors in play, it becomes hard to gauge the recovery of Galatea in the post-Civil War era, but for those who have never left, and for those who have made their presence known with the MRBC, Galatea—boom or bust—will always be the Mercenary's Star.

AULD LANG SYNE

When I first heard the noise, I thought somebody had gotten overzealous with the fireworks. I mean, it being New Year's Eve and all, on a world chock full of mercs, you kind of expect that kind of thing. Plus, I gotta admit, I'd had a few too many Brute's Ales by that point, so I was listening to the racket through something of an alcohol haze. Still, even through the buzz, I started realizing something was up when the ground started shaking more than it should if it was just fireworks, but even that wasn't anything I couldn't write off to some drunken 'Mech jock or two deciding to ring in the new year with a casual fifty-ton stroll through the countryside.

When I finally realized the boom-booms weren't firecrackers, but autocannon shots, I started to get concerned. I was just about to ask Johnny who had sentry duty tonight and where the goof gets off wasting company ammo on his own "auld lang syne" celebrations when suddenly the raid sirens started going off. Guess Marko was a bit slow on realizing we were under attack, too; everyone and their sister's roommate was at the party, after all...

Anyway, whoever the hell they were, as soon as Johnny comes out of his stupor—pretty fast, considering the noise of the claxons makes for a hell of a wake-up call even if you're half-dead—he orders us to our rides ASAP. Needless to say, before five minutes pass, I'm buttoned up in the cockpit of my 'Hammer which somehow wasn't hit by the yokels who'd been shelling us.

I suppose they were just as drunk as the rest of us.

So, we hit the field—all of us as coordinated as you can be with a few liters of hard grain working its way out of your system—and manage to form up a couple lances when we spot the first 'Mech, some rat trap old Whitworth sporting a purple and green color scheme I'm sure his boss thought was a good idea at the time. The guy sees us and fades back, but he's stupid enough to go shooting off a few missiles first, just to get us all mad.

As I snapped back with a couple peepers, I remember asking, "Who are these ass-wipes?" on the general comms.

Imagine my surprise when I get back this transmit from one of said ass-wipes, calling themselves the Crimson Combateers. Not only did it rank up there with the all-time dumbest name for a group who paints their machines in lime green and lavender, but I suddenly realize these guys are the fragging competition for a contract Johnny himself had been haggling with old Duke Vieques of Dubhe. Plus, the way the guy said the name, all full of fire and meaning, you'd think he was some hack actor in a cheap holovid.

Hell, for all I know, maybe he was.

All I know is, we ran off the Combateers easily enough that night, though the damage they inflicted easily cost us a full lance and half a year's pay. Come morning, it would be time for payback.

How was I to know that, come morning, everyone would be looking to settle a few scores like this one?

—MechWarrior Dahria Lennet, formerly of the Johnny's Rebels mercenary company, 5 January 3064



THE MERCENARY'S ATLAS

The Inner Sphere is an immense place, as any modern mercenary, House trooper, free trader, or common interstellar tourist can tell you. With so many planets worth fighting over, nearly every world in the Inner Sphere and Periphery has the potential for being a mercenary's "hiring hall", with local political, military, and even corporate leaders all eager to employ a hired gun from time to time. However, by and large, the majority of these worlds cannot offer the range of opportunities that a dedicated mercenary hiring center can. That is why, in all of known space, only a handful of worlds have become hubs of the mercenary trade.

Galatea, for all its lost glory, is still one of the most lucrative places for mercenaries to recruit, train, and gather skilled warriors while simultaneously offering a wealth of contract opportunities, both above-board and below. Recently accredited by the Mercenary Review and Bonding Commission, this world has become second only to Outreach as the center of the legitimate mercenary trade, supplanting rival Solaris VII as a prime spot to hire today's professional soldier.

But, as was discussed in our previous volume, there are other hubs of mercenary trade beyond Galatea and Outreach. Described here are Galatea and two other popularly recognized centers where the average soldier of fortune can go to find quality training, equipment, and—above all—paying work.

GALATEA: A CLOSE SECOND

With three jumps between itself and Terra, Galatea, the Mercenary's Star, is not quite as conveniently located as Outreach, but it is included on many major trade routes both within the Lyran Alliance's Skye region and between the Alliance and Draconis Combine space. Once the single most important hub of mercenary business, the rise of Outreach, the turmoil of the Clan invasion, and the splintering of ComStar diminished Galatea's importance over the last two decades. Despite this, it remains one of the Inner Sphere's busiest ports of call for professional soldiers and employer agents, with hundreds of DropShips launching and landing daily at the massive Galaport spaceport, each a beacon of opportunity for the professional warriors whose careers are made—and sometimes broken—on this arid world.

FACT SHEET: GALATEA

Noble Ruler: Duke David Nowakowski
Star Type (Recharge Time): F8II (179 hours)
Position in System: 6th
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Galatea Minor)
Surface Gravity: 1.00
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 55° C (Desert)
Surface Water: 35 percent
Recharging Station: Zenith
HPG Class Type: A
Highest Native Life: Mammals
Population: 556,976,000
Socio-Industrial Levels: C-C-C-C-C

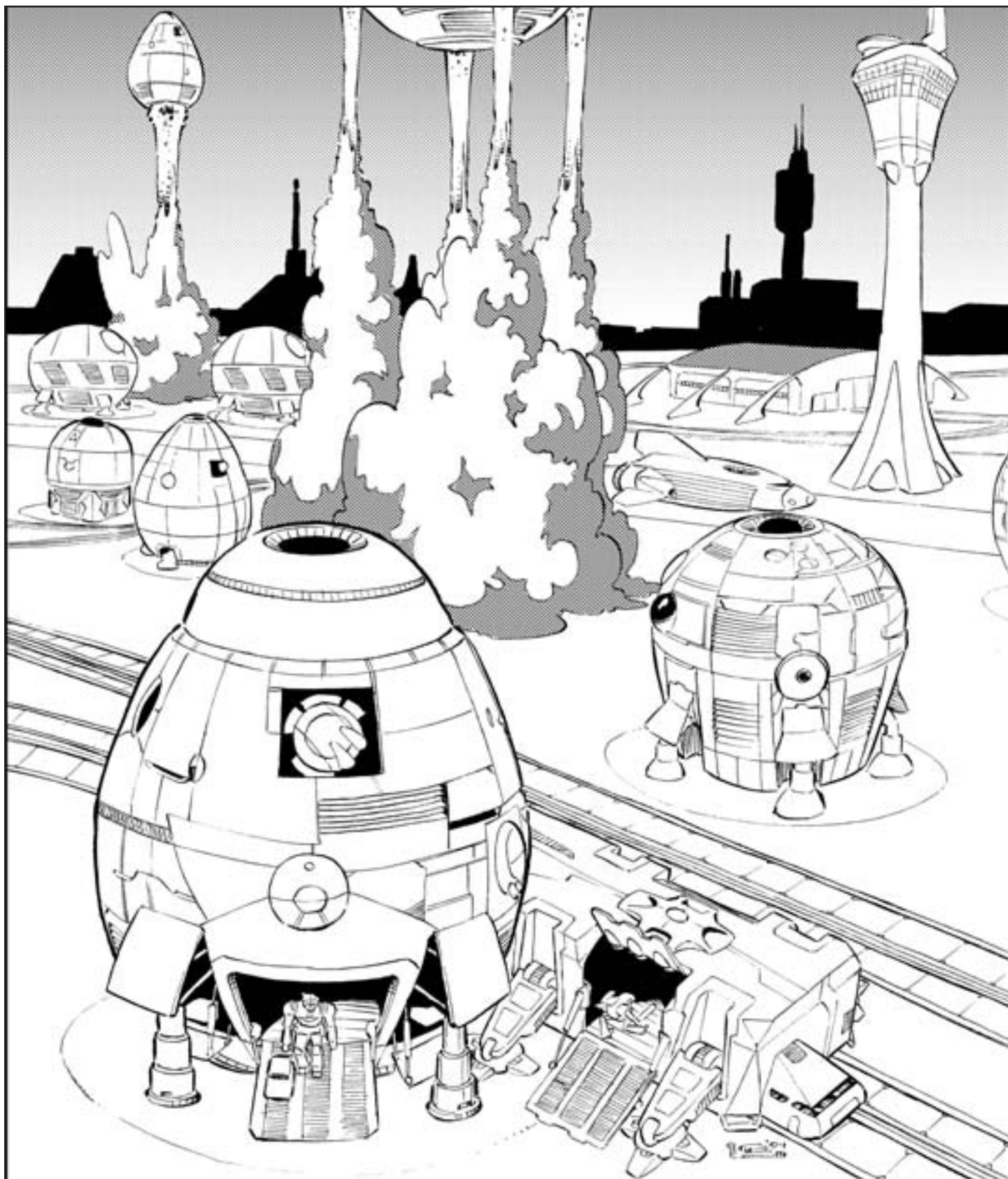
THE MERCENARY'S STAR

Though it orbits far from a yellow-white giant, Galatea is a hot world, rendered largely barren along its equatorial and tropical zones thanks mostly to its thin protective ozone layer. In the temperate and polar regions, where the solar radiation is less severe, the soil is largely sterilized, lacking in nitrogen from centuries of ultraviolet exposure. As a result, very little vegetation grows on Galatea, save what can be found along the coastlines of rivers extending from the planet's oceans—the Amersia Sea in the north polar region, the Kileri and Paradise Oceans in the south—which are completely land-locked within the single, planet-wide landmass known as Lubbocks. Given the largely barren environment that is Galatea, the first settlers to this world in 2250 were surprised to find it actually supported a basic ecosystem, at the top of which was a furry, burrowing, rodent-like predator called the Galatean Mole. Indeed, preliminary analyses made by the first surveyors of this world suggested that the root of the planet's ecology lay in a complex system of underground rivers.

All this did not discourage the first settlers to this world. These colonists, hailing from various anti-technology sects that included elements of Terra's Amish, Native American, and Central African cultures, sought to make a home of hot and barren Galatea and had begun to succeed against the odds before the Terran Hegemony

annexed the world in 2333. In the Star League era, Galatea became a major military training ground, shared jointly by the Hegemony and the neighboring Lyran Commonwealth. Galatea experienced an economic boom during this period, followed by a long period of stagnation in the wake of the League's collapse. The lack of economic growth eventually led to its development as a Mecca for out-of-work and dispossessed mercenaries and its establishment as the home of the largest Hiring Hall in the Mercenary's Guild.

Becoming known as the "Mercenary's Star," Galatea experienced a revival, with employers and mercenaries drawn to compete for contracts both over the negotiating table and in vast improvised training fields. The rise of Outreach, under the administration of the Wolf's Dragoons, drained this world of some of its vitality, but in the wake of the breakdown of the Federated Commonwealth and the establishment of the MRBC's satellite Hiring Halls, professional soldiers once more returned to the Mercenary's Star.





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Galatean City

Galatean City is the center of mercenary trade on Galatea, a sprawling metropolis that dates back to the economic and industrial boom of the Star League era. To the northwest of this marvelous city lies the massive sea of ferrocrete known as Galaport, one the largest and most sophisticated spaceports in the sector. All traffic to and from this world flows here, controlled by a sizeable local aerospace defense force that doubles as the planetary customs police. Like all local law enforcement and planetary defense, these units are often augmented by additional "irregular" troops, mercenaries on a short-term security contract to the Nowakowski government.

Despite the formidable air defense system and the scars of the recent BattleMech-scale rioting that ravaged this world during the FedCom Civil War, Galatean City, like Outreach's Harlech, maintains an open-door policy. Bars, hotels, and other recreational facilities scattered throughout the city cater to the professional soldier, and some have even been known to act as impromptu hiring halls for warriors and employers looking to stay off the record books.

The numerous booms and busts of the Galatean economy are apparent in the overall design of the capital city itself, which lacks the formal planning evident in cities like Solaris City and Harlech. As a result, business districts, industrial parks, and residential zones may be found in scattered patches and clusters of buildings. At present, Galatean City is experiencing another boom in both population and commerce since the end of the Civil War and the planet-wide rioting. The opening of the new Galatean City Hiring Hall has drawn record numbers of mercenaries in recent months, a trend that promises to offset the years of decline brought on by the rise of Outreach.

The Hiring Hall

At the heart of Galatean City stands not only the administrative centers of the planet but also the recently-opened Galatea Hiring Hall, three towers of modern architectural wonder, linked by a series of skywalks—all dedicated solely to the recruiting, training, hiring, and contracting of mercenary commands. Not quite as imposing as the Outreach Hall and still undergoing final construction and minor renovations, the Galatean Hall is nonetheless an impressive complex. Its central tower stands fifteen stories, flanked by two eleven-story towers, which all feature angled architecture that, from the proper angle, makes the Hall appear as a massive pyramid dominating the downtown area. While not the tallest in the city by any stretch, these buildings still draw the eye and dominate the skyline.

Like the Outreach Hall, the Galatean Hiring Hall contains all the resources needed to locate, meet, and test mercenaries, as well as facilities for contract negotiations and offices and conference rooms for mercenary and employer agents alike, all available for daily use or even year-round lease. At the base of the towers, a complex of buildings houses the MRBC's own security forces, including a company of mercenary BattleMechs, two armor companies, and support for a contingent of battle-armored

troops. Dedicated to the defense of the Hall, its guests, and its facilities, these personnel maintain a low profile during routine operations, and visitors are not permitted in the security complex.

The central tower of the Galatean Hall serves as the main administrative center of all MRBC operations on Galatea, analogous to the central dome of the Outreach Hall. MRBC personnel are on hand and available to offer visiting mercenary commands and employer representatives with everything from travel clearances, storage of military equipment, temporary lodging needs, and a host of other services. In addition, living quarters (located in the upper levels) may be rented here, and visitors may even shop the Hiring Hall's gift shops or dine at one of five restaurants and cafeterias within the tower.

Like the central dome on Outreach, the central tower of the Galatean Hall is also home to the MRBC's central offices, as well as the trading floor where mercenaries and employers alike meet in a free-for-all forum. Mercenary auctions are held in outlying chambers for commands eager to recruit new blood. Simulator pods, conference rooms, additional quarters, and other offices for the benefit of guests are also available in the north and south towers.

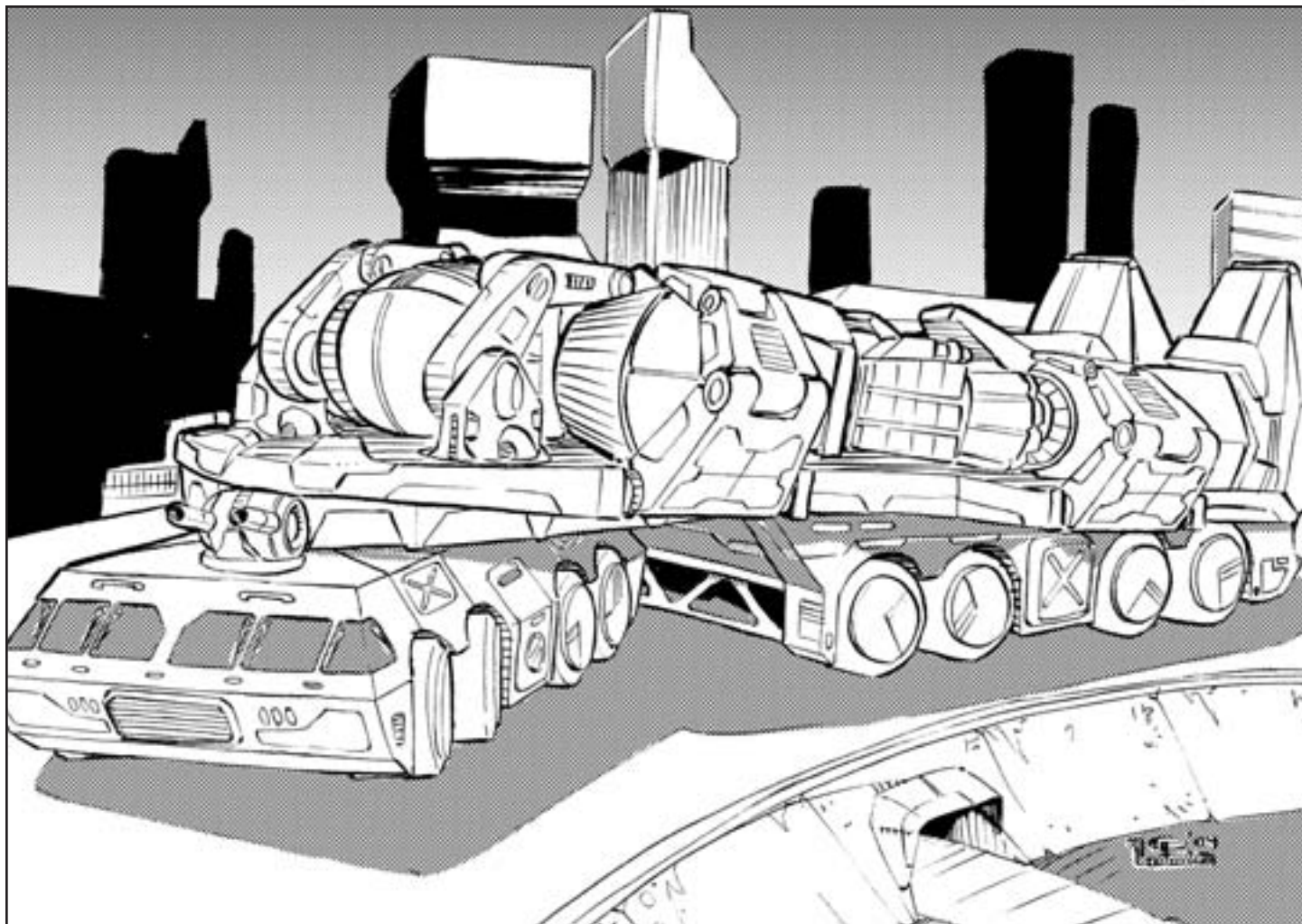
THE MERCENARY REVIEW AND BONDING COMMISSION

Fifty years after its original formation on Outreach, the Mercenary Review and Bonding Commission has finally come into its own as a truly independent agency dedicated to fair treatment and high ethical standards. No longer limited to Outreach and hoping to shed its image as an extension of the Wolf's Dragoons mercenary command, the MRBC has not only replaced ComStar's Mercenary Review Board, but has fostered the redevelopment of Hiring Halls throughout the Inner Sphere, starting with the first offices established outside of Outreach in 3062.

Now clearly independent of Dragoons' oversight, the MRBC continues to act as a neutral body, respected by all parties and dedicated to promoting a uniform standard of conduct among mercenary commands and their employers. In agreement with the Mercenary Review and Bonding Accords, signed in 3054 by representatives from all five Great Houses, ComStar, and the Wolf's Dragoons, the MRBC also retains the right to adjudicate disputes between mercenaries and employers who conduct business through the MRBC or MRBC proxies on other worlds. This authority lends a degree of legal security for professional soldiers and employers alike.

Like the parent organization on Outreach, the Commission on Galatea is composed of representatives from all political entities throughout the Inner Sphere, and many from nearby Periphery realms. Also like the Outreach branch, the Galatean Commission has seats for ComStar, minor political powers, and several noteworthy elite mercenary commands to provide a fair and balanced political mix.

Using the same ComStar-bonded accounts as the Outreach office, the Galatea MRBC acts as an escrow company for contract payments. Employers may deposit the full payment in trust with either commission office, regardless of the mercenary com-



mand's hiring point. This office then authorizes the contracted mercenary command to draw a percentage of that balance, with any remainder typically held until completion of the contract. The MRBC itself claims a five-percent fee on all contracts it handles in this fashion, which is used to maintain the Commission's administrative activities. This system of holding the full contract fee in escrow ensures that employers are protected from default by mercenary commands and guarantees that mercenary commands receive their final payments as appropriate to the outcome of their mission. Mercenaries who choose to do business outside the MRBC—and their employers—must often rely on a much more informal “honor system,” completely lacking the guarantees provided by the Commission.

MERCENARY TRAINING ON GALATEA

Unlike Outreach, which boasts the Wolf's Dragoons-sponsored Outreach Mercenary Training Command (OMTC), on Galatea there are no major centers for military training. At present, however, plans are underway to establish an affiliate branch of the OMTC here under the aegis of the MRBC. Ground

has already been broken for the proposed Galatea Mercenary College just outside the suburban township of Duncanshire, fifteen kilometers south of Galatean City. However, several delays—including the recent Civil War riots—have pushed the expected opening date back to some time in late 3069.

In the meantime, several smaller mercenary training programs that have cropped up over the decades remain available for professional soldiers eager to acquire additional training or expand their knowledge of the trade. Open to anyone able to put down the entry fees, which vary from as little as 100 C-bills per “semester-hour” of classes to as high as 3,000 C-bills or more for a complete “basic mercenary skills” program, these programs are colloquially referred to as “community colleges for mercenaries”. Many of them operate on a far smaller budget than a major institution and are often staffed by retirees or veterans of down-and-out mercenary commands. Some even offer “internships” within a small mercenary force, though these are often thinly-veiled recruitment programs sponsored by the mercenary force itself as a way of making potential candidates pay for their own admission and training. Still, with programs that specialize in



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everything from small arms and hand-to-hand combat training, to business management and accounting, to basic and intermediate combat tactics and interstellar strategy, mercenaries interested in expanding or honing their skills can find plenty of opportunities to do so on Galatea.

The Proving Grounds

Much like the proving grounds on Outreach, there exist in many parts of Galatea hundreds of isolated regions where sanctioned battles may be fought for the purposes of training and demonstrating a mercenary force's battlefield prowess. Some of these proving grounds are much like the arenas on Solaris VII, with spectators permitted or even encouraged to watch as BattleMech and vehicular forces drawn from various mercenary commands stage live-fire mock battles against one another.

To keep such matches civil, many proving grounds operators offer to pit opposing forces with combat governors, enabling them to demonstrate their prowess using powered-down weapons and marker munitions rather than lethal force. However, many who use these fields do not use such controls, resulting in battle damage and possible injury or even death. As a final control in such cases, most groundskeepers tend to retain a force of "referee" troops, whose role is to keep collateral damage to a minimum.

Betting on these events, while not encouraged, often occurs in these "blood pits", but the warriors are not trained gladiators. Indeed, knowing that these arenas draw talent scouts and potential employers from across the Inner Sphere, the warriors who fight in these proving grounds do so in the hope that they can win a worthy contract, rather than fame or fortune.

In the recent rioting that seized Galatea during the FedCom Civil War, several proving grounds became designated "free-fire" zones where warriors in the various 'Mech gangs and other rogue mercenaries clashed in free-for-all matches, often to the death. Lacking any of the referee controls of standard proving grounds exercises, combatants fought without regard for collateral damage, their fights raging and spilling into nearby towns despite the presence of civilians. Many of these zones are still closed to visiting mercenaries today and outstanding warrants for the arrest of several warriors known to have fought in them remain active. With most rewards for these renegade mercenaries offered upon retrieval of the accused "dead or alive", the government of Galatea hopes to avoid the recurrence of such wasteful tragedy.

WESTERHAND: POOR MAN'S SOLARIS

Hotter and drier than the Game World itself, with nowhere near the universal renown, Westerhand has nonetheless remained a haven for various mercenary commands despite an increasingly competitive hiring market. Located in the Sian Commonality of the Capellan Confederation, just one jump shy of the Free Worlds League's Duchy of Andurien, this world first came into use as a mercenary recruitment center during the reign of Chancellor Maximilian Liao, though the original intent was not aimed at the mercenary profession at all, but rather at stimulating an entertainment industry similar to the Solaris Games.

FACT SHEET: WESTERHAND

Noble Ruler: Duke Quon Thuc
Star Type (Recharge Time): G3V (184 hours)
Position in System: 2nd
Time to Jump Point: 8.53 days
Number of Satellites: 3 (Delsia, Ralston, Vannora)
Surface Gravity: 0.93
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 49° C (Tropical)
Surface Water: 66 percent
Recharging Station: Nadir
HPG Class Type: B
Highest Native Life: Mammals
Population: 1,031,000,000
Socio-Industrial Levels: C-D-C-D-C

The Westerhand Games

To draw in even more foreign monies, Chancellor Liao established both Westerhand and New Hessen as the host worlds for quarterly BattleMech Games, opening these worlds to travelers from all over the Inner Sphere while also using them as an evaluation tool by encouraging CCAF troops to take part in these competitions. Unfortunately, poor marketing, the perception of these Games as a political tool, and the upheavals within the Confederation over the past few decades sapped the full potential of both worlds. First, New Hessen—along with the rest of the Tikonov Commonality—was lost to the Federated Suns during the Fourth Succession War, bringing an abrupt end to its Quarterly Games. Then, in the following years, Chancellor Liao's breakdown and the ascension of his brutal daughter, Romano, to the throne, marked the end of full House support of the Games, as the Confederation leadership now focused more on rebuilding their shattered military strength and morale than on investing in entertainments intended for foreigners, regardless of the potential monetary influx.

The Westerhand Games—and the world itself—languished, a situation that only grew worse when the Andurien-Canopian invasion prompted a veritable exodus of business leaders and merchants that sent the planet spiraling into an economic depression. Though 'Mech Games were still fought in the arenas outside the planetary capital of Victory City, the warriors who fought them represented desperate hopefuls who could not make it on Solaris VII, or the mercenaries who could not reach Outreach or Galatea, battling for what fame and recognition they could find before half-empty stadium stands.

Chancellor Sun-Tzu Liao's ascent proved to be Westerhand's second chance. Seeing potential revenue and an outlet to improve Marik-Liao relations, he personally invested in an economic stimulus package to revive the Games and draw merchants back to the plan-



et. Encouraging all Capellans to travel to a world where select CCAF units and mercenaries could demonstrate their prowess in various martial exercises for their entertainment, Sun-Tzu further instilled a sense of national pride, and the decision to permit regular FWLM troops to do the same helped to enhance the spirit of goodwill he had hoped to foster with the Free Worlds League.

At the same time, the Chancellor also commissioned a revised version of the Quarterly Games focused entirely on mercenary or private troops. These Games encouraged non-CCAF warriors to come and compete not just for fame and fortune, but also for possible employment within either the Capellan armed forces or any of the mercenary commands in its employ. A government bonus to any mercenary command taking on a hopeful warrior who qualified in the arenas all but guaranteed the presence of mercenary talent scouts on Westerhand, a fact that in turn drew more promising hopefuls to this world.

Today, the Quarterly Games are a series of tournaments that test MechWarriors, aerospace fighter pilots, vehicle crews, and even infantry warriors in challenges that range from classic gladiatorial combat to relay races and even elaborate lance-on-lance "capture the flag" exercises in the open fields of the

sparsely inhabited Garringer continent. Waged every three months, these Games have already drawn enough interest locally that "mid-season" entertainments—beyond the state-sponsored exercises also opened to spectators—have begun, akin to the "filler matches" between Solaris tournament seasons.

Victory City

Capital city and principal spaceport of Westerhand, Victory City is a sprawling metropolis of two million people that features an eclectic mix of Chinese, English, and Russian cultural influences. Though no less run-down than Solaris City, the fact that the sun shines much more—and more brightly—in the Westerhand sky makes the capital appear far less gloomy by comparison. Located on the west coast of the planet's massive Keystone continent, the city provides a breathtaking view of Keystone Bay and a seaport that supports both commercial and military traffic across the nearby Northern Ocean.

Unlike Solaris VII's Solaris City, which was built around the Games and thus incorporates arenas for each Great House within its borders, all six of Victory City's arenas actually lie beyond the limits of the city proper. 'Mechs and other combat units



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expected to do battle in these venues are delivered on specialized flatbed vehicles, rather than traversing several kilometers of underground tunnels, and enter the field through hangar bays that run beneath the spectator stands. The action itself is monitored on a series of closed-circuit holocameras and video projection screens, as well as by spectators seated on opposite sides of each arena who are protected from incidental fire by reinforced ferroglass barriers as thick as ten centimeters. All six arenas feature carefully cultivated terrain that can host anything from several platoons of infantry troopers to a lance-on-lance engagement, simulating environments as diverse as jungle, desert, badlands, and even a mock urban setting.

Also unlike Solaris City, Victory City is distinctly Capellan in its nature, its inhabitants almost entirely born and raised under the rule of House Liao. Though much more accepting of outsiders than the typical Capellan, people hailing from realms such as the Federated Suns or the Free Worlds League may receive a frosty welcome or even overt hostility from the locals. Mercenaries, on the other hand, are the bread and butter for most Victory City merchants and businessmen, and visitors to Westerhand who clearly hail from a mercenary command may receive preferential treatment in many shops and restaurants to encourage repeat visits.

THE MERCENARY TRADE ON WESTERHAND

In the heart of Victory City's business district is the Westerhand Hiring Hall, a six-story structure of mirrored glass, steel, and marble whose ultra-modern architecture sets it apart from the rest of the business district. Recently renovated since Chancellor Liao took renewed interest in this world, the building is based on the original Mercenary's Guild Hall, which stood during the reign of Chancellor Maximillian Liao (when it was managed largely by ComStar's Mercenary Review Board).

In addition to its new façade, the hall features offices, meeting rooms, and communications facilities for employers and mercenary negotiators alike, as well as access to 'Mech and vehicle simulators. Technically, the offices and conference rooms are secure, allowing representatives from foreign powers to barter for the services of mercenary warriors as well as Capellan recruiters, but many mercenaries and foreign employers still take precautions when discussing the particulars of missions and contract terms, for fear of the remote possibility that the Maskirovka might be listening.

Presently, aside from the Games and the Hiring Hall, Westerhand does not feature training facilities, but a number of local and off-world agencies have expressed an interest in establishing either specialized, bare-bones martial colleges or even a full-scale military university catering to the mercenary profession. Furthermore, rumors have begun to circulate that the Westerhand Hiring Hall may seek MRBC sanction in order to improve its standing as a place for professional soldiers to do business. Though nothing concrete has come of either speculation, the placement of training centers or even a local MRBC office would certainly put Westerhand on mercenary maps for a long time to come.

NORTHWIND: OFF THE BEATEN PATH

Northwind, like Outreach and Arc-Royal, is a world whose mercenary trade is tied to the simple fact that it is home to one of the Inner Sphere's most prominent mercenary commands: the Northwind Highlanders. A world of striking beauty, its people proud descendants from Terra's Scottish highlands, Northwind had long been contested by the Capellan Confederation and the Federated Suns, and changed hands several times throughout the Succession Wars. With the formation of the Chaos March, however, Northwind and its people finally achieved their long-cherished dream of full independence in 3057. Yet even as this world is surrounded by lawlessness, with the Word of Blake closing in on one flank, the Combine on another, and the Federated Suns on a third, professional soldiers are still drawn here, as they are to Arc-Royal and Outreach, to learn the ropes of the trade alongside proven masters of the field.

FACT SHEET: NORTHWIND

Political Ruler: Clan Elders

Star Type (Recharge Time): G2IV (183 hours)

Position in System: 2nd

Time to Jump Point: 11.89 days

Number of Satellites: 2 (Dublin and Glasgow)

Surface Gravity: 1.01

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 32° C (Mild-Temperate)

Surface Water: 75 percent

Recharging Station: Zenith, Nadir

HPG Class Type: B

Highest Native Life: Reptiles

Population: 978,350,000

Socio-Industrial Levels: B-A-A-B-A

Northwind

A temperate, foggy world founded during the earlier years of space exploration by Scottish, Irish, and Welsh settlers, Northwind is a world of pastoral beauty, its temperate zones covered in postcard-worthy landscapes of rolling hills of vibrant green grass and broad expanses of fog-enshrouded moors. Clan Stuart, the most prominent group among the initial colonists, chose to settle Northwind for its resemblance to the ancient lands of their native Scotland and also brought with them a small parade company descended from ancient Scotland's military forces. Their new home would offer both the Stuarts and their troops the chance to reclaim the glory lost to the ages, and Northwind was created in the image of these founders as a kind of New Scotland. The parade company, eventually, would become the foundation for the famed Northwind Highlanders later on, after the Northwind Elders elected to form their own standing army in 2362.



There are three major landmasses on Northwind. The largest, New Lanark, is home to the planetary capital of Tara, the Highlanders' command center, a Star League-era fortification simply called "the Castle", and the Northwind Military Academy—all locales standing within five kilometers of the mighty Tilman River. Northwind's second major landmass, Kearny, is home to the planet's second largest city, an ancient industrial mining city also named Kearny. Farther east of Kearny lies Halidon, the small island continent that is Northwind's remaining major landmass, surrounded by the Falkirk Sea and flanked by the Argyle Isles. With its sparse farming communities and scattered cities, Halidon is as developed as the rest of Northwind, its claims to fame including the secondary spaceport of Halifax City and a recently-opened aerospace annex of the Northwind Military Academy.

Tara

Located on the New Lanark continent within shouting distance of the Northwind Military Academy is the city of Tara (formerly Cromarty City), capital of Northwind. Home to just over two million people, Tara is not quite the sprawling metropolis that Solaris City or Harlech might be, but it is nevertheless the bustling heart of this world. The city hosts not only to several local company headquarters and the planetary administration, but also the Northwind Highlanders' military command headquarters, a modern complex known simply as "the Fort" where commanders of one of the Inner Sphere's most famous mercenary forces live and work for the security of their homelands.

Yet for all the trappings of modern times, one can see the heavy influence of classical Scottish and Irish culture in the city of Tara. Cobblestone streets here are common, as are quaint pubs, inns, and taverns that look as though they had been lifted straight out of the British Isles of pre-spaceflight history. Meanwhile, the sight of men and women dressed in kilts and sashes of colorful tartan patterns is no more uncommon here than the wail of bagpipes or the thick brogue of a distinctly Scottish accent.

Only the roar of DropShips landing at or departing from the local Kohler Spaceport, or the hum of a passing hovercar, shatters the illusion of simpler times presented by these venerable districts, but not enough to make one forget that Tara is a city of great history. Indeed, the tranquil beauty of Peace Park, one of the oldest parks in the Inner Sphere—having been dedicated in 2657 by the First Lord of the Star League himself—boasts a collection of monuments and dedication plaques that compel even the casual visitor to marvel at how much times have changed, while the people of Northwind have kept their past alive.

THE MERCENARY TRADE ON NORTHWIND

Though a hub for the mercenary trade, Northwind boasts no official hiring halls or training programs open to the general public. Nevertheless, mercenary commanders seeking new recruits and employer negotiators seeking a new mercenary force to hire

have increased on Northwind over recent years. Some of these newcomers appear drawn to the home of the Highlanders as because it is a stable world in the shattered Chaos March. Others have come filled with dreams of joining the prestigious command, or studying in their academies, only to be turned away. Employer representatives often come with the intent to hire the Highlanders themselves, but find someone else on hand eager to pick up the job when the Highlanders' Assembly of Warriors turns them away.

To meet this rising demand, numerous brokerage houses have sprung up, agencies eager to link a hopeful academy graduate or promising warrior candidate up with a larger mercenary command or an interested employer. Though many of these brokerages are fly-by-night operations, several, such as FirePower, Incorporated, have already made names for themselves for their discretion and their ability to locate the best possible recruits on Northwind—outside of the Highlanders themselves, that is.

Northwind Military Academy (NMA)

One of the oldest military academies in the Inner Sphere, the Northwind Military Academy is also one of the most restrictive, with membership open only to Northwind residents or those off-worlders who can prove they have Highlander lineage. Though an influx of mercenaries, eager to learn the trade from such accomplished masters, is placing increased pressure to open this academy to others, the Clan Elders of Northwind have shown no signs of budging on their ancient traditions.

With the tax base of just a single world behind it and removed from Great House or Clan support, the NMA does not possess the same massive funding as the Sun Zhang Academy or the NAIS, nor does it offer the same top-notch tech base as the Outreach Mercenary Training Command or even the Arc-Royal Combat Training Program. Nevertheless, in its seven-century history, this academy has consistently turned out warrior candidates of the highest caliber in all fields of military specialty, from infantry, vehicular, and BattleMech warfare to DropShip and JumpShip command and technical support services. The battle-armored infantry program is the newest addition to the NMA's curricula, having been initiated soon after the completion of Operation Bulldog and the ending of the Clan war.

Since it was first established in 2365, the NMA's mandate has been to provide quality warriors to serve in the Northwind Highlanders regiments; that has not always been the case however, such as during the Succession Wars when the planet found itself under a different banner than its regiments. However, high enrollment and a low dropout rate—despite the strict entrance and graduation requirements—occasionally means that more cadets graduate than are needed to fill the ranks of Highlander forces, and prompts a few to seek employment in other commands. Those who emigrate generally carry with them the same proud Highlanders traditions and sense of history as those who serve in the regiments themselves, along with a well-rounded military education on par with some of the best academies in the Inner Sphere.



FORCE BRIEFS SUPPLEMENTAL

The following information provides another sampling from the MRBC's Mercenary Force Briefs Database, highlighting more than thirty mercenary commands not included in the original *Field Manual: Mercenaries, Revised*. Once more, these represent just a few of the hundreds—thousands, even—of mercenary forces at large throughout the Inner Sphere and nearby Periphery, and while many routinely do business through the MRBC's Outreach and Galatea offices, not all of them are registered with the Commission. The inclusion of such a broad range of commands is intended to provide prospective employers with a better understanding of the different types of mercenary troops available today and to demonstrate the MRBC's commitment to fair and unbiased representation for all mercenaries everywhere. The profiles of several noteworthy groups herein have been expanded to include particularly interesting sections of their histories, tactics, and traditions, and all listings include the Dragoons Rating, a condensed history, the command's available forces and composition, and highlights of their most exceptional officers, tactics, and strategies. A detailed explanation of the Dragoons Rating system appears in the overview of the Mercenary Review and Bonding Commission in the *Employment and Contracts* section, p. 19, of *Field Manual: Mercenaries, Revised*.

Each type of mercenary force within a command is identified by one of the following unique symbols:



'MECH



AEROSPACE



ARMOR



SPECIAL



INFANTRY

The force descriptions include the force's size, standard quality rating, and general loyalty/reliability ratings. Force size ranges from a single lance to an expanded regiment. Most follow standard Inner Sphere organizational schemes, except where noted in the individual brief.

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

A mercenary command's current employer typically assigns its loyalty rating as Questionable, Reliable or Fanatical. Questionable mercenaries are those with a reputation for breaking contracts or skirting the legal edges of contract violation, though newly formed mercenary forces without any track record may also receive this tag. Most employers recognize this distinction and give a new command the benefit of the doubt. Reliable commands are those that continue to uphold their contracts in the face of adversity, such as delinquent pay or unfair treatment, or forces that have remained loyal to a particular employer over many years. A Fanatical rating for a mercenary command does not mean blind loyalty to an employer in the sense of a House command willing to rush to its death in service to its government. Instead, a Fanatical mercenary force simply strives to uphold its end of a contract regardless of unfair terms, lack of support, or even treachery. It generally takes a cataclysmic event, such as outright betrayal, to push such a mercenary command to break a contract.





FORCE BRIEFS SUPPLEMENTAL



THE BLACK THORNS: REBUILDING THE BURNT BRIDGES

A decade after the unit's creation in 3054, Black Thorns Commander Jeremiah Rose walks a fine line between his personal desire to fight the Clans and an urge to reconcile with his family. Though alienated from his father and most of his relatives, Rose vows to heal the wounds one day.

At the outbreak of the Ghost Bear War, the DCMS became desperate for any sort of victory to boost sagging morale. Eager to provide just such a boost, the Black Thorns jumped into Jerzersko and proceeded to wage a guerilla war campaign over a period of several months.

After fending off several raids on supply depots, the Twenty-Ninth PGC wised up and set a trap, hiding a Trinary of 'Mechs inside an empty depot and leaking out intelligence that forces were spread thin and the depot was lightly defended. Rianna, Jeremiah's sister, led half the unit to the site, and when the ambush was sprung an unlucky shot left her critically wounded. Jeremiah led an attempt to extract her, but the Ghost Bears would not relent. It was not until a recent recruit, Sgt. Dan Jackson, made a successful personal challenge to the Ghost Bear commander for safe passage out of the system with all their people that the Thorns, including Rianna, returned to friendly territory. Rianna's wounds were permanent, and she now lives without use of any limbs, refus-

ing myomer replacements.

News of the incident caused elderly Cornelieus Rose to suffer a stroke, which he survived. It appears to have affected his outlook and personality, as he has now taken an apologetic and conciliatory tone toward Jeremiah as well as actively campaigning for the right of the Thorns to recruit from Northwind. In addition to his personal lobbying, the elder Rose has gained a strong ally in Colonel Loren Jaffray of the Northwind Hussars.

After several heated debates, Northwind's Assembly of Warriors has yet to decide if they should begin to allow the Black Thorns to recruit from their numbers. Though pleased that the assembly has warmed to him to the point that they are no longer immediately rejecting his requests, Jeremiah remains bitter that it took a crippling injury to his sole living sibling to get this far.

The Black Thorns use a flat gray paint scheme. Their insignia is a single black rose in bloom.

Dragoons Rating: A

OFFICERS

After the incident involving his sister, Jeremiah Rose lost most of his sense of humor and became more demanding on his unit. His changed demeanor has caused friction between him and his wife, who has been one of the steadiest influences in Jeremiah's often-rocky familial relationships. So far, their conflicts have been little more than shouting matches, but some of Jeremiah's closest advisors worry that the strain on his marriage seems to be increasing.

Lieutenant Dan Jackson was originally a Ghost Bear MechWarrior captured at Tukkeyid and instead of returning to the Clans when prisoners were exchanged, he chose to stay and serve as a member of the Com Guards. When the FedCom Civil War broke out, Jackson's commander resigned, disgusted with ComStar's inability to stay out of the fighting. Jackson and several of his fellow soldiers followed his lead and eventually made their way to the Black Thorns. After losing his legs during his time with the Ghost Bears and receiving myomer replacements, Jackson has been a natural source of advice and comfort for Rianna. They have a budding relationship, and Jeremiah, whose desire to alleviate Rianna's pain has overcome his anti-Clan bias, seems to have given them his blessing.

TACTICS

The Black Thorns are a large company, and they like to use their extra numbers to set up ambushes. While their Battle Lance hides, the other two augmented Lances move out, giving their opponent the impression they are facing an under-strength company. The Thorns regularly give ground in a fight, wearing their pursuers down, only to surprise them with another five heavy and assault 'Mechs.

SUPPORT

The Thorns have a *Union*-class DropShip, the *Bristol*, and they have modified its fighter bays to hold BattleMechs and extra cargo to accommodate the extra pilots. The Black Thorns meet roughly seventy-five percent of the ship's technical support requirements.



The Black Thorns
Company/Veteran/Reliable
CO/Captain Jeremiah Rose
XO/ Lieutenant Ajax

Rose has reconfigured the over-strength mercenary company to a more Clan-like structure, with five 'Mechs in each of the three lances. Rose's ultimate goal is to have three Level II units. Roughly half of the company is equipped with Clan 'Mechs and weapons.



BLACKSTONE HIGHLANDERS: RAISING THE BOTTOM LINE

Generally serving the corporate interests of Blackstone Industries, many thought it was odd that the company would send their unit out to raid Jade Falcon planets during the FedCom civil war. Seen as an expensive show of patriotism, the unit managed to raid several planets, throwing the Falcons into fits, and, in a particularly bold move, the Highlanders attacked Twycross. As the Falcons slowly made their way through the Plain of Curtains, using their battle armor to avoid traps, a split force of Highlanders hit some storage depots near the Trelshire manufacturing facilities. A screening action allowed the unit to make off with a large amount of parts and supplies, though at a cost of over half the unit's 'Mechs.

Upon returning to Inarcs, the ultimate goal of the Highlander's actions became clear as the unit handed over much of the booty to Blackstone Industries for analysis. The Highlanders were able to keep enough salvage to start rebuilding the unit, while Blackstone Industries promised to supply the rest, with almost a third of the unit slated to be OmniMechs. While the company looks for greater profit, the Highlanders are resigned to licking their wounds for a time. They long to return to the fray, though, and are patiently waiting to return to full strength.

Blackstone Highlander 'Mechs and armor use a gray and black marbled color scheme, while Blackstone aerospace fighters use a blue and white scheme and infantry employ appropriate camouflage in a marbleized style. Unit insignia consists of a red shield under a black gauntlet on 'Mechs and aerospace fighters. Armor and infantry units add a pair of black halberds and a black flag, respectively, to their red shield logos.

Dragoons Rating: B

OFFICERS

Colonel Blackstone is currently breaking in a new set of commanders for his units as the Highlanders rebuild, due to the retirement, reassignment, and death of many of his former officers. Thanks to their leader's honorable code of conduct, the Highlanders often receive a grudging respect from the Falcons during their raids, despite their deception on Twycross.

TACTICS

Training for almost any scenario in every terrain has helped the Highlanders overcome specialized advantages of their opponents. The unit has recently begun to train in Clan fighting tactics, causing many to speculate that another Clan assault lies in the Highlander's near future. While such an assault is possible, the unit is rarely predictable.

SUPPORT

Due to their relationship with Blackstone Industries, the unit has access to Blackstone JumpShips from time to time and has enough DropShips to transport the unit. These are often leased out when the unit is stationed on Inarcs. The Highlanders can handle about seventy percent of their support needs when in the field, but as much help as they need when on Inarcs.



Blackstone Highlanders
Reinforced Battalion/Regular/Reliable
CO: Colonel Scott Blackstone

As the unit rebuilds, they continue to maintain their four company/four lance structure on paper but have been working with six Stars of 'Mechs for the time being. The colonel is still getting used to the *Turkina* he brought back from Twycross. The 'Mech pilots of the Highlanders are polar extremes, with the survivors of the Falcon raids being seasoned veterans while the new recruits are quite green. Colonel Blackstone is working hard to retain unit cohesiveness.



Blackwords
Wing/Veteran/Reliable
Wing Cmdr: Major Herbert Blade

The Blackwords have earned their worth in the past year, having been the vanguard that makes raids by the ground forces possible. The unit has gained greatly in experience but recently lost their commander, Major Stevens. His replacement, Major Herbert Blade, is known as a competent pilot, but his leadership

abilities have never been tested in the field. The Blackwords have started receiving *Eisensturm* OmniFighters to replace their losses.



Blackstone Guard
Battalion/Regular/Reliable
Armor Cmdr: Major Wilfred Sweeny

Like the rest of the unit, the Blackstone Guard has been anxiously awaiting a return to action as they upgrade their equipment. Major Sweeny replaces the retired Major Kelly, and he seems to have inspired fervor in his men that his predecessor often could not rouse. Curiously, a lance of Manteuffel Attack Tanks has shown up in the unit.



Black Flag
Battalion/Green/Reliable
Infantry Cmdr: Major Stephanie Kwolek

The unit has undergone major changes as the Highlanders have started fielding battle armor units, and Major Kwolek was brought in to facilitate the transition. The third company is still recon but the first is transitioning from motorized to battle armor.



FORCE BRIEFS SUPPLEMENTAL



BRION'S LEGION: REFINED AND UNPREDICTABLE

As was predicted eight years ago, Brion's Legion has continued to improve the quality of both their personnel and their forces. Much of this is due to Colonel Octavius Brion's efforts to build one of the better mercenary commands in the Inner Sphere.

Things were not always so good. After the Fourth Succession War, Brion's Legion was a shattered wreck. Understrength, in debt, and defeated, the force fled to ComStar's employment, and there found what they most needed: breathing room and access to training. Thirty years and a new generation of warriors later, Brion's Legion left ComStar's employ, entering a different universe than they left.

With his first contract for the government of Pleione, Brion got a bitter taste of life outside ComStar—and a hard lesson in the fine arts of contract negotiation. Hired to defend the then-independent Chaos March world from an anticipated counterattack by FedCom forces, Brion, fresh from thirty years of training under ComStar, gave away command rights to the local militia commander. When the Twelfth Vegan Rangers arrived later on, the Legion intercepted their landing force and bloodied the Rangers in open-field combat. However, a timid local command and a lack of in-unit support structure cost the Legion dearly, preventing them from capitalizing on their gains.

In late 3058, Brion's Legion accepted a contract for the Lyran Alliance and reported to Tomans to guard against Clan attack, where they remained until the Jade Falcon Incursion of 3064. Rushed to the front in a hurry, Brion's Legion fought a chaotic and desperate battle on Rasalgethi, supporting elements of the Kellenfold PTM and Snord's Irregulars in some of the Legion's heaviest fighting since the Fourth Succession War. The battle forced Brion's Legion to abandon its mass-formation, long-range fighting style in favor of more flexible tactics. Lures, traps, ambushes, and battlefield deception tactics became part-and-parcel of Colonel Brion's bag of tricks, including one incident in which a company of Brion's Legion divided into a pair of six-'Mech demi-companies, with half luring a Star of Falcon 'Mechs off so that the other half could savage the Falcons from the rear.

As of this writing, the Legion has accepted another contract from the new Lyran Archon, which promises to keep the unit active and in fighting trim well into the next decade.

COMMAND

Though Colonel Octavius Brion is aging, his command style remains vigorous and flexible. He has never overcome his naïvete in matters of contract negotiation, but on the battlefield his adaptability to changing conditions enables him to see the Legion through situations that would overwhelm a more rigid commander.

AVAILABLE FORCES AND ORGANIZATION

Brion's Legion's total force includes two regiments of BattleMechs and two battalions of non-BattleMech units. Equipped with some of the best technology available and tutored by ComStar for decades, the Legion is a proven, effective fighting force, capable of carrying out a large number of varied operations, from open-field engagements to hit-and-fade small-unit actions.

SUPPORT

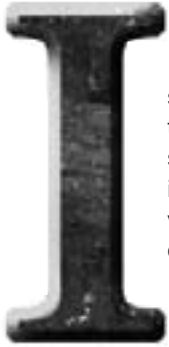
Brion's Legion has full transportation assets for their forces and full technical and administrative support capability.

COLORS AND INSIGNIA

Brion's Legion uses a green-on-green camouflage scheme (though other colors are employed based on environmental/mission needs). Their overall symbol is a bear's paw, painted on the left-rear shoulder of 'Mechs and the turrets or sides of vehicles, or on the left-hand tailfin of aerospace and VTOL craft. Each sub-regiment (and their supporting units) also has an officially designated insignia, along with an unofficial unit-chosen insignia.



BRION'S FIRST REGIMENT: DAVID'S LESSON



The First Regiment, currently stationed on Crimond, has been almost paranoiac about readiness, the painful lesson they learned on David two generations ago still fresh in their minds. They lost their CO, Octavius' predecessor, in that debacle, a loss the First continues to believe they could have prevented had they only been on their guard and fore-saw the trap the Twelfth Deneb Light Cavalry sprang on them. Since that time, the First has been fanatical about staying sharp, keeping that way by conducting almost constant training cycles when in garrison. These training cycles include variant configurations, combined arms operations, and nighttime operations while "crippled". The result is a growing bag of tricks the unit can use in combat.

Their regimental symbol is the Roman Numeral "I" worn or painted on the right shoulder, and the First's battle-standard is a pair of 'Mech legs on a horizontally split green and white field. The standard, like their training philosophy, is a reminder of their defeat on David.

Dragoons Rating: B

OFFICERS

Major Richard "K.O." Merriwether, Colonel Brion's executive officer, is still considered to be one of the Legion's best MechWarriors and is credited with dispatching two Clan OmniMechs without support during the fighting on Rasalgethi with his trademark single-salvo attacks.

Major Carlos Waters, the new commanding officer of the First Regiment's conventional arm, is a long-time veteran of the mercenary trade. A solid leader of men and a good—if uninspired—tactician, Waters makes the most of his mixed companies of infantry, tanks, and VTOLs to support the regiment's depleted 'Mech forces.

TACTICS

The First still prefers open-field battles and long-ranged fire, but a new dimension has opened up for them in the last ten years. With the addition of conventional assets to their table of equipment, the First Regiment has recently conducted operations using non-standard configurations, leading to an element of unpredictability that the unit can use to their advantage in battle.

SUPPORT

First Regiment has full technical staff and full transport capacity for all of their 'Mech forces.



First Regiment

Regiment/Veteran/Reliable

CO: Colonel Octavius Brion

XO: Major Richard Merriwether

2nd Company: Captain Delilah Faulkner

2nd Battalion: Maj. David Francis

3rd Battalion: Maj. Wellum Owens

Following their losses on Rasalgethi, the First Regiment is currently understrength, forcing an increased reliance on the less-damaged conventional assets assigned to their support.



First Combat Air support

Wing/Regular/Reliable

CO: WO John Clyde

First Regiment Combat Support includes an aerospace wing of twelve older fighters. These are mainly tasked with ground-support missions and DropShip escort duty. WO John Clyde's F-90 *Stingray* features some non-standard upgrades, including a Clan-made PPC salvaged on Rasalgethi.



First Combat Support

Battalion/Veteran/Fanatical

CO: Maj. Carlos Waters

Three companies led by survivors of the battles on Rasalgethi, the First Regiment Combat Support includes one battery of twelve Thumper artillery pieces, one armor company, and a company of motorized riflemen trained in anti-'Mech and commando operations.



FORCE BRIEFS SUPPLEMENTAL

II

SECOND REGIMENT: BRION'S LEGACY

Currently stationed on Tomans, the Legion's Second Regiment is intentionally somewhat larger than the First. The painful lack of air support during their battles against the Twelfth Vegan Rangers' Delta Regiment proved a deadly lesson that led to the Second's inclusion of a full wing of integral air support in their ranks. Artillery assets have been added as well, giving this regiment a wider range of engagement options and enabling this command to adapt to a wide array of possible scenarios.

The official symbol of the Second is a Roman numeral "II" painted on the right shoulder of the unit's 'Mechs, and on the right wing and fuselage of the regiment's fighters. Vehicle turrets carry this symbol on the right front fender or turret. The unofficial symbol is a Roman short sword on a diagonally divided field of red and blue.

Dragoons Rating: A

OFFICERS

Lieutenant Colonel Douglas Li is an inspiring and charismatic leader who learned the fine arts of tactics and 'Mech combat from his mentor, Robert Markham. Upon Markham's retirement soon after the fighting on Rasalgethi, Li—his handpicked successor—immediately eased into the regimental command role.

Major Sheila Olson has a reputation for risk-management and caution learned during her years leading a scout lance as pilot of a lightweight *Mongoose*. As a commander, she is detail-oriented and precise, and her "safety first" policies have netted her battalion a record low accident rate. This mindset extends to the battlefield, assuring her command fewer casualties both in and out of combat.

W.O. Brett Hawks is new to Second Regiment and commands the small force of aerospace fighters rounding out Second Support. His troops sometimes mutter about his dark personality—he is a very moody man with a penchant for bleak predictions that never come true.

TACTICS

The Second Regiment has built up a store of effective techniques employing mass-fire strategies and fast-moving bombardments designed to crush an enemy force as quickly and savagely as possible. Like the First Regiment, the Second has been practicing non-standard unit organizations based on what they view as potential opponents or employers.

When employing mixed forces or operating in smaller units, the Second Regiment uses various strategies of misdirection to lure enemy forces into a killing zone, including false radio traffic, 'dummies' made of sheet-metal and logs, and elaborate ECM networks. In fact, the infamous demi-company ambush on Rasalgethi was the brainstorm of Second Regiment's Lieutenant Colonel Li and Major Olson, and was executed by the recon company of this Regiment's Second Battalion.



Second Regiment Regiment/Regular/Reliable

CO: Lt. Colonel Douglas Li

XO: Maj. Shane Fletcher

1st Batt.: Maj. Sheila Olson

2nd Batt: Maj. Charles O' Bannon

3rd Batt: Maj. Alfred Goyle

The Second Regiment uses flexible-engagement and meat-grinder tactics interchangeably. The First Battalion also heavily employs battlefield deception to hide their true numbers and locations before and during battle.



Second Combat Support Battalion/Regular/Reliable

CO: Major Daryl Porter

Second Combat Support includes the aerospace wing, an artillery battery, and an infantry company trained in anti-BattleMech tactics. The infantry company contains an additional two platoons of combat engineers.



BROCK'S BUCCANEERS: FIGHTING FOR A BETTER TAX BRACKET

A newcomer to the mercenary business, Brock's Buccaneers have to prove that they are not a flash in the pan. While their first mission—a successful raid against Bordon for a corporate employer—was described as “sheer brilliance” by the militia commander they successfully eluded, the Buccaneers have yet to escape the image of being a fledgling mercenary company that still may not endure past their first year. The unit has several assets in its favor, however, including its own *Union*-class DropShip and relatively high levels of technology and experience for a start-up command. However, their high debt and lack of full technical support could still lead to a quick ending to their story.

The Buccaneers use a base color scheme of ivory with purple and brown highlights.

The unit's logo, a Jolly Roger with its skull faced right and adorned with a purple bandana, appears on company 'Mechs' front left tor-sos, the left wings of fighters, and as a shoulder patch on infantry uniforms.

Dragoons Rating: D

OFFICERS

A scion of Alcor's ruling family, Major Keith Brock used every available asset to raise his Buccaneers, including old acquaintances, colleagues from his LAAF officer days, and new recruits gathered on Galatea. The core of his support staff hails directly from the Brock household. In Nagelring, Brock's instructors considered him an “intuitive” tactician, and their assessment was confirmed on Bordon, where his creative use of terrain—despite having never seen the world before—allowed the Buccaneers to slip past militia patrols and strike at their objective with ease. Brock commands his Buccaneers from the cockpit of his *Uziel-2S*.

Captain Keith Bingham is an unlikely second-in-command. Easily the worst MechWarrior in the Buccaneers and a mediocre tactician at best, he is nonetheless well liked and respected by his comrades. Presumably an old friend of the major, the educated Bingham currently holds two PhD's, one in physics, one in biology, and is a motivated and skilled photographer, a practice he calls “stalling life.”

The Buccaneers' ace MechWarrior, John Kendel, pilots the command's sole heavy BattleMech and is considered a true horror on the battlefield—even by his comrades. This horror stems from the ruthless efficiency and brutality with which he dispatches his enemies and the fact that he accomplishes this with little understanding of his actual surroundings. Typically oblivious to his environment, Kendel mostly concerns himself with his pickle obsession and “Betsy”, his custom 'Mech. Kendel often acts as though he runs the mercenary command, and no one in the unit appears eager to correct him. In fact, Major Brock often includes Kendel in any negotiations, which only serves to amplify Kendel's ego. His fierce presence often puts opposing negotiators off-balance, which increases when they face Kendel's obvious lack of intelligence, his misconceptions, and some of his peculiar ideas.

TACTICS

The Buccaneers are too new to have demonstrated a signature tactic, but they seem to prefer deep raids.

SUPPORT

While having control over the *Union*-class *Cornflower Blue*, the Buccaneers lack full tech support and often hire temporary technicians upon returning from their missions. Most of their MechWarriors are capable of performing minor repairs in the field.



Brock's Buccaneers
Company/Regular/Questionable
CO: Major Keith Brock
XO: Captain Keith Bingham

The Buccaneers are a skilled company of MechWarriors with a decent amount of advanced battlefield hardware. Half the unit's BattleMechs possess upgraded technology.



Brock's Bruisers
2 Squads/Veteran/Questionable
CO: Helen Guillermo

Tasked with the security of the Buccaneers' small compound, the Bruisers rarely leave Galatea. The veteran jump troopers mostly originate on Alcor and are rumored to be expert commandoes. One squad is suspected to have taken part in the Bordon raid, distracting the local militia with sabotage actions.



Brock's Banshees
Lance/Veteran/Questionable
CO: Josephine Ekatarina

The Banshees main duty is safeguarding the *Cornflower Blue*, but the paired *Lucifers* flew ground support for the Bordon raid as well.



FORCE BRIEFS SUPPLEMENTAL

CANNED HEAT: ORDER FROM CHAOS



Saiph, like many other worlds abandoned in front of a combined Free Worlds-Capellan invasion, collapsed into near total anarchy after the Lyran secession of 3057. Almost immediately, its various ethnic groups and city-states asserted their claim over the planet's population and resources, uniting only after Duke Balatine from nearby New Canton drove home the threat of an imminent Capellan invasion. Under Balatine's direction, a provisional planetary government was formed, and Saiph became part of the Saiph Triumvirate, a three-world nation that never received full recognition in the interstellar community. The birth of the Triumvirate and the Saiph provisional government created Canned Heat, a government-contracted standing defense force culled from various city-states and nominally operated as a mercenary command.

Originally formed as a conventional armor battalion, Canned Heat gained its name when a reporter remarked on the command's multi-ethnic makeup, which created so many internal conflicts that it often seemed that the force was a "barely contained fire, waiting to explode". Despite these difficulties, Canned Heat played a key role in the fight between Saiph's provisional government and various revolutionary groups all across the planet over the following years.

Unfortunately, a flagging economy and the predations of rebels and pirates throughout the March eventually sapped away what little central authority the Triumvirate had. Though still proclaiming itself a unified realm, most denizens of the March see the Triumvirate as a state in name only. For Canned Heat, now upgraded with a battalion of BattleMechs, the collapse has led to a weakening of its already tenuous ties with the Saiph government, though its core warriors remain devoted to their homeland. With Saiph and its fellow Triumvirate worlds still under the threat of Capellan attack, the Word of Blake recently deployed troops there at the provisional government's request. At this time, it is believed that the Word is currently courting Canned Heat for possible off-world missions, though the state of such negotiations remains unclear as neither party has representation with the MRBC.

Canned Heat's colors are dull, gunmetal gray with flame highlights. Their new insignia, a flaming *Atlas* head, appears on the right front fender of all vehicles and on the right shoulders of all Canned Heat BattleMechs.

Dragoons Rating: Unrated

OFFICERS

Major Bob Smith assumed command after the death of Major Jill Asweepay in battle against rebels from the Saiphan city-state of Morovia. Though many of the warriors from the original Canned Heat regarded Smith as an upstart, he managed to prevent an outright mutiny by naming Colin Steele, commander of the Canned Heat Groundpounders, as his second-in-command.

TACTICS

Despite spending more than a decade fighting alongside one another—often against impossible odds—Canned Heat still shows evidence of its internal divisions, especially between its BattleMech and armored battalions. For this reason, it is common to see both forces operating independently of each other, with the Groundpounders functioning as a defense or scout force, while the 'Mechs fight the open-field battles or urban attack missions.

SUPPORT

As they have never needed to relocate, Canned Heat has no DropShip or JumpShip assets and rely entirely on employer assets for transportation. The mercenaries have sufficient technical support for their armor battalion but can only cover half the technical needs of their BattleMechs at this time.



Canned Heat 'Mechs Battalion/Green/Reliable

CO/Alpha Company: Major Bob Smith

Beta Company: Captain Shella Handley

Gamma Company: Captain Richard McCormick

All three Canned Heat 'Mech companies were raised either from the salvage of destroyed raiders or by recruiting mercenary warriors from nearby Outreach and Fletcher. Despite their disparate origins, Major Smith has managed to organize these troops into a cohesive fighting force.



Canned Heat Groundpounders Battalion/Green/Reliable

XO: Armor Major Colin Steele

The Groundpounders proudly view themselves as the true Canned Heat, and most of them hail from the various city-states on Saiph who first contributed to the formation of the command.



CARSON'S RENEGADES: THE PPC IS MIGHTIER THAN THE PEN

Carson's Renegades sometimes seem to put extra effort into living up to their name. Its personnel originate from all over known space, with diverse and usually ambiguous backgrounds; their equipment is an equally varied collection of hardware, ranging from broken-down to near mint condition, and from legitimately purchased items to equipment that came through black and gray markets. The worlds the Renegades protect receive them with reluctant unease and celebrate their departure (and the resulting drop in crime).

Despite their sometimes-questionable reputation, the Renegades served House Marik well for over a century, applying their broad range of skills with the same consistency as their battlefield performance.

While their off-field conduct is not always exemplary, the Renegades successfully market their combat consistency as an asset. A pivotal moment in the Renegades' history was their decision to side with the Zion Province rebels during Operation Guererro. Their losses in this action were massive, and many believed their defeat spelled the end of this command. However, the unit reappeared in the Inner Sphere, battered but still fighting, when the Word of Blake deployed them on Caph along with elements of First Division as a relief force. They filled the power vacuum created after the Seventeenth Arcturan Guards left, quickly stabilizing Caph, which promptly applied for protectorate status.

The heavy losses of Operation Guererro and subsequent actions forced a downgrade to the Renegades' experience level. This has, in turn, caused the Renegades to become much more secretive about the makeup of the command. Rupert Carson has been outspoken on the disrespect he feels his unit is being shown, and he has responded by playing his cards closer to his vest. That, combined with Word of Blake's tight operational security, means that the downgrade of their experience rating may be factually incorrect.

In recent days, Carson's Renegades have been patrolling the hills and flatlands of Steam. Additionally, they have sent out small expeditions to the irradiated continents of Brunnell and Caph Prime.

The Renegades' insignia is a bovine skull with a broken horn flanked by twin sabers. Machines are painted bleached bone on the right side, while the left is a base green with bleached bone camouflage patterns. The left legs of Mechs are adorned with barbed wire art.

Dragoons Rating: D

OFFICERS

Colonel Rupert Carson maintains command with the same flair, arrogance and cynical disregard to any established institution as his predecessors. While not related to the Renegade's founders, Carson is quite successful at attracting like-minded individuals, and loyalty for him is high. Their commander's lack of respect for authority, combined with the low moral standards of its members, gives the Renegades a Questionable loyalty rating.

Major Roger Penn is arguably the most skilled officer within the Renegades' ranks, being as deadly a strategist as MechWarrior in his ancient *Marauder*. Since he is also a consummate professional (compared to the unit's standards), many expect him to eventually depose Colonel Carson.

Force Commander Edwina Abramkov commands the infantry contingent of the Renegades, including a platoon-sized unit of "negotiators" attached to the mercenary command by WoB. Nearly all communications with locals goes through these negotiators, and any Renegade detachment is always accompanied by at least one member of this platoon.

TACTICS

The Renegades rely heavily on the sheer brute force of their armor and heavy 'Mechs. This forces a preference for more open terrain to allow the unit to deploy the maximum amount of firepower on a single target. The rapid deployment of their infantry force lets them exert some control over where they meet their enemy.



Carson's Renegades
Battalion/Green/Questionable

CO: Colonel Rupert Carson
XO: Major Roger Penn

The Renegades heavy 'Mech Battalion is rated at thirty percent advanced technology, although the majority only mount one or two advanced components.



Carson's Vandals
Regiment/Green/Questionable

CO: Force Commander Edwina Abramkov

The Vandals increased considerably in size shortly after arriving on Caph. Locals claim to have recognized members of the First Caph Provincial Guard among the unit.



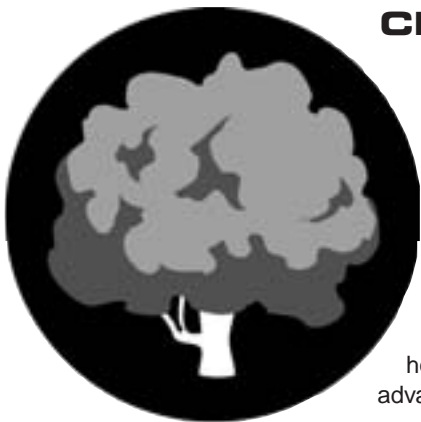
Carson's Anarchists
2 Battalions/Green/Questionable

CO: Major Lon Duk Don

Like the Renegades, the Anarchists deploy mostly heavy-class units.



FORCE BRIEFS SUPPLEMENTAL



CLIFTON'S RANGERS: PATHFINDERS

Grim determination and true grit are the hallmarks of the Rangers. Adversity, both internal and external, solidified the Rangers' cohesion and character, a difficult task given the unit's diverse makeup.

When originally recruiting the command on Galatea in early 2990, Major Elias Clifton went after members from all walks of life. He believed that warriors from different realms would give his fledgling command an advantage in dealing with the various Houses they would serve. This diversity brought them a few ronin Draconis warriors that helped them survive an incident while serving House Kurita.

In early 2995, the Rangers found themselves in a mess with the ISF concerning matters of honor and state. In deference to the honor of their Kuritian members, the Rangers returned their advance payment and extricated themselves from their relationship with the Combine.

Following this, Major Clifton accepted a contract with the Free Worlds League, hoping to benefit from the change of venue, and, for a short period, the Rangers reaped the benefits they sought. During the later part of 2995, the Rangers participated in capturing the planet Berenson from House Liao as a reserve unit. During the campaign the defending Capellan unit—Vincent's Commandos—fought a running battle against the Marik invaders. The Hussars called for the Rangers' help when Commandos nearly decimated them. The unit's Capellan members gave them the edge against the Commandos, who withdrew after the Rangers bloodied them badly and killed their commander.

After Berenson, support became a serious issue for the Rangers. Consequently, the battalion lacked parts, supplies, and armaments, making them vulnerable. They worked hard to get themselves into fighting shape, though, and by 3038 they had recovered enough to accept a contract with the Confederation. During their assignment, they clashed with St. Ives forces, proving their mettle but losing their remaining aero support. Their actions, though, earned the admiration and respect of their employers, giving the Rangers the support they needed, bringing them to full operational status for the first time in decades.

Late in 3065, the Rangers accepted a new contract with the Word of Blake to garrison the world of Keid. First, they had to eject the rogue Thirteenth Lyran Guards. With Hannibal's Hermits in support, they approached the system through a pirate point provided by their employers, then landed in the forested mountains near the Lyran base. Making use of the terrain and their superior mobility, the two units outmaneuvered the heavier Guard units, ambushing them at every opportunity. After six months of combat, the Guards finally capitulated when the Rangers captured their base. The Rangers used the spoils of battle to replace losses and upgrade nearly thirty percent of their 'Mech force with Star League tech.

The Rangers paint their machines a camouflage olive drab and forest green with black and brown highlights. The unit insignia is a white oak tree set on a black disc.

Dragoons Rating: F

OFFICERS

The true strength of the Rangers is its officer corps. Each of them served in various House units before joining. Captains Hunter and Grenon are former Regular Hussars' Kukri officers who joined the Rangers before leaving House Marik. A former Thirteenth Lyran Guardsman, Captain Wilhelm joined when released from confinement after the Rangers captured the Guard's base. Wilhelm had been condemned to die for sedition against the former Archon-Princess, Katherine Steiner-Davion.

TACTICS

The Rangers prefer ambush to mobile warfare, using hit-and-run tactics. They use lighter units to bait enemy 'Mechs into an ambush where their heavier units hammer them.

SUPPORT

The Rangers' technicians provide forty-five percent of their required maintenance. They have an *Overlord*-class DropShip captured from the Thirteenth Lyran Guards.



**Clifton's Rangers
Battalion/Green/Reliable**

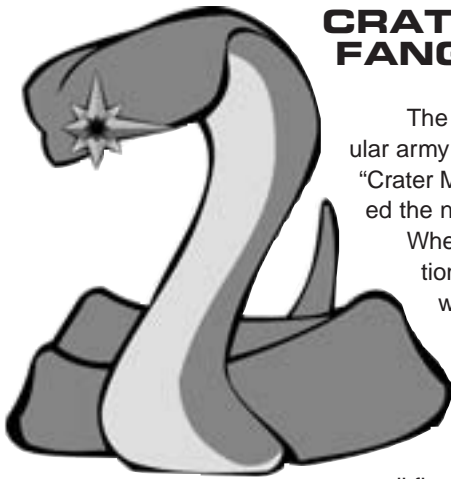
CO: Major Jack "Mad Dawg" Burton

XO/Alpha CO: Captain Benjamin "Hawk" Hunter

Bravo CO: Captain James "Grimlock" Grenon

Charlie CO: Captain Roland "Ruger" Wilhelm

After Keid, Major Burton gained enough BattleMechs to have his own command lance of assault 'Mechs. Alpha and Bravo companies are comprised of light and medium 'Mechs, each deploying a lance of upgraded BattleMechs. Charlie Company contains the Rangers heavy units including a lance of upgraded Lyran assault 'Mechs.



CRATER COBRAS (789TH STRIKER): FANGS OF FATE

The Crater Cobras' history begins just before the First Succession War when several shattered regular army units joined to form Baldwin's Cobras Heavy Brigade. During the war, they earned the moniker "Crater Makers" from their reliance on artillery. The name stuck, and after the war the unit officially adopted the name Crater Cobras.

When the Second Succession War erupted, the Cobras found themselves embroiled in its devastation, barely surviving with the 789th Striker and Black Cobra regiments intact. In the wake of the war, the weakened command received employment from the Federated Suns, which stationed them on Deneb Kaitos. The unit made its presence known in numerous engagements against Kuritian regiments. One such unit—the Thirtieth Dieron Regulars—initiated a blood feud with the Cobras, which ended with the complete destruction of the Combine regiment.

During the Fourth Succession War, both Cobra regiments participated in the assault on Sarna with the Fifth Syrtis Fusiliers and the Second Screaming Eagles. They met resistance from all five regiments of McCarron's Armored Cavalry, and both suffered grievous casualties in the engagement. After the war, the Cobras and the 789th Striker left the employ of the Federated Suns and instead served the Free Worlds League for twenty years. The command suffered two great losses toward the end of their term of service; first, Operation Guerrero sent them to Nanking, where they suffered horrible losses; and second, the Black Cobra regiment left the command when the LCCC refused to indemnify them, reforming as Burr's Black Cobras. Outraged at their sister regiment's treatment and the LCCC's attitude toward mercenaries in general, the 789th Strikers left League employment, accepting duty with the one House they had never served: the Draconis Combine.

The 789th participated in Operation Bulldog, supporting the Second Dieron Regulars in sweeping from Jeanette to Albiero and destroying several Smoke Jaguar units in the process. During the Ghost Bear invasion of 3062, the 789th supported the Second An Ting Legion in the counter-attack against the Fifth Bear Regulars on Richmond, playing a vital role in forcing the Regulars from the planet. However, their actions came with a price—more than a third of their BattleMechs and all support units were lost. After the war, the 789th garrisoned on Wapakoneta, where a grateful DCMS helped them to rebuild.

The 789th paint their 'Mech's lower torso and legs a forest green camouflage pattern and upper torso, arms and head in a muted robin egg blue. The unit's insignia, a coiled golden cobra poised to strike with eyes made of the Cameron Star, is located on the right torso.

Dragoons Rating: A-

OFFICERS

Shelly Trudeau, a direct descendent of the original commander, Alexander Baldwin, inherited his leadership and tactical abilities. Majors Kosnett, Ignakowski, and Stryker are former lance-mates of Trudeau promoted by her to command. Though some of the Cobras grumble about favoritism, it was a shrewd move on her part. After years of working together, she has complete trust and confidence in each of them. So far, their success in working together has helped silence the critics.

TACTICS

The 789th has a variety of tactics they use from their years of experience. They are as adept at hit and run tactics as they are at dueling. They specialize in assaulting defensive positions using carefully choreographed pincher maneuvers and fade attacks.

SUPPORT

The command provides one hundred percent of the technical support for the regiment. They have six *Union* and two *Overlord*-class DropShips, including three *Invader*-class JumpShips.



Crater Cobras (789th Striker Regiment) Regiment/Veteran/Questionable

CO: Colonel Shelly Trudeau

XO/Alpha Batt: Major Glenn Allen Kosnett

Bravo Batt: Major Darian Ignakowski

Charlie Batt: Major Tamara Stryker

The regiment is seventy percent upgraded with advance tech and a few Kuritian-produced OmniMechs, including a company worth of Clan 'Mechs captured during Operation Bulldog

and the Ghost Bear war. Alpha Battalion is the assault force fielding three mixed companies of medium, heavy and assault 'Mechs. Bravo and Charlie Battalions act as striker units deploying medium and fast heavy 'Mechs. Attached to each battalion is an artillery battery left over from their past and a command lance made of Clan 'Mechs. The regiment also deploys a command company, which includes a lance of Clan BattleMechs.



FORCE BRIEFS SUPPLEMENTAL



DEVIL'S ADVOCATES: FIRE AND BRIMSTONE

Ryde is an oppressive planet, with earthquakes, volcanoes, and seas of sulfur, planting a certain measure of toughness, fortitude and daring in its natives. As a dozen of MechWarriors from Ryde, the Devil's Advocates present a formidable challenge.

The unit arose to serve the needs of rescue attempts that could only be attempted by 'Mechs in hostile conditions. After enduring a few years with much gratitude and little financial reward, the six initial Advocates acquired BattleMechs and doubled their number before shoving off as a unit that prided itself on "being the best when conditions were worst". Captain Charlene Cypher led the unit into a few operations that allowed them to gain some decent experience, but they caught their big break when the Lyran Alliance hired them to help relieve the Denebola SMM on Caph. Sent there in 3059, they have yet to leave.

Upon arriving, they harassed units from the other four Houses, disappearing into the radioactive and toxic areas of the planet when pressed. However, the Militia couldn't hold out forever, and eventually the Word of Blake, with help from the supposedly "Capellan" Stealthy Tigers, took control of the planet. The Advocates lingered on, having amassed a considerable stash of spare parts from raiding. When their contract was up in 3064, they snuck out a message for the Lyran Alliance to come collect them. However, the Alliance was having enough turmoil with other issues and wasn't about to send a significant force in to retrieve a company of 'Mechs on a Blakist-controlled world.

With few options, the unit took a contract with Steven Stone, leader of the Caph resistance. The Advocates have continued to use normally uninhabitable parts of the planet as a shield for three years. The unit has been faithful to the resistance, but is desperately seeking a way off the planet. With five years of back pay and a long list of grievances, the unit will certainly file suit against the Alliance if it ever extricates itself from Caph. However, with the change of leadership in the Lyran Alliance, perhaps the Advocates will find their former employers making good on broken promises. Either way, the Devil will get his due.

The Devil's Advocates use camouflage appropriate to their mission while in the field, but also sport a parade scheme of basic black, with red and gold highlights that vary in design for each warrior. The unit insignia depicts a grinning devil, wielding a sword and a shield decorated with a yellow and black radiation symbol.

Dragoons Rating: C

OFFICERS

Captain Cypher is a deadly tactician but has little experience at large force engagements. When working with the Denebola SMM, she heavily freelanced, hitting and running. Her XO, Lt. Live, was a former Hazmat expert before fleeing with the unit from Ryde for an unspecified crime. She has helped the unit survive environments that would have killed lesser units.

TACTICS

The Advocates are at home in places no one else wants to be. The unit is best in strange conditions that normally demand caution. Their experience allows them to quickly prepare and overcome these limitations, taking advantage of those with less experience in hostile surroundings.

SUPPORT

The Advocates have no transport of their own. The MechWarriors of the unit have worked hard to fill most of the roles needed for the unit, so they are very self-sufficient, having all their units running almost half the time despite the conditions under which they work.



Devil's Advocates
Company/Regular/Questionable

CO: Captain Charlene Cypher
XO: Lieutenant Natasha Live

The company is comprised mainly of mediums and quick heavies, with two lights in the scout lance. The company prefers to harass the enemy into moving into difficult terrain where they

can divide and conquer. Often they can trap an individual warrior in hostile terrain and convince them to surrender, making capitulation seem more desirable than a cockpit hit or ejection. The unit is very well-rounded but hasn't had the ability to focus on their combat techniques as much as they would like, leaving the Advocates still rated as a regular unit.



DROPSHIP IRREGULARS: UNCONVENTIONAL WARFARE

Though hailing from the Marik Commonwealth, Medron Pryde has worked from Solaris VII as a freelance mercenary. Believing the Federated Commonwealth represented the Inner Sphere's only hope against Kerensky's Children, he couldn't condone the Captain-General's act of personal vengeance against Victor Steiner-Davion in 3057. Rumors that the Capellans were using mercenary commands signed over to them as "cannon fodder" erased any remaining loyalty Medron may have felt for House Marik. Choosing self-imposed exile, Pryde drifted through several contracts until 3059, when he used extensive contacts throughout the mercenary community to draw together a band of warriors.

His command, known as the DropShip Irregulars, prefers not to become bogged down in long garrison contracts. Their expertise lies in raiding and extraction operations—the most famous of which was the spectacular rescue of Dr. R. Raisley from the Word of Blake's clutches in 3065.

Grounding some distance from Acamar's spaceport, the Irregulars decoyed the balance of a Level III unit into a small valley. With the Blakists pinned down in murderous crossfire in the ensuing ambush, a small detachment of Irregulars infantry infiltrated the spaceport and rescued the good doctor. With Word of Blake ground forces in disarray, the Irregulars broke contact and boarded the DropShip. Believing themselves outgunned by the Irregulars' craft, orbiting Word of Blake vessels chose not to contest the mercenaries' departure.

Atypically, the DropShip Irregulars have subsequently accepted a long-term contract to provide security for Dr. Raisley. The doctor is heading a private research project at the famed Bethel Labs—where the triple strength myomer that played a pivotal role in the Fourth Succession War was discovered. The nature of the current research remains a closely guarded secret.

Though individual warriors sometimes use personal colors, the Irregulars' standard scheme is blue for First Battalion and red for Second Battalion. The color starts on the right side of a unit and fades to black towards the left. The Irregulars' insignia is a DropShip rising on a plume of silver stars. This is displayed on the left torso of 'Mechs, left wing of aerospace units, and to the left on the front of vehicles. Kills are recorded by painting small golden fish under the cockpit or on the turret.

Dragoons Rating: C

OFFICERS

As he constantly explains, Colonel Medron Pryde is not a refugee from the Jade Falcons. Belonging to a branch of the Pryde family that remained in the Inner Sphere after the Exodus, he despises the way the Clans have turned his name into a prize to be fought over. A charismatic leader, Medron has attracted skilled warriors from across known space to fight under his banner.

Serving as the Irregulars' executive officer since his predecessor—Lt. Colonel Mishima—retired in 3062, Atticus Walker is the real brains behind their successes, though he often describes getting the Irregulars to do what he wants as "herding cats".

TACTICS

The Irregulars seem to delight in using trickery and misdirection to demoralize and inflict damage. Often, a foe will be lured into traps where they are left looking very silly, dead, or both. In the past the mercenaries have employed tactics ranging from planting claymore mines in the enemies' latrines to deploying life-size dummy DropShips, BattleMechs, and vehicles to draw forces off their intended target.

SUPPORT

Thanks to his extensive contacts, Colonel Pryde has assembled a capable technical team able to meet the Irregulars' maintenance requirements. An *Excalibur*-class DropShip modified to transport the entire unit also incorporates changes to its prow. This appears (to unskilled sensor operators) to be a Naval PPC, enabling the Irregulars to intimidate their way past planetary defenses. Confused after-action reports have resulted in a several HoloFlics inaccurately portraying DropShips armed with similar capital weapons.



DropShip Irregulars

2 Battalions/Veteran/Reliable

CO/First Battalion: Colonel Medron Pryde

XO/Second Battalion: Lt. Colonel Atticus L. Walker

Lacking independent command lances, each Battalion consists of two BattleMech companies (refitted Succession Wars-era designs for the most part) and a mixed infantry, armor, and aerospace company. Only a lack of battlefield discipline prevents the Irregulars from receiving an elite rating.

Second Battalion's infantry are adept at covert operations, including the use of scout battle armor.



FORCE BRIEFS SUPPLEMENTAL



THE GRAVE WALKERS: ALL GOOD THINGS

So long ago was the creation of The Grave Walkers, that where, when, and why they were formed is lost to the ages. Some claim the command pre-dates the Star League, or even the 'Mech. Over time they have worked for several different factions that existed in past centuries, and every one of the five major Houses. Though not as famous as groups like the Eridani Light Horse or Blue Star Irregulars, the unit's reputation for solid performance and professionalism was enough to warrant a brief media celebration by the Lyrans when they unexpectedly came to work for them in 2864.

The Clan invasion in 3050 hit many formerly successful mercenary units hard, including the Grave Walkers. The Jade Falcons decimated the unit in a series of battles, reducing what had been two regiments with full combined-arms support to less than a battalion of soldiers struggling to pick up the pieces. Though crippled and his brother dead, Jason Merwin stayed in command long enough to see the unit through its roughest moments, then passed command to then-Major Ahruu Kirah in 3057.

By 3062, the Grave Walkers had painstakingly rebuilt themselves into a regiment, seemingly by sheer force of will. Scrounging around every battlefield for salvage, taking whatever applicants they could, the regiment was a grab bag of transfers from other units such as Waco Rangers, Twelfth Star Guards, and even a few soldiers from Wilson's Hussars who felt they deserved better.

Things were looking up for the unit until 3064 when the Jade Falcons struck again. Losing half their regiment on Kookan's Pleasure Pit, and most of the other half on Babeski, the unit arrived on Arc-Royal with less than two dozen MechWarriors and eight 'Mechs. All the dispossessed pilots and most of the conventional soldiers immediately abandoned the unit, taking any hope of rebuilding the unit with them. This contributed to the growth of Colonel Ahruu Kirah's mental problems that appeared shortly after arriving on Arc-Royal, leading to his early retirement.

The Grave Walkers paint their 'Mechs forest green with sea green highlights. Their Insignia is a skull on a tombstone.

Dragoons Rating: C

OFFICERS

The unit's Executive Officer, Goran Tevdt, has taken over command ever since Colonel Kirah suffered a series of nervous breakdowns and stepped down. Though logistically brilliant, Tevdt is nervous commanding anything but accountants, and the stress has driven him to start drinking an astonishing amount of alcohol every night.

TACTICS

The sudden loss of the entire regiment has caused most of the unit's specialization to disappear. However, the survivors are training to use static emplacements and minefields to improve their chances of success in defensive operations. Just about every remaining LRM launcher in the unit has been equipped to fire some form of thunder munitions.

SUPPORT

The Grave Walkers currently have a surplus of technical support and transport capability, which is on loan to the Kell Hounds to pay for the use of their facilities. This has begun to backfire, as many of the technicians and Dropship Captains "on loan" have used the opportunity to sign on permanently with the units to whom they were loaned.



The Grave Walkers
Reinforced Lance/Veteran/Questionable
CO/Lt. Colonel Goran Tevdt

When their eighth surviving 'Mech had to be scrapped for spare parts, Goran Tevdt disbanded the second lance and organized the unit into a single seven 'Mech lance. The entire unit is upgraded, and has two Clan 'Mechs, a *Dasher* and a *Baboon*.



Grave Walker Minelayers
Company/Green/Questionable
CO/Lieutenant Rob Prather

The Minelayers are nothing more than non-combat vehicles such as Jeeps and flatbeds with LRM launchers welded on and operated manually to lay minefields intended to slow down an oncoming enemy force.



GREGG'S LONG STRIDERS: TOILING IN OBSCURITY

Colonel Gregg Car spent the early part of his career with Wolf's Dragoons, but soon grew tired of taking orders from anybody not named Gregg Car. In late 3022, Car—who did not share Dragoons' Clan origins and, in fact, knew nothing of them—left the famed mercenary command and set off for the Tamar Pact worlds in the Lyran Commonwealth, where he hired other disgruntled MechWarriors and formed Gregg's Long Striders.

The Long Striders' first contract—a garrison assignment—placed them on Ford in the Lyran Commonwealth, where they stayed until the end of the Fourth Succession War.

After the War, the Long Striders broke their contract and made for the greener pastures of the Capellan Confederation in the hopes of escaping an already crushing debt. The Capellans, only too happy to hire fresh troops despite their questionable loyalty, placed them on Rollis, a planet that offered the Long Striders little action beyond the occasional bandit hunt. Though vocally unhappy with this arrangement, Colonel Car and his unit remained in Capellan space for over thirty years, thanks to generous contract terms offered by Chancellor Romano Liao.

The FedCom Civil War brought little action for Gregg's Long Striders, whose contract was sold to the Magistracy of Canopus in late 3059. Some speculate that Colonel Davis Car's penchant for second-guessing and arguing with every order given to him by the Capellan Strategios was the reason for this move, while others opine that the selling of the contract was intended as a "good-faith" gesture toward the Canopians on the part of Chancellor Liao.

The new relationship has brought the Long Striders some difficulties. While making planetfall in the Magistracy of Canopus, one of the unit's hired DropShips suffered a malfunction in its landing systems and crashed, claiming the lives of all on board, including the Long Striders' infantry and aerospace pilots. After mourning their losses, the unit set up shop on the planet Weistheimer, a world on the far edge of Canopian space and well away from the Magistracy's borders with any other Periphery or Inner Sphere state. Though Colonel Car is not happy with this arrangement, the isolation and lack of activity has enabled him to focus on rebuilding the Striders' losses.

Gregg's Long Striders' insignia is a giant lumberjack walking over the face of a planet with an axe over his shoulder. Their colors are midnight blue trimmed with red, white, and silver.

Dragoons Rating: C

TACTICS

Gregg's Long Striders trained in combined-arms tactics with the Rollis Home Guard while in the Capellan Confederation, using their 'Mechs to punch through and roll back enemy lines while the Home Guard vehicles and infantry moved in for mop-up operations with support from the Long Striders' aerospace and infantry. Now that the Long Striders' MechWarriors are on their own, they have begun to shift toward concentrated-fire tactics.

OFFICERS

Colonel Davis Car inherited two things from his father: the Long Striders and a bull-headed argumentative streak that has at times raised the eyebrows (and sometimes the ire) of the unit's employers. This attitude partly accounts for Gregg's Long Striders' continued "Questionable" loyalty rating despite the unit's 30+ years of service to the Capellans without incident.

SUPPORT

Gregg's Long Striders owns no DropShip or JumpShip assets. They have a skeleton support crew, having relied for years on their employers for technical support.



Gregg's Long Striders

Regiment/Green/Questionable

CO: Colonel Davis Car

XO/1st Battalion: Major Bob Boughner

2nd Battalion: Major Danil Markov

3rd Battalion: Major Bernadette Morgan

After the DropShip accident cost them their unit's infantry and aerospace assets, Gregg's Long Striders are considered to be at only eighty-five percent of their full strength. Though half of the unit's BattleMech forces contain advanced-tech weaponry, most of it is concentrated in their First Battalion.



FORCE BRIEFS SUPPLEMENTAL



GRIM DETERMINATION: LOST BUT NOT DOWNED

The fortunes of the mercenary trade are rarely kind to anyone, and the Grim Determination mercenary command has suffered the downside of luck in recent years. Having lost their bond after a dispute involving the Federated Commonwealth and the formation of the late Sarna Supremacy, this command has been on a gradual downward spiral ever since.

One critical blow came in 3060, when the regiment lost an entire battalion's worth of warriors after unidentified commandos carried out a shocking midnight assault on the Determination's barracks. This massacre, launched even as the Sarna Supremacy starved under a Capellan blockade of nearby Kaifeng, delivered a crippling blow to the regiment's morale. Their faith in Determination undermined, the Sarnese government terminated the unit's contract, and the absorption of the Supremacy into the Confederation later that year left the mercenaries no legal recourse to recoup their lost wages.

Forced to move on after their horrendous loss, Colonel Haarhar struggled to recover by taking on small, dangerous, short-term jobs in order to remain financially solvent, rather than the low-paying, easy garrison contracts favored during a typical rebuilding. Despite his efforts, the Fourth Battalion's 'Mechs were sold to cover operational expenses, including upgrades to the regiment's surviving 'Mechs.

To make matters worse, Colonel Haarhar's decision to keep to his contract obligations cost the unit more people during the FedCom Civil War. While the regiment did not join the actual fighting, several officers took "leaves of absence" between 3061 and 3066, never to return. Many of these officers took up arms for either the Federated Suns or Lyran Alliance during these leaves and have remained with their chosen factions after the war's end.

Grim Determination has since shown a mixed record of successes in dealing with a variety of forces and situations involving anti-terrorist and counter-guerilla fighting since the so-called 'murder of the Fourth.' In keeping with this new outlook, Colonel Haarhar recently accepted an extended contract to garrison Sheratan, a Chaos March world where mysterious terrorist incidents are occurring almost daily—a bloody pattern all too familiar to the inhabitants of this turbulent region.

Grim Determination uses a standard camouflage scheme as appropriate to their environment. The regimental insignia is a turtle with an SRM launcher on its back.

Dragoons Rating: C

OFFICERS

Though sometimes divided from his men by his evaluation of their efforts, Colonel Oliver Haarhar retains respect because of his decades of experience.

Major Byron Smith is a fairly recent addition to the regiment. Officially, he serves as the new commanding officer of Second Battalion, but unofficially, he is the Determination's intelligence officer. A man of unassuming looks, he tends to "blend into the background" even while piloting his 'Mech, an unmodified BJ-1 *Blackjack* showing nearly eighty-seven percent of its original, Star League-era parts and cockpit fittings.

TACTICS

With their focus changed to counter-insurgency, Grim Determination has perfected multi-lance formation tactics, as well as developing nighttime and low-light condition combat. With the loss of their Fourth Battalion, scouting and intelligence gathering has grown in relative importance within this command.

SUPPORT

Grim Determination has full DropShip transport for its remaining forces, plus additional vessels that are often leased out to make up for shortfalls in the payroll. The regiment's technical support covers the full needs of its 'Mechs and vehicles.



Grim Determination Regiment/Regular/Questionable

1st Battalion Colonel Oliver Haarhar

2nd Battalion Major Byron Smith

3rd Battalion Major Anne Martinez

Each Battalion has a separate reconnaissance lance. Sales of the 'Mechs from massacred Fourth Battalion financed upgrades including active probes and C³ systems.



Grim Determination Aerospace 2 Squadrons/Veteran/Questionable

CO: Captain Anne Dobbs

One of the elements most deeply affected by "Quitter's Attrition", half of the aerospace detachment left to join one side or the other in the FedCom Civil War, leaving only two squadrons remaining.



Grim Determination Armor Battalion/Veteran/Reliable

CO: Major Elsa Burke

With so much of their former strength gone, the armored battalion has had more missions to carry out. The only overstrength unit left, the armor battalion picked up a company of motorized infantry on Sarna during the regiment's withdrawal. These troops have bolstered the conventional arm's counterinsurgent ability.



GROUP W

Throughout the centuries of warfare since the introduction of the BattleMech, literally thousands upon thousands of mercenary units have come and gone. Most fold within the first year, few survive past five. Of those that do, the great majority barely eke out an existence and either fall prey to “company store” maneuvering behind the scenes or dissolve when defeated on the field of battle.

These facts were well known by the founding members of Group W when they left the various militaries and mercenary organizations they had served with during the Fourth Succession War, but they were confident they could succeed where others failed. They had an outstanding group of core founding members, sufficient funding and, most importantly, a strong business plan.

Group W officially formed in October of 3030 with a battalion of BattleMechs—mostly family-owned machines that MechWarriors brought with them—two DropShips and a full technical crew. Within a month, the unit had its first job, a pirate-hunting assignment out on the Lyran Periphery. Group W jumped from system to system, hunting down groups of outlaws that regularly struck from Periphery bases. One journey led to Son Hoa, where the mercenaries cornered and destroyed a pirate band that had been successfully raiding for years. This action brought the unit into contact with corporate officers of StarCorps Industries, eventually leading to a garrison contract with the company. From that point on, Group W's future was secure.

Growing and prospering during the 3030's and '40's, Group W completed several multi-year contracts with the Lyran Commonwealth, alternating between corporate assignments and state service. While their corporate assignments took them far and wide, Group W always returned to their adopted home in the Lyran Commonwealth.

When the Clans struck the Inner Sphere, the unit was deep within the Free Worlds League. While other Lyran mercenary units were thrown into the meat grinder that was the former Tamar March, Group W anxiously served out the rest of their contract away from the heaviest action. The end of their contract within the League came in late 3054, and the unit returned as fast as it could to their adopted home, taking up position along the Clan frontier in May of 3055. Group W remained there for almost four years, but eventually were assigned to aid the St. Ives Compact.

From there, the unit found itself embroiled in situations more complex and more dangerous than its officers had ever imagined. Group W barely survived the last six years, but emerged from that gauntlet with notoriety it hadn't had before, with special fame coming from their actions in stabilizing Galatea. Nevertheless, its MechWarriors are more than ready to return to the types of assignments they had before landing squarely in two civil wars.

COMMAND

Group W's founding members were all veterans of the Fourth Succession War, and they instilled a discipline and code of ethics within the unit that remains today. None of those original founding members remain on the active rolls; the last to retire was Colonel Trent Coldspring, who turned command of the unit over to Colonel Andrew Bethke in 3053. Having joined the Group in 3045 after serving in the AFFC as a kommandant within the Sixth FedCom RCT, Bethke was an outsider for only three months before action on Kalidasa against a raiding House Kamata cemented him within the unit. He led a nearly suicidal charge with his company against the Capellan Warrior House's flank, dispersing a surprise attack that would have wiped out the unit. Thereafter he was allowed into the “inner circle” of Group W's MechWarriors and quickly rose in rank and prestige. He has never forgotten the circumstances that forced his desperate move on Kalidasa, and is continuously worried about the future of his unit.

FORCES

Group W nominally fields a standard BattleMech regiment, with one battalion of auxiliary and support troops and one wing of aerospace fighters. The unit suffered a number of losses in the past two campaigns, however, and has yet to rebuild fully.

SUPPORT

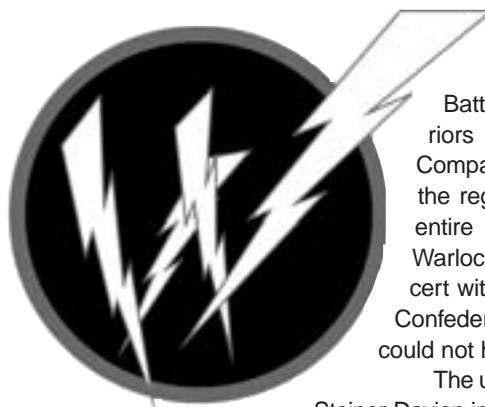
One of the primary directives of the founding members was that Group W should always be able to fully maintain the vehicles and equipment on its TO&E. Even before the first MechWarriors were recruited, they sought out the best technicians they could find. This directive has lasted through the decades. Even though Group W had several chances to absorb other, smaller units or to otherwise expand beyond a single 'Mech regiment, it has not, and will not—at least until it can build a technical crew able to handle the increased demands.

COLORS AND INSIGNIA

Group W does not follow any specific color schemes for its 'Mechs and vehicles, instead utilizing camouflage patterns appropriate to the environs it finds itself in. When not on assignment, units can often be found in simple primer colors. Group W's crest is four golden lightning bolts, forming a “W,” set upon a black circle with a Steiner blue border.



FORCE BRIEFS SUPPLEMENTAL



GROUP W: LIGHTNING WARRIORS

Since the unit's formation in late 3030, Group W has grown from a single battalion to a full BattleMech regiment with supporting elements. In the 37 years since the unit's formation, its warriors have seen a great deal of action, but it wasn't until the Capellan invasion of the St. Ives Compact in 3061 that Group W found itself in a true war. Initially assigned to garrison duty on Taga, the regiment saw a battalion quickly relocated to Nashuar. Over the course of the next year, the entire regiment took a beating before orders from St. Ives sent them first to Tantara and then Warlock. They served on the latter world for the rest of the war, fighting off attack after attack in concert with the First St. Ives Janissaries. Twice the mercenary regiment closed a trap set for the Fifth Confederation Reserve Cavalry, bringing much needed salvage into the unit. But the St. Ives Compact could not hold out forever, and Group W was forced off of Warlock when the armistice was signed.

The unit hoped to have the time to rest and rebuild after suffering heavy losses, but Archon Katherine Steiner-Davion immediately had them sent to Lyons, a hotbed of discontent since Theodore Kurita had annexed the worlds of the Lyons Thumb. There, the Group's MechWarriors had to learn to be peacekeepers, patrolling city streets and putting down demonstrations. They thought this a difficult assignment—until they found themselves moved to Galatea.

Galatea was full of MechWarriors looking to prove themselves, with gangs battling one another in turf wars while individuals fought for notoriety. With the arrival of Group W, though, law returned to Galatea. Legitimized by a contract with the planetary governor, Group W spent the next three weeks hunting down and destroying the 'Mech gangs, bringing peace back to Galatea one city at a time.

The MechWarriors of Group W gained a new, more fierce reputation on Galatea, but the costs were almost too high. Before coming to Galatea, the unit hovered at 70 percent strength; within a month of their arrival on the world, this had dropped to an all-time low of 40 percent. By sifting through the pool of seized and salvaged equipment, as well as going to the burgeoning black market for high-tech Civil War salvage, their techs managed to assemble a 'Mech force that mounted relatively new technologies, yet on chassis rebuilt with baling wire and prayers.

Dragoons Rating: A

OFFICERS

Major Hyde-Blum comes from a long line of military officers, though he is the first in three hundred years to serve in a mercenary unit. That fact has kept him estranged from his family for some two decades, though he has also authored twelve books on military history and twice guest lectured at the university where his father teaches.

TACTICS

Group W does not focus on any particular tricks or tactical styles. Its MechWarriors drill hard on a regular basis to maintain the flexibility they need to deal with anything that they come across on the battlefield.



Group W

Regiment/Elite/Fanatical

CO: Colonel Andrew Bethke

XO: Lt. Col. George Relant

Thanks to the genius of the unit's technical crews, along with judicious equipment purchases, the regiment is back to 90 percent strength. Almost every one of the unit's 'Mechs mounts some sort of advanced technologies, though many of them are ancient machines that had to be rebuilt from the ground up. The regiment also has four lances of Clan BattleMechs, most captured during their time on the Clan frontier.



Lightning Strike

Wing/Veteran/Reliable

CO: Major Tera Strumm

Lightning Strike flies 22 total machines, though 10 of them are currently conventional fighters. Two *Stukas*, four *Eagles*, four *Corsairs*, and two *Stingrays* round out the rest of the wing.



33rd Support Group

Battalion/Elite/Fanatical

CO: Major C. H. Wesley Hyde-Blum

The 33rd fields one assault company, one cavalry troop, and one artillery battery.



HANSEN'S ROUGHRIDERS: NO QUARTER ASKED, NONE GIVEN

Though officially formed from the remnants of the Twelfth and First Atrean Dragoons shortly after Anton's Revolt in 3014, the roots of the Roughriders spring from an earlier time in the FedSuns. When Ludwig Hansen, a distant relative of house Hansen, fled House Davion with his unit in 2961 and merged his soldiers with the prominent Twelfth Atrean Dragoons, led by Major-General Gerhardt Hansen, the unit that would become the Roughriders essentially was born, though it would not become the unit we know today for another 50 years. This uncertainty over the exact date of the unit's origins has led to nationalists from both Houses arguing over who can claim to be the homeland of the elite unit.

The Roughriders are a particularly rare breed of mercenary as they not only enjoy, but thrive on high-pitched battles. When Katherine offered them a shot at protecting the Jade Falcon border during Operation Bulldog, they jumped at the chance and eagerly kept the Clan at bay and off-guard during several fierce raids. The assignment won her their loyalty, and they fought for her during the Civil War. Despite the handicap of General Masar's idea of invading with green troops drawn from separate commands as the main body, they took and held most of Panpour until the entire Lexington Combat Group counterattacked. Even in retreat, they dealt heavy casualties to the Fighting Urukhai and the Albion Cadre before withdrawing to Nunivak. Before long the Taurians invaded, and they were contacted by George Hasek to help repel the invasion. Instead of fighting against the LCG, they fought side by side. But unbeknownst to the mercenary regiment, they were already drawn into the conflict before the contract was signed.

On Bromhead, the Second Taurian Lancers landed, finding only the Roughrider Infantry defending the planet. The Infantry dealt several embarrassing defeats to the Taurians, destroying over a company before retreating to evacuate the dependents from the base. In their zeal to atone for their embarrassment, the Taurian 'Mechs razed everything they could as they overran the base, including destroying retreating civilian vehicles that they assumed carried the Roughrider infantry. By the end, the Roughrider defenders and their dependents lay slaughtered.

Hansen was still en-route to Lindsay when he got word, and when it spread the unit became enraged. The unit ignored the contract to support the task force, and instead charged out to fight the Pleiades Lancers single-handedly, shattering the unit. To this day the Roughriders plead with Hasek to let the battered unit strike Taurian worlds, but with no JumpShip of their own, they are forced to comply with Hasek's condition to finish rebuilding before getting payback.

Though using appropriate camouflage in combat, for parades the Roughriders currently use a midnight blue with smoke highlights scheme. Their insignia is a fanged and horned skull on a dun shield.

Dragoons Rating: A

OFFICERS

WolfGang Hansen lost his wife and his three youngest children on Bromhead. His every waking moment is consumed with rebuilding and preparing the Roughriders to fight the Taurians again. Wolfgang has sworn a blood oath to turn every battlefield into a Taurian mass grave, and the rest of his unit has followed, vowing to take no prisoners.



Hansen's Roughriders
Regiment/Elite/Questionable
CO/Colonel WolfGang Hansen
XO/1st Batt: Major William Klein

2nd Batt: Major Andrea Schmidt

3rd Batt: Major Catalina Fiore

Though only two Battalions are available for operations currently, another sixteen operational machines are awaiting the release of their pilots from the hospital in the next few months. Most of the surviving 'Mechs are heavy- and assault-class, with recon handled solely by Commandos. The command lance is outfitted with Clan weapons and materials. The regiment is fully upgraded with advanced technology.

Roughrider Armor has always been extremely heavy. Reliant on Heavy LRM Carriers, Schiltrons, and Alacorns, it falls on its Patton and Rommel tanks to provide "light support" for the unit. The armor battalions train and fight in their original FWLM platoon organization dating back to the unit's days as a House unit, and their increased numbers often surprise an unsuspecting enemy.



Roughrider Infantry Support
Company/Veteran/Reliable
Infantry Cmdr: Captain Bruce Millis

Apart of the few survivors from the Bromhead Massacre, the only able-bodied infantry are the twenty-eight Gray Death Light Scout-suit equipped commandos brought to Panpour to act as scouts for the armored units. A Platoon of Sprint Scouts and Karnovs are attached to the company for spotting and infantry transport.



Roughrider Armor Support
2 Battalions/Elite/Questionable
Armor Cmdr: Major Eugene Thomas



FORCE BRIEFS SUPPLEMENTAL



HEAD HUNTERS: SWORD OF ORLOFF

The Head Hunters would have preferred to gain their strength through means other than adversity, but adversity seems to have a way of finding them. Only sheer will and grim determination kept this unit from folding on more than one occasion. One of their darkest days came in 2914, when the Head Hunters were on the verge of liquidating their assets and abolishing the unit. Originally regimental in size, the Head Hunters suffered a devastating defeat at the hands of the Black Warriors while garrisoning the Lyran world of Pencader in 2913. Shortly thereafter, the Lyran government dissolved their contract. Things spiraled out of control for then-commander Alexander Chu.

Help came from an unexpected source: House Marik. Colonel Chu, a graduate of the Orloff Academy, looked for help from some old friends, and they pulled strings to have his surviving command hired by Captain-General Elisabeth Marik, who sent them to Orloff Academy. Re-equipped and trained by the Orloff Grenadiers, this unit became a rejuvenated, aggressive fighting force within a decade.

During the Marik civil war of 3014, the Hunters fought the rebel forces of Anton Marik. After the war, the unit was able to upgrade itself further with heavier and more reliable

equipment captured during their successful campaigning. It didn't take long for them to be dragged into another civil war, this time the Andurien War. Deploying again in the defense of the League, they were part of the force that attacked Xanthe III led by Duncan Marik.

The assault was poorly organized and doomed from the start; Duncan died in battle, leaving the entire campaign on the verge of collapse. However, Captain-General Thomas Marik launched his forces to pacify the Andurien separatists. When it was over the Head Hunters lost nearly half their command. Depleted, they returned to Vanra so they could rest and refit where they enjoyed the Duke of Orloff's hospitality.

When Captain-General Thomas Marik ruled that Orloff warriors must stop their secret initiation ceremonies, the Hunters decided it was time to move on. The winds of political change forced them to look for other employment. After more than a century and half of service this loyal Orloff mercenary unit left the Free Worlds League. Before leaving, the Duke of Orloff gave the Hunters enough new technology to upgrade a third of their force. Upon hearing of this, the LCCC declared the Hunters rogues and tried them in absentia, convicting them of stealing and treason. Outraged, the Duke of Orloff provided protection for the Hunters while using his contacts to secure employment for them with the Marian Hegemony. The Captain-General was not amused, making subtle hints at seeking relief for the Duke's slap in the face. Consequently, the Head Hunters ratings dropped.

The Head Hunters paint their BattleMechs using desert tan on the legs and lower torso, and the upper torso, arms and head in an olive-drab green. Their insignia is a blazing white skull with gold shining eyes set atop crossed silver swords on a purple disc.

Dragoons Rating: F

OFFICERS

Surprisingly, even today, every officer and warrior of the Hunters is a graduate of the Orloff Academy. Major Sharon Karasek is a promising commander and a skilled tactician with strong leadership skills, a mark of her Orloff training. Captain Jacob Best is the command's troubleshooter. His past is shrouded with secrecy, but his loyalty is unquestioned.

TACTICS

The Hunters are adept at urban warfare (both offensive and defensive) and open field-maneuvering tactics, while excelling at small unit tactics they learned from training against the Grenadiers of House Orloff.

SUPPORT

The Head Hunter's technicians provide 60 percent of their required maintenance. They have no transportation of their own.



Head Hunters

Battalion/Green/Questionable

CO/Able CO: Major Sharon Karasek

XO/Bravo CO: Captain Jack Sterling

Charlie CO: Captain Jacob Best

The Head Hunters deploy a force of maneuverable and fast medium BattleMechs. Instead of using lance formation, they deploy in demi-companies of six 'Mechs that break down into sections of two 'Mechs providing mutual support when operating in the field.



ILLICIAN LANCERS

Any discussion of the most successful mercenary units in the Inner Sphere must include the Illician Lancers, one of the largest and longest-surviving mercenary groups in existence. Organized following the formation of the Star League—and the resulting denuding of the house militaries—the original Illician Lancers were soldiers and officers hailing from each of the Star League's nations. They all had one thing in common—all were members of the Illician Order, an exclusive military brotherhood with ties reaching back to ancient Terra.

Unlike many other soldiers of the time, the majority of these first Illician Lancers were not cashiered out of their terms of military service; they instead chose to leave voluntarily. The entire membership of the Illician Order came together in July of 2572 and within six months had organized the equivalent of an overstrength BattleMech division. From that point on, the Illician Lancers were standouts among a vast sea of mercenaries and guns-for-hire.

For the next two centuries, the Illician Lancers served ably throughout the Inner Sphere. Word of their skill and courage on the battlefield quickly spread, and the Lancers found they could demand a premium for their services from anyone, including the Star League itself. Their fame and lucrative contracts brought in soldiers from across the Human Sphere, filling the Order's halls in Illicia on the Terran island of Sicily with mountains of membership requests that could never be fulfilled.

When the war against Amaris came, the Lancers served General Kerensky's armies, primarily in a support capacity. Two of the Lancers' nine 'Mech regiments—the First and Seventh Illician Rangers—participated in the assault on Terra and were destroyed. The rest eventually journeyed to the world to pay their respects, and were devastated to find Illicia completely leveled.

They soon found themselves caught up within the grinder of the Succession Wars. The first two Succession Wars reduced the Illician Lancers to half their original strength, while the early years of the Third Succession War saw the unit nearly bankrupted, forcing the Lancers to sell off most of the JumpShip fleet that had served them for some three centuries. That influx of capital allowed the unit to survive a disastrous contract with the Capellan Confederation and to serve out the remainder of the Third Succession War in the employ of House Davion.

At first, the Lancers served on the Draconis border, where they had some initial success. By the turn of the century, though, their four surviving 'Mech regiments suffered a number of defeats, causing the AFFS High Command to transfer them to the Capellan March, where the unit had to deal with both political maneuvering on New Syrtis and heavy action against the Capellan Confederation.

Nevertheless, the Illician Lancers continued to serve the Federated Suns, and, following the death of Michael Hasek-Davion, they found allies within the AFFS, most notably Duke Morgan Hasek-Davion and later his son. This gave the Lancers the opportunity to begin rebuilding themselves in the years since, and even gave them access to technologies, including bits and pieces of Clan tech, that few other mercenary commands received.

The Lancers deal exclusively with the Federated Suns outside of the MRBC and so have no Dragoon's Rating.

COMMAND

The Illician Order continues traditions set down a millennium earlier. Its leader, who also serves as the commander of the entire organization, is chosen by a core group of Elders and given the title of General. The General serves a six year term and may be re-elected any number of times, so long as he or she still has the ability to lead the Order. Likewise, the Colonels are also elected by the Elders, some serving as regimental commanders and others taking care of support and welfare functions.

The current General is Brenda Bradley, who has led the Lancers for the past 21 years. Not only is she the daughter of one of the longest-serving Colonels in the Order's history, who commanded the Fifty-ninth Strike for 38 years, but she can trace her lineage to her father's namesake—Colonel William Bradley, one of the Lancers' founding members and himself a fourteenth generation Order member.

FORCES

Once down to four bare 'Mech regiments with minimal support, the Illician Lancers can now form a full brigade around all four 'Mech regiments, including an armored regiment, a mechanized regiment, and a fighter wing in each. Equipment is assigned to the various sub-commands based on the nature and specialty of the parent 'Mech regiment, giving the Lancers a wide variety of capabilities.

SUPPORT

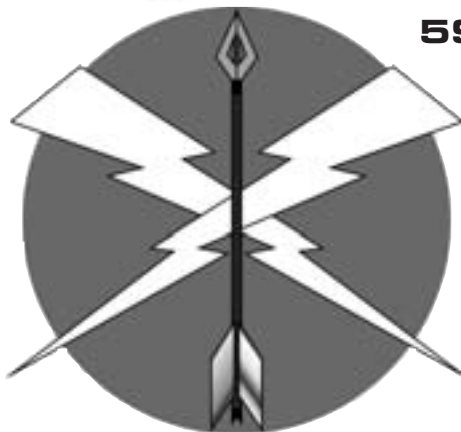
The Illician Lancers are well off when it comes to technical, administrative, and logistic support; personnel are more than capable of keeping the unit functioning in all situations. The one significant deficiency the Lancers have is in transportation. Since the 29th century, the unit has had to rely on one *Star Lord* and one *Invader*, along with whatever additional JumpShips it could hire, to transport the unit. It still retains a DropShip group large enough for all combat and support elements.

COLORS AND INSIGNIA

The Illician Lancers use a typical color scheme of green, khaki, and rust red when not in combat situations. The Lancer insignia is a yellow lightning bolt set upon a stylized bullet.



FORCE BRIEFS SUPPLEMENTAL



59TH STRIKE REGIMENT: BRADLEY'S BAD BOYS

The Fifty-ninth Strike Regiment defies the typical naming convention for most mercenary units—it is permanently named for the regiment's first commander, Colonel William Bradley. Of course, nine different Bradleys have commanded the regiment since its formation, three of whom have also served as Illician Generals, not the least of whom is the current commander, General Brenda Bradley.

The regiment received its name in 2575 on the world of Valentina. The Lancers were hunting groups of rogue soldiers that had been left jobless following the formation of the SLDF. Unfortunately, the rogues had allies within the military forces assigned to Valentina. When the Lancers finally cornered them, the mercenaries faced not only a strong force of rebels but also a division of SLDF troops.

The Lancers were outnumbered from the beginning, but their skill kept the battle from turning against them. It wasn't until a risky move by Colonel Bradley, however, that the Lancers were able to turn the battle's tide. Concentrating fire on a single spot and punching through enemy lines, the Fifty-ninth sped deep into SLDF rear areas. They took the SLDF division commander prisoner and destroyed several key rebel supply dumps, while also capturing an entire brigade and, staging from its base and using its equipment, sending the bulk of the SLDF division into retreat. The Lancers crushed the rest of the rebel forces and aided in rounding up the rogue division. For its actions, the Fifty-ninth earned the First Lord's Citation, the highest SLDF unit award possible.

In the almost five centuries since, the Fifty-ninth Strike has continued its legacy of outstanding service. It survived the Succession Wars damaged, but intact. It later took part in actions against the Capellan Confederation in the War of 3039 as well as during the Capellan-St. Ives war two decades later, which left the regiment understrength for the beginning of the FedCom Civil War. The Fifty-ninth was able to largely remain out of that later war, however, biding its time keeping the peace on Hadnall.

The Fifty-ninth Strike paints distinctive yellow highlights on its equipment. Its insignia is two lightning bolts crossed under an upward facing arrow, all set upon an orange disc.

Dragoons Rating: Unrated

OFFICERS

Though the Illician General often commands the Fifty-ninth Strike in the field, the regiment has its own commander, who serves as deputy commander and operations officer for the entire organization. The current Colonel of the Fifty-ninth Strike is Neal Grimm, son of one of the Lancers' most famous MechWarriors, Ian Grimm. Born in 3022, Colonel Grimm has lived his entire life within the Illician Order. He inherited his father's *Centurion* after Ian was killed in battle in 3039 and, having been taught to pilot a 'Mech within the Order's own academy, he started out in the Twenty-first Rangers. Lacking his father's pure gifts in the cockpit, he quickly proved himself an outstanding tactician and strategist. He quickly moved up through the ranks and was sent to both the AFFC Federation Command and Staff College as well as the Federation War College. He was appointed Colonel in 3054 and is considered the odds-on favorite to be the next Illician General.

TACTICS

Like SLDF strike regiments of old, the Fifty-ninth Strike attempts to use its mobility to break through and disrupt or to flank enemy formations.



59th Strike Regiment **Regiment/Regular/Reliable**

CO: General Brenda Bradley

XO: Colonel Neal Grimm

The regiment is back up to full strength following the Capellan-St. Ives and FedCom Civil Wars, though it has had to recruit heavily to do so. Colonel Grimm has set up a demanding drill schedule that he hopes will raise the regiment to veteran quality within the next two years.



8th Illician Air Guard **Reinforced Wing/Veteran/Reliable**

CO: Major Dex "Vacuum" Tutuola

The Eighth Air Guard fought hard during the St. Ives action, earning them the personal thanks of Duchess Candace Liao—along with an additional squadron of captured Capellan fighters.



38th Armored Strikers **Regiment/Regular/Reliable**

CO: Lieutenant Colonel Arman Savignon

Like the Fifty-ninth Strike, the Thirty-eighth fields mostly fast light and medium units, giving them mobility superior to almost any other regiment on the battlefield.



40th Mechanized Cavalry **Regiment/Green/Reliable**

CO: Lieutenant Colonel Shannon Zuba

The Fortieth Cavalry was all but wiped out in the Confederation-St. Ives war and has only recently been reconstituted. It hovers at around ninety percent strength, but it will remain green for a significant time until the new recruits learn to perform as well as their predecessors.



4TH ILLICIAN RANGERS: ALICIA'S LOVERS

The Fourth Rangers is the heaviest of the surviving Illician Lancers BattleMech regiments, a position it took over when the First Illician Rangers were destroyed in the assault on Terra some three centuries ago. The regiment received its name during the 26th century when its MechWarriors were known for their skills in close-quarters fighting and brutal physical assaults. The moniker started as a joke within Lancers dayrooms and clubs, but quickly spread when gun camera footage surfaced of a Fourth Ranger *Atlas* fighting with an enemy *Marauder*; the two 'Mechs traded physical blows before the *Atlas* grappled its opponent and the two 'Mechs fell to the ground in a position that brought nothing but snickers and crude jokes from those that saw it. The name has stuck ever since.

Despite the origins of the regiment's name, the Fourth Illician Rangers are anything but a joke. Its MechWarriors have formed the backbone of every major operation the Illician Lancers have been a part of since the fall of the Star League. The sheer mass and toughness of its machines allowed the regiment to survive three centuries of grueling warfare—the MechWarriors of the Fourth can take almost any punishment their enemies threw at them, though more often than not potential enemies retreat in the face of almost ten thousand tons of 'Mechs bearing down on them.

The Fourth Rangers have been assigned to the Federated Suns' Capellan March for almost six decades, defending the Ziliang Salient. The regiment has been involved in numerous battles in those years on both sides of the border, allowing its MechWarriors to keep their edge. The regiment's most significant actions this century came during the War of 3039 (when the Fourth Rangers assaulted Victoria in response to a McCarron's Armored Cavalry strike at Kathil) and the FedCom Civil War. The Fourth Rangers suffered moderately heavy losses on the world of Sirdar while fighting alongside the Second Davion Guards, the Davion Light Guards, the First FedSuns Armored Cavalry, and both the Ninth and Twenty-first Illician Rangers, but have mostly rebuilt in the past four years. Today, the Fourth Rangers anchor the base of the Capellan March's Sirdar PDZ on the world of Ashley.

The Fourth paints distinctive blood red highlights on its equipment. Its insignia is a sword and an arrow crossed over a lance, set upon the same stylized bullet as the Lancers' insignia, with a "4th" set at the top.

Dragoons Rating: Unrated

OFFICERS

Unlike most of the senior officers in the Illician Order, Colonel Alicia Ramaley joined the Order as an "outsider," having served two tours in the AFFS. She attended the Sakhara Academy, however, where she was introduced to a number of sons and daughters of Order members. It wasn't until after a chance encounter on Sirdar with a group of Lancers, one of whom she had gone to school with, that she was given the chance to join the Lancers, an opportunity she could not pass up. Though a captain in the AFFS, she joined as a lieutenant and slowly worked her way up. She was promoted to Colonel and given command of the Fourth in 3047. She is feeling her age, however, and is looking to retire in a few months.

TACTICS

The Fourth Rangers is known as a slow and heavy regiment, though the second battalion is made up entirely of fast heavies and assaults. This gives the regiment the ability to find weak areas and strike both hard and fast.



4th Illician Rangers Regiment/Veteran/Fanatical

CO: Colonel Alicia Ramaley
XO: Lieutenant Colonel James Horton

The Fourth Rangers are short by a little more than a full company, though it does have the manpower to fill a strengthened regiment.



14th Illician Air Guard Wing/Elite/Fanatical

CO: Lieutenant Colonel Leiko Watari

The Fourteenth Air Guard suffered heavy losses over Sirdar. With the assistance of Field Marshal George Hasek, however, the Fourteenth is almost back up to full strength.



21st Armored Cavalry Regiment Regiment/Veteran/Reliable

CO: Lieutenant Colonel Ermanno Bertoya

Like its parent regiment, the Twenty-first ACR fields a heavy force of combat units, including a full battery of artillery.



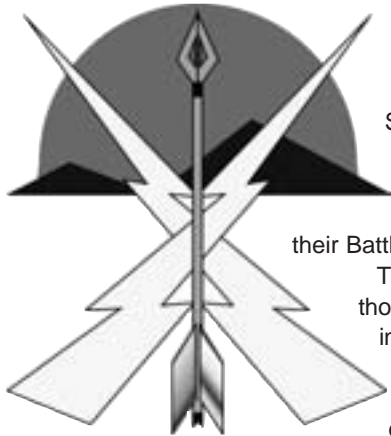
23rd Mechanized Cavalry Regiment/Regular/Reliable

CO: Lieutenant Colonel William el Farid

Though designated a mechanized cavalry regiment, two of the Twenty-third's three squadrons are airmobile, and have additional gunship troops attached.



FORCE BRIEFS SUPPLEMENTAL



9TH ILLICIAN RANGERS: ROADRUNNERS

The Ninth Rangers began life as primarily a light- to medium-'Mech regiment, but as the Succession Wars waged on, the Ninth absorbed heavier elements from other broken regiments. Early in the Third Succession War, the Ninth bore little resemblance to the unit it once was, at which point the Illician leadership reorganized the entirety of the Lancers organization—selling off their JumpShip fleet, disbanding two units that were regiments in name only, and consolidating their BattleMechs into the four surviving units.

The Ninth was brought back up to strength after the Lancers took up position within the Draconis March, though only after the purchase of a large number of 'Mechs and the acceptance of many new members into the Order. This new incarnation of the Ninth Rangers immediately struck Lima, spearheading a renewed FedSuns drive against the Combine. After the Lancers won the day there, they continued to push, raiding behind enemy lines for years. The Ninth Rangers took part in no less than three strikes on An Ting and two on Matsuida over the next two decades, easing the toll the Combine took on the AFFS when it finally counterattacked and seriously wounded Prince Joseph Davion II, forcing him to abdicate.

But the regiment's luck did not hold out forever. The Ninth took a pounding on Marduk in 3000, while on Harrow's Sun in 3002 the Fourth Proserpina Hussars successfully predicted the regiment's battle plans and kept them from reinforcing the Davion Heavy Guards. Only the unexpected Kuritan withdrawal from the world kept the AFFS force from losing the entire campaign.

The Ninth wasn't the only regiment to have problems. The Illician Lancers' faltering on the border was symptomatic of the entire AFFS operation in the Draconis March, due in no small part to the continuous operational tempo against the Combine. Nevertheless, the entire Lancers organization was transferred to the Capellan March and given the chance to let loose against the Confederation. The regiment took every chance to repay the Capellans for what they had done to the Illician Lancers as a whole, but was hamstrung by New Syrtis until after the Fourth Succession War. From that point on, the Ninth Rangers, along with the rest of the Lancers, vigorously defended the Sirdar PDZ, occasionally striking into the Confederation when JumpShips were available.

Today the Ninth is assigned to Verlo, where the unit has been rebuilding and training since taking part in the costly campaign for Sirdar. The unit paints blue highlights on its equipment, and its insignia is two lightning bolts set atop an arrow on the ground pointing toward a setting sun.

Dragoons Rating: Unrated

OFFICERS

Now in his 19th year of commanding the Ninth Rangers, Colonel Kenneth Koppel is beginning to lose his edge. Following the action on Sirdar, he began to voluntarily take a backseat within the unit and allow his deputy to handle the day-to-day operations. With a full ten years on any of the other active officers in the Lancers, he is more than ready to give up "the life" and enjoy retirement.

The Ninth's deputy commander, Lieutenant Colonel James Ford, is either a sixth- or a tenth-generation Lancer, depending on whether you look at his mother's or his father's lineage. The third child of Alexandra Steward and Terry Ford, he definitely has the genes to move high within the organization—his father was Order Master at Arms and his maternal grandmother commanded the organization for 14 years.

TACTICS

Though the regiment now fields a relatively heavy 'Mech force, advances in technology have given the regiment's BattleMechs a great deal of speed and mobility. Their MechWarriors use this to great effect, allowing them to live up to their unit nickname.



9th Illician Rangers Regiment/Veteran/Reliable

CO: Colonel Kenneth Koppel

XO: Lieutenant Colonel James Ford

The first and second battalions deploy the most maneuverable machines, while the third fields primarily assaults and slow heavies.



9th Illician Air Guard Wing/Veteran/Reliable

CO: Major Travis Watson

Like the Fourteenth Air Guard, the Ninth suffered heavy losses over Sirdar and currently only has nine operational fighters.



13th Armored Cavalry Regiment Regiment/Regular/Fanatical

CO: Lieutenant Colonel Karsta Offenbach

Machines like the Patton, Rommel, and Manticore fill the Thirteenth ACR, giving the Ninth Rangers a strong backbone and base of fire.



29th Mechanized Cavalry Regiment/Veteran/Reliable

CO: Lieutenant Colonel Linus Motoc

Each of the regiment's platoons uses hover transports and has an additional hovertank to provide support.



21ST ILLICIAN RANGERS: DROP-AND-STOP

When the Illician Lancers were formed in the 26th century, the Twenty-first was conceived as an airmobile/special forces regiment. The unit was assigned enough *Union*- and *Leopard*-class DropShips for its entire combat force, which included two companies of LAMs, and trained extensively for high-risk combat drops. The regiment performed so well that five years after its formation, its MechWarriors were working with select SLDF CAAN and Jump Infantry Divisions, teaching Star League MechWarriors to perform the same tactics.

Once equipped with LAMs and jump-capable BattleMechs, the Succession Wars stripped the regiment of some of its capabilities; the last LAM was taken out of service in 3018 while the unit had to content itself with organizing one non-jumping company in each battalion. These facts forced the unit's MechWarriors to develop new skills that would allow them to accomplish the same type of missions they had undertaken in the past.

Because of its unique skills, the Twenty-first Rangers bore the brunt of the most difficult missions and heaviest combat of any Lancer regiment. In fact, it was a mission led by the Twenty-first Rangers that caused the Lancers to leave the Capellan Confederation. Chancellor Otto Liao sent the Illician Lancers to assault the world of Asuncion. The Twenty-first Rangers were to drop onto the world, paving the way for the rest of the Illician Lancers to move in and take control of the Kallon Industries production facility, after which a Capellan relief force was to move in. That force never even departed Capellan space, however, and the Lancers were left on Asuncion with no support and little chance of retreating intact. What hope they had was crushed when League reinforcements arrived shortly thereafter. The Lancers ultimately negotiated their way off of Asuncion, but only at a high price.

Some two centuries later, the Lancers are still in the employ of the Federated Suns and remain unwavering in their hatred for the Confederation and its Chancellors. Likewise, the Twenty-first Rangers remain committed to their original mission statement; they continue to accept high-risk assignments that literally drop them into the middle of armed encampments. The unit was particularly hard-hit by the action on Sirdar and, though it has mostly rebuilt, still has far to go before its new personnel show the level of skill their predecessors possessed.

The insignia for the Twenty-first Illician Rangers is a lightning bolt sundering a planet in half.

Dragoons Rating: Unrated

OFFICERS

Colonel Aynsley Zibler recently took command of the 21st Rangers after Colonel Roy Barnard became the Lancers' S-2/Intelligence Officer. Colonel Zibler is a third-generation member of the Illician Order, but is also a cousin to the Ziblers serving as senior officers in the AFFS. He began his career as an enlisted MechWarrior in the Fourth Rangers, but participated in an exchange program in the 3040s that saw him working within the Third Ceti Hussars and Davion Light Guards for five years before returning to the Lancers. Before joining the Light Guards he took OCS at the Albion Military Academy, allowing him to come back as a lieutenant. He rose quickly afterward, serving in each of the Lancers regiments before finding his "home" in the Twenty-first Rangers.

TACTICS

The Twenty-first specializes in airborne operations and high-risk combat insertions, and regularly performs maneuvers that most others would never consider.



21st Illician Rangers Regiment/Regular/Fanatical

CO: Colonel Aynsley Zibler

XO: Lieutenant Colonel Roberto Santos

The great majority of the Twenty-first Rangers' 'Mechs are jump-capable, including many that had to be refitted with jump jets. Those without jumpjets are grouped into two companies, one assigned each to the first and second battalions. All 'Mech pilots in the Twenty-first are proficient in using jump packs and other descent equipment, whether their individual 'Mech possesses such equipment or not.



13th Illician Air Guard Reinforced Wings/Elite/Fanatical

CO: Major Duilio Arquette

The Thirteenth Air Guard flies three squadrons of primarily heavy fighters and specializes in air-to-ground attacks, providing

the powerful support that the Rangers need during airborne assaults. It also flies three squadrons of cargo aircraft.



25th Armored Cavalry Regiment Regiment/Veteran/Reliable

CO: Lieutenant Colonel Stephanie Wayland

The first battalion of the Twenty-fifth ACR is an assault formation, though the other two battalions field lighter equipment, making it easier to deliver via airdrop or other battlefield insertion methods.



55th Mechanized Cavalry Regiment/Veteran/Fanatical

CO: Lieutenant Colonel Larry Patton

All of the Fifty-fifth Cavalry's combat personnel are jump-trained; despite this, they can operate for extended periods without their vehicles or other mechanized support.



FORCE BRIEFS SUPPLEMENTAL



KIRKPATRICK'S INVADERS: AN INDESTRUCTIBLE LEGACY

In 3049, Kirkpatrick's Invaders were born when Kirkpatrick's Bandit Killers, a minor mercenary 'Mech battalion commanded by Colonel James Kirkpatrick, was mysteriously lost on the Periphery world of Erewhon during a routine pirate-hunting mission for the Federated Commonwealth. The remains of the Killers—a single BattleMech company—resurfaced on Solaris VII in 3051, led by the late commander's wife, Captain Morgana Kirkpatrick-LaFayre. The company consisted of some of the worst discipline cases from the original Bandit Killers, including the Kirkpatricks' only son, Damon, and Trent Hasseldorf, a minor noble and former AFFC officer.

Though disorganized and demoralized by one of the initial attacks of the Clan invasion, the battle-hardened survivors of Erewhon formed the heart of a new mercenary battalion that Colonel Morgana Kirkpatrick—and later, her son—would spend the next fifteen years rebuilding. Reforged as Kirkpatrick's Invaders, they earned their stripes in numerous minor raids against the Clan Occupation Zones throughout the 3050s, including a series of deep raids against the Jade Falcons during Operation Bulldog. It was during one such raid in 3061 that Colonel Morgana was killed on the world of Apollo, forcing a young Damon Kirkpatrick to assume command and lead the Invaders on a hasty retreat to the Inner Sphere.

While recuperating on Outreach, Kirkpatrick and his Invaders crossed paths with the 51st Dark Panzer Jaegers. Little is known about what exactly sparked the rivalry between them, but it is said that Kirkpatrick and Sir Colonel Troy Allen of the Jaegers took a strong dislike to one another over a discussion about the Steiner-Davion split.

Ironically, though Kirkpatrick publicly derided Allen's distaste for "petty squabbles," one such dispute would soon prove to be the Invaders' crucible under Damon's command. In 3063, the Invaders were drawn into the Kaumberg Conflict, a brushfire war that pitted former Invader Trent Hasseldorf (Baron von Stuttgart) against his family rivals in a microcosm of the looming FedCom Civil War. The conflict and its aftermath have ensnared the Invaders ever since, but with peace once more returning to Kaumberg and the Lyran state, Damon Kirkpatrick is once more eyeing contracts along the Clan front.

The Invaders' colors are flat gray with red highlights. The unit insignia is a bold, gray letter "K" against an oval-shaped starfield trimmed in red. Each Invaders company superimposes its own symbol over this standard, with Kirkpatrick's Pack featuring a grinning caricature of a fox, Kirkpatrick's Fireflies featuring a flaming insect, and the Warriors of Steel employing a red sunburst encasing a steel-riveted "W".

Dragoons Rating: B

OFFICERS

Lt. Colonel Damon Kirkpatrick—he refuses to assume the rank of his parents, in honor of their memory—has destroyed so many enemy machines he no longer bothers to keep count. This impressive record is overshadowed, however, by the fact that he has also *lost* more machines than he cares to recall. Coupled with the fact that he has yet to sustain more than a scratch from so many uncounted emergency ejections, this record has earned Kirkpatrick the unwanted nickname "Indestructible" from his men.

TACTICS

Long used to splitting up to pursue and hunt down pirates and raiders, and hoping to ensure that another Erewhon never happens, Kirkpatrick's Invaders rarely operate in formations larger than a reinforced company in size. Lt. Col. Damon Kirkpatrick himself prefers to fight under optimum weather and lighting conditions and so tends to shun battle at night or when the weather is inclement.

SUPPORT

Kirkpatrick's Invaders boasts sufficient tech support to cover the maintenance and repair needs of over 80 percent of each Invaders company; all technical support staff is broken up along with the battalion's combat forces. Each company also boasts a *Union* and *Leopard* DropShip of its own, though the Invaders' single *Merchant*-class JumpShip, *Pack's Den*, has insufficient capacity to transport all of them at once.



Kirkpatrick's Invaders

Battalion/Veteran/Reliable

CO: Lt. Col. Damon "Indestructible" Kirkpatrick

Aide: Hauptmann Cynthia Hasseldorf

XO/1st Co. (Kirkpatrick's Pack):

Major Malavai Hollensteiner

2nd Co. (Kirkpatrick's Fireflies): Captain Jason Reeves

3rd Co. (Warriors of Steel): Captain Ilse Ansuelo

All three Invaders BattleMech companies are trained to operate independent of one another, complete with their own assigned air lance, conventional infantry platoon, and technical staff. Though Kirkpatrick routinely hires them out for various missions—so long as no two Invaders units ever cross paths—he always keeps one in reserve at the Invaders' current baseworld, to guard the mercenaries' dependents while the others are away.



LEGION OF THE RISING SUN: HONORED EXILES

In the wake of the Fourth Succession War, Takashi Kurita's "Death to Mercenaries" order led to a mass exodus of small mercenary units from the Draconis Combine, many of which had decades-long ties to the Combine. These exiles made their way to Galatea, Outreach, and a host of other mercenary worlds where they struggled to survive. On Galatea, a number of such groups came together in the mid 3030s under the leadership of Jürgen Petersen, a Kuritan of Rasalhague heritage. Petersen dubbed this hybrid 'Mech force the Legion of the Rising Sun and their first operational deployment was in support of the newborn Free Rasalhague Republic, ironically serving against rebel forces of the Draconis Combine Mustered Soldiery. Despite difficult financial circumstances, the Legion refused several FedCom contracts during the War of 3039 and languished in poverty for much of the 3040s. Indeed, the unit would likely have simply faded away were it not for the sudden demand for stopgap forces that accompanied the Clan Invasion.

The Legion escaped the bloody carnage that accompanied the first months of the invasion, finding itself assigned to support front-line FedCom units preparing to engage the invaders. After the Battle of Luthien and the rapprochement between the Coordinator and mercenary forces, the Legion accepted several short-term contracts with the DCMS and Kuritan corporations, gaining experience against the Clan menace in a series of raids staged from Wolcott. Petersen's command recruited troops from the survivors of DCMS units crushed by the Clan juggernaut and by the late 3050s had reached regimental size. With the Clan invasion stalled, Petersen and his troops began casting about for new opportunities. Attempts by the Word of Blake to recruit the mercenaries came to naught and instead Colonel Petersen led his troops first to the Lyrans Alliance and then, on the eve of the FedCom Civil War, into the employ of the Free Worlds League, where they remain. However, the reduced significance of mercenary forces in Thomas Marik's FWLM means that the Legion's contract is not likely to be renewed when it expires in early 3068, and Major Mitsuko Kanae is currently exploring several possibilities for the Legion.

The Legion of the Rising Sun uses camouflage as appropriate to the local terrain while on duty, or a pale gray color scheme with red highlights when on parade. The Legion's insignia depicts a *Dragon* BattleMech, silhouetted against a rising red sun on a white field.

Dragons Rating: B

OFFICERS

Command of the Legion remains in the hands of Colonel Jürgen Petersen, who has led the regiment according to his strict principles and code of honor for the last thirty-five years. He remains fit and healthy, commanding from the cockpit of his *Hatamoto-Ku*. Despite his mercenary status, Petersen regards himself as a samurai, albeit a masterless ronin, and only employs warriors who meet his rigorous personal and martial criteria.

One such individual is Major Mitsuko Kanae who serves as both executive officer and contract negotiator for the mercenary force. A veteran of the Battle of Luthien, Kanae found her prospects for promotion blocked by the gender prejudices of the DCMS and chose to resign her commission and take up service with the Legion, whom she had encountered on Wolcott. She is an accomplished administrator and pilot but tends to be prejudiced against warriors of a non-Combine origin.

TACTICS

The Legion specializes in small-unit operations and its warriors are adept at both raiding and dueling. Many have faced the Clans and are familiar with the tenets of zellbrigen, which meshes well with their own Combine traditions.

SUPPORT

The Legion is fully equipped with DropShips but do not own a JumpShip and are thus reliant on employers to move their forces across the interstellar void. The Legion is, however, fully self-sufficient for medical and technical support.



The Legion of the Rising Sun Regiment/Veteran/Regular

CO: Colonel Jürgen Petersen

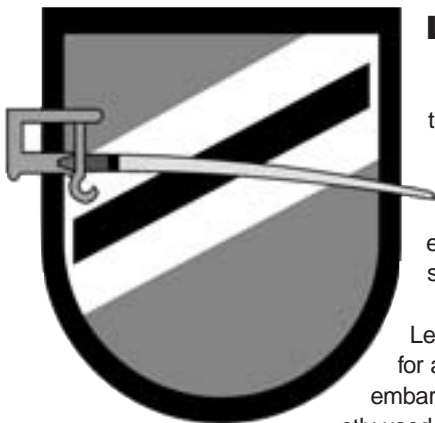
Aide: Colonel Mitsuko Kanae

Their raids against Clan Smoke Jaguar allowed the Legion to incorporate a small quantity of Clan tech into their rosters, though mostly as weapons upgrades rather than whole 'Mechs.

In addition to its 'Mech forces, the Legion also fields a company of light tanks and a battalion of infantry, both of which usually provide rear-area security for the regiment but which occasionally accompany 'Mech forces on front-line operations to maintain their combat edge.



FORCE BRIEFS SUPPLEMENTAL



LEXINGTON COMBAT GROUP

Following General Kerensky's drive on Terra and the death of Stephan Amaris, the SLDF was thrown into a state of chaos, at least until General Kerensky put an end to it with his mass Exodus from the Inner Sphere. Of course, only some 80 percent of the SLDF followed their Commanding General. Many of those that stayed within the Inner Sphere were senior officers and NCOs—some with families and commitments, some wishing to stand up to their commanders. Most either retired from military life completely or joined one of the Successor States' militaries. The rest struck out on their own. Therein lies the genesis of the Lexington Combat Group (LCG).

Shortly after preparations for the Exodus began, nine SLDF officers, all former classmates of the Lexington Military Academy, a small private school outside of Lexington, North America on Terra, met for a class reunion and came to the conclusion that they would not follow Kerensky, deciding instead to embark on a venture of their own. While the SLDF prepared to leave the Inner Sphere, these officers quietly used their own network of friends and contacts to recruit a group of like-minded officers and NCOs.

Before the Exodus launched, they pulled a major administrative coup. One of the original nine officers was a brigade commander and two more were regimental commanders; they transferred out anyone that wanted to participate in the Exodus, filling all vacancies—and then some—with their recruits. The other six classmates used their various positions to gather supplies and secret them in an unused depot on Bryant. When the Exodus came, these units instead made the journey to that world and, after a short period of organization, officially formed the Lexington Combat Group.

In almost three centuries of existence, the LCG has worked for every single Successor State, though the great majority of those years have been in service to the Federated Suns. The Group left the Federated Suns several times during the Succession Wars due to strained relations, but always returned, lured not by overly generous contracts but instead by a wide operational latitude and a great deal of respect offered by the AFFS High Command.

The LCG fell prey to significant financial difficulties in the 3040s, when the technological revolution struck the Inner Sphere and mercenary units were faced with either upgrading their 'Mechs and other equipment or be relegated to second-class status. The group quickly found itself heavily indebted to the AFFC and other Federated Suns State interests, a debt it continues to pay off today. Though some call this the curse of the "Company Store," it has kept the Group on the technological cutting-edge. And while the LCG may not have its debt paid off for another seventy years, its personnel enjoy serving as an integral link in the defensive network within the Capellan March.

COMMAND

The founding officers of the LCG instituted a series of checks and balances that would ensure no member would be promoted without cause and no family or group would gain predominance and turn the LCG into a "family affair." Three separate councils—one of senior officers, one of mid-level officers, and one of NCOs and recruits—meet to approve every significant promotion (to gunnery sergeant and higher and major and higher) within the Group.

Major General Malcolm Feinman has commanded the LCG for almost 25 years and has spent a total of 47 years within the unit. He is ready for retirement, however, and with the help of his regimental commanders is grooming a new generation of officers to take command of the Group and lead it to the next century.

FORCES

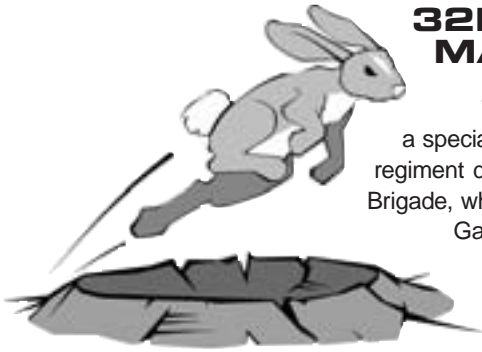
Each BattleMech regiment is teamed with an aerospace fighter wing, a combined armor and mechanized infantry brigade, and the DropShip group to form a Combat Group. The combined armor/infantry brigade is the LCG's most notable departure from the accepted organizational norm. Two battalions of heavy armor are teamed with two battalions of mechanized infantry, an aviation battalion, and an artillery battalion, giving the combat group's commander a wide range of capabilities on the battlefield. LCG MechWarriors and soldiers train extensively in combined-arms operations, making them deadly opponents in any situation.

SUPPORT

The LCG has technical and logistics staffs that are more than capable of providing most of the support required by the unit, but the logistics staff depends heavily upon the AFFS Department of the Quartermaster (DQ) for replacement units, spare parts, and other consumables; while most of that can be found on the free market, (and indeed the staff works with suppliers based throughout the Inner Sphere), the DQ gives the unit considerable price breaks.

COLORS AND INSIGNIA

The LCG's insignia is a diagonal black stripe over white on a red shield, overlaid with a horizontal saber. The LCG employ a red paint scheme, with a black stripe down the left torso and leg on 'Mechs, and across the left side of vehicles and fighter craft.



32ND RECON COMBAT GROUP: MALCOLM'S SPRINTERS

The Thirty-second Recon is the direct descendant of the SLDF's Thirty-second Recon Regiment, a specialized unit organized in 2765 after the New Vandenberg Uprising. Colonel Lochan Gael led the regiment during General Kerensky's assault on Terra. In early 2780 it was assigned to the 312th Battle Brigade, which Gael took command of after his promotion to lieutenant general. Four years later, General Gael led his brigade to Bryant and into the mercenary life as part of the Lexington Combat Group.

Since the formation of the LCG, the Thirty-second Recon has been the command group of the entire mercenary unit. It is decidedly lightweight, specializing in reconnaissance, raiding, and pursuit missions since its SLDF progenitor was formed. Its specialization means that the Thirty-second is often assigned missions that would be inappropriate for the commander of the entire LCG—a fact learned during the First Succession War when General Gael was killed in action, resulting in the loss of Bryant. Since then, a separate command battalion has been attached to the Thirty-second Recon.

The LCG has jumped around the Federated Suns during its long history with that nation, but has been largely confined to the Capellan March for most of this century. Like their fellow mercenaries, the Illician Lancers, the LCG forms the core of a strong deterrent formation within the Sirdar PDZ; plans have existed since the start of the Fourth Succession War for a drive on Sian, spearheaded by these mercenaries. The fact that this operation has never been ordered is proof that the Capellan Confederation is fearful enough of the potential outcome to tread lightly.

So, while the Thirty-second has a great deal of experience in dealing with cross-border raids, its most significant action in the last several decades was during the FedCom Civil War, first on the world of Brockway and then on Panpour.

The Thirty-second Recon's insignia is a rabbit jumping over a crater on a blasted landscape.


Dragoons Rating: Unrated

OFFICERS

Colonel Jules Boruzescu is responsible for the Thirty-second Recon Combat Group and all of its personnel. A refugee from the Duchy of Andurien, he and his parents found asylum in the Federated Suns in 3031 while the Andurien War of Secession waged on. Boruzescu joined the LCG in 3036 as an infantryman and worked his way up from there. In 3042 he completed both OCS and MechWarrior training, serving in the 241st Battle for nine years before coming to the Thirty-second Recon. He was promoted to colonel in February of 3065 after Colonel Irina Gant was killed in action on Panpour and has led the unit since. He is a quiet officer, preferring to let his deputy and senior staff to "make the noise" within the unit, but has demonstrated an outstanding strategic mind. As the youngest of the LCG's colonels, he is the favorite to take command of the entire organization when Major General Feinman and the rest finally retire.

TACTICS


Though the Thirty-second can operate in almost any environment, it prefers hilly, urban, or other terrain that affords a great deal of cover. In such terrain, the Thirty-second is nearly unstoppable. It fields a large number of 'Mechs and vehicles equipped with ECM gear, preventing an enemy from discerning their movements until it's too late.

 **Lexington Combat Group Command Battalion/Elite/Fanatical**
CO: Major General Malcolm Feinman
XO: Lieutenant General Mifune


The Group Command battalion consists of a company each of heavy 'Mechs, armor, and attack VTOLs, as well as a battle armor platoon. It provides security for General Feinman, his XO, General Mifune, and the LCG mobile command and control elements.

 **32nd Recon Regiment Reinforced Regiment/Elite/Fanatical**
CO: Colonel Jules Boruzescu

The heaviest and slowest 'Mechs in the regiment belong to Golf Company, Third Battalion, which fields three *Falconers*, two *Maelstroms*, two *Starslayers*, two *Warhammers*, an *Argus*, a *Barghest*, and a *Thanatos*.

 **2476th Tactical Fighter Wing Wing/Elite/Reliable**
CO: Major William Cassidy

Major Cassidy and his "Sky Riders" are expert close air support fliers. They are typically called upon to deliver precision bomb attacks against pockets of heavy resistance, paving the way for the Thirty-second to break through enemy lines and wreak havoc.

 **1st Lexington Cavalry Brigade 2 Regiments/Veteran/Fanatical**
CO: Colonel Trish Franks

Except for the artillery assets, all of the vehicles assigned to the First Brigade are fast attack and scout units.



FORCE BRIEFS SUPPLEMENTAL



241ST BATTLE COMBAT GROUP: FREDERIC'S GAZELLES

The battle for Bryant in 2786 proved the capabilities of the Lexington Combat Group to one and all. Though the mercenaries were ultimately pushed off that world, they savaged the opposing Capellans. It was also during this fight that the 241st Battle gained its more common moniker. The 'Mech regiment spread out across a wide savannah in preparation for battle, and Colonel R. Jacob Danforth, commander of the 180th Dragoon, quipped, "there go the herds of Graham's Gazelles" in a transmission to the 241st's commander, Colonel Graham Yu. Of course, the 241st fielded anything but a quick and graceful force of 'Mechs; since the beginning, the 241st has been composed of primarily heavy BattleMechs.

The Gazelles have since come to be known as jacks-of-all-trades. Though they don't have the armor to stand up against an assault regiment, they have fair maneuverability and can direct withering firepower against their enemies. That was no more evident than

in the battle for Panpour just two years ago. Elements of the Islamabad CrMM and Warren CMM were holding the world for Archon Katherine Steiner-Davion and had to that point kept the Fighting Urukhai and the First Albion Cadre at bay. The LCG made a risky combat jump into the heart of the city of Kantara, led by the 241st Battle. That move caught the March Militia defenders off-guard, and the 241st drove them from their defensive positions inside the Jalestar Aerospace production facility. While this charge sent the defenders into a near-rout, the Gazelles suffered heavily; two years later, the 'Mech regiment is still short almost an entire battalion of machines.

The insignia for the 241st Battle is a crossed torch and sword on a black background with a pair of red eyes staring out from the black.

Dragoons Rating: Unrated

OFFICERS

A 44-year veteran of the Lexington Combat Group, Colonel Frederic Zaffson, like General Feinman, is looking to retire soon. Zaffson had wanted to oversee the rebuilding of the 241st, but the injuries he sustained on Panpour are slowly leaving him crippled and unable to function in a cockpit. He is still doing what he can in his office, but the administrative minutia is bringing him more and more frustration. Fortunately, Colonels Gerd Kreitz, commander of the cavalry brigade, and Michele Furst, Zaffson's deputy, are picking up the slack and getting the job done within the 241st.

TACTICS

Though the Gazelles often use straightforward tactics, they have been known to pull some tricks out of their sleeves. One they used to great effect on Brockway included a number of radical 90 degree shifts in their direction of march, rapidly displacing the entire group by some 20 kilometers and allowing them to catch the Eleventh Avalon Hussars by surprise.



241st Battle Regiment Regiment/Veteran/Reliable

CO: Colonel Frederic Zaffson

Colonel Zaffson received one of the two *Templars* given the Lexington Combat Group by Field Marshal George Hasek for the mercenaries' show of courage and skill during the FedCom Civil War. Unfortunately, that leaves the regiment some 42 machines short of a full TO&E. For now, every company is running slightly understrength, though they still keep the organization of at least three battalions in the field.



191st Tactical Fighter Wing Wing/Elite/Fanatical

CO: Major Willard "Surfboy" DeLaurier

The 191st "Goony Birds" fought hard against the massive March Militia fighter group on Panpour. While they ultimately won the day, they only had five functional fighters at the end—four of their pilots were dead and seven were in the hospital. On the

other hand, they had the expertise of Jalestar Aerospace to bring them back up to strength. Fighters that could not be put back together were outright replaced by planes fresh off of the company's production lines.



2nd Lexington Cavalry Brigade 2 Regiments/Veteran/Reliable

CO: Colonel Gerd Kreitz

The Second Brigade is a much stronger force than outsiders may think. Both armored battalions field massive machines like Demolishers, Ontos, and Partisans, along with a handful of Alacorns and Ajaxes as well. Additionally, one of the mechanized infantry companies is equipped entirely with Cavalier battle armor—though that battalion is currently twenty percent understrength—while the artillery battalion has a full reinforced company of Long Tom tubes, supported by eight Arrow IV Demolishers.



180TH DRAGOON COMBAT GROUP: MARIE'S GOLDEN HAMMERS

The dedicated assault force of the Lexington Combat Group, the 180th Dragoon has, somewhat surprisingly, seen the lightest combat of the three LCG Combat Groups. Simply put, the 180th Dragoon is a slow-moving death-dealing force that few opponents are willing to chance an encounter with. That does not mean the unit has never seen combat in its almost three centuries of existence. Its MechWarriors and soldiers were often called upon during the years of the Succession Wars, primarily to assault heavily defended fortifications or to strike a blow against another strong unit.

Heavy assault may be the unit's primary function on the battlefield, but it is not the only thing that the Golden Hammers can do, as evidenced by the unit's performance during the FedCom Civil War. On Brockway, the 180th Dragoon crossed nearly 500 kilometers of highlands in severe weather during a single night to strike the 11th Avalon Hussars in their Whiteville base. A few months later, the entire 'Mech regiment participated in a massive orbital drop onto the city of Freddendal, a move that shocked the Avalon Hussars and sent them into retreat.

Two years later, the Golden Hammers repeated this accomplishment, dropping onto the city of Kantara on Panpour to dislodge significant elements of two defending March Militia RCTs. The original Panpour battle plan called for surrounding the retreating March Militia units and have the Golden Hammers deliver the coup de grace; unfortunately, the DeMaestri's Sluggers regiment of the Fighting Urukhai were angered by the arrival of the LCG on Panpour and tried to close the trap themselves, only to be nearly destroyed in the process. Worse still, friendly fire from the 180th destroyed several Urukhai 'Mechs. Even though two independent review boards found no fault with the Golden Hammers, or any LCG personnel for that matter, the Urukhai took the matter personally, finding any reason they could to clash with the LCG. Ultimately, they absconded with a DropShip full of salvage and fled the Federated Suns for the Taurian Concordat, where they were destroyed. The facts of the feud were disputed throughout the mercenary community, and many units already jealous of the LCG for their long-standing relationship with the AFFS have taken up the Urukhai's banner in continuing the feud.

The 180th Dragoon's insignia is a war hammer set upon a rising sun.

Dragoons Rating: Unrated

OFFICERS

Colonel Marie Stevens was hit particularly hard by the Fighting Urukhai's vitriol. She has been a career mercenary for more than 40 years and has always held herself and her personnel to the highest of standards. She has never tolerated firing upon an unarmed or non-functional target and is widely known for showing her enemies a higher level of compassion than was warranted. She feels sorry for the Urukhai's losses, and has sent personal messages to the families of every Urukhai MechWarrior lost in the battle for Kantara, but can't begin to fathom the reason for the hatred shown her and her comrades.

TACTICS

The 180th Dragoon can demonstrate incredible bursts of speed when necessary. Unfortunately, this can be extremely hard on its machines and is only used as a last resort or when the needs of the mission outweigh the potential for damage.



180th Dragoon Regiment Regiment/Elite/Fanatical

CO: Colonel Marie Stevens

Like the 241st Battle, the 180th Dragoon suffered heavy losses in the battle for Panpour, though a relatively small number of machines were rendered irreparable. With the aid of the Jalestar Aerospace technical staff, the regiment quickly returned to active service. It is still approximately a company of 'Mechs short of full-strength, but is scheduled to receive replacement units within the next six months.



755th Tactical Fighter Wing Wing/Elite/Reliable

CO: Major Angela "Moms" Hill

The "Air Hammers" fly mostly light and medium fighters, and are among the best dogfighters in the Capellan March, as evidenced by their record on Panpour: in the initial assault on Kantara, they shot down thirty-seven enemy fighters without losing one of their own, and later accounted for fourteen more.



3rd Lexington Cavalry Brigade 2 Regiments/Veteran/Fanatical

CO: Colonel Harry Blake

The Third Cavalry Brigade's composition closely resembles that of the Second Brigade, except that its artillery battalion fields one full company of Arrow IV-equipped Demolishers and an extra troop of spotters in fast hovercraft.



FORCE BRIEFS SUPPLEMENTAL



MARTIAN CUIRASSIERS: PAPER TIGER, STEEL FANGS

The Martian Cuirassiers began in 3003 when John Webb, then-owner of the now-defunct Phobos Interstellar (a prominent mining corporation headquartered on Mars), inexplicably yielded control over the bulk of the family estate and his company's private security force to his estranged son, Elliot. Rumors abounded that Elliot Webb—whose record as a militia officer was thin at best, and who was known in his youth as the quintessential spoiled brat—had somehow blackmailed his father into granting him the means to form his own mercenary command, but even today, nobody knows what really transpired.

What is known is that Webb focused on developing his Martian Cuirassiers by emphasizing technical support over all other considerations. A savvy and ruthless negotiator, he assured that all Cuirassier contracts rewarded his command exceptionally well for any combat, while simultaneously taking defensive missions well inside an employer's territory. When on assignment, Webb used his considerable social skills to get into his employers' good graces, simultaneously assuring that his Cuirassiers would stay relatively safe from harm while granting them access to their employer's supply chain. However, this approach placed his mercenaries well beyond the reach of any combat that could have honed their skills as a fighting force. By the mid-3020s, the Cuirassiers, by then a longtime employee of the Free Worlds League, had fought in only five major engagements in their entire history, a fact that led many to consider the mercenaries a mere "paper tiger".

In the mid-3050s, after a string of low-profile garrison missions and fruitless pirate hunts along the League's Periphery border, the Cuirassiers left House Marik's employ for greener pastures. During Operation Guerrero, they were hired by Styk's provisional government to secure the neighboring world of Gan Singh, but while their mission was a success, helping to forge the short-lived Styk Commonality, the Cuirassiers' long-awaited trail by fire cost them the bulk of their aerospace assets and the life of then-commander Ricardo Webb. Ever since, the Martian Cuirassiers have grown up fast in the dangerous Chaos March. While undertaking a variety of small jobs for local leaders, Cuirassier troops have engaged and survived enemies both great and small, proving that even a paper tiger can have fangs of steel.

The Martian Cuirassiers use a camouflage scheme composed primarily of shades of red and gray. The unit logo is a black shield upon which is an image of the planet Mars, flanked by its two moons, Phobos and Deimos.

Dragoons Rating: C

OFFICERS

Colonel Zane Cole took over the Cuirassiers upon Ricardo Webb's death on Gan Singh. Ricardo's son, Estefan, Cole's executive officer, remains reluctant to assume full command of his family's legacy, and has not contested this apparent usurping of his birthright.

TACTICS

Since losing their aerospace assets over Gan Singh, the Cuirassiers have been forced to restructure their tactics by incorporating more of their armor and infantry elements into their main body force. This approach has proven useful, but the mercenaries remain most effective when friendly air support is available.

SUPPORT

Owing to their perennial obsession with maintaining all of their equipment in excellent shape, the Martian Cuirassiers boast full technical support for all their machines. However, the command currently lacks transportation assets and must rely on employers for DropShip and JumpShip support.



Martian Cuirassiers

Battalion/Veteran/Questionable

CO/1st Company: Colonel Zane Cole

XO/2nd Company: Major Estefan Webb

3rd Company: Captain Arlene Mosiro

Medium-weight BattleMechs dominate the ranks of the Martian Cuirassiers, but a hefty number of these machines incorporate recovered technology. Zane Cole's First Company, however, maintains the unit's true pride and joy: a trio of Clan OmniMechs salvaged during a recent raid against ComStar's Tall Trees garrison.



Ares' Swords

2 Battalions/Regular/Questionable

Armor CO: Major Virginia Helsi

Infantry CO: Major Juan Webb

The Ares' Swords are the Martian Cuirassiers' heavy support section. Comprised originally of a battalion each of armor and infantry, and a heavy aerospace wing, the fighting on Gan Singh wiped out the aerospace assets and left the ground-based battalions heavily damaged. Colonel Cole has managed to salvage most of the Swords, but the Cuirassiers now rely heavily on employer-provided air support.



NORTHWIND HIGHLANDERS: A SCOTTISH LEGACY

The Northwind Highlanders can trace their origins back to the first Scottish regiments, which began to appear on ancient Terra around the seventeenth century. During the next two centuries of military growth, the precursors of the current Northwind Highlanders were raised. However, in the latter half of the twentieth century, as Terra's nations began to downsize their militaries, most of the Scottish regiments were decommissioned or amalgamated. By the time of the formation of the Terran Alliance in 2086, only the Royal Black Watch and Highlanders (Seaforth, Gordons and Camerons) remained, and they were no more than parade units.

During the middle of the twenty-second century, Clan Stuart made the decision to build a new life away from the Terran Alliance and its decaying regime. Accompanying Clan Stuart was the last remaining vestige of Scottish regiments.

In 2362, the Clan Elders of Northwind raised the first of several regiments: the First Kearny Highlanders. Most of the volunteers who formed the First were descendents of the original regiment that made landfall, creating an unbroken chain of blood and traditions stretching back centuries.

In subsequent centuries, the Highlanders grew in fame, garnering a reputation as tenacious, honorable fighters. As the regiments spent more time abroad, a rift began to grow between them and the Clan Elders, which eventually led to the Highlanders accepting mercenary service with the Confederation toward the end of the Star League.

During the Succession Wars, their reputation grew further, inspiring fear and respect in equal measure. In 2841, House Davion forces captured Northwind, destroying Stuarts Highlanders and Third Kearny Highlanders. Though this tragedy might have shattered a lesser command, the Highlanders simply firmed their resolution to return to Northwind one day.

That day came during the Fourth Succession War when the Highlanders left House Liao to accept service in House Davion, allowing them to return from exile. The next decades saw very little action for the Highlanders, until the return of Kerensky's children. On the Jade Falcon border, Highlander regiments, though battered to within a finger's breadth of destruction in several actions, showed the Clanners that not all Inner Sphere units—particularly mercenaries—could be taken lightly.

A new chapter for the Highlanders unfolded in 3057. As Houses Liao and Marik launched assaults on the Federated Commonwealth's Sarna March, acting senior Colonel MacLeod made the fateful decision to turn away from their employers—due to a rift with ambitious officials who tried to exploit the chaos to further their own goals—and ordered all Highlander regiments home. The Third Royal Guards tried, and failed, to stop the move.

Truly independent for the first time in all the centuries of their existence, the Highlander regiments are making their own way, despite considerable friction between them and the Clan Elders, especially over the regiment's recent decision to join the Wolf's Dragoons Allied Mercenary Command.

At the current time, all Highlander regiments are currently en route to Northwind—activating a seldom-used clause in their contracts—due to the accidental death of the top four Clan Elders in succession, requiring the regiments to be on hand for a new election.

COMMAND AND FORCES

Though some families have gained a power and influence over the centuries—leading to well-concealed but still evident issues of class and bloodlines—no lineage can guarantee command of Highlander regiments. However, a person must be able to trace their lineage to an original member of the Highlander regiment that made landfall with Clan Stuart if they wish to command above battalion level. Though at one time the Clan Elders—the governing body of Northwind, made up of the eldest members of the most important Clans on Northwind—appointed each regimental commander, the long years of their exile did away with that prerogative. However, the Elders can still exert considerable pressure to support or remove a commander.

The Highlanders currently field five combat reinforced regiments, with a single independent command attached to the First Kearny. Unlike many mercenary commands, the Highlanders fully integrate their forces at the company level, though 'Mechs predominate.

Each regiment has a command company with an integrated air wing, while each battalion includes a command lance.

SUPPORT

The Highlanders pride themselves on the fighting quality of their troops, as well as the equipment they utilize. As such, each regiment boasts over one hundred percent support from their superb technical teams.

Each Highlander regiment has integrated transport assets, with enough DropShips and JumpShips to transport the entire brigade.

COLORS AND INSIGNIA

There is no uniform paint scheme, with each command using a camouflage scheme appropriate to their mission.

The Northwind Highlanders insignia was recently changed to reflect their return to Northwind and to re-establish firm ties with Clan Stuart: a shield of the Clan Stuart tartan, emblazoned with a claymore.

The brigade logo is displayed on the left chest, turret, or fuselage, with a slightly smaller regimental crest displayed on the right side. A swatch of the regiment's tartan is displayed below the regimental logo, while the warrior's personal family tartan is displayed on the right leg, right wing, or front of the vehicle.



FORCE BRIEFS SUPPLEMENTAL



FIRST KEARNY HIGHLANDERS: TRADITION'S WEIGHT

Established in 2362, the history of the First Kearny Highlanders stretches unbroken almost seven hundred years. More, they tap into an ancestry of an additional seven hundred years, to the first Scottish regiments raised in the Highlands of ancient Terra. With such a history of traditions and excellence, the First are the epitome of what the Inner Sphere has come to expect from a Highlander.

One of their first combat actions occurred in 2366 against the Second Oriente Hussars on the world of Lopez. The unexpected appearance of PPC-carrying Manicores radically shifted the balance of power, and the First took a pounding before a daring raid against the Hussars' supply depots allowed them to escape annihilation.

In 3008, the First fought the famed Wolf's Dragoons on the world of New Aragon. Though they put up a tenacious fight—along with the Second Kearny, they handed the Dragoon's Zeta Battalion one of the few defeats of their career—in the end the rest of the Capellan defenders could not hold against the determined Davion assault, and New Aragon fell.

The First participated in the liberation of Northwind from Combine forces in the Fourth Succession War, then enjoyed several decades of relative peace. However, following the Truce of Tukayyid, the First, along with two other Highlander regiments, found themselves on the Jade Falcon border, where repeated raids for the next several years took their toll.

In 3054, the First were directed by Mogyorod's planetary governor to forcibly seize illegally held Clan contraband from the Dragonslayers mercenary unit. With their usual fervor, the First launched a massive dawn assault which caught the Dragonslayers totally flatfooted. As neither unit were willing to sacrifice men or equipment over a blatant breach of contract, the Dragonslayers promptly surrendered.

The First Kearny Highlanders display the Royal Stuart tartan: a black background overlaid with white.

Dragoons Rating: A+

OFFICERS

Fascinated by the exploits of ancient military leaders from a young age, Colonel Edward Senn uses the knowledge he has gained from such studies in his quest to better his Highlanders. During an engagement fought against House Kurita forces just before the War of 3039, First Kearny's stubborn refusal to give way regardless of the cost earned Senn and his unit the respect of the enemy DCMS commander. As the DCMS forces lifted off-planet, their commander broadcast a solemn vow to meet the man he named "the Mountain" again; an impressive tribute comparing Senn to Takeda Shingen, a feudal Japanese warlord, legendary for his implacable refusal to quit any battlefield.

TACTICS

The First Kearny simply refuse to leave the field of battle under any circumstances other than victory; a tenacity which has allowed them to snatch victory from defeat many times, but usually at a high cost in equipment and personnel.

SUPPORT

The First Kearny Fleet, commanded by Admiral Paul Doohan, consists of the *Monolith-class Spirit of Edinburgh*, the *Star Lord-class Queen Anne* and *Queen Mary*, *Invader-class King's Own*, *Jacoby*, and *Monymusk*, and the *Scout-class Argyll* and *Princess Louise*.



Regimental Command Company **Company/Elite/Fanatical**

XO: Colonel Stell Kozyra

The entire command company is composed of Clan BattleMechs.

Commanded by Captain Lydia Patterson, the First Kearny Air Wing are the most elite aerospace pilots of any Highlander regiment. Considered a 'prestige posting,' a minimum ten years in the cockpit is a base requirement before Captain Patterson even considers a transfer.



1st Kearny Highlanders **Reinforced Regiment/Elite/Fanatical**

CO: Colonel Edward Senn

Queen's Own: Major David Lee Senn

78th Highland: Major Til Honey

Gordon: Major Evelyn Marks

Only Gordon's battalion, third company, contains vehicles—twelve total. The rest of the regiment is eight-five percent upgraded with Star League technology.



First Gurkhas **Battalion/Elite/Reliable**

CO: Lt. Colonel Michael McPherson

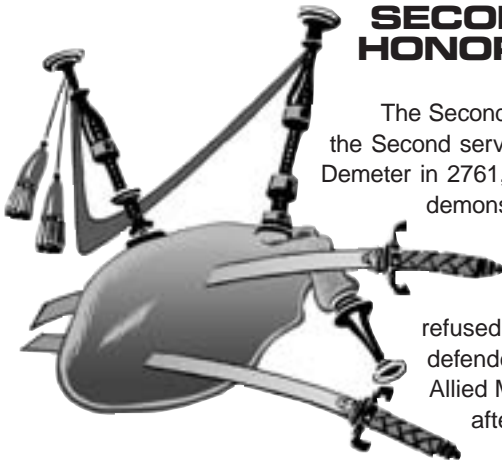
6th Comp: Major Charles Ford

7th Comp: Captain Robert Shay

10th Comp: Captain Julie Stiles

The First Gurkhas are the special forces of the Northwind Highlanders. As some of the finest mercenary special forces currently in service—on par with DEST and Rabid Fox personnel—the Gurkhas are used judiciously and only at the discretion of the senior regimental commander. Their name stems from a desire to honor the fighting prowess of the original Brigade of Gurkhas from ancient Terra and to create a myth for this modern unit.

Never wanting for supplies, the Gurkhas are in the process of fully incorporating battle armor.



SECOND KEARNY HIGHLANDERS: HONOR BOUND

The Second have a history and reputation every bit as storied as their sister regiment. Raised in 2363, the Second served on both Lopez and Berenson against House Marik and took part in the occupation of Demeter in 2761, but were quickly withdrawn to deal with an insurrection on Hsien in 2762. In an act that demonstrated Highlander tenacity, the Second spent the next forty years tracking down and destroying the mercenary unit Gladston's Gladiators after they broke contract with House Liao.

Since that time, the Second have shown a particular antipathy for other mercenary units; in the defense of Lincoln against Kurita mercenaries in 2802, the Second refused to give quarter to Daemian's Destroyers, despite repeated pleas on the part of the Kurita defenders to be allowed to surrender. The Highlanders current involvement with the Dragoon's Allied Mercenary Command is particularly galling to the Second—they've refused to be involved after Cochrane's vehement arguments did not dissuade the final Northwind commitment.

Unfortunately, one of their most famous battles ended in defeat: the Great Lee Turkey Shoot. In 2953, Chancellor Ingrid Liao ordered the invasion of the Davion world of Lee. She believed she had found the Achilles heel of the other Great Houses—their heavy reliance on ground forces, especially 'Mech units. She assumed the light *Sparrowhawks* of the defending Fifth Davion Heavy Guards were no match for the heavy *Eagles* and *Thunderbirds* of the Second Kearny Highlanders. The sheer perseverance and daring of the defending units, however, blunted the easy victory for which Chancellor Liao had hoped. After a running battle of several days, the Davion fighters pushed the invaders from the sky. With air superiority belonging to the defenders, the Highlander ground troops had no choice but to withdraw.

The Second Kearny Highlanders display the Stuart tartan: a red background overlaid primarily with green, secondarily with blue.

Dragoons Rating: A-

OFFICERS

Colonel James D. Cochrane fought to rise to his position. Many members of the First Battalion preferred then-Major Andrea Stirling, whom the previous commander had been grooming. However, Stirling graciously turned down command, throwing her support to Cochrane. Though he has the total loyalty of the Second, at times Cochrane does not see it, and he carries a slight inferiority complex that was deepened when the Second was not included in either Operation Bulldog or the operation against the Smoke Jaguars on Wayside. The rest of the regimental commanders turn a blind eye to this situation, but the Clan Elders do not, and they are beginning to agitate for his removal.

TACTICS

The Second is devoted to its officer corps, particularly its commander, James Cochrane. As such, even when a commander has fallen, they will not leave him behind on the field of battle.

SUPPORT

Commanded by Admiral Jacqueline Fredericks, the Second Kearny Fleet consists of the *Star Lord*-class *Alexandria* and *Aboukir Bay*, *Invader*-class *Sultan of Mysore*, *Xhosa* and *Quatre-Bras*, the *Merchant*-class *Tullibody*, *Seaforth*, and *Erracht*, and the *Scout*-class *Fassiefern* and *Dargai*.



Regimental Command Company Company/Elite/Reliable

XO: Lt. Colonel Jeremiah Johnson

As though to set themselves apart from the First, not a single Clan 'Mech is found in the regimental command company, though they are all Inner Sphere OmniMechs.

The Second Air Wing, commanded by Captain Carmella Barbara, surprisingly contains all pre-3050 designs, as though to thumb their noses at the First. However, this inhibits them very little.



2nd Kearny Highlanders Reinforced Regiment/Elite/Reliable

CO: Colonel James D. Cochrane

Ambercromby: Major Elia Smith

Cameronian: Major Connie Evans

100th: Major Peter Green

The second company of the One Hundredth Battalion is fully composed of vehicles; the rest of the regiment is ninety percent upgraded, with the few Clan 'Mech at their disposal found in Ambercromby Battalion.



FORCE BRIEFS SUPPLEMENTAL



MACLEOD'S REGIMENT: BAD BOYS

The unit originally known as Marion's Highlanders when raised in 2369 quickly earned a reputation as the least disciplined of all Highlander regiments. During their centuries of Capellan employ, this reached almost legendary status, eventually leading to a disband order in 2899, which remained in effect until 2902; as usual, they ignored the order.

In 2425, an officer from the Second Battalion, hired by local radicals, assassinated Chancellor Arden Baxter. Though the unit managed to escape wholesale retribution—most likely the new Chancellor did not wish to alienate the rest of the Highlander regiments—they were reassigned to the Periphery-Davion border where their reputation for political unreliability kept them for three centuries.

During the First and Second Succession Wars, the Bad Boys saw heavy action against House Davion. In 2761, they participated in the assault on Demeter, and they successfully raided the aerospace repair facility on Brighton in 2872. In 2834, along with McCormack's Fusiliers, the Bad Boys defeated elements of the Deneb Light Cavalry during the Davion attack on Acala.

Of all the Northwind regiments, MacLeod's suffered the most during the Highlanders bid for independence during Operation Guerrero of 3057. Not only did Field Marshal Harrison Bradford, commander of the Third Royal Guards RCT, send a First NAIS Cadre strike force on a headhunting mission to eliminate Colonel MacLeod and his command, but the unit split over the decision to leave Davion service, forcing Highlander to fight Highlander for the first time in their long history.

By far their most impressive—and famous—action involved their inclusion in Task Force Serpent. As with all the units that participated, the Bad Boys took horrendous losses, but in the end were instrumental in destroying the final vestiges of Clan Smoke Jaguar. Upon returning to the Inner Sphere, they took the unusual step of heavily recruiting off-world personnel to quickly refill their ranks.

MacLeod's Regiment displays the MacLeod tartan: a yellow background overlaid primarily with black, secondarily with red.

Dragoons Rating: A-

OFFICERS

Colonel William MacLeod's every word and action tells those under his command he will always do what is best for the regiment—and the Highlanders as a whole, when he acts as senior commander—regardless of the consequences. This trait was clearly seen when he made the fateful decision to order all Highlander regiments home, splitting from the Federated Commonwealth. This 'bad boy' attitude fits the regiment to a tee, earning him an almost fanatical devotion from his troops.

TACTICS

The Bad Boys are wild and unpredictable, allowing them to seize the initiative more often than not; when you run against them, you never know what tactics they'll bring to bear.

SUPPORT

MacLeod's Fleet, commanded by Admiral Bridgett McCollin, consists of the *Star Lord*-class *St. Ives*, *Invader*-class *T. Beach*, *J. Jee*, *A. S. Cameron* and *E. Lawson*, the *Merchant*-class *Sutherland* and *Lochnell*, and the *Scout*-class *Overton*.



Regimental Command Company **Company/Elite/Reliable**

XO: Lt. Colonel Garry Shean

In a regiment of 'bad boys,' the command company outdoes itself in reinforcing the mystique, as though they have a legacy to live up to; MacLeod has to rein them in now and then.



MacLeod's Regiment **Reinforced Regiment/Elite/Reliable**

CO: Colonel William MacLeod

Roughnecks: Major Chastity Mulvaney

Rangers: Major Jeff Huff

Jaegers: Major Lloyd Chang

Due to their inclusion in Operation Bulldog, the Bad Boys boast the highest Clan tech percentage of any Highlander regiment outside the Fusiliers, with the rest of the unit upgraded with

Star League technology. Only the Third Company of Jaegers Battalion is composed of vehicles.

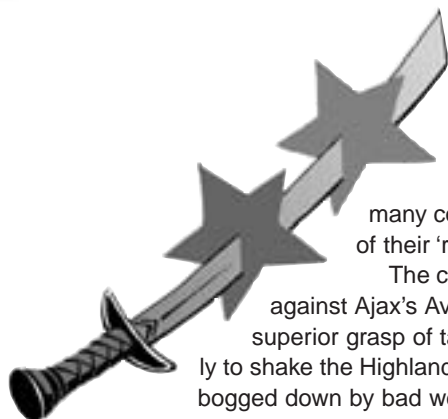


Regimental Old Guard **Company/Elite/Fanatical**

CO: Lt. Colonel Aria Jacobs

Started as a joke, the typical Highlander propensity for tradition soon turned the Old Guard into 'clan law.' Usually only Highlanders over the age of fifty may request a positing to the Old Guard; though some are accepted outside of the Bad Boys, not many make the cut. A few 'young bloods' have been members from time to time, but only by unanimous vote are they accepted. Regardless of their age, however, they are one of the most potent companies within the entire Highlander Brigade.

Strangely enough, the MacLeod Air Wing is attached to the Old Guard, instead of the Regimental Command Lance. Captain Seth McDaniels commands.



STIRLING'S FUSILIERS: NEVER SECOND BEST

Formed in 2377, the Fusiliers have long vied with the Bad Boys for the title of 'most audacious' Highlander regiment. Over the centuries, this has created a strong rivalry, leading to many contracts and daring operations that the Fusiliers might not have taken without the watchful eye of their 'rivals' staring over their shoulders.

The campaign that put the Fusiliers on the interstellar map occurred in 2616 on the world of Bellatrix against Ajax's Avengers. Arriving to find themselves outnumbered three to one, the Fusiliers quickly used their superior grasp of tactics and their ferocity to smash the defending unit. The retreating Avengers tried desperately to shake the Highlanders as they fled east across the southern continent of Bellatrix, but to no avail. Exhausted and bogged down by bad weather, the Avengers had no choice but to stand and fight—and die.

The operation that made the Bad Boys green with envy occurred in 3058, when House Kurita hired the Fusiliers to destroy one of the main supply bases of Clan Smoke Jaguar in the Deep Periphery. Upon arriving, however, in place of a PGC they found a full front-line Galaxy. With no available retreat, they settled upon a bold (some would say suicidal) plan. While the bulk of the Fusiliers settled in for a guerilla campaign, a small group posed as Smoke Jaguars and set out to strike select Nova Cat targets. The longstanding enmity between these two Clans had the Cats chomping at the bit to strike back at such a bold Jaguar unit. The Cats followed the fleeing Fusiliers back to Wayside V, where a titanic battle unfolded between all three sides. In the end, the Jaguar forces were annihilated, leaving the Fusiliers alive and victorious, though losses in personnel and equipment were extremely high.

Currently, the Fusiliers stand toe-to-toe with Word of Blake forces in the Chaos March and have clashed several times in the last year.

Stirling's Fusiliers display the Stirling tartan: a non-traditional plaid of overlaid square blocks of green, light red, and white.

Dragoons Rating: A-

OFFICERS

Attractive, tenacious, and devious, Andrea "Cat" Stirling has carved her own niche in the annals of Highlander history as well as that of the Inner Sphere. Though she originally commanded the first battalion of the Second Kearny Highlanders, she was not content with the unit and deferred to Cochrane. She wished to mold a unit exactly to her liking—a regiment that would proudly bear her name, thus cementing her immortality in the Northwind Highlander's Hall. She has accomplished her goal with cunning, bravery, and amazing audacity, going so far as to take on the Smoke Jaguars on one of their own worlds within the Periphery and handing them defeat.

TACTICS

Though not as suicidal as the Bad Boys, the Fusiliers are still a daring command, never hesitating to use whatever tactics are needed to achieve victory.

SUPPORT

Commanded by Admiral Thomas Doohan, Stirling's Fleet consists of the *Star Lord*-class *Karlota's Gate*, *Invader*-class *Fox's Bane* and *Dragon's Bane*, the *Merchant*-class *Third's Ghost*, *Stuart's Own*, and *Jewel of the Highlands*, the *Scout*-class *Wail of the Bagpipes*, *Lochaber*, and *Cuidich 'n Righ* and the *Magellan*-class *Kobayashi*.



Regimental Command Company

Company/Veteran/Reliable

XO: Lt. Colonel Kurt Blakadar

As with many Highlander regiments, the command company of the Fusiliers uses all Clan 'Mechs.

The Air Wing, commanded by Captain Jaime Pierson, is the only aerospace wing in the Highlanders to field Clan aerospace fighters—two squadrons of mixed second line and OmniFighters.



Stirling's Fusiliers

Reinforced Regiment/Elite/Reliable

CO: Colonel Andrea "Cat" Stirling

The Kilsyth Guards: Major Jake Fuller

The Black Adders: Major Richard Fey

The Guardsmen: Brevet-Major Grace Lyons

Following their actions on Wayside, the Fusiliers boast twenty-five percent Clan technology; the highest of any Highlander regiment. The rest of the unit is fully upgraded with Star League technology.

The Fusiliers incorporate more vehicles than any other Highlander unit (two full companies; one each in the Adders and Guardsmen respectively), while also incorporating a full company of battle armor in the Guardsmen.



FORCE BRIEFS SUPPLEMENTAL

NORTHWIND HUSSARS: CLAN'S BANE

The Northwind Hussars were created with the express goal of fighting and defeating the Clans. With that in mind, the Hussars have trained relentless not simply to fight like Clansmen, but to get into their heads, which Colonel Jaffray, with his roots in House Liao's Death Commandos and their infamous psychological terror tactics, knows to be extremely effective.

Though this tactic has been successful, it has made the Hussars into the 'black sheep' of the Highlander regiments.

The Hussars, along with Stirling's Fusiliers, participated in Operation Bulldog. The fighting on Virentofta was particularly violent, with no side asking or receiving quarter and the Smoke Jaguars dying to the last warrior. By way of comparison, the Highlanders ran into only token resistance on the world of Rockland, with the Smoke Jaguar warriors barely putting up a fight before retreating not only from the world but also the entire Inner Sphere.

Now stationed on Tukayyid under Star League employ, the Hussars new Third Battalion has taken heavy casualties in several raids against Clan Wolf, earning their nickname of Wolf Slayers.

The Northwind Hussars display the Rose hunting tartan: a blue background overlaid primarily with green, secondarily with red. After finding out that Jeremiah Rose first approached the Clan Elders to form an anti-Clan unit before being denied and leaving to form the Black Thorns mercenary unit, Colonel Loren Jaffray approached Clan Rose in order to use their hunting tartan for the Hussars. To the surprise of many, Clan Rose agreed. Why Jaffray chose this unusual route, and why Clan Rose agreed, is not known.

Dragoons Rating: A-

OFFICERS

When the Highlanders left the Confederation for Davion employ during the Fourth Succession War, the grandfather of Colonel Loren Jaffray, along with a handful of other Highlanders, felt they could not in good conscience betray the trust of House Liao and stayed. Such dedication to the Confederation led Jaffray's father to serve with the Death Commandos—a path Jaffray would follow himself. When offered the chance to help force the Highlanders from FedCom service while destroying them for their betrayal, Jaffray jumped at the chance. However, though he succeeded in aiding the Highlanders move to independence by separating them from FedCom employ, in the end the call of his blood could not be ignored and he accepted a post in Stirling's Fusiliers; why the Chancellor allowed this, with no reprisals against

Jaffray, is still unknown. His brilliantly unorthodox actions against Clan Smoke Jaguar during the Wayside operation convinced the Clan Elders that Jaffray was the man to command a new anti-Clan regiment. However, this move did not occur without consequences; some regimental commanders still cannot fully trust Jaffray, creating additional friction between the colonels and Clan Elders.

TACTICS

The Hussars are experts at using the Clans' tactics against them. While fully capable of fighting using standard Inner Sphere tactics, they are also adept at using zellbrigen, when appropriate.

SUPPORT

The Hussars Fleet, commanded by Admiral Jim McFarlan, consists of the *Star Lord*-class *Scotland Forever*, *Invader*-class *Lady of the Lake*, *Tradition and Honor*, and *Flight of Icarus*, the *Merchant*-class *Necromo* and *Bellatrix*, and the *Scout*-class *Deep Hunter*, *Star of David*, *Prince's Own*, and *Juniper*.



Regimental Command Trinary Company/Elite/Reliable

XO: Lieutenant-Colonel Charles Collins

Following their actions in Operation Bulldog and several live-fire training exercises with ComStar's 472nd Division (Invader Galaxy), Jaffray re-organized his command company into a Trinary; unlike most Highlander regiments, none of the Clan 'Mechs in the Hussars are found in the Command Trinary, but are instead spread through the command lances of the three battalions. Colonel Jaffray is currently evaluating the Command Trinary to see whether to extend such re-organization to the entire regiment.

Commanded by Captain Sara Jones, the Air Wing fields a mix of field-upgraded designs, along with new OmniFighters, supplied by the Combine to the Star League.



Northwind Hussars Reinforced Regiment/Elite/Reliable

CO: Lt. Colonel Loren Jaffray

Jaffray's Own: Major Michelle Oakley

Jaguar's Bane: Major Edborah McVain

Wolf Slayers: Major Ezra Oakley

Outside of the standard attached fighter wing, the Hussars exclusively field 'Mechs; ten percent upgraded with Clan technology, with the rest fully upgraded with Star League technology.

The Hussars recently added an additional light battalion, with most of the unit's equipment acquired as part of the Hussars new contract with the Star League.



REDFIELD RENEGADES: WARRIORS OF DEFIANCE

The Renegades started out as a militia unit for the planet of Redfield, defending the world against Capellan aggression. In 2760, Redfield fell to House Liao, who executed the governor and most of his family. Only his eldest son, Angus, survived. When news reached him, he assumed command of the surviving militia and initiated a guerilla campaign against the Capellans. The Capellans branded the militia as renegades for attacking the new planetary government as the militia made their lives a living hell. When the Davions liberated Redfield, they found demoralized Capellan defenders who fled instead of fighting. Hailing the renegade militia as heroes, they offered Angus the governorship, which he turned down. He and the Renegades had a debt to pay the Capellans, and they spent centuries harassing their enemies.

In 3028, the Renegades garrisoned on Demeter, one of the hotspots on the Capellan border, where they grew to a reinforced regiment thanks to battlefield salvage. When the Fourth Succession War erupted, the Renegades landed on Aldebaran in support of the Fourth Deneb and Fourth Davion Guards RCTs. Here they destroyed a company of House Ijori 'Mechs after launching a surprise attack from the Mystic Swamps. The Renegades then traveled to Liao where they were instrumental in defeating House LuSann and capturing the planet, which left them standing on the ancestral home for House Liao as a Davion garrison. Following the war, the Renegades formally ended their feud with the Capellans and, when their contract expired in 3041, left House Davion's employ for a more lucrative Free Worlds League contract. Garrisoned on Harsefeld, they ostensibly defended the Marik border against the FedCom, but spent decades idle, save for the occasional pirate raid. When Operation Guerrero launched, the Renegades found themselves helping the Capellans, the very same people they swore to kill centuries before. Nevertheless, the Renegades supported several Liao regiments and returned to Harsefeld early in 3058, battered and worn, needing time to rebuild his shattered infantry and aero support assets. Then in September 3067, House Liao offered the Renegades a generous assignment on Epsilon Eridani, defending Minroc Mining.

The Renegades set up camp west of the Shamus Mountains, near Minroc's main outpost, but deployed elements of Alpha Battalion towards the mountains after hearing of a rumored lost Star League cache. There, these elements ran headlong into the Lone Star Regiment's namesake battalion, sparking a major skirmish that caused the deaths of many warriors and civilians alike when a Renegade warrior inadvertently fired on and killed a patrolling Lone Star MechWarrior. For two days, both units pounded each other mercilessly, despite an attempt by the Renegades commander to negotiate a truce with Lone Star. In the end, the Renegades charged through the Lone Star's base camp in an attempt to escape, inadvertently slaughtering many Lone Star dependents. When the fighting finally ended, the Renegades withdrew, having lost a battalion's worth of 'Mechs in the worst defeat in the unit's history.

The Renegades paint their BattleMechs olive-drab with red and gold highlights. The unit insignia is a stylized red "R" on a black disc, trimmed in red.

Dagoons Rating: C+

OFFICERS

Historically, skilled leadership is the hallmark of the Renegades, and Colonel Edward Redfield fits well into this tradition. Resembling Angus Redfield in appearance and mannerisms, Redfield has exceptional tactical skills and fanatical devotion to his work. Captain Aleksandr Kent, the Renegade's security officer, joined after the FedCom Civil War. Kent, a former security operative, pinpointed the Star League cache on Epsilon Eridani.

TACTICS

The Renegades prefer ambushes and other guerrilla tactics. They employ these tactics using a lead company followed by fading attacks with the remaining companies.

SUPPORT

The Renegades possess enough technical help to provide 60 percent of their overall support. The command has two *Overlord* and four *Union*-class DropShips. They have no JumpShips.



Redfield Renegades

Regiment/Veteran/Reliable

CO: Colonel Edward Redfield

Aide: Captain Gail Piazzi

Alpha Batt: Major Alan Earker

Delta Batt: Major Robert Pigeon

Omega Batt: Major Hunter Adams

Alpha and Delta are Redfield's striker battalions, fielding light and medium 'Mechs equipped with jump jets. Omega battalion is the regiment's heavy 'Mech unit deploying mediums and heavies with few assaults. Each battalion has its own command lance and the regiment deploys a command company. The Renegades are 75 percent upgraded with advanced technology and a few OmniMechs.



FORCE BRIEFS SUPPLEMENTAL



THE REGULATORS: VICTORY IN LOSS

After the Capellan-St. Ives War, Major Dragan Lukovich of the Second St. Ives Armored Cavalry was given a choice: serve the Capellan Confederation or resign his commission. Major Lukovich elected to retire and went to Outreach with his life savings and personal BattleMech to seek his fortunes as a mercenary. There he befriended Andrej, an expatriate MechWarrior from Clan Diamond Shark. When neither of them could find a unit that would hire them, they decided to take matters into their own hands and form their own command. After securing space in the Hiring Hall, the two men got down to the task of hiring personnel. They tended to hire older warriors that had either been turned away or released from other units, a quirk that contributed to the unit's initial rating of "Regular."

Shortly after its formation, the battalion-sized Regulators took a brief garrison contract on Kansu in the Federated Suns and continued to build strength by taking in smaller commands that had fallen on hard times, even as the FedCom Civil War heated up around them. Among these smaller commands was Stealer's Wheel, a two-company force of medium and heavy vehicles, and a company of infantry calling themselves Manic Street Preachers.

With the FedCom Civil War still raging, the Regulators' contract was extended until the end of the conflict, and the unit remains on Kansu even though hostilities have now ceased. Using the planet as their home base for the time being, the Regulators await their next contract.

The Regulators' insignia is the silhouette of a gunslinger from Terra's old west in a long duster, a revolver in each hand, set against a rising moon. Their 'Mechs and vehicles are painted in navy blue with white trim and gold and silver accents.

Dragoons Rating: D

OFFICERS

Colonel Dragan Lukovich prefers hiring veteran warriors over rookies. This has brought in quality personnel, while also hampering the unit's growth by slowing the flow of new hires to a trickle and limiting their ability to get a contract due to the new unit's higher-than-average median age (42).

Major Andrej is not what one would expect of a trueborn Clansman. Possessed with an insatiable curiosity about the Inner Sphere and its people, Andrej has been known to engage new recruits in conversations about where they hail from and what life is like there, often driving them to the point of distraction with a seemingly endless stream of questions.

TACTICS

The Regulators have not yet seen full combat action. In exercises, the unit has held back at range and barraged the enemy with missile and long-range weapons fire to soften them up before moving in for the kill with the two vehicle companies providing support.

SUPPORT

The Regulators have a small technical support staff and two *Union*-class DropShips (the *Finnegan's Wake* and the *Larionov*), but must hire JumpShips and extra DropShips to transport the entire command.



The Regulators
Regiment/Regular/Questionable

CO: Colonel Dragan Lukovich
XO/1st Battalion: Major Andrej

2nd Battalion: Captain Jeff O'Neill

3rd Battalion, 1st Company: Captain Jamie Storr

Third Battalion presently consists of a short company of medium-class 'Mechs.



Stealer's Wheel
Battalion/Regular/Questionable

CO: Major Gary Roberts

This mixed-bag unit of infantry and vehicles serves as the Regulators' security force. Its commander has a reputation for being hard-nosed and demanding, even under fire.



SATHEN'S SNIPERS: FANGS AND CLAWS

Sathen's Snipers has an interesting history, which until recently has been shrouded in mystery. The unit formed from a garrison battalion stationed on New Delos when the Marik Civil war broke in 3014. Force Commander Branden Kesteele found himself in a precarious position trying to decide which side to join. In the end, instead of declaring allegiance to any one party, he simply stated he would maintain his post. His stand slid his unit away from the regular army.

When the Wolf's Dragoons assaulted New Delos in revenge of the murder of Joshua Wolf, Kesteele's unit was put to the test. Although suffering heavy losses at the hands of the Dragoons, the Snipers held the spaceport until word arrived that loyalist forces were not giving quarter to any military personnel who did not directly oppose Anton Marik. They were left with only a single option.

Quickly combining forces with a JumpShip crew and her compliment of DropShips, the Snipers departed the system; all were thought destroyed. Using the confusion of the final days of the war, Kesteele and his men managed to secretly bring most of their family members with them into exodus; since the unit was simply a garrison battalion and not a main-line regiment, the questions its disappearance might have aroused did not raise enough red flags to lead to a full investigation. Kesteele's act of bravery and loyalty has inspired a sense of family that is the cornerstone of the Snipers' strength today.

To avoid notice, Kesteele intentionally kept the unit small, while accepting contracts for remote locations and even pirate hunting, which called for quick hits or diversions that became the norm. Kesteele also took great measures to hide the origins and identity of the unit; the Snipers left their beloved Marik and have not taken a contract with House Marik yet, afraid of what such close proximity might reveal. The unit's name and origin has only recently come to light due to their recurring (if not spectacular) successes against the Clans using innovative and often unorthodox tactics. This prompted the Word of Blake to contact them on Outreach in 3062 with a lucrative contract.

Using their success and improved status, the Snipers have recently increased to two battalions, including full tech and aerospace support; this included the acquisition of an *Assault Triumph*-class DropShip from the Blakists. The new additions have made the Snipers one of the few mercenary units able to operate completely independent of outside support for extended periods of time. However, this newfound notoriety and success has sparked rumors of discontent within the Snipers for the first time in their history. After spending so long in the shadows, a hint of limelight has caused some Snipers to worry that Illuminada Kesteele is leading them in the wrong direction.

The Sniper's insignia is a winged black panther in front of a full moon. Sathen's Snipers use standard camouflage schemes that depend on their current operational environment.

Dragoons Rating: B

OFFICERS

Sathen's Snipers are still led by Major Branden Kesteele, though he has turned over all combat duties to his daughter, Illuminada Kesteele. Both are well respected, enjoying a loyalty not often seen in a mercenary outfit, though Illuminada's leadership has led to recent scattered grumbling.

TACTICS

Having lost most of their heavy units to the Dragoons at their inception, the Snipers were forced to develop some unusual tactics around faster 'Mechs and armor units, supported by mechanized infantry. Combined with the use of diversionary tactics, the unit often achieves its objective before the enemy is even aware of the real target.

SUPPORT

Sathen's Snipers support staff run at 120 percent due to the feeling of family that pervades the unit. Everyone in the unit is always willing to do what is needed, even if it is not their normal job.

The Sniper's transport consists of the *Invader*-class JumpShip *Implied Odds*, the *Fortress*-class DropShip *All In*, the *Seeker*-class DropShip *Bad Beat*, and the *Assault Triumph*-class DropShip *Kicker*.



Sathen's Snipers

2 Battalions/Veteran/Reliable

CO: Major Illuminada Kesteele

XO: Captain Patrick Snodgrass

The Snipers are broken down into two companies each of 'Mech's, armored vehicles and infantry. One company of aerospace fighters provides air support.



FORCE BRIEFS SUPPLEMENTAL



SPADE'S BRIGADE: RESILIENCE AGAINST ALL ODDS



Major Chuong Spade's Brigade has seen a few reversals of fortune recently. Hired by Mitchell Avellar to strengthen the ground forces of the Outworld Alliance, it seemed that the mercenary command could look forward to pirate hunting missions and garrison duty. While both are not the most glamorous tasks available to a mercenary, they allowed Spade to expand the unit so long as he leapt on opportunity when it appeared. When a heavy raiding party from the Tortuga Dominion assaulted Jordan Wais via a pirate point, Spade's Brigade acquitted itself well and even managed to salvage three 'Mechs. Jordan Wais, its citizens, and infrastructure stayed relatively unharmed due to the Brigade's swift victory.

Despite this accomplishment and the gratitude the Alliance has for the unit, the Brigade's contract ended when Avellar reinstated a law preventing the Alliance from hiring Mercenaries.

Spade relocated to Port Krin, where he has been accepting contracts from various employers. He has also begun to expand the Brigade drastically, convincing other small commands to sign on under the Brigade's aegis.

The Brigade's reputation is a bit questionable, since many Brigadiers, through necessity, have become specialists at not taking casualties when on offensive missions. This is typically accomplished by retreating before damage becomes too serious. This unusual "specialty" has earned these mercenaries the unfortunate nickname "the Surrender Monkeys."

The Brigade features a variety of paint schemes, each differing depending on their origins. All wear the Grenadier unit insignia, a stylized BattleMech throwing a grenade, sometimes in addition to their old emblems. Spade insists that the official parade scheme of the Grenadiers is jade on cobalt, but so far only his 'Mech conforms to this 'standard'.

Dragoons Rating: D

OFFICERS

Major Chuong Spade is a colorful character. Fifty-five years old, life has taken him in many different directions. As a youth, he briefly supervised a chain of fast-food restaurants on Hsien before joining the merchant marine. Having worked his way up to captain of a *Triumph*-class DropShip, he suddenly quit and joined a MechWarrior academy at age 37. After a brief stint in the Capellan Confederate Reserves, he raised Spade's Brigade and signed on for various minor contracts. A steady track record and his business skills allowed him to net a slightly higher profile contract with the Outworld Alliance.

Spade's appearance is as unusual as his career. He normally cuts his hair in a mohawk style, typically dyeing it a bright color that clashes with whatever he is wearing. How the tall mohawk fails to obstruct his neurohelmet is a mystery. While on duty Spade always wears a well-groomed uniform, a stark contrast with his slovenly casual attire and an even greater contrast with his hairstyle.

Leading his troops from his GAL-1GLS *Gallowglas*, Spade commands the respect and attention of his troops. His eloquence only adds to his innate charisma.

TACTICS

When Spade directly commands the unit, the Brigade stands out due to their innovative tactics. The Major seems to make a habit out of trying to think of new maneuvers, but he does not always re-invent the wheel successfully. As a result, the Brigades have lost some engagements they could have won with more conservative tactics.

SUPPORT

The Brigade lacks indigenous DropShip support. Technical support for the mercenary command is rather dismal. Serious malfunctions are barely kept at bay by the few qualified technicians the unit possesses.



Spade's Brigade

Company/Green/Questionable

CO: Major Chuong Spade

XO: Lieutenant Alyssa Darko

Spade's Brigade is composed of three separate commands. Spade has maintained each command's coherency while trying to gradually increase the unity of the Brigade to the point where it can be truly considered a single force. The vast majority of Brigade 'Mechs are lighter models.

A notable subcommand is Garand's Giants, a lance made up entirely of *Dragons* from the Draconis Combine.



STEALTHY TIGERS: THE EMPEROR'S NEW TROOPS

Though originally formed as a mercenary command in name only (to avoid limits on the size of private armies in the Lyrn Commonwealth while assuring the defense of their homeworld of Tamar) the Stealthy Tigers have come into their own in the nearly two centuries since their initial founding. Built for fast-strike operations yet equipped with heavy firepower, the Stealthy Tigers mimicked the Tamar Tigers, a lost Steiner unit destroyed in the Succession Wars. They placed duty to their contract over any obligation to a noble scion or Great House, and for a century and more they served as one of the most effective units protecting Tamar, until shortly before the Fourth Succession War when they were sent to shore up the Marik front.

After the abortive War of 3039 and the recognition of the Free Rasalhague Republic—after so much Tamaran blood had been spilled to secure the Kurita front—the Stealthy Tigers refused to sign their next contract and instead accepted a long-term assignment within the Free Worlds League. Once considered a virtual House unit for the Lyrn Commonwealth, the Tigers served House Marik for close to thirty years, defending the Free Worlds until the launch of Operation Guerrero in 3057 found them loaned to the Capellan Confederation. Accompanying the Always Faithful in an assault of Caph, the Tigers failed to complete their objective before House Marik withdrew its support for the war, but the unit nevertheless managed to tie up the three other factions fighting there, creating a stalemate that only broke when the Word of Blake arrived to secure the world.

After Caph, the Tigers moved on to other Chaos March contracts, helping to pacify Carver V, and later Hall. Under contract with Hall's self-proclaimed Emperor Baranov, the Tigers battled the forces of Baronov's rival, Count McNally, including the minor mercenary unit, Critchley's Cavaliers, when McNally launched an assault upon Baranov. The enemy forces retreated after a Tiger drop assault on McNally's command killed the upstart count, and the Allied Mercenary Command Burton's Brigade withdrew to leave only the Cavaliers to oppose the Tigers. The Tigers drew out the inexperienced Cavaliers and used their superior speed to outflank them, forcing their surrender within a day. The Tigers are now rebuilding from combat salvage as their forces mop up the remaining guerrillas on Hall, but working for the repressive Baranov has damaged their reputation somewhat.

The Stealthy Tigers prefer to use camouflage appropriate to their field of operations, defaulting to a desert scheme for parade duty. The unit's logo is a snarling tiger's head on a yellow circular field.

Dragoons Rating: C

OFFICERS

Having led the Tigers for over 30 years, Colonel Rauschenbusch is looking to groom a successor. His tactical expertise has allowed the Tigers to excel and he wants future leadership to continue that tradition. At this time, it appears that twins Mason and Kirsten Markoja will lead the unit when he retires. Mason has soaked up the Colonel's teaching like a sponge, while Kirsten specializes in behind-the-scenes dirty work.

TACTICS

The Tigers rely on out-maneuvering the enemy. With entire battalions capable of moving over 80 kph, they attempt to flank the enemy and send them into disarray.

SUPPORT

The unit has enough DropShips to transport its combat units but does not have any JumpShip support. The technical staff is usually sufficient to maintain the unit, but massive damage and parts shortages have strained their ability. The first 'Mechs to have been fixed are many of the now salvaged Cavalier's older, heavier designs. Colonel Rauschenbusch is contemplating hiring some extra technicians to bring the unit back up to full strength, knowing that they could probably expand to an additional battalion if they could fix all the damaged 'Mechs they own.



Stealthy Tigers

2 Batt/Regular/Reliable

CO: Colonel Yuri Rauschenbusch

XO/1st Bat: Maj. Mason Markoja

2nd Bat: Maj. Kirsten Markoja

Colonel Rauschenbusch commands the heavier third battalion, which normally has a company of assaults and heavies to back up the mediums and lights of the rest of the unit, with a few fast heavies sprinkled in.



FORCE BRIEFS SUPPLEMENTAL



SWANN'S CAVALIERS: HOLDING THE LINE

Formed amidst the chaos of the Second Succession War, Swann's Cavaliers retain their founders' name though it has been eighty years since there was a Swann in their ranks. After serving the Federated Suns, the Cavaliers relocated to the Free Worlds League in 3026. Based on Galisteo, Swann's Cavaliers operated as a rapid reaction force on the Periphery and Lyran Commonwealth borders.

Remaining on station through the Fourth Succession War and the Andurien succession, the Cavaliers didn't face a significant challenge until the Federated Commonwealth dispatched the Thumpers to probe Galisteo's defenses in 3038. Swann's Cavaliers rushed to

concentrate their scattered forces, barely preventing the Lyran Mercenaries from overrunning their headquarters. Subsequently the two commands traded blows across the frontier on several occasions.

Most of the Cavalier's recent problems come from the independent-minded citizens of Galisteo. The Galisteos did not accept their forced incorporation into the Free Worlds League with good grace, and League garrisons were seen as an occupying army. Fear that the Word of Blake would be enforced as the League's state religion only served to add fuel to the fire on the religiously diverse Trinity Worlds. The growing unrest has led to clashes with defiant locals and their hastily armed CattleMaster IndustrialMechs.

When not using camouflage, Swann's Cavaliers adopt a color scheme of white with black and yellow trim. Their regimental insignia, a swan flying across a blue field, is displayed on the right leg of BattleMechs, right wing of fighters, and the front-right of vehicles.

Dragoons Rating: B

OFFICERS

A shadow of his former self, the strain of dealing with intractable Southwesterners for two decades have taken their toll on Colonel Repplier.

Formally of the Northwind Highlanders, Major Cullen Craig resigned his commission after the Assembly of Warriors ignored his warnings about accepting a Capellan Death Commando into their ranks. Viewed with respect (and even awe) by many Cavaliers, Major Craig has extensive combat experience against Inner Sphere and Clan opponents. It is no secret that Craig is a popular choice to succeed Colonel Repplier.

TACTICS

With their own DropShips and JumpShips, the Cavaliers are experts at rapid deployment. After fixing an opponent in place with armor and infantry (often supported by a 'Mech battalion), the rest of the command then drops to hit the enemy from the flank or rear.



Swann's Cavaliers

Regiment/Veteran/Reliable

CO/Colonel Edmund Repplier

XO/Able Battalion: Major Shadra Ling

Baker Battalion: Major Cullen Craig

Charlie Battalion: Major Muhammad Vandercamp

Despite fielding three heavy 'Mech battalions, the Cavaliers have always placed the emphasis on speed and mobility. BattleMechs with integral jump jets or above-average speed are favored.



Black Swans

Wing/Regular/Reliable

Wing Commander: Major Orville Wong

Combat and operational losses have seen old *Eagle* and *Lightning* models gradually replaced with League-manufactured *Riever* and *Stingray* aerospace fighters.



Swann's Trumpeters

Regiment/Regular/Reliable

Armor Commander: Lt Colonel Loren McKean

McKean's regiment deploys one light reconnaissance battalion and a mix of medium and heavy armor skilled in defensive operations in the other two.



Cygnus Group

Reinforced Regiment/Veteran/Reliable

Infantry Commander: Lt. Colonel Rodger Young

The Cygnus Group field an additional battalion of combat engineers, making them exceptionally dangerous if given time to dig in. The burden of policing Galisteo had fallen on the Black Swans—a task made easier by the acquisition of a platoon of battle armor.



THE THUMPERS: BUSINESS IS BUSINESS

Often called “the poor man’s Zeta Battalion,” the Thumpers were originally formed as a subsidiary of Defiance Industries. Sensing a shift in LCAF thinking towards lighter designs (due to “contaminating” Federated Suns influence), Defiance Industries created a demonstration unit to showcase their new assault ‘Mechs. The new force took to the field in 3023, fighting on Severn. As a defensive force, the Defiance Industries Demonstration Battalion seemed invulnerable, but in mobile operations the battalion did more to highlight the merit of the new “Davion Ways” than to promote Defiance units.

Ultimately the command would keep fighting until Kurita forces withdrew in late 3024, but Defiance never realized the profits they thought would be forthcoming, and they viewed the Demonstration Battalion as a failure. Upon Defiance’s announcement of the dissolution of the

command, the unit’s MechWarriors banded together, launching an employee buy-out to keep the Battalion running. Unable to secure a contract with the LCAF, the newly created Thumpers Assault Battalion LCC subsisted on a string of private garrison contracts for various Lyran commercial concerns.

It was not until 3034 that more lucrative employment beckoned. The Free Rasalhague Republic was desperate for troops, and the Thumpers secured a very generous contract with the fledgling state. The Ronin War and subsequent anti-mercenary backlash (caused by some mercenaries avoiding combat through loopholes in their poorly negotiated contracts) would make the final three years of service to the Republic a grueling experience. Once free of Rasalhague’s mercenary reservations, the Thumpers returned to Lyran territory, clashing repeatedly with Swann’s Cavaliers.

Sitting out the Clan Invasion on a private security contract with Edasich Motors, the Thumpers were left behind as the Inner Sphere re-armed with ever more sophisticated technology. Thankfully, the less-sophisticated opposition they faced in the Chaos March allowed the Battalion to remain an effective force until Capellan encroachment and Word of Blake activity in the region effectively eliminated many employment opportunities.

Moving into the Periphery, the Thumpers were hired by the Taurian Concordat for action against the breakaway Calderon Protectorate. With the outbreak of hostilities between the Concordat and the Federated Suns, that campaign would never take place. Instead, the TDF positioned the Battalion on Mithron to guard against an AFFC counterattack that has yet to develop.

The Thumpers’ insignia is a white fist on a purple background; originally a right hand on a blue field, at some point the insignia made a mysterious change to a left fist on purple. For acts of selfless heroism that save Thumper lives, individuals are allowed to display the logo with the fist pointing downward. Believing that the foe can be intimidated by the sight of a solid wall of assault ‘Mechs, the Thumpers have adopted a highly visible color scheme of yellow with black trim.

Dragoons Rating: D

OFFICERS

As the current chairman of the board, Major Buck Tripp runs the Thumpers as a business, allowing nothing to stand in the way of turning a profit. Tripp recognizes the problems lack of mobility has caused his command, and he plans to recruit light armor to support his ‘Mechs.

TACTICS

The Thumpers have always relied on their assault ‘Mechs to carry the day. When on the defensive they present a foe with an unbreakable wall of metal. On the attack, the Thumpers form an armored spearhead to smash any enemy who stands their ground.

Traditionally the Thumpers have encountered problems dealing with mobile opponents.

SUPPORT

The task of maintaining so many assault units places an enormous drain on the Thumpers small technical support team. This situation has only become worse as the mercenaries have slowly acquired newer technology.

The Thumpers lack their own DropShip and JumpShip assets.



**The Thumpers
Battalion/Green/Reliable**

CO: Major Buck Tripp

XO: Captain Jennifer Dorricott

Although originally fielding forty assault-class BattleMechs, the Thumpers have often had to accept heavy designs as replacements for lost units, and now the lighter machines account for a third of the force. Defiance Industries-constructed *Zeus*, *Atlas*, and *Banshee*

chassis remain common. The expensive task of upgrading these ‘Mechs with advanced technology is progressing slowly.

All members of the battalion are shareholders, with the five majority holders forming a board of directors. The board makes all contract decisions, but battlefield command falls to an appointed officer. Often the chairman of the board holds this post, but another talented individual has sometimes commanded.



FORCE BRIEFS SUPPLEMENTAL



WANNAMAKER'S WIDOWMAKERS: LESSONS LEARNED

After a blunder nearly caused this unit to be wiped out by a Wolf's Dragoons WarShip before it even set foot inside the Hiring Hall on Outreach, Wannamaker's Widowmakers took the first contract offered to them and left to begin the unenviable task of rebuilding on the fly. Over the next two years, Major Cheryl Wannamaker recruited members of other shattered commands and increased the Widowmakers' integrity and experience by taking small, short-term contracts in the Chaos March first, and later in the Periphery.

As the Federated Commonwealth slid ever closer toward civil war, the Widowmakers—fresh from a long pirate-hunting stint for the Taurian Concordat—approached representatives from both sides for possible employment, only to be rebuffed in favor of commands perceived to be more reliable. Undaunted by this setback, Major Wannamaker continued advertising for employment, and the Widowmakers moved back to the Inner Sphere to set up shop on Galatea. Arriving after Group W finished putting down planet-wide riots that broke out shortly before the start of the Civil War, the Widowmakers hired on with Galatean City authorities and helped to keep the peace in the wake of Group W's departure, remaining there ever since. Wannamaker, however, is said to be negotiating a lucrative offer for work in the Chaos March and may be taking her unit off Galatea soon.

The Widowmakers paint their machines black, with a red spider-like mask (rumored to have changed from gold due to Major Wannamaker's resentment towards the Dragoons, and the possibility of a feud) painted over the faces of the unit's BattleMechs and the fighters' engine cowlings.

Dragoons Rating: Unrated

OFFICERS

Major Cheryl Wannamaker's grudge against Wolf's Dragoons still simmers. In 3061, she officially pulled the Widowmakers from the MRBC and closed their offices in the Dragoons' Hiring Hall after moving to Galatea, having had her fill of what she termed "Dragoon hypocrisy." Though the resulting loss of their official mercenary rating has hampered their ability to find work (the Widowmakers have yet to re-register, even with the Galatean MRBC office), Major Wannamaker maintains the attitude that the less her unit has to do with Wolf's Dragoons, the better.

TACTICS

Since acquiring two lances of light and medium BattleMechs, Wannamaker's Widowmakers has slowly learned to use reconnaissance to their advantage. During their most recent contract for the Taurian Concordat, these scout lances provided advance warning of an attempted flanking maneuver by pirate forces, allowing the Widowmakers to prepare for them.

SUPPORT

Wannamaker's Widowmakers has an adequate technical support crew, but the loss of a DropShip over Outreach forces them to hire additional transportation whenever the entire unit travels to a new contract. Wannamaker's focus on rebuilding her combat force first suggests that the Widowmakers may continue to face this hindrance for years to come.



Wannamaker's Widowmakers Battalion/Green/Reliable

CO: Major Cheryl Wannamaker

XO: Captain Tomas Vokoun

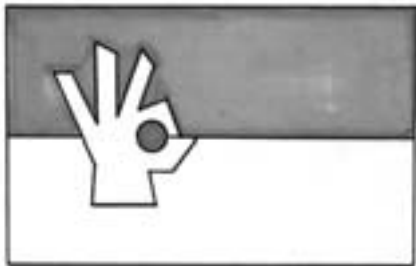
The bulk of the Widowmakers' force is comprised of heavy- and assault-class BattleMechs. There are, however, two lances of light- and medium-weight 'Mechs, which are used for reconnaissance. Unfortunately, the ongoing efforts to rebuild her unit after the debacle over Outreach and subsequent combat losses have left Wannamaker with many MechWarriors who are still adjusting to her style of command. This sometimes causes havoc in the field and has contributed to the unit's green rating.



Wannamaker's Flying Widowmakers Element/Regular/Reliable

Wing Cmdr: Lieutenant Shawna White

The two fighters in this aerospace element have but one advanced-tech weapon between them, but still manage to hold their own in reconnaissance missions and the occasional combat role.



WILSON'S HUSSARS: NEVER GIVE UP

Long considered the epitome of hard luck units, Wilson's Hussars suffered for years from a combination of bad luck, poor commanders, and abysmal battlefield performance until Major Donna Wilson began a one-woman crusade to drag her unit away from its hand-to-mouth existence. After several months of fruitless attempts to land even minor garrison contracts, the Hussars received a lucky break when a small-time freelance corporate security force with limited technical support resources offered to join the unit. The addition of three lances of Drillson hover tanks, two platoons of infantry, and a small technical support crew provided a much-needed boost to the Hussars, who landed a contract with the Federated Suns at the outset of the FedCom Civil War.

During the war, Wilson's command experience was put to the test when she and the Hussars were given command of an ad-hoc force comprised of various Chaos March mercenary commands, and the unit sustained moderate damage in the fighting for Small World under contract to Major General Robert Koenig of the Fifth Syrtis Fusiliers. In return for promises of "quite favorable" salvage rights and preferential treatment for future AFFS contracts, the Hussars led a two-battalion force to victory against the Seventeenth Arcturan Guard after two weeks of heavy fighting. General Davis Lillie of the Seventeenth ultimately surrendered the planet to Koenig after a Hussar-led combat drop on their landing zone shattered the last of the Loyalist regiment's resolve.

After the fighting on Small World ended, the Hussars negotiated mergers with several of the units that had been attached to their command. Though some—including one company from Harlock's Warriors—opted to return to their former posts and commands, the addition of the others as new assets swelled the Hussars' ranks from two 'Mech lances to one battalion and has given them renewed confidence. They still have a long way to go, however, before they completely erase the hard-luck image that has haunted them for so long.

Today, Wilson's Hussars paint their machines in a patchwork of purple and white—a vast improvement over the mismatched colors and primer schemes of their leaner years. The unit insignia is a rectangular field split horizontally into purple and white halves, with a hand giving the "OK" sign.

Dragoons Rating: D

OFFICERS

Major Donna Wilson takes great pride in the unit she inherited from her father, and she treats each Hussar as if they were one of her own blood relations. Major Wilson gave birth to twin sons Charles and Theodore during the unit's time on Outreach, ensuring that Wilson's Hussars will continue to stay in the family.

A native of Tikonov, Gunnery Sergeant Marek Malik is reticent about his life before joining the unit as the gunner/loader on the command vehicle of the Mighty Drillsons. A skilled marksman, Sergeant Malik has been known on occasion to pop the hatch on his tank in the middle of combat to take potshots at enemy infantry with a Minolta 9000 Sniper System.

TACTICS

The Hussars display a fondness for physical attacks and close-in fighting where possible, with the vehicles harassing enemy forces from the flanks and the infantry slipping behind enemy lines to cause trouble.

SUPPORT

Each member of the Hussars is able to perform basic maintenance on individual machines but must make extensive use of their own support crew and outsourced technical support for more complicated repairs. The unit currently owns an aging *Union*-class DropShip, the *Raconteur*.



Wilson's Hussars
Battalions/Veteran/Questionable
 CO/1st Battalion: Major Donna Wilson
 XO: Captain Kern Verrik

Wilson's Hussars have very little in the way of advanced-technology weaponry. What little they have is reserved for the best shots in the unit, so that it can be used to maximum effectiveness. The Hussars are currently negotiating with the AFFS for upgrade kits for the more dilapidated 'Mechs in the unit, to be used with equipment salvaged on Small World.



Murphy's Wrath
Mixed Company/Regular/Reliable
 Able Platoon: Captain Malcolm Kavanaugh
 Baker Platoon: Lieutenant Scott Walker
 Mighty Mighty Drillsons: Lieutenant Daniel Jarra

A former corporate security unit, Murphy's Wrath signed on with the Hussars to improve their own chances for employment outside the private sector and to help give the Hussars a hand up. The unit uses the Hussars' insignia with the hand holding a gold wrench.



MERCENARIES SUPPLEMENTAL

MERCENARY EMPLOYMENT ROSTER

(Deployment as of 1 September 3067)

This list includes all major mercenary commands currently registered or recognized by the Mercenary Review and Bonding Commission and with all fees paid in full and/or those known to be operating under direct contract with a recognized nation. It should be noted, however, that there are well over a thousand known mercenary commands at large throughout the Inner Sphere and Periphery at any given time. This listing, therefore, should not be considered exhaustive, and does not include various subcommands for the sake of brevity.

Tech represents a given mercenary force's technology level, given as a percentage of the total command. The Tech abbreviations are C (Clan), SL (Star League), and O (OmniMech). If a unit has overlapping percentages in Clan and Star League technologies, the overlap refers to Clan equipment field retrofits made to existing designs already upgraded with advanced Inner sphere technologies.

CAPELLAN CONFEDERATION

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)	Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Grael's Grinders (Comp.) (CO: Captain Louise Holley)	G/R	Hsien	90%	0/45/5(B)	Langendorf Lancers (CO: Colonel Gregory Millsey)	R/R	Epsilon Ind	120%	0/75/10(A)
Hell's Black Aces (Aero Reg.) (CO: Colonel Hohiru Tanaga)	E/R	Ningpo	100%	10/35/15(A)	Lindon's Battalion (Batt.) (CO: Colonel Sarah Lindon)	V/R	Liberty	140%	10/80/15(A)
Olson's Rangers (CO: Major Timothy Rain)	R/Q	Victoria	25%	0/55/0(D)	Lone Star Regiment (CO: Colonel Meschach Granger)	R/R	Epsilon Eridani	110%	0/60/0(B)
Wolf's Dragoons Gamma Regiment (CO: Colonel Irwin Tyrell)	E/R	Tikonov	120%	15/100/20(A)	Martian Cuirassiers (Batt.) (CO: Colonel Zane Cole)	V/Q	Fletcher	90%	10/85/10(A)
					Redfield Renegades (CO: Colonel Edward Redfield)	V/R	Epsilon Eridani	125%	0/75/5(C)

CHAOS MARCH

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)	Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Always Faithful (CO: Colonel James Burrill Riel)	R/R	Hsien	75%	0/40/0(B)	Stalwart Support (Infantry Reg.) (CO: Colonel Harry Sanders)	V/R	New Canton	130%	—
Burton's Brigade (Comp.) (CO: Captain Elly Burton)	G/R	Hall	75%	0/35/0(C)	Stealthy Tigers (CO: Colonel Yuri Rauschenbusch)	R/R	Hall	70%	0/50/0(C)
Canned Heat (Batt.) (CO: Major Bob Smith)	G/R	Saiph	80%	0/45/0(D)	Tooth of Ymir (CO: Colonel Susan Brownell Shadwell)	V/R	Epsilon Indi	65%	0/70/10(A)
Deliah's Gauntlet (Comp.) (CO: Captain Deliah Finn)	R/R	Capolla	100%	0/40/0(C)					
Devil's Advocates (Comp.) (CO: Captain Charlene Cypher)	R/Q	Caph	95%	0/55/0(C)					
The Fist of Mokai (Batt.) (CO: Major Rocco Valdez)	V/R	Terra Firma	105%	0/65/5(B)					
The Furies (Armored Reg.) (CO: Colonel Ria Sung-hei Fury)	R/R	Capolla	110%	0/45/0(B)					
Grim Determination (CO: Colonel Oliver Haarhar)	R/Q	Sheratan	85%	0/40/0(C)					

CIRCINUS FEDERATION

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Bullard's Armored Cava. (Batt.) (CO: Colonel Frank Bullard)	R/Q	Zorn's Keep	105%	0/15/0(F)
The Fighting Shamrocks (Comp.) (CO: Captain Angus O'Leary)	R/Q	Thadora's Land	65%	0/20/0(D)
Quint's Olympian Groundpounders (Cp.) (CO: Captain Hilary Quint)	V/R	Diedre's Den	100%	0/35/0(C)

MERCENARY EMPLOYMENT ROSTER



COMSTAR

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
The Black Outlaws (Batt.) (CO: Major Freeman Johns)	V/R	Tukayyid	135%	5/90/10(A)
21st Centauri Lancers (CO: Colonel Evelena Haskell)	E/F	Tukayyid	120%	10/100/15(A)

DRACONIS COMBINE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Black Omen (Comp.) (CO: Captain Richard Smith)	V/Q	Wolcott	80%	10/30/15(C)
Black Thorns (Comp.) (CO: Captain Jeremiah Rose)	V/R	Galedon V	125%	50/45/45(A)
Crater Cobras (CO: Colonel Shelly Trudeau)	V/Q	Wapakoneta	90%	10/70/5(B)
Dragon's Breath (CO: Colonel Peter Tate)	R/R	Kiesen	95%	5/60/5(B)
Narhal's Raiders (CO: Colonel Pedro Antonio Giraudoux)	R/R	Fellarin II	120%	5/55/10(C)
Northwind Highlanders 1st Kearny Highlanders (CO: Colonel Edward Senn)	E/F	Formalhaut	115%	10/85/15(A)
MacLeod's Regiment (CO: Colonel William MacLeod)	E/R	Kiamba	115%	15/90/15(A)
Wolf's Dragoons Alpha Regiment (CO: Colonel Kelly Yukinov)	E/R	Najha	140%	20/100/15(A)
Delta Regiment (CO: Colonel Shelly Brubaker)	E/R	Kiesen	145%	20/100/20(A)

FEDERATED SUNS

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
The Arcadians (CO: Colonel Bradley Andrews)	V/F	Acamar	115%	15/90/10(A)
1st Cunningham's Commandos (CO: Colonel James Longstreet)	V/R	Zurich	100%	10/90/10(A)
2nd Cunningham's Commandos (CO: Colonel Helmut Krein)	V/R	Novaya Zemlya	125%	10/95/10(A)
Federated Freeman (CO: Colonel Xavier Pelt)	V/R	Gallitizin	90%	5/80/10(B)
Hansen's Roughriders (CO: Colonel Wolfgang Hansen)	E/Q	Midale	55%	5/95/20(A)

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Harlock's Warriors (CO: Colonel Larette Thomas)	G/R	Errai	90%	0/75/0(B)
Illician Lancers 59th Strike Regiment (CO: General Brenda Bradley)	R/R	Hadnall	100%	5/90/15(A)
4th Rangers (CO: Colonel Alicia Ramaley)	V/F	Ashley	85%	10/95/15(A)
9th Rangers (CO: Colonel Kenneth Koppel)	V/R	Verlo	90%	0/100/10(A)
21st Rangers (CO: Colonel Aynsley Zibler)	R/F	Deifenbaker	85%	10/95/10(A)
Khorsakov's Cossacks (CO: Colonel Mikhail Khorsakov)	V/R	Chesterton	90%	0/75/0(B)
Lexington Combat Group 32nd Recon (CO: Major General Malcolm Feinman)	E/F	Midale	90%	10/95/15(A)
Frederic's Gazelles (CO: Colonel Frederic Zaffson)	V/R	Bromhead	65%	0/100/5(A)
Marie's Golden Hammers (CO: Colonel Marie Stevens)	E/F	Carmichael	90%	0/90/10(A)
Mick's Blue Skye Rangers (Comp.) (CO: Captain Keith A. Mick)	R/R	Kawich	90%	0/35/0(B)
New Avalon Cavaliers (CO: Dr. John Parker)	E/F	New Avalon	140%	20/100/20(A)
Screaming Eagles (CO: Colonel Tam Lafayette)	V/R	Kilbourne	120%	0/100/15(A)
Vanguard Legion (CO: Colonel Chad Dean)	E/Q	Lothair	42%	0/90/10(B)
12th Vegan Rangers Alpha Regiment (CO: General Tom Stancel)	E/R	Angol	80%	5/95/10(A)
Beta Regiment (CO: Colonel Miller al-Nahib)	V/F	Demeter	75%	0/100/5(A)
Gamma Regiment (CO: Colonel Christie Desantis)	R/Q	Wappingers	35%	0/100/20(A)
Wilson's Hussars (Batt.) (CO: Major Donna Wilson)	V/Q	Nopah	110%	0/20/5(F)



MERCENARY EMPLOYMENT ROSTER

FREE WORLDS LEAGUE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
The Bad Dream (CO: Colonel Henry Bortman)	V/R	Kendall	105%	0/85/15(B)
The Blackhearts (CO: Colonel Marcus Johnson)	V/R	Wasat	110%	0/90/20(B)
The Krushers (CO: Duchess Alys Rousset-Marik)	E/F	Augustine	35%	0/100/50(A)
Legion of the Rising Sun (CO: Colonel Jürgen Petersen)	V/R	Hardefeld	85%	5/75/5(B)
Romanov's Crusaders (CO: Colonel Sir Krispin Romanov)	R/F	Connaught	130%	0/75/5(B)
Swann's Cavaliers (CO: Colonel Edmund Repplier)	V/R	Galisteo	95%	0/80/5(B)

LYRAN ALLIANCE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Blackstone Highlanders (Rein. Batt.) (CO: Colonel Scott Blackstone)	R/R	Inarcs	80%	5/80/20(B)
Blue Star Irregulars 1894th Light Horse (CO: Colonel Wu Sen Tang)	E/F	Black Earth	75%	15/100/25(A)
21st Rim Worlds (CO: Colonel Hank Hatfield-McCoy)	R/R	Black Earth	30%	20/100/20(A)
Brion's Legion 1st Regiment (CO: Colonel Octavius Brion)	V/R	Crimond	60%	20/95/10(A)
2nd Regiment (CO: Lt. Colonel Douglas Li)	R/R	Tomans	90%	0/95/10(A)
The Dioscuri (2 Batt.) (CO: Colonels Timothy & Brenda Nels)	V/Q	Morges	60%	25/100/20(A)
Gabhardt's Carabineers (CO: Colonel Alexis Gahardt)	V/R	Timbuktu	75%	5/40/10(B)
The Fighting Intellectuals (Comp.) (CO: Captain Shinto Kubusaka)	R/R	Atocongo	100%	10/40/10(B)
The Grave Walkers (Batt.) (CO: Lt. Col. Goran Tevdt)	V/Q	Arc-Royal	20%	25/100/10(C)
Group W (CO: Colonel Andrew Bethke)	E/F	Rigil Kentarus	90%	15/95/15(B)

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Kell Hounds 1st Kell Hounds (CO: Lt. Col. Akira Brahe)	E/F	Graceland	110%	65/90/25(A)
2nd Kell Hounds (CO: Lt. Col. Scott Bradley)	E/F	Arc-Royal	125%	70/90/20(A)
Kirkpatrick's Invaders (Batt.) (CO: Colonel Damon Kirkpatrick)	V/R	Kaumberg	115%	5/80/10(B)
Knights of St. Cameron (CO: Colonel Mortimer Dewey)	V/R	Borghese	100%	0/85/10(A)
Mobile Fire (Armored Reg.) (CO: Colonel Fred Laurencin)	G/Q	New Earth	85%	0/85/20(A)
Rubinsky's Light Horse (CO: Colonel Marko Rubinsky)	E/R	Blackjack	90%	0/45/0(C)
Snord's Irregulars (2 Batt.) (CO: Colonel Rhonda Snord)	E/F	Blair Atholl	85%	40/100/20(A)
Storm's Metal Thunder (CO: Colonel Griff Storm)	V/R	Blue Hole	45%	15/90/10(B)

MAGISTRACY OF CANOPUS

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Avanti's Angels (Batt.) (CO: Colonel Marcus GioAvanti)	V/R	Joppa	90%	10/65/10(C)
Caesar's Cohorts (Batt.) (CO: Major Worrell Orosco)	R/R	Lockton	105%	0/40/0(D)
Canopian Highlanders (CO: Colonel Judith Wood)	R/F	Gallis	100%	0/45/0(D)
Green Mountain Boys (Batt.) (CO: Major Ethan Allen)	V/R	New Abilene	125%	0/50/0(C)
Gregg's Long Striders (CO: Colonel Davis Car)	G/Q	Weistheimer	85%	0/50/0(C)
Harcourt's Destructors (2 Batt.) (CO: Colonel Kamala Rahman)	R/R	Addasar	110%	0/40/0(D)
Lethal Injection (2 Batt.) (CO: Colonel Ryan O'Neil)	R/Q	Zanzibar	115%	0/45/0(D)
Markson's Marauders (CO: Colonel Patrick Markson)	V/R	Thraxa	105%	0/65/5(B)

MERCENARY EMPLOYMENT ROSTER



MARIAN HEGEMONY

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
The Dragonslayers (CO: Colonel Sturm Hellecksen)	V/R	Valerius	90%	0/45/0(C)
Head Hunters (Batt.) (CO: Major Sharon Karasek)	G/Q	Lummatii	100%	0/20/0(F)
Winfield's Regiment (CO: Colonel Jeremiah Winfield)	R/R	Blantleff	100%	5/75/15(B)

STAR LEAGUE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Killer Bees (Battalion) (CO: Major Ernst Murdoch)	R/R	Tukayyid	100%	0/80/0(C)
Northwind Highlanders Northwind Hussars (CO: Colonel Loren Jaffray)	E/R	Ueda	80%	10/85/10(A)

TAURIAN CONCORDAT

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Bannockburn's Bandits (2 Batt.) (CO: Colonel David Bannockburn)	V/R	MacLeod's Land	75%	0/45/0(C)
The Clean Kill (Batt.) (CO: Major Phormes Bullard)	R/R	Althea's Choice	100%	0/30/0(F)
Gordon's Armored Cavalry (CO: Colonel Nicholas Gordon)	V/Q	Amber Grove	70%	0/35/0(D)
Longwood's Bluecoats (2 Batt.) (CO: Colonel Moses Longwood)	V/Q	Jansen's Hold	90%	0/50/0(C)
Prey's Divisionals (Batt.) (CO: Major J. Benderoth)	R/R	New Vallis	90%	0/45/0(D)
The Thumpers (Batt.) (CO: Major Buck Tripp)	G/R	Mithron	100%	0/60/0(D)

WORD OF BLAKE

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Blanc's Coyotes (CO: Colonel Martin Blanc)	R/Q	New Home	80%	0/60/10(C)
Broadstreet Bullies (Comp.) (CO: Captain Daniel Grover)	R/Q	Unknown	65%	0/35/0(F)
Bronson's Horde (CO: Colonel Dwayne Bronson)	V/Q	Epsilon Eridani	125%	0/65/5(B)
Burr's Black Cobras (Batt.) (CO: Colonel Richard Burr)	R/Q	Bryant	110%	0/40/0(D)

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Carson's Renegades (Batt.) (CO: Colonel Rupert Carson)	G/Q	Caph	85%	0/30/0(D)
Clifton's Rangers (Batt.) (CO: Major Jack Burton)	G/R	Keid	100%	0/35/0(F)
Hannibal's Hermits (CO: Colonel Hannibal Aufkophen)	R/R	Keid	115%	0/70/5(B)
Hsien Hotheads (CO: Colonel Brenn Twohy)	V/R	Hsien	95%	5/65/0(B)
Jacob's Juggernauts (Comp.) (CO: Captain Jacob McDaniels)	G/R	Bryant	135%	0/40/00(C)
Simonson's Cutthroats (CO: Colonel Victor Simonson)	R/Q	Caph	95%	0/55/0(C)

INDEPENDENT/UNCONTRACTED

(*Uncontracted)

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Ace Darwin's Whipits (1-2 Lances) (CO: Ace Darwin)	R/R	Outreach*	variable	0/25/0(D)
Battle Magic (Company) (CO: Captain-tech Jana Nakitsu)	E/R	Outreach*	120%	—
Barrett's Fusiliers (CO: Colonel Nikita Barrett)	V/R	Zion*	100%	0/50/15(C)
Broadsword Legion (Batt.) (CO: Colonel Kari Marita)	G/R	Outreach	100%	5/80/15(B)
Brock's Buccaneers (Comp.) (CO: Major Keith Brock)	R/Q	Galatea*	100%	0/50/0(C)
Crimson Crusaders (Batt.) (CO: Major Brent Matis)	V/R	Outreach	110%	0/60/0(C)
Devil's Brigade (Batt.) (CO: Major Alex Keller)	V/R	Galatea*	75%	0/30/0(B)
Dismal Disinherited 1st Dismal Disinherited (CO: General Terrence Krieger)	V/F	New Canton	115%	5/75/15(B)
2nd Dismal Disinherited (CO: Colonel Hopin Morrison)	R/R	Tall Trees	105%	0/80/5(B)
3rd Dismal Disinherited (CO: Colonel John Marik-Johns)	V/R	Hall	110%	0/75/10(B)
51st Dark Panzer Jaegers (CO: Colonel Troy Allen)	V/R	Outreach*	90%	0/15/0(C)
Golden Boys (2 Comp.) (CO: Major Charice Kush)	R/Q	Herotitus*	100%	0/35/0(D)



MERCENARY EMPLOYMENT ROSTER

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
The Green Machine (Batt.) (CO: Colonel Maxwell Green)	G/Q	Westerhand*	85%	0/20/0(F)
Greenburg's Godzillas (CO: Colonel Ivo Greenburg)	V/R	Cabalrai*	90%	0/50/10(C)
Hampton's Hessens (3 reg.) (CO: General Kurt Festerling)	V/R	Galatea*	100%	0/50/0(C)
HeavyHell Raisers (Batt.) (CO: Major Manu Sharma)	R/Q	Galatea*	90%	0/20/0(C)
Kraken Unleashed (Batt.) (CO: Major Phill McBain)	G/R	Remshield*	125%	0/45/0(C)
Northwind Highlanders 2nd Kearny Highlanders (CO: Colonel James D. Cochraine)	E/R	Northwind	100%	10/90/15(A)
Stirling's Fusiliers (CO: Colonel Andrea Stirling)	E/R	Ingress	95%	25/90/15(A)
Ramile's Raiders (2 Batt.) (CO: Colonel Newton Ramile)	E/R	Cygnus*	110%	0/30/0(F)
Reed's Brew (Batt.) (CO: Major Lucas "Hurly" Reed)	V/Q	Galatea*	60%	0/35/5(D)
The Regulators (CO: Colonel Dragan Lukovich)	R/Q	Kansu*	75%	0/75/0(C)
Rubinsky's Renegades (1.5 Lances) (CO: Captain Maxophilia Rubinsky)	V/R	Galatea*	100%	0/75/35(B)
Sathen's Snipers (2 Batt.) (CO: Major Illuminada Kesteele)	V/R	Galatea*	78%	5/10/0(C)

Unit Name	Exp/Loy	Home-World	Strength	Tech C/SL/O(R)
Smithson's Chinese Bandits (Comp.) (CO: Colonel Ada Gubser)	V/Q	Outreach	135%	0/100/0(C)
Spade's Brigade (Comp.) (CO: Major Chuong Spade)	G/Q	Antallos*	90%	0/35/0(C)
Vandelay's Valkyries (2 Batt.) (CO: Colonel Charles Houver)	G/Q	Cerillos*	85%	0/40/0(C)
Wannamaker's Widowmakers (Batt.) (CO: Major Cheryl Wannamaker)	G/R	Galatea*	90%	0/60/5(C)
Wolf's Dragoons Beta Regiment (CO: Colonel Anton Rand)	E/R	Epsilon Eridani*	140%	20/100/10(A)
Epsilon Regiment (CO: Colonel Elizabeth Nicole)	E/R	Outreach*	140%	10/100/15(A)
Wolf Spider Battalion (CO: Major John Clavell)	E/F	Epsilon Eridani	130%	100/0/80(A)
Zeta Battalion (CO: Colonel J. Elliot Jamison)	E/F	Epsilon Indi	130%	100/0/90(A)

PRIVATELY CONTRACTED

Unit Name	Exp/Loy	Contractor	Home-World	Strength	Tech C/SL/O(R)
One-Eyed Jacks (CO: Colonel Darrel "Ramrod" Duke)	V/R	Caesar Steiner	Giausar	100%	5/10/5(C)
Camacho's Caballeros (2 Batt.) (CO: Colonel Carlos Camacho)	E/R	Tanadi Computers	Hachiman	105%	0/70/10(B)
DropShip Irregulars (2 Batt.) (CO: Colonel Medron Pryde)	V/R	Dr. R. Raisley	Bethel	95%	2/68/5(C)

MERCENARY EMPLOYMENT ROSTER



LM 97



MERCENARY COMMANDS

Each mercenary command possesses certain specialties and skills based on its experience and the abilities of its commander(s). The regiment descriptions in the *Force Briefs Database* discuss these characteristics in detail. The following game rules simulate these characteristics and are intended to supplement existing *Classic BattleTech* and *CBT: RPG* rules. They should add variety to and enhance game play but not give unfair advantage to players, and so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules and are inappropriate for tournament play.

Many of the following rules are specifically designed for use with the *Creating Scenarios* rules (see p. 103, *BMR*). Players should feel free to use them in other game situations if appropriate. Unless otherwise stated, the following rules apply to *Classic BattleTech* games only.

USING HIDDEN UNITS RULES

Certain commands can use the *Hidden Units* rules (see p. 83, *BMR*) to set up part or all of their forces when scenario circumstances allow. If a scenario offers no such opportunity, these forces cannot exercise this option. In a chase scenario, for example, both sides move right from the start, so neither side can employ these rules. In a stand-up fight scenario, however, one side can use the *Hidden Units* rules. Players must decide for themselves if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

If the rules for a scenario type already call for hidden units, ignore the command's special ability to set up hidden units.

OVERLAPPING ABILITIES AND ADVANTAGES

If opposing forces possess identical abilities or advantages, the advantages cancel each other out. For example, if two opposing units both have the advantage of choosing the side of the map from which they enter, ignore the advantage and instead determine entrance edges using standard rules.

BANKING INITIATIVE

Some mercenary commands possess an innate grasp of the ever-changing battlefield. They can take advantage of this by electing to give up Initiative only to seize it later in combat.

In game play, the player controlling these forces may, *before* making the Initiative roll, choose to give the Initiative to his opponent. For each two turns the controlling player elects to lose Initiative in this manner, he may—at a later turn, before making his Initiative roll—choose to take the Initiative. The controlling player may only “bank” up to two Initiatives (giving up four beforehand) at any one time in this way. For purposes of any other special abilities, consider the opponent to have won or lost the Initiative (as appropriate) by a margin of 1.

FORCING THE INITIATIVE

Several mercenary commands have the ability to “force the Initiative” and gain bonuses to their Initiative rolls in *BattleTech* games. The bonus is equal to the number of enemy units the side destroyed in the previous turn, reduced by the number of its own destroyed units.

For example, a side with this capability receives a +2 Initiative bonus if it destroyed 4 enemy units and lost 2 of its own during the previous turn.

OFF-MAP MOVEMENT

Some mercenary units are proficient in tactical movement behind the lines of combat. Commands with the *off-map movement* ability may move units off the map during play. These units re-enter play at a predetermined map edge. This ability may only be used if the scenario type allows for it. For example, an offensive force may not use this ability in breakthrough scenarios; in a hold-the-line scenario, the defending force cannot use off-map movement.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet, and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running/Flank MP rating (rounding fractions up). The result is the *minimum* number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its “written orders.” At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play (a move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders). In a campaign setting, these “destroyed” units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for *Point Blank Shots from Hidden Units* (see p. 83, *BMR*), as long as the attacking unit made no other attacks during the Weapon or Physical Attack Phases. This does not restrict the attacking unit's ability to make attacks in the following turn.

MERCENARY COMMANDS



Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

OVERRUN COMBAT

Some mercenary commands are capable of "overrun" combat during *Classic BattleTech* games. Under certain circumstances, these forces may fire before enemy units can move or fire.

When rolling Initiative for overrun-capable forces, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the number of individual units that may move, designate their targets, and fire before any other units move and fire; Target Movement Modifiers are 0. "Extra" successes (such as when the player has more successes than there are units available to move) do not carry over to later turns.

For example, an overrun-capable force makes an Initiative roll of 11, while its opponent rolls a 6. That gives the overrun-capable force a Margin of Success of 5, allowing two units to move and fire before any opposing units may move (5 divided by 2 is 2.5, rounding down to 2).

Units employing the overrun capability do not take part in the normal move/fire sequence and so do not count when determining how many units each side must move when alternating turns during the Movement, Reaction, and Weapon Attack phases. Overrunning units make physical attacks as normal during the Physical Attack Phase.

EQUIPMENT RATINGS

A letter in parentheses follows the name of each of the following mercenary commands. This letter is the unit's equipment rating, which represents the force's access to advanced BattleMechs and other equipment. This includes access to refit kits, exceptional salvage, the purchase of new designs and preserved (or recovered) Star League-era technology. Players can use the rating when assigning 'Mechs to a unit with the Random Unit Assignment Table, or when building a mercenary unit according to the rules starting on page 79.

If using an alternate generation method or if exercising a commander's prerogative to choose 'Mechs, the equipment rating can serve as a guideline for those choices.

NAMED MERC UNITS EQUIPMENT RATING TABLE

Rating	Description	Example
A	Heavy Upgrades	Northwind Highlanders
B	Good Upgrades	Legion of the Rising Sun
C	Fair Upgrades	Grave Walkers
D	Average Upgrades	Carson's Renegades
F	Poor Upgrades	Wilson's Hussars

FORCE-SPECIFIC RULES

The following level 3 rules reflect the special tactics and abilities of the various mercenary commands featured in this book.

THE BLACK THORNS (A)

The Black Thorns may deploy using the Hidden Units rules, within the restrictions set by the scenario type. The Black Thorns may also use the Banking Initiative and Overrun Combat special abilities.

BLACKSTONE HIGHLANDERS (B)

When fighting this force, opponents gain no bonuses for terrain or mission type unless the normally appropriate bonuses exceed +3; in this case, apply a -2 modifier to the bonus. If the opposing force suffers any numerical penalty because of the terrain or mission type, add an additional -1 penalty to reflect the Highlanders' ability to exploit this weakness.

BRION'S LEGION

Because of ComStar's past involvement with the Legion, this mercenary force includes several Star League-era 'Mechs. To reflect this, when randomly rolling to determine composition, for every five 'Mechs in the Legion player's starting force, the controlling player may randomly exchange one for a 'Mech of equal weight class from the "B" column of the Random Unit Assignment Table: ComStar (see p. 219, *Field Manual: Updates*).

Brion's 1st Regiment (A)

First Regiment receives a +2 Initiative bonus against opposing forces rated Green or Regular, but only a +1 bonus if the opposing force is rated Veteran or Elite.

Because of their past disgrace, Legion units do not retreat and may not be intimidated until they have suffered at least fifty percent casualties.

If fighting on hilly, mountainous, or wooded terrain maps, the First Regiment suffers a -1 Initiative penalty.

Finally, to reflect their love for non-standard unit configurations, the First Regiment player adds a +1 Initiative bonus when his total starting force employs a number of units not evenly divisible by four, but only when battling ComStar or Clan opponents.

All Initiative modifiers are cumulative.

Brion's 2nd Regiment (A)

The Legion's Second Regiment can employ a special intimidation tactic on any opposing force rated Regular or Green. At the beginning of each turn where the Second Regiment's 'Mechs outnumber those of their opponent by two-to-one or more (or if the opposing force has no 'Mechs at all), the Regiment player may intimidate the opposing force. While intimidated, no more than a single enemy unit may declare a weapon or physical attack on a given Second unit or move any closer to the Second's side of the map than one hex from where it began the current turn. However, while intimidating, the Second Regiment's 'Mechs may not move faster than walking speed.



MERCENARY COMMANDS

The second battalion of Second Regiment has developed a knack for cautious maneuvering, and so gains a -1 modifier to the target number for all Piloting Skill Rolls to avoid falling.

BROCK'S BUCCANEERS (C)

Brock's Buccaneers receive a +1 modifier to all Contract Negotiation Checks, reflecting the edge Major Brock receives when he brings the eccentric MechWarrior Kendel with him to the bargaining table.

As a very green unit, the Buccaneers are still learning how to fight as a team. To reflect this, the Buccaneers receive a -2 Initiative penalty. Reduce this penalty to -1 if Major Brock's *Uziel* is present in the Buccaneers' force.

CANNED HEAT (D)

As the majority of its membership hails from the fractured, multi-ethnic world of Saiph, the armored units of the Canned Heat's Groundpounders battalion suffer a -1 Initiative penalty during any scenario.

In any battle where Canned Heat 'Mechs and armor units are deployed together, the Canned Heat player must roll a separate Initiative for both the 'Mech force and the Groundpounders, adding a -1 Initiative penalty to both (so the Groundpounders suffer a net penalty of -2). These separate Initiatives reflect the difficulties each force has in cooperating during battle.

None of the above rules or modifiers apply if Canned Heat is fighting on Saiph.

CARSON'S RENEGADES (D)

Carson's Renegades suffer a -1 Initiative penalty on the field, but opposing commands cannot use the Force the Initiative special ability against them.

CLIFTON'S RANGERS (F)

The Rangers player may set up half his force using the Hidden Units rules, regardless of the scenario type, receiving a +1 Initiative bonus for each hidden unit to a maximum of +4. However, the Rangers must have a single lance of unhidden light to medium 'Mechs on the board to take advantage of this ability, and a bonus point is lost with each unit that is exposed during the Movement or Attack Phases.

Rangers may use the Off-Map Movement special ability for the remainder of the force not hidden in the initial set up. Additionally, all Rangers units receive a +1 modifier to be hit while they are in wooded hexes or when using partial cover.

CRATER COBRAS (B)

When randomly generating force composition, the Crater Cobras player may roll one 'Mech using the Ghost Bear column of the Random 'Mech Assignment Table: Warden Clan Front Line (see p. 212, *FM: Updates*) per company of total force fielded.

The Crater Cobras receive a +2 Initiative bonus against the Ghost Bears and a +1 Initiative bonus against any other Clan force, and they do not succumb to any form of intimidation by Clan or Inner Sphere forces. Clan units must accept any chal-

lenge for an Honor Duel at Level 2 rules of engagement when challenged by a Cobras unit.

When attacking any building, the Cobras receive an additional -1 to-hit modifier.

DEVIL'S ADVOCATES (C)

In *Hostile Environments* (see p. 83, *BMR*) or any terrain type that causes damage, the Advocates can prepare their troops and equipment to resist their effects. Reduce environmental damage, such as for acid or lava, by three points and triple the time delay for the occurrence of deteriorating effects, such as from radiation.

The Advocates also receive a -1 Piloting Skill Roll modifier when exceeding running/flank MPs in low gravity environments, or for checking against becoming mired in swamp hexes.

This same modifier applies to all rolls when checking for hull breach in vacuum or underwater environments.

In high heat environments, Advocate units suffer no negative effects until temperatures exceed 70 C.

In addition to these effects, the brashness this command displays in such environments gives any opposing force a -1 Initiative penalty.

DROPSHIP IRREGULARS (C)

The Irregulars' unconventional approach to battle often results in their opponents being demoralized or confused. The Irregulars start with a +3 Initiative modifier, but this modifier is reduced by 1 after they lose Initiative. This process continues throughout the battle (representing the Irregulars' less than perfect battlefield discipline) until it is reduced to zero.

In addition, the DropShip Irregulars' advanced technical support grants them a +2 bonus for all repair and scavenging rolls (see *Repair and Scavenging*, p. 89, *BMR*).

THE GRAVE WALKERS (C)

The Grave Walkers may place minefields of any type on the map before the start of the game provided they are the defenders in a scenario that allows for minefields. The controlling player may not place more minefields than two for every Grave Walker unit deployed, to a maximum of sixteen fields in any given scenario.

GREGG'S LONG STRIDERS (C)

In any Hold the Line or Breakthrough scenario where they are the attacker, Gregg's Long Striders can make use of the Overrun Combat special ability.

GRIM DETERMINATION (C)

Thanks to its combat losses in the Chaos March, Grim Determination has shifted its focus to anti-guerilla operations and has completely reworked its tactics to suit battlefield conditions where enemy units can easily hide or where increased mobility is needed.

To reflect this, when randomly determining force composition, the Grim Determination player may not choose any 'Mechs from the assault weight class and should re-roll any heavy units that have a Walking/Cruise MP of 4 or less, taking the second result regardless of its MP.

MERCENARY COMMANDS



Furthermore, the Determination suffers a -1 Initiative penalty when operating in any formation larger than a company, reflecting its greater emphasis on small-scale warfare and mobility.

If Major Smith is in play and the opposing player has hidden units on the field, that player must roll 2D6 for each hidden unit and reveal its position on a result of 7 or less.

GROUP W (B)

When randomly rolling to determine unit composition, the Group W commander may choose to roll on the "C" or lower column on the Random Unit Assignment Table: Lyrn Alliance (see p. 227, *Field Manual: Updates* or p. 127, *Field Manual: Lyrn Alliance*) instead of using the "B" column on the Random Unit Assignment Table (see p. 126, *Field Manual: Mercenaries, Revised* or p. 228, *Field Manual: Updates*).

Group W may use the Bank Initiative special ability.

HANSEN'S ROUGHRIDERS (A)

The Roughriders gain a +1 Initiative bonus for every edge of the map they control. "Control" is defined as having at least one-sixth of the surviving Roughrider forces (round up to the nearest whole unit) between the map edge and the enemy unit closest to that map edge (the Roughriders usually start with a +1 Initiative bonus for its home edge).

Pointblank shots may not be fired against the Roughriders. Additionally, the Roughriders receive a -3 bonus to hit a hex with Artillery weapons if a Roughrider unit ended its movement phase in that hex during a given scenario.

A CBT: RPG character affiliated with the Roughriders gains Quirk/Hatred of Taurians.

THE HEAD HUNTERS (F)

The Head Hunters receive a +3 Initiative bonus when operating in urban or mountain terrain. When operating in more open terrain (such as Badlands or Hill), they receive a +1 Initiative bonus; in all other terrain, they receive no bonus (see *Terrain-Specific Mapsheet Tables*, p. 107, *BMR*).

When randomly determining force composition, regardless of the size of the force deployed in a scenario, Head Hunter players may field two 'Mechs rolled from the B column of the Random Unit Assignment Table: Free Worlds League (see p. 226, *Field Manual: Updates*).

ILLICIAN LANCERS

When rolling randomly to determine lance composition, the player controlling any of the Illician Lancers units may roll on the Random Unit Assignment Table: Federated Suns (see p. 225, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*), though at one equipment category lower (instead of rolling on the "A" column, the Lancers would roll on the "B" column on these tables).

59th Strike Regiment (B)

When rolling randomly to determine lance weight, apply a -2 penalty.

The 59th Strike may make use the Off-Map Movement and Overrun Combat special abilities.

4th Illician Rangers (B)

When rolling randomly to determine lance weight, apply a +1 bonus.

The Fourth Rangers gain a +1 Initiative bonus for every full-strength lance in which each unit has a Walk/Cruise MP of 5 or better, to a maximum of +3; as soon as one of the units in one of these lances is destroyed, the entire force loses the +1 bonus for that lance.

9th Illician Rangers (A)

When rolling to randomly determine lance weight, apply a +2 bonus.

The Ninth Rangers may make use of Off-Map Movement special ability.

21st Illician Rangers (A)

When randomly determining 'Mech force composition, the player controlling the 21st Rangers may choose to re-roll any result from the Random Unit Assignment Table that does not indicate a jump-capable BattleMech; the player may only re-roll once per 'Mech (if the second roll does not come up as a jump-capable 'Mech, he must keep the unit indicated), but *may* re-roll for every 'Mech in a given lance (thus providing the player the chance to re-roll four times per lance, once for each 'Mech "slot").

The 21st Rangers may use the Force the Initiative and Overrun Combat special abilities.

Additionally, its personnel receive a -2 bonus to all Piloting Skill Rolls made to determine the effects of Dropping 'Mechs and battle armor (see *Dropping Troops*, p. 78, *BMR*).

KIRKPATRICK'S INVADERS (B)

The Invaders' constituent 'Mech companies are so accustomed to operating independently that whenever units of more than one Invader company takes part in a scenario, a -2 Initiative penalty applies. This penalty is reduced to -1, however, if Damon Kirkpatrick is also among the Invaders' force (the controlling player must designate a 'Mech as 'Kirkpatrick'; if that 'Mech is destroyed or leaves the map, the -2 Initiative penalty applies for the remainder of the scenario).

Kirkpatrick's Pack is adept at counter-Clan operations, and gains a +2 Initiative bonus when engaging Clan forces. Because the Pack also insists on fighting during ideal weather and visibility conditions, a penalty of -2 applies to Initiative rolls in any scenario that involves night combat, or combat during poor weather (rain, snow, and so on), regardless of Damon's presence.

The Warriors of Steel company favors ambush tactics and may begin any scenario where it acts as defender with up to two-thirds of its units hidden per the *Hidden Units* rule.

LEGION OF THE RISING SUN (B)

Troops of the Legion of the Rising Sun can choose to follow Clan Honor rules (honor level 2 as found on p. 122-124 of *The Clans: Warriors of Kerensky*) in a scenario. When they do so, they gain a +1 Initiative bonus (+2 if facing Clan opponents).



MERCENARY COMMANDS

LEXINGTON COMBAT GROUP

When rolling randomly to determine lance composition, twice per lance the player controlling any of the Lexington Combat Group units may roll on the Random Unit Assignment Table: Federated Suns (see p. 225, *Field Manual: Updates* or p. 139, *Field Manual: Federated Suns*) or the Random Unit Assignment Table: Lyran Alliance (see p. 227, *Field Manual: Updates* or p. 127, *Field Manual: Lyran Alliance*), at the same equipment category.

32nd Recon (A)

When rolling randomly to determine lance weight, apply a -2 penalty.

Likewise, when rolling to randomly determine lance composition, the player controlling the Thirty-Second Recon may select one ECM-equipped unit from an available Random Unit Assignment Table for every full company (12 units), or fraction thereof, to be used in the game.

The Thirty-Second Recon gains a +2 Initiative bonus any time one of its units is on a map that includes pavement or three or more buildings (rubbed buildings included).

Further, in *BattleForce 2* games, the Thirty-second Recon replaces the "Alpha Strike!," "Hello, HQ?" and "Stand and Shoot" commands on the Basic Command List: Inner Sphere (see p. 30, *BattleForce 2*) with "Jam Transmission."

241st Battle: Frederic's Gazelles (A)

When rolling randomly to determine lance weight, apply a +1 bonus.

The 241st Battle may use the Off-Map Movement special ability.

In *BattleForce 2* games, the 241st Battle replaces the "Ambush" and "Hello, HQ?" commands on the Basic Command List: Inner Sphere (see p. 30, *BattleForce 2*) with "Doubletime March."

180th Dragoon: Marie's Golden Hammers (A)

When rolling randomly to determine lance weight, apply a +1 bonus.

The 180th Dragoon may use the Overrun Combat special ability

Further, its units may move at twice its Walk/Cruise MP every other turn. Moving at this rate generates three Heat Points per turn and inflicts a +3 to-hit modifier for attacker movement (instead of the typical +2 for Running/Flanking). Using this movement mode is not considered "Sprinting" and a unit may engage in combat or otherwise function normally. These extra bursts of speed have the potential to cause serious damage to the unit, however. Any time a unit moves in this way, the controlling player rolls 2D6 immediately after finishing movement. If the unit is a 'Mech, a critical hit is indicated on a 9 or better; randomly determine which leg suffers the damage (roll on the front/back column of the BattleMech Kick Location Table) and then randomly assign one critical hit (as if the location had suffered a critical hit normally). If the unit is a vehicle, refer to the Motive System Damage Table (see p. 32 in *Maximum Tech, Revised*) and apply the indicated damage. Effects from any such damage take effect immediately.

THE MARTIAN CUIRASSIERS (A)

The Martian Cuirassiers receive a -1 Initiative penalty in any scenario where they field only one unit type (BattleMech, armor, or infantry).

In any scenario where friendly aerospace is available for ground support missions, the Cuirassiers receive a +1 Initiative bonus.

All repair rolls made by Cuirassier technicians receive a -1 TN bonus, reflecting the mercenaries' expertise with technology and its maintenance.

In *CBT: RPG* games, Martian Cuirassiers characters may add a +1 bonus to either Scrounge or any one Technician Skill after character creation.

NORTHWIND HIGHLANDERS

With a thousand years of military tradition, acumen, and history behind them, the Northwind Highlanders are arguably some of the finest fighting troops in the Inner Sphere.

To reflect this, Highlander forces may ignore the special abilities of their opponents (if possible) once per scenario (provided they apply during that scenario); the controlling player determines if and when this ability is used.

First Kearny Highlanders (A)

The First is the ultra-conservative unit of the Highlanders and is renowned for refusing to give ground no matter what the cost.

If the First is outnumbered 4 to 1 or more at the beginning of any turn and does not lose a single unit during that turn, its opponent must retreat at the fastest possible speed toward his home map edge. He may still direct weapon attacks at Highlander units. If the First loses half of its remaining units in one turn (rounding up) before the last enemy unit has retreated off the map, the enemy may cease retreating. However, enemy units already removed from the map remain out of play.

Second Kearny Highlanders (A)

The impassioned Second is known for its burning desire to succeed. This imperative never to fail gives all Second warriors a +1 modifier added to the dice roll when making Consciousness Rolls.

Additionally, when deploying a force of more than four units, the controlling player of the Second must designate a commander. The Second gains a +1 Initiative bonus every turn the commander's unit is not destroyed. If at any time the commander's unit is destroyed, for the subsequent three turns the Second receives a -2 Initiative penalty, but gains a -1 to-hit modifier to all weapon attacks. However, no Highlander unit may retreat from the playing area for five turns following the destruction of its commander's unit; after that time, the units may retreat normally.

MacLeod's Regiment (A)

Members of this regiment receive a -2 Initiative penalty at all times. However, because of the unit's confusing fighting style, units opposing MacLeod's Regiment receive an additional +1 to-hit modifier when making attacks.

MERCENARY COMMANDS



Additionally, anytime a MacLeod's force faces an opponent with two or more special abilities that apply during a scenario, on a 1D6 roll of 5 or 6, MacLeod's mimics one of those abilities for the rest of the scenario, starting at the beginning of the next turn. When this roll is made and which ability is 'stolen' is at the discretion of the MacLeod's force controlling player, but it must be at the beginning of a turn; i.e. the controlling player cannot wait for his opponent to announce his intention to use his ability and then attempt to 'mimic' it. This roll can only be made once per scenario.

When randomly assigning 'Mechs to MacLeod's, once per six 'Mechs, before determining weight class, the player may choose to roll on any Clan Second Line Random 'Mech Assignment Table (see pp. 223 and 213, *Field Manual: Updates*). However, the player must roll one weight class less than determined; if already light, roll on the light table.

Stirling's Fusiliers (A)

The Fusiliers are cunning and innovative tacticians. Every time the Fusiliers win three consecutive Initiative rolls, the Fusiliers player chooses half his force, rounding down, and moves them at the end of the Movement Phase after all other units have moved; these units do not count when determining *Unequal Numbers of Units* (see p. 15, *BMR*).

When randomly assigning 'Mechs to the Fusiliers, once per lance, after determining weight class, the player may choose to roll on the Random Unit Assignment Table: Clan Nova Cat (see p. 223, *Field Manual: Updates*). Randomly roll 1D6. On a 1–3 the player rolls on the Second Line column, on a 4–6 on the Front Line column.

Northwind Hussars (A)

Against any Clan force, the Northwind Hussars' intimate knowledge of how to counteract Clan tactics gives them a +2 Initiative bonus.

When randomly assigning 'Mechs to the Hussars, for every two full lances, before determining weight class, the player may choose to roll once on the Random Unit Assignment Table: Clan Nova Cat (see p. 223, *Field Manual: Updates*), and once on the Random Assignment Table: Star League (see p. 222, *Field Manual: Updates*). For the Clan Nova Cat table, randomly roll a 1D6. On a 1–4, the player rolls on the Second Line column, on a 5–6 on the Front Line column.

REDFIELD RENEGADES (C)

Before the beginning of any scenario, the Renegades player may set up one third of his force as hidden units provided he is fielding a total force size of one company or more. Additionally, the Renegades player receives a +1 Initiative bonus as long as all such units remain hidden.

Use of questionable tactics by the Renegades gives them an ability to intimidate opposition that cancels any opposing force's Initiative bonus after any turn where the Renegades destroy more units than they lose. Additionally, the Renegades also receive a +1 Initiative bonus for every lance of enemy BattleMechs they destroy, but when the Renegades' designated commander's

'Mech (designated at the beginning of the scenario) is destroyed, they lose all Initiative bonuses, while the opposition receives a +2 Initiative bonus for the remainder of the game.

THE REGULATORS (C)

The number of veteran soldiers in this unit often helps tip the tide of battle in its favor, their patience and experience winning out over zeal. To reflect this, in any scenario where the Regulators are the attacker, they may use the Banking Initiative special ability.

In any scenario where they act as defender, the Regulators receive a +1 Initiative bonus.

SATHEN'S SNIPERS (C)

When the Sathen's Snipers deploy only 'Mechs and vehicles with Walking/Cruising MP of 6 (they may deploy any type of infantry) or greater in any scenario, they automatically receive a +2 Initiative bonus for the entire scenario and may employ the Forcing the Initiative and Banking the Initiative special abilities.

During every contract negotiation (see p. 165, *Running a Mercenary Unit, Field Manual: Mercenaries, Revised*), Sathen's Snipers gain a free 5% increase to Straight Support under Support Rights.

SPADE'S BRIGADE (C)

If more than a lance of the Brigade is deployed in any scenario, the whole unit suffers a –3 Initiative penalty until the number of surviving units drops back down to a lance or less. This penalty is –1 when Chuong Spade is in command (his unit must be designated at the beginning of a scenario and if his unit is destroyed at any time during the game, the standard –3 Initiative penalty applies for the remainder of the scenario).

STEALTHY TIGERS (C)

When deploying, the Tigers may choose to incur a –1 Initiative modifier in exchange for placing a single unit *behind* the opposing force. The Tigers may deploy a maximum of three units in this fashion, taking a maximum –3 Initiative penalty; this cumulative modifier applies for the entire scenario. These units may begin to arrive on the opposing player's edge of the map (the exact hex they enter and which movement mode the unit uses to enter the scenario is left up to the controlling player), one per turn, beginning during the Movement Phase of Turn 4; they move onto the map after all other forces have moved and do not count toward the controlling player's number of units on the board during movement. The controlling player need not move a unit onto the board during the Movement Phase of Turn 4, but may move them on at any time beginning on Turn 4 or thereafter. Only one such unit may enter the scenario per turn.

SWANN'S CAVALIERS (B)

Because of its long-term employment in the Free Worlds League, when randomly determining force composition, the Cavaliers may roll on the Random Unit Assignment Table: Free Worlds League (see p. 226, *Field Manual: Updates* or p. 126, *Field Manual: Free Worlds League*) rather than the standard Mercenary table.



MERCENARY COMMANDS



Up to two-thirds of the Cavaliers' BattleMechs (and BattleMechs only) can use the Off-Map Movement special ability provided this is allowed by the scenario, but the departing hex can only be along the Cavaliers' home edge of the map.

THE THUMPERS (D)

As an assault force, the Thumpers have a significantly higher average unit weight than seen in many other commands. When rolling randomly to determine the weight class of a Thumpers force, add +4 for Lance and +2 for Company roll results. When randomly rolling for an assault class BattleMech use the Lyran Alliance tables (see p. 227, *Field Manual: Updates* or p. 127, *Field Manual: Lyran Alliance*) in place of the standard mercenary table (see p. 228, *Field Manual: Updates* or p. 126, *Field Manual: Mercenaries, Revised*).

In any Hold the Line, Breakthrough, or Extraction scenario where the Thumpers act as defenders, the Thumpers can employ the Overrun Combat special ability. Whenever the Thumpers operate as attackers in those same scenarios, they suffer a -1 Initiative penalty.

WANNAMAKER'S WIDOWMAKERS (C)

Cheryl Wannamaker is an instinctive tactician in small-scale conflicts, but her command is having trouble working together in its ongoing effort to rebuild and lacks focus unless

she personally takes to the field. To reflect this, if a scenario involves no more than a company (12 units) on each side at the start of a scenario, the Widowmaker player receives a +1 Initiative bonus—but only if Wannamaker herself is part of the Widowmaker force (the destruction of her unit has no effect on this bonus, so her unit need not be specified at the beginning of the scenario).

In *CBT: RPG* games, characters in the Widowmakers receive one free Trait worth 1 point.

WILSON'S HUSSARS (D)

In any Hold the Line, Breakthrough, or Extraction scenario when acting as attacker, Wilson's Hussars can employ the Overrun Combat special ability. If acting as defender in any such scenario, the Hussars may employ the *Hidden Units* rule to place all of its infantry and up to two of its vehicle lances.

In addition, the Hussars have developed several effective close-range combat specialties that afford them a -1 to-hit modifier for all attacks made at a range of less than three hexes and enable any Hussar BattleMech which spends two MPs at the end of its Movement Phase to deny any enemy 'Mech the ability to enter any of the three hexes in the Hussar unit's forward arc; this cannot stop a unit from exiting such a hex. If the opposing unit has jump jets, however, the Hussar unit may not deny these hexes unless it, too, has functioning jump jets.



ALTERNATIVE MERCENARY CREATION RULES

The organic, path-based mercenary force generation system introduced in the *Field Manual: Mercenaries, Revised* book creates a fully rounded mercenary command, complete with a background and a fleshed-out commanding officer that is equally compatible with the *Classic BattleTech RPG (CBT: RPG)* system and with the *Classic BattleTech Master Rules, Revised (BMR)*. However, this system may not be to everyone's tastes. The *Point-Based Force Creation* system described below offers such players a faster and less randomized means of building a mercenary command with more direct control over its size and composition, albeit at the expense of an evolutionary background.

Following these rules generates a mercenary force that may then be run using *Running a Mercenary Force* (see p. 153, *Field Manual: Mercenaries, Revised*).

Terminology: In these rules, the term *unit* is used as it is in the *BMR*, to refer to a single battlefield unit such as a 'Mech, vehicle, or infantry platoon. The term *force* is used specifically when referring to the mercenary force a player will build.

POINT-BASED FORCE CREATION

The general procedure for creating a new mercenary command using the point-based system is outlined below. The system is designed for compatibility with the *Classic BattleTech* and *CBT: RPG* games, as well as the mercenary creation and operations rules laid down in *Field Manual: Mercenaries, Revised (FMMR)*. However, *CBT: RPG* rules should only be used in gamemastered role-playing campaigns. For players interested in greater depth, the *Combat Operations* rules expansion may be used to supplement these rules.

Players should read through the entire system at least once to get a basic idea of how it works before using it, and gamemasters should feel free to modify any rules to produce fair and believable campaigns for their playing groups.

PROCEDURE OUTLINE

Step 1: Determine Starting Point Values

Stage 1: Identify Commander

Stage 2: Identify Hiring Hall

Stage 3: Determine Final Starting Point Pool Values

Step 2: Select Personnel and Experience Levels

Step 3: Select Equipment and Tech Levels

Step 4: Determine Payroll, Support Requirements, and Maintenance Costs

Step 5: Finishing Touches

In *Step 1*, the controlling player identifies the capabilities of the force's commander either by converting his *CBT: RPG* statistics or using a *Fast Commander Generation* system (see p. 140, *FMMR*). Together with modifiers from a designated hiring hall, the player then establishes the starting point values for purchasing

Personnel, Experience, Equipment, and Technology Ratings, depending on the desired size of the mercenary command.

In *Step 2*, the player spends points to raise the manpower needs of the mercenary command, with additional points used to improve their skills for better overall effectiveness.

In *Step 3*, equipment is purchased and upgraded using the same system for determining personnel and skills as in the previous step, and these machines are then identified as the player desires and assigned to appropriate recruited personnel.

In *Step 4*, support personnel, maintenance needs, and the chain of command are firmed up.

Step 5 completes the force creation process by naming the mercenary command and establishing its starting funds.

FORCE CREATION BASICS

Throughout the creation process, a number of different factors influence how many personnel (both warrior and noncombatant) the force recruits and their capabilities. The abilities of the force leader and other events in the various stages and sub-stages of development add modifiers to these key areas, reflecting the competing influence of the force's founders, though the point-based system eliminates the factor of random chance. Under the streamlined point-based system, the mercenary creator must pay attention to five categories.

Point Pools: Each of the five categories below utilizes a pool of points which are generated in *Step 1: Starting Values* (see p. 80), then are spent throughout the rest of the force generation process.

During the creation process, all five Category Point Pools can be overspent (called 'deficit spending'). However, the sum total of all points "overspent" across all five categories may not exceed one hundred under any circumstances. Furthermore, any purchases made in excess of a Category Point Pool increase their costs by fifty percent (rounding up), so a commander attempting to purchase a complementary warrior after using all the Warr Pool points would spend 5 points, rather than the customary 3 ($3 \times 1.5 = 4.5$, rounding to 5).

Warriors (Warr Pool)

Warrior personnel in a mercenary command consist of three basic types—Same, Complementary (Comp), and Distant (Dist)—that reflect their relation to the founder/commander's field of expertise. "Same" warriors come from the same combat role (i.e. a MechWarrior) as the founder, while "Complementary" warriors perform a battlefield role that directly supports or complements that of the founder. "Distant" warriors are those whose battlefield specialties are farther removed from the commander's than complementary troops, such as infantry might be considered to aerospace units. The full definition of what constitutes a Same, Complementary, or Distant warrior class is noted in the Warrior Personnel Relation Guide Table below. The exact nature



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of these troops is not defined in the point-based system until later in the development process.

It should be noted that—as with the creation rules used in *Field Manual: Mercenaries, Revised*—every single MechWarrior tracked in this system equates to a vehicle with a full crew, or a full squad of infantry. This should be kept in mind during later stages of force development, when the technical and medical support needs are being determined. Note also that while infantry may technically complement all primary force types, their definition as “distant” on the table is used to define their relative point values under unit purchasing rules later on.

WARRIOR PERSONNEL RELATION GUIDE TABLE

Commander's Role	Same	Complementary	Distant
MechWarrior	MechWarrior	Armor/Aerospace	Infantry
Armor	Armor	MechWarrior/Aerospace	Infantry
Aerospace	Aerospace	MechWarrior/Armor	Infantry
Infantry	Infantry	Armor	MechWarrior/Aerospace

Support (Supp Pool)

Support personnel consist of the technicians, mechanics, medics, and administrators who keep a mercenary command organized, well supplied, and in fighting trim. As with warriors, this category has been streamlined under the point-based system; separating support into component technicians, medics, and administrators is handled later.

Experience (Exp Pool)

The Experience category reflects the relative level of expertise that each element of the mercenary command possesses. Factors such as a commander's background and the hiring hall of choice can influence the average Experience Pool a starting commander has at his disposal.

Equipment (Equip Pool)

The Equipment category indicates the relative weight classes and types of a new mercenary command's combat equipment and transport assets, effectively representing a combination of resources including cash and barter that a mercenary commander may draw upon to buy more or bigger machinery. The founder uses this category to arm the command and organize it as she sees fit, equipping the command with everything from conventional infantry squads and battle armor to BattleMechs, DropShips, and even JumpShips. This category, like all the others, is influenced by the chosen size of the mercenary command, its founder's background, and the hiring hall used under the point-based system.

Tech Level (Tech Pool)

The Tech Level category of the point-based system reflects the sophistication of the mercenary command's equipment. A

commander uses this pool of points to upgrade the 'Mechs, vehicles, and other combat elements, and the pool is a vital step towards identifying exactly what units may be chosen to fill out the command's final rosters.

STEP 1: DETERMINE STARTING VALUES

STAGE 1: IDENTIFY COMMANDER

The nature of the mercenary force's founder/commander heavily influences the allotment of resources and manpower that form a “core” for the new force. Depending on his background, a commander may be able to bring more troops or more resources, or a little of each. Generally speaking, this leader may be generated using the rules found in *CBT: RPG*, and such commanders remain compatible with this system. However, in the interests of brevity and in the spirit of the point-based creation system, players may opt for the quick commander generation reviewed below. Players interested instead in using an “organically-generated” commander should consult the rules in *Field Manual: Mercenaries, Revised* (p. 140).

Commander Generation

The rules provided here presuppose that players creating a new mercenary command have already developed a mercenary commander using the *CBT: RPG* rules or the *Fast Commander Generation* rules found on page 140 (*FMMR*). If such sources are unavailable, or if time is of the essence, the following rules restate the Fast Generation system once more.

To generate a commander, the player simply selects the commander's training, origins, and combat experience from the Mercenary Founder Modifiers Table below. The origins, training, and experience combine to determine his base CBT piloting/gunnery target numbers (P/G TNs) and age, as well as add modifiers that apply to the five categories of the point-based force creation system. The character may take a maximum of one training type for any commander who hails from Clan origins and up to two training types for an Inner Sphere commander (so long as one of the two is Family Trained). Note that for training, the higher base age and lower base P/G TNs apply, while personnel and point pool modifiers are cumulative. Note also that for some non-MechWarrior commanders (such as conventional infantry), piloting skills do not apply, and so the TN reflects gunnery only.

A commander may choose one, two, or three of the combat experience types shown on the table, though only the Tour of Duty and Covert Operations may be taken more than once (to the maximums given in the table). Note that all of these listings are applicable to *CBT: RPG*-generated characters as well, so this same table may be used by such “organically-generated” founders to gain the same point-based category modifiers. However, the age and base P/G TN modifiers given do not apply to characters generated using the *CBT: RPG* rules, whose statistics should already be determined after running through the character creation system, plus any additional experience points

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earned during roleplay or granted by the gamemaster for character advancement.

As an optional rule for the fast generation method, players may wish to add any of the Attributes, traits, or skills featured for a *CBT: RPG*-based character (thus gaining the additional personnel and point pool modifiers) by choosing up to five different "positive" Attributes, traits, or skills from the *CBT: RPG* Commander Modifiers Table below. This number can be increased by one, however, for every "negative" Attribute, trait, or skill the commander also takes. For determining whether or not a

given Attribute, trait, or skill is positive or negative, simply add all the personnel and point pool modifiers together. If the number is less than zero, it is a negative Attribute, trait, or skill. Otherwise, it is positive. Note that for purposes of integration with the *CBT: RPG* system, all traits and skills purchased in this fashion may only be taken once, and they are set to the minimum possible level necessary to attain the bonus. This means that a fast-generated commander with Wealth, poor CHA, and high Leadership is assumed to have a 1-level Wealth trait, a CHA score of 3, and a Leadership skill bonus of +3.

MERCENARY FOUNDER MODIFIERS TABLE

Highest Training	Base	Base P/G	Category Point Pool Modifiers				
	Age	TNs	Warriors	Support	Experience	Equipment	Tech Level
Family Trained (Nobility)	18	7/6	+0.08	+0.05	0	+0.05	0
Academy/Clan Dropout	18	6/5	0	0	-0.05	0	0
Academy/Clan Graduate	20	5/4	+0.05	0	0	0	0
Academy Graduate w/ OCS	22	4/4	+0.10	0	+0.05	0	0
Clan Graduate w/ 2+ Kills	20	4/3	0	0	0	0	+0.05
Commander's Origins	Age	P/G					
	Mod	Mod	Warriors	Support	Experience	Equipment	Tech Level
Clan Origins	-2 yrs	-1/-1	-0.15	-0.15	+0.05	-0.08	+0.10
Periphery Origins	+1 yr	+1/0	+0.15	+0.10	0	-0.03	-0.10
Combat Experience	Age	P/G					
	Mod	Mod	Warriors	Support	Experience	Equipment	Tech Level
Covert Ops (each, 2 max)	+4 yrs	-1/-1	+0.03	+0.03	+0.10	-0.10	+0.05
Paramilitary Service	+2 yrs	-0/-0	+0.05	+0.03	+0.05	0	0
Training Battalion	+2 yrs	-0/-0	+0.05	0	+0.05	+0.05	0
Tour of Duty (each, 3 max)	+2 yrs	-1/-1	+0.05	+0.05	+0.05	0	+0.05
Attribute/Trait/Skill			Warriors	Support	Experience	Equipment	Tech Level
Bad Reputation			-0.13	-0.10	0	0	0
Brave			+0.05	+0.05	+0.05	0	0
Combat Paralysis			0	0	-0.10	0	0
Combat Sense			0	0	+0.10	0	0
Contact or Well-Connected			0	+0.05	0	+0.08	+0.05
Enemy			0	-0.10	0	0	0
Good Reputation			+0.08	+0.08	0	0	0
Land Grant, Property, or Wealth			0	+0.08	0	+0.13	+0.05
Madness			-0.10	-0.15	0	0	0
Timid			0	0	-0.05	0	0
Title			0	+0.05	0	+0.08	0
Unlucky			-0.13	-0.10	-0.10	-0.03	-0.05
SOC or CHA 3 or less			0	-0.10	-0.05	0	0
SOC or CHA 7 or more			0	+0.10	+0.05	0	0
Administration Skill (+3 or higher)			0	+0.08	0	+0.03	0
Leadership Skill (+3 or higher)			+0.05	0	0	0	0
Negotiation Skill (+3 or higher)			0	+0.05	0	+0.03	0
Scrounge Skill (+3 or higher)			0	+0.05	0	+0.03	+0.05



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Paul's mercenary commander/founder hails from a noble family, attended a prestigious MechWarrior academy, and graduated with officer training before serving one tour in a training battalion and two on the front. Generated by CBT: RPG rules, he possesses the Brave, Combat Sense, Good Reputation, and Wealth Traits, a Leadership Skill of +3, and his own BattleMech. Paul decides that is enough to forge a distinctive new mercenary company, and so he adds up all the category modifiers.

In cross-referencing all of his background and relevant traits, then adding up the modifiers by category, Paul finds that his commander gets a total of 0.51 in the Warrior category, 0.36 in Support, 0.35 in Experience, 0.23 in Equipment, and 0.15 in Tech Level. With these modifiers in mind, he then moves on to select a hiring hall.

STAGE 2: IDENTIFY HIRING HALL

As in the organic process for developing a new mercenary command featured in *FMMR*, the selection of a hiring hall from which to do business influences the point-based system, applying modifiers to the Personnel, Experience, Tech, and Equipment Categories. Unlike the organic process, however, there is no mechanism for switching halls between formation, recruiting, and combat experience stages, because there are no stages to progress through. Instead, the commander receives a flat series of modifiers for choosing one of the recognized hiring halls shown in the Hiring Hall Modifiers Table below (or no modifiers at all, if no hall is used).

Paul chooses to base his new mercenary command out of Galatea, which adds 0.15 to his Warrior Category modifier, 0.03 to his Equipment Category modifier, and subtracts 0.05 to his Tech Level modifier. His current totals are now 0.66 in Warriors, 0.36 in Support, 0.35 in Experience, 0.26 in Equipment, and 0.10 in Tech Level.

STAGE 3: DETERMINE FINAL STARTING CATEGORY POINT POOL VALUES

Now that the category modifiers are known for the founding commander's background and for the hiring hall to be used, the player must choose a mercenary command size from the table on p. 83, as appropriate for the intended size of a mercenary command. Multi-regimental commands should build their force as though each regiment or other independent formation were a separate command, assembling forces no larger than a regiment at any one time.

HIRING HALL MODIFIERS TABLE

Hiring Hall World (Location)	Warriors	Category Point Pool Modifiers			
		Support	Experience	Equipment	Tech Level
Antallos/Port Krin (Periphery)	+0.15	-0.05	-0.10	+0.05	-0.10
Arc-Royal (Lyrans Alliance)	+0.15	+0.15	+0.10	-0.13	+0.05
Astrokasz (Periphery)	+0.25	+0.05	-0.05	-0.05	-0.05
Fletcher (Chaos March)	+0.10	+0.05	-0.05	+0.10	-0.05
Galatea (Lyrans Alliance)	+0.15	0	0	+0.03	-0.05
Heroditus (Periphery)	+0.20	+0.15	0	+0.03	-0.05
Northwind (Chaos March)	+0.10	+0.05	+0.05	-0.03	+0.05
Outreach (Chaos March)	+0.25	+0.05	+0.10	-0.08	+0.10
Solaris VII (Lyrans Alliance)	+0.15	+0.15	+0.05	-0.10	-0.05
Westerhand (Capellan Confederation)	+0.10	0	-0.05	-0.05	-0.05

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Note that the size chosen should be the closest one to the intended mercenary command size, so a commander seeking to create a company-sized mercenary outfit should select the point balances from the Company column, rather than choosing three lances. Also note that in the case of armor and infantry formations, a lance is known as a platoon.

BASE INITIAL CATEGORY POINT POOL TABLE

Base Force Size	Base Category Point Pools				
	Warriors	Support	Experience	Equipment	Tech Level
Lance	6	8	4	36	4
Company	22	29	16	176	16
Battalion	70	93	70	630	70
Regiment	214	285	250	2350	250

Optional Rule: Irregular Force Sizes

Some mercenary commanders operate along alternative force sizes, such as four-lance companies or four-company battalions, not to mention Stars or Levels. In such a case, the player should build these commands by taking the largest whole component first, then using the appropriate column for the smaller remainder. For example, a four-lance company would be constructed by building a company first, then by building a separately constructed lance. A four-company battalion would be built by constructing one battalion (three companies), followed by a separate company.

Category Point Pool Modifiers

To determine the actual value in each Category Point Pool that a mercenary commander has, add up all point modifiers for the commander's background and the hiring hall by category, then add one to the final result for each. The results yield a multiplier for each category that increases or decreases the base point value for each Category Point Pool. Round all fractions for the final point balances to the nearest whole number (rounding 0.5 up).

For example, a commander who wants to build a mercenary company and who sums his modifiers to +0.35 in his Support Category would receive 39 points in the Supp Pool, rather than the base value of 29 ($29 \times (0.35+1) = 39.15$, rounding to 39).

Paul seeks to found a mercenary company using the modifiers he has accumulated. Adding one to each category modifier, then multiplying the appropriate point balance in each category (under the Company column) by the result, he finds he has the following results:

The 1.66 modifier in his Warriors Category increases the point balance in the Warr Pool from 22 to 37 ($22 \times 1.66 = 36.52$, rounded to 37), while the 1.36 in Support brings his total Supp Pool from 29 to 39 ($29 \times 1.36 = 39.44$, rounded to 39). His Experience Category points improve from 16 to 22 ($16 \times 1.35 = 21.6$, round to 22), while Equip Pool climbs from 176 points to 222 ($176 \times 1.26 = 221.76$, round to 222), and Tech Pool rises from 16 to 18 ($16 \times 1.10 = 17.6$, rounded to 18).

With these final point pool balances, Paul is now able to build a mercenary company.

STEP 2: SELECT PERSONNEL AND EXPERIENCE LEVELS

Once point pools have been computed, selecting personnel, equipment, and experience levels is simply a matter of spending the points as the commander sees fit. In this step, personnel—both combat and support—are selected using the points accumulated for personnel and experience.

PERSONNEL (WARRIORS AND SUPPORT)

Purchasing personnel is simply a matter of determining the overall command's needs, based on its size and the commander's area of expertise. Under the point-based system, the recruiting of warriors is performed simply as an act of purchasing Same, Complementary, or Distant warrior types as desired, to the limit of the points in the forming command's relevant Category Point Pools.

The Personnel Cost Table on p. 84 indicates the costs of recruiting both warrior and non-warrior (Support) troop types. The types are not interchangeable, so commanders must be sure to purchase as many troops as needed using the point balance from the Warr Pool and as many techs, mechanics, medics, and administrators as needed using the Supp Pool points. Any points left unspent at the end of personnel purchases may be added to any other leftover points to determine the command's war chest later on, or to hire additional support personnel, should the command's final maintenance needs exceed those anticipated at this point in the creation process. (Note: the maintenance and support needs of the various combat and non-combat units in a command will be addressed in Step 4: Determine Payroll, Maintenance Costs, and Support Requirements, see p. 87.)

The Unit/Manpower Value Guide, provided in the same table, reminds new mercenary command founders roughly how many actual warm bodies are being recruited per unit, a factor that impacts the medical support needs and base salary of the entire command later on.

Note that a mercenary founder/commander does not spend points on himself during this step, either as a "recruit" or to pay for experience upgrading later on. The commander is essentially a freebie; his capabilities (and possibly even his vehicle) are already determined through his creation as a CBT: RPG character or through the Commander Generation method.



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PERSONNEL COST TABLE

Warrior	Point Cost
1 Same Unit	2
1 Complementary Unit	3
1 Distant Unit	4
 Support	 Point Cost
1 Tech/Mechanic or Medical Unit	2
1 Administrative Unit	1

UNIT/MANPOWER VALUE GUIDE

- 1 Warrior Unit =
- 1 BattleMech
 - 1 vehicle (4-man crew, average)
 - 1 fighter (conventional or aerospace)
 - 1 conventional infantry squad (7 troopers)
 - 1 Battle Armor squad (4 troopers)
 - 1 artillery weapon (4-man crew, average)
- 1 Support Unit =
- 1 Technician
 - 1 Medic
 - 1 Administrator

Paul's mercenary company commander/founder is a MechWarrior, who seeks to lead his own force of 'Mechs but also wishes that it be fully supported, both in the field and off. He thus elects to spend 22 of his Warr Pool points on 11 MechWarriors (Same category, so each warrior costs 2 points), 6 on two aerospace fighters (aerospace fighters are Complementary, thus cost 3 points apiece), and 8 on two squads of conventional infantry for base defense (infantry, classed as Distant to MechWarriors, are worth four points per squad). Having spent 36 points after these purchases, Paul still has one point left from the Warr Pool. This point goes into the command's war chest.

For support staff, Paul decides to pick up 16 technicians, a little over one for each BattleMech and fighter in his new force, at a cost of 32 points from the Supp Pool. He also decides to obtain 3 medics for the benefit of his warriors and techs, costing another 6 Supp Pool points. The remaining point in this category he spends on a single administrator, to see to the unit's more mundane day-to-day operations.

EXPERIENCE LEVELS

All troops purchased using the points in the Warr and Supp Pools are automatically assumed to have a skill rating of regular, indicating competent soldiers, but not necessarily the kind who can always carry the day. To reflect the expense of training and recruiting from higher standards, the Experience Category allows the mercenary creator to upgrade warriors and support personnel as desired. Note that only a single Exp Pool exists for

experience, meaning improvements (if any) should be distributed among warriors and support staff alike.

In addition to determining the cost for upgrading skills (or the benefits of downgrading skills, which can allow the player to improve some warriors at the expense of others), the Experience Cost Table below also provides the average *CBT* Piloting and Gunnery skill target numbers (TNs) for the various levels, as well as the combined value, and the TNs and man-hours of support staffers. Players interested in cultivating a greater variety of skills may use the Combined figure to determine the target numbers of some warriors, emphasizing gunnery at the expense of piloting and vice versa (such as making an elite warrior with a gunnery of 1 and a piloting of 4). However, the separation between piloting and gunnery skills should never be more than 3 points (so that changing a 5/4 MechWarrior to a 7/2 is not allowed, but making the same warrior a 6/3 is perfectly legal).

In the case of combat units that do not have a piloting rating (such as infantry), determine the gunnery or primary skill by simply dividing the Combined TN ratings in half and rounding up. For support units, the appropriate TNs appear under the Tech/Support TNs column, with weekly man-hours provided under the Support Man-Hours column. Characters running *CBT: RPG* campaigns may convert these TNs to their relevant *CBT: RPG* skill bonuses using the guide on p. 126, *CBT: RPG*, with the piloting column used to resolve any non-gunnery primary skill.

Because DropShips and JumpShips are purchased as equipment, their crews come with the vessels and may be upgraded as well using Exp Pool points, so a commander should—but does not have to—reserve some points for any vessel crew experience upgrades that may be desired later on.



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EXPERIENCE COST TABLE

Experience Level Upgrade/Downgrade	Cost	CBT Piloting/ Gunnery TNs		Tech/Support Support	
		Typical	Combined	TNs	Man-Hours
Elite Upgrade	4	3/2	5	5	50
Veteran Upgrade	2	4/3	7	6	45
Regular (default)	0	5/4	9	7	40
Green Downgrade	-2	6/5	11	9	30
"Ultra-Green" Downgrade	-3	8/7	15	10	20

Paul decides that his mercenary command could use some more experienced warriors to serve as officers and key support staff. He thus decides to upgrade one MechWarrior and one aerospace fighter pilot to Elite status, at a cost of 4 points each. He then purchases 8 veteran experience upgrades to seed among his various units (3 MechWarriors, 1 fighter pilot, both infantry squads, 1 technician, and 1 medic will receive these upgrades).

In finding that he has spent 24 points in total between the veteran and elite upgrades, Paul decides he does not want to go into deficit spending at this stage, and so decides to downgrade his administrator to green level, gaining back 2 points. Though his administrator will not be able to support contract negotiations the way a veteran might, he is willing to take his chances at the bargaining table later on, and so—with a final Supp Pool balance of zero—Paul carries on.

STEP 3: SELECT EQUIPMENT AND TECH LEVELS

Purchasing equipment and assigning its technology level works in the same fashion as obtaining personnel and improving their capabilities, using the point balances from the Equip and Tech Pools, respectively.

EQUIPMENT

The point-based system abstracts the purchasing of combat equipment and transports into a two-stage process, beginning with the selection of basic classes of combat units and transports based mainly on weight. Using the points from the Equip Pool, players may use the Unit Cost Table below to choose all of their new command's heavy assets, from BattleMechs to infantry to DropShips and JumpShips. These purchases should conform to the types of warriors purchased earlier, with BattleMechs purchased for MechWarriors, vehicles for tank crews, and so forth.

Note that, again, unless the commander's character simply does not have a vehicle of his own (after creation via the CBT: RPG rules or because he was created using the fast generation method), the commander's machine need not be purchased in this stage, freeing points to be spent elsewhere. Note also that infantry squad assets purchased here reflect the equipment for said infantry (from rifles, flak armor, and helmets to fully armored battlesuits), so buying infantry assets here still requires that infantry personnel exist in the command to use them.

Purchasing DropShips and JumpShips

DropShip and JumpShip purchases made at this point include the vessel's crew as well. Vessels purchased in this way for full price are effectively owned by the unit, however; if the founder so desires, the vessels (and crews) may be purchased as "auxiliary" units instead at a 20 percent reduction to the vessel's normal point cost (round down). Auxiliary vessels are not owned directly by a mercenary command, but rather are considered a long-term subcontractor, which impacts their use and costs while running a mercenary command (see *Running a Mercenary Force*, p. 153, in the *FMMR*, for more information).

Vessels purchased here are automatically considered to have a crew experience level of regular, but may be upgraded by using the same point costs as shown for experience upgrades on other personnel. These experience points should come from the Experience Category, if any remain.

UNIT COST TABLE

Unit Type	Light	Medium	Heavy	Assault	Super-Heavy*
BattleMech	8	16	21	26	—
Conventional Aircraft	5	10	15	—	Tonnage/5
Aerospace Fighter	6	12	18	35†	Tonnage/5
Conventional Vehicle	4	8	12	14	Tonnage/5
VTOL	4	8	—	—	Tonnage/5
Artillery Unit	3	6	10	12	—
Naval Vessel (water)	2	4	6	7	Tonnage/50
Battle Armored (Squad)	3	3	4	4	—

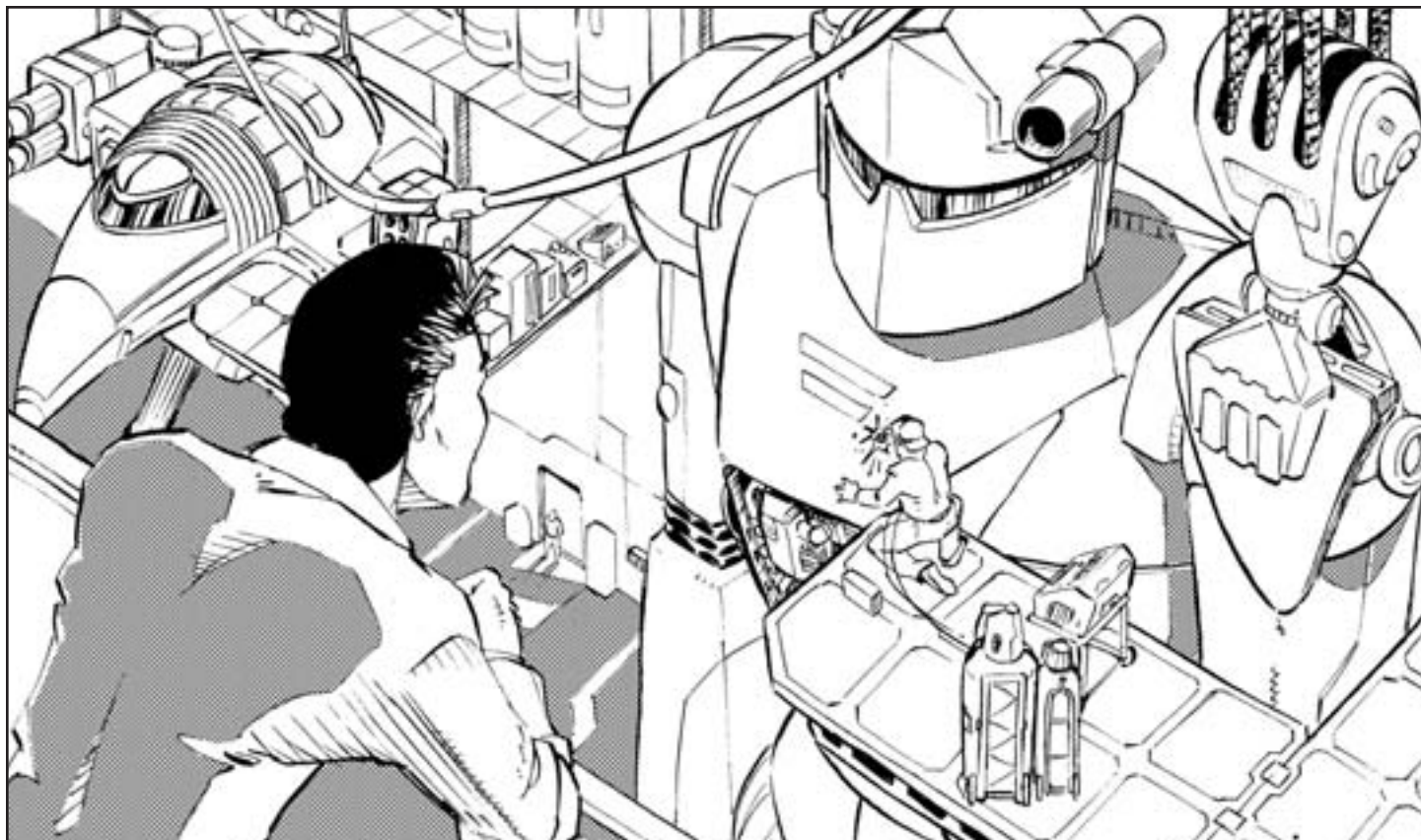
Conventional Infantry (Squad)

Foot	Motorized	Jump	Anti-Mech
1	2	2	+2
DropShip	Tonnage/50		
JumpShip	Tonnage/500		
WarShip/Space Station‡	N/A		

*If using Support Vehicles weighing beyond the maximum tonnages given in the construction rules for BMR and AT2.

†Represents small craft designs weighing 100-200 tons.

‡Warships and space stations may not be purchased during force generation.



Ideally, Paul begins purchasing his equipment with an eye toward a flexible combat force featuring all weight classes, but a cursory glance at his Exp Pool of 222 and the costs of heavier units tells him that he will likely not be able to equip his command with all the assets he desires and still be able to afford a DropShip for much-needed transport capability. Thus, with an eye toward building a potent—yet still flexible—force, complete with a DropShip, Paul decides to make his first purchase a Union-class DropShip. At 3,500 tons, the Union's cost in Equip Pool points is 70, taking a big chunk out of his point balance.

For BattleMechs, Paul decides on a medium-weight force consisting of 4 light 'Mechs, 6 mediums, and 1 heavy (his commander possesses his own 'Mech, so no more need be purchased). The total of these units is 149 Equip Pool points (1 heavy 'Mech at 21 points, plus 6 medium 'Mechs at a total of 96 points, plus 32 more points for 4 light BattleMechs). With only three points left over, Paul puts them into his infantry squads, making both conventional jump squads (without anti-BattleMech capabilities), at a slight one-point dip into debt (that increases to two points as the fact of slipping into deficit spending increased the second infantry squad's cost to 3 points).

For his fighters, Paul decides he has no choice but to go deeper into deficit spending, increasing their cost by fifty percent. As a result, the 12-point cost per each medium fighter rises to 18 points, meaning buying two medium fighters for his air support lance has driven him 38 points into debt.

TECH LEVELS

As with personnel experience, the technology levels of the equipment purchased in this step defaults to an average level (in this case, Level 1 or 3025-era technology), requiring commanders to upgrade using Tech Pool points. Level 2 (or higher) units cost progressively more points to upgrade based on the unit type, whether or not the design employs an extralight (or lighter) engine, is an Omni-capable design, or was constructed by the Clans. The cost for each upgrade is shown in the Tech Level Cost Table below, with Omni and Clan figures cumulative, based on the desired tech level (and, where applicable, engine type). For instance, a standard medium 'Mech may be upgraded to a Level 2 'Mech (without an XL engine) at a cost of only 2 points, but trying to upgrade the same design to a Clan-made OmniMech with an XL engine costs a whopping 9 points (3 + 2 + 4 = 9).

As with other categories, points not used here may not be used for any other category and go toward the command's war chest, while points overused here add to the deficit spending that can put a beginning command in debt.

ALTERNATIVE MERCENARY CREATION RULES



TECH LEVEL COST TABLE

Unit Type	Level 1	Level 2+ (Std Engine)	Level 2+ (Non-Std Eng.)	Omni	Clan
BattleMech	0	2	3	+2	+4
Conventional Aircraft	0	1	—	—	+1
Aerospace Fighter	0	2	3	+2	+3
Conventional Vehicle	0	2	3	+1	+2
VTOL	0	2	3	+1	+2
Artillery Unit	0	2	3	+2	+2
Naval Vessel (water)	0	2	3	+1	+1

Unit Type	Level 1	Level 2+	Clan
Conventional Infantry (Squad)	—	—	—
Battle Armored Infantry (Squad)	—	0	+3

Unit Type	Level 1	Level 2+	Clan
DropShip	0	Tonnage/200	Tonnage/100
JumpShip	0	Tonnage/2,000	Tonnage/1,000
WarShip/Space Station*	N/A	N/A	N/A

*WarShips and Space Stations may not be purchased during force generation.

Paul's mercenary command counts 12 BattleMechs, 2 aerospace fighters, and two conventional infantry squads, plus a Union-class DropShip among its combat units. Though he has a current debt of 37 points (38 from Exp Pool deficit spending, minus one from the leftovers in Warr Pool category purchases), he opts to invest the 18 points in his Tech Pool toward some equipment upgrades, unwilling to take chances on the modern battlefield.

Deciding not to go overboard on such upgrades, however, Paul opts to improve half his 'Mech forces and both aerospace fighters to level 2 technology with standard engines to ensure their battlefield survivability while limiting their upgrade costs. Paul decides that the 18-point cost to upgrade his Union is too prohibitive, considering his current debt situation and the fact that he plans to keep the unit's transport far from the field of battle.

The upgrading process costs Paul a total of 12 points for his BattleMechs (6 x 2 = 12), and another 4 for his aerospace fighters (2 x 2 = 4). This leaves him two unspent points in the Tech Pool, which reduce his total debt level to 35 points.

DETERMINING AND ASSIGNING EQUIPMENT

Once the weight class and technology level of all units has been assigned, the player may then determine exact models of the various machines using any desired means, from picking the specific models out of a *Record Sheets* book or *Technical Readout*, or by randomly rolling on the random unit tables found in various *Classic*

BattleTech products. The only limitation is that all machines chosen must conform to the weight class and tech level restrictions established during this step, regardless of the method used.

STEP 4: DETERMINE PAYROLL, MAINTENANCE COSTS, AND SUPPORT REQUIREMENTS

The following section outlines how to determine the mercenary force's payroll, maintenance costs, and support requirements. All costs are listed in C-bills unless otherwise specified. More in-depth rules and explanations for this step may be found in *FMMR*, p. 148.

PAYROLL

To determine the salaries of force members, multiply the base salary appropriate to the member by the quality, expertise, and rank multipliers shown in the Salary Table below. The multiplier effects are cumulative, so the salary of a veteran MechWarrior with a rank of Lieutenant (Rank 2 in *CBT: RPG*) would be 2,880 [1,500 x 1.6 (vet) x 1.2 (officer) x 1 (Rank 2 / 2 = 1)]. Salaries should be recorded on the Standard Mercenary Force Roster Form SR 3070 (simplified) for ease of reference. (For a guide to typical mercenary officer ranks and positions, see *Rank Structures and Insignia* in the *Standard Operating Procedures* section of *FMMR*, p. 33).

MAINTENANCE TABLE

Unit Classification	Weekly Maintenance	Weekly Support	
	Cost (in C-Bills)	Needs (man-hours)	Support Type
BattleMech	75	40+(tonnage/5)	T
OmniMech	100	40+(tonnage/5)	T
Aerospace fighter	65	40+(tonnage/2.5)	T
OmniFighter	125	40+(tonnage/2.5)	T
Ground Vehicle	25	20+(tonnage/5)	T
Infantry squad (7 men)	10	3+(number of men/5)	M
Personnel "squad" (7 men)	10	3+(number of men/5)	M
Artillery Weapon	25	15+(weapon tonnage/2.5)	T
Battle armor suit	50	5+(armor value x 2)	T
VTOL	65	30+(tonnage/5)	T
Conventional fighter	50	20+(tonnage/2.5)	T
Naval vessel (water)	65	10+(tonnage/2.5)	T
DropShip (under 16,000 tons)	500	80+(tonnage/10)*	T
DropShip (16,000 – 49,999 tons)	500	40+(tonnage/25)*	T
DropShip (50,000 tons and over)	500	20+(tonnage/50)*	T
JumpShip	800	40+(tonnage/400)*	T
WarShip	5,000	600+(tonnage/125)*	T

* DropShip/JumpShip/WarShip support needs are automatically met by the vessel crews.



ALTERNATIVE MERCENARY CREATION RULES

SALARY TABLE

Position	Base Salary	
	Monthly	Annually
MechWarrior	1,500	18,000
Aerospace Pilot	1,500	18,000
Vehicle/Artillery Crewman	900	10,800
Aircraft Pilot	900	10,800
Regular Infantry	750	9,000
Specialist/Armored Infantry	960	11,520
Scout Infantry	1,050	12,600
Vessel Crewman (DropShip)	1,000	12,000
Vessel Crewman (JumpShip)	750	9,000
Vessel Crewman (WarShip)	1,200	14,400
'Mech/Fighter Technician	800	9,600
Battle Armor Technician	800	9,600
Vehicle Mechanic	640	7,680
Medic	640	7,680
Doctor (Veteran/Elite Medic)	1,500	18,000
Administrative	320	8,320

Quality/Expertise	Multiplier
Assistant/Able-Body*	x 0.5
Green	x 0.6
Regular	x 1
Veteran	x 1.6
Elite	x 3.2
Anti-BattleMech Training†	x 1.5

Rank	Multiplier
Enlisted	x 0.6
Officers	x 1.2
Rank	(Rating/2)‡

*Assistants/Able-Bodies are short-term hires or Astechs, who work with the force on an as-needed basis.

†The Anti-BattleMech Training multiplier applies in addition to Quality Rating, but only to infantry unit types.

‡When using *CBT:RPG*

Most of the titles given below are self-explanatory in nature. If fuller definition is required, please consult p. 149 of the *FMMR*, under the same section and step of the *Creating a Mercenary Force* rules.

EQUIPMENT AND PERSONNEL SUPPORT

The Maintenance Table below lists the routine maintenance cost and support requirements for *Classic BattleTech* combat units in terms of both C-bill costs and technician man-hours. These costs include the replacement of tools and all materials required to keep equipment in good working order, but not support staff salaries or the cost of repairing battle damage. Furthermore, each stated figure covers the maintenance costs for a single machine only, with the exception of the infantry and

personnel platoon costs (reflecting the medical needs of the relevant personnel). To determine the maintenance costs of motorized infantry units, combine the Ground Vehicle and Infantry Platoon maintenance costs.

The formulas given under Weekly Support Requirement are used to calculate the required weekly support needs in man-hours for each *Classic BattleTech* unit ('Mech, vehicle, fighter, infantry squad, and so on) in a mercenary command. Round all fractions down. Note that these support requirements include medical support for infantry and standard personnel. Only medical personnel may render medical support for personnel, while technicians and mechanics provide technical support for equipment. For clarification, units on the table that include a (T) designation under Support Type require technical support, while units with an (M) designation require medical support (which generally comes in the form of routine check-ups and medical supply refills). Because infantry are trained to take care of their own equipment, standard infantry have no tech support requirement, though specialized infantry types (such as motorized and jump infantry squads) may. In the case of these specialized infantry elements, factor their technical support needs as one ton of ground vehicles per 7-man group. Similarly, the maintenance needs of DropShip and JumpShip units are handled by the vessels' crews, and so are not listed with the unit's day-to-day tech support needs.

Record the maintenance costs and support requirements for the unit on the appropriate page of the SR 3070 (Simplified).

In computing all of his force's technical and medical support requirements, Paul finds that his mercenary force's weekly support needs are as follows:

12 'Mechs (Total Tonnage: 555)
Support needs: 591 man-hours (technical)
2 aerospace fighters (Total Tonnage: 110)
Support needs: 124 man-hours (technical)
2 Infantry Squads (Total Tonnage: 2)
Support: 9 man-hours (medical), 20 man-hours (technical)
1 Union-class DropShip (Total Tonnage: 3,500)
Support needs: 430 man-hours (technical)
32 MechWarriors, Pilots, DropShip crew, and non-combatants
Support needs: 22 man-hours (medical)
Total Support Needs (excluding DropShip): 735 man-hours (technical), 31 man-hours (medical).

In reviewing his technical support capabilities, Paul finds that his technicians provide a total of 636 man-hours of the 735 required, and 120 man-hours of medical support, which more than meets the needs of his personnel. This level of support is adequate enough if he keeps rotating his technicians, but Paul might consider purchasing additional astechs under "deficit spending" to make up the 14 percent shortfall in tech support he currently has, and to be better prepared for eventualities such as battlefield damage.

ALTERNATIVE MERCENARY CREATION RULES



Hiring Additional Support Personnel

After determining the force's support requirements, a mercenary force may need to hire additional support staff to cover its required man-hours of labor and medical care. As a rule, forces must hire at least enough technicians to provide 30 percent of the total weekly requirement of tech and medical support man-hours to prevent breakdowns and debilitating illness, respectively. However, commanders may want to hire more technicians, medics, and administrators to meet the expanded support needs created by combat (see *Maintenance and Logistics*, p. 171 of *Running a Mercenary Force*, in the *FMMR*, for more information). To determine the support output of the command's technicians, mechanics, medics, and administrators, check the Experience Cost Table under Step 3 (see p. 85). Remember that medical and technical support is not cross-compatible, however, so man-hours supplied by medics can only see to medical support needs (M), and man-hours supplied by techs or mechanics (T) can only see to technical needs.

In the final stages of force development, any excess support personnel needs may be met by dipping into any leftover Category Point Pools, or by going further into debt using the "Deficit Spending" rule. This is the only case where spending points originally from another Category Point Pool can be performed, allowing for the hasty recruitment of additional support, but at twice the normal rate. Note that if the commander does not wish to spend these points (or if there are no further points to spend), other force personnel might be trained for double duty, effectively covering the technical and medical needs of the force. For more information on this option, see the *Double Duty* rules (*FMMR*, p. 150). Any support personnel purchased in this step cannot be modified using the pool points and are assumed to have a Green experience rating.

For additional rules and guidelines on technical support, consult the rules in *FMMR*.

Administrative Support

As with the standard rules laid down in *FMMR*, administrative support personnel are generally required in battalion or larger mer-



cenary forces, and their skills are commonly divided into command, transportation, logistic, and human resource categories, specialized aspects of day-to-day mercenary affairs which confer bonuses to negotiation and other aspects of mercenary operations.

These bonuses are explained in detail in *FMMR*, but apply only if the force attains 50 percent (or more) of its administrative support requirements and the relevant administrators are veteran level or higher. To determine the administrative support requirements of a mercenary command, simply total up all non-administrative personnel (including those who perform any double duties and those who crew the force's DropShips and JumpShips) and add the result to the force's total technical sup-



ALTERNATIVE MERCENARY CREATION RULES

port requirement, including those of DropShips and JumpShips. Divide the result by 30 to determine the minimum number of man-hours required to fulfill all the force's administrative support needs. If the command is still lacking in support, a mercenary force creator may wish to purchase additional support per the Hiring Additional Support Personnel rules above.

STEP 5: FINISHING TOUCHES

After determining the support staff for the force, the commander and his officers can name the force, generate its history and calculate their standing funds (or war chest). Once these tasks are accomplished, the force is ready to begin regular game play, fully compatible with the *Running a Mercenary Force* rules found in *Field Manual: Mercenaries, Revised*.

NAME

Many commands take at least part of their names from their commanders, and those that are former House forces often retain their former military designations. In any case, a force's name should inspire confidence in potential employers and fear in enemies. Consult the mercenary force names listed in the *Table of Contents* and use them as models if strapped for ideas.

HISTORY

As this point-based system lacks the organic structure of the one found in *FMMR*, the burden of developing a history rests more directly on the game master or the command's designer. However, the fast commander generation, the hiring hall of choice during generation, and even the composition of the resulting force can provide ample hooks for a story of a new mercenary command's tentative first steps into the history books.

Based on his commander's background, the composition, and even the hiring world on which he based his mercenary command, Paul creates a backstory for his new mercenary company, Brock's Buccaneers (see p. 25).

WAR CHEST

Any points left over after force generation from all the Category Point Pools—as well as all profits left over after paying for supplies, repairs, and salaries during routine operations—goes into a mercenary force's war chest, where they are used to support the command during and between contracts. The initial value of a force's war chest depends on the force's size, experience, and any leftover Category Pool points, minus all points spent under the "deficit spending" rule. Use the following formula to calculate this figure:

$$[(\text{Number of combat companies (every 12 units)}) \times 10,000 \times \text{War Chest Multiplier}] + [\text{All Leftover Points} \times 20,000] - [\text{Deficit Spending Points} \times 20,000]$$

QUALITY MULTIPLIER TABLE

Skill Average	War Chest	Multiplier
	Quality Rating	
5.50 or higher	Green	0.75
4.00 to 5.49	Regular	1
2.49 to 3.99	Veteran	2
2.50 or less	Elite	3

To determine a force's War Chest Multiplier, first calculate the average quality rating of the force's main body of troops (the main body of a BattleMech command is its 'Mech assets, while the main body of an aerospace group would be its aerospace assets, and so on). To determine the skill level of a warrior, find the average of his piloting and gunnery skills in his typical combat role (the one he appears under in the force's roster, be it MechWarrior, tank commander, or anything else) and cross-reference it against the Skill Average column in the Quality Multiplier Table below. Then, to find the average quality rating for the entire force, add up all of the skill averages for all units of the force's main body, and divide that figure by the number of units in the main body. Consult the Skill Average column once more to find the overall Quality Rating for the main body of the mercenary force.

Consult the Quality Multiplier Table to find both the force's Average Quality Rating and determine the multiplier for the War Chest.

At the end of the force creation process, Paul possesses a mercenary company whose primary combat force (main body) consists of twelve MechWarriors, four of whom—including the commander—have veteran ratings, while one is elite. In adding up the averages of all their gunnery and piloting skills, then dividing by the result by the number of warriors, he finds the skill average comes to 4, indicating a regular-rated mercenary command. This gives him a War Chest Multiplier of 1.

In computing his force's final War Chest, Paul notes he has only one full combat company, followed by an air lance and two infantry squads. Combined, this force essentially equates to just one complete combat company. Meanwhile, a Category Points Pool debt of 35 points remains. Thus, the War Chest formula for Paul's command looks like this:

$$[(1) \times 10,000 \times 1] + [0 \times 20,000] - [35 \times 20,000] = -690,000$$

Paul's mercenary force comes into being well in debt and may not purchase any equipment or spare parts before undertaking its first mission. Hopefully, over the next few missions, they can earn enough profits to cover expenses and battle damage.

ALTERNATE MERCENARY FORCE CREATION WORKSHEET 1

STEP 1: DETERMINE STARTING VALUES

STAGE 1: IDENTIFY COMMANDER

Check all that apply and add the listed bonuses. Note Tour of Duty repeat multipliers (*CBT:RPG* Life Path/Fast Generation Experience Bonuses) apply to all modifiers gained per Tour of Duty repeat (maximum of 3 passes). Note columns marked by an asterisk (*) indicate CBT stats for fast-generated commanders only, and do not apply to those created via *CBT:RPG* rules.

LIFE PATH/ORIGIN BONUSES

Highest Training	Base Age*	Base P/G TNs*	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Family Trained (Nobility)	18	7/6	+0.08	+0.05	0	+0.05	0
<input type="checkbox"/> Academy/Clan Dropout	18	6/5	0	0	-0.05	0	0
<input type="checkbox"/> Academy/Clan Graduate	20	5/4	+0.05	0	0	0	0
<input type="checkbox"/> Academy Graduate w/OCS	22	4/4	+0.10	0	+0.05	0	0
<input type="checkbox"/> Clan Graduate w/2+ Kills	20	4/3	0	0	0	0	+0.05

Commander's Origins	Base Age*	Base P/G TNs*	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Clan Origins	-2 yrs	-1/-1	-0.15	-0.15	+0.05	-0.08	+0.10
<input type="checkbox"/> Periphery Origins	+1 yr	+1/0	+0.15	+0.10	0	-0.03	-0.10

Combat Experience	Base Age*	Base P/G TNs*	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Covert Ops (x 1) (x 2)	+4 yrs	-1/-1	+0.03	+0.03	+0.10	-0.10	+0.05
<input type="checkbox"/> Paramilitary Service	+2 yrs	-0/-0	+0.05	+0.03	+0.05	0	0
<input type="checkbox"/> Training Battalion	+2 yrs	-0/-0	+0.05	0	+0.05	+0.05	0
<input type="checkbox"/> Tour of Duty (x 1) (x 2) (x 3)	+2 yrs	-1/-1	+0.05	+0.05	+0.05	0	+0.05

Attribute/Trait/Skill	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Bad Reputation	-0.13	-0.10	0	0	0
<input type="checkbox"/> Brave	+0.05	+0.05	+0.05	0	0
<input type="checkbox"/> Combat Paralysis	0	0	-0.10	0	0
<input type="checkbox"/> Combat Sense	0	0	+0.10	0	0
<input type="checkbox"/> Contact or Well-Connected	0	+0.05	0	+0.08	+0.05
<input type="checkbox"/> Enemy	0	-0.10	0	0	0
<input type="checkbox"/> Good Reputation	+0.08	+0.08	0	0	0
<input type="checkbox"/> Land Grant, Property, or Wealth	0	+0.08	0	+0.13	+0.05
<input type="checkbox"/> Madness	-0.10	-0.15	0	0	0
<input type="checkbox"/> Timid	0	0	-0.05	0	0
<input type="checkbox"/> Title	0	+0.05	0	+0.08	0
<input type="checkbox"/> Unlucky	-0.13	-0.10	-0.10	-0.03	-0.05
<input type="checkbox"/> SOC or CHA 3 or less	0	-0.10	-0.05	0	0
<input type="checkbox"/> SOC or CHA 7 or more	0	+0.10	+0.05	0	0
<input type="checkbox"/> Administration Skill (+3 or higher)	0	+0.08	0	+0.03	0
<input type="checkbox"/> Leadership Skill (+3 or higher)	+0.05	0	0	0	0
<input type="checkbox"/> Negotiation Skill (+3 or higher)	0	+0.05	0	+0.03	0
<input type="checkbox"/> Scrounge Skill (+3 or higher)	0	+0.05	0	+0.03	+0.05

TOTALS

COMMANDER'S INFORMATION

RANK/NAME: _____ ROLE: _____

CO'S FINAL AGE: _____ years Tactics: + _____ Leadership: + _____ Administration: + _____

CO'S CBT P/G SCORES: ____ / ____ Strategy: + _____ Scrounge: + _____ Negotiation: + _____

ALTERNATE MERCENARY FORCE CREATION WORKSHEET 2

STAGE 2: IDENTIFY HIRING HALL

Check the appropriate Hiring Hall used (if any), and add its modifiers to the totals from the commander's Life Path/Origins. Note that only one Hall is used during the point-based creation process.

HIRING HALL MODIFIERS TABLE

Hiring Hall World (Location)	Category Modifiers				
	Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Antallos/Port Krin (Periphery)	+0.15	-0.05	-0.10	+0.05	-0.10
<input type="checkbox"/> Arc-Royal (Lyrans Alliance)	+0.15	+0.15	+0.10	-0.13	+0.05
<input type="checkbox"/> Astrokaszy (Periphery)	+0.25	+0.05	-0.05	-0.05	-0.05
<input type="checkbox"/> Fletcher (Chaos March)	+0.10	+0.05	-0.05	+0.10	-0.05
<input type="checkbox"/> Galatea (Lyrans Alliance)	+0.15	0	0	+0.03	-0.05
<input type="checkbox"/> Herotitus (Periphery)	+0.20	+0.15	0	+0.03	-0.05
<input type="checkbox"/> Northwind (Chaos March)	+0.10	+0.05	+0.05	-0.03	+0.05
<input type="checkbox"/> Outreach (Chaos March)	+0.25	+0.05	+0.10	-0.08	+0.10
<input type="checkbox"/> Solaris VII (Lyrans Alliance)	+0.15	+0.15	+0.05	-0.10	-0.05
<input type="checkbox"/> Westerhand (Capellan Confederation)	+0.10	0	-0.05	-0.05	-0.05

FINAL TOTALS

STAGE 3: DETERMINE FINAL STARTING CATEGORY POINT VALUES

Check the appropriate force size desired and multiply by the quantity (if other than 1). Then multiply the number for each category by one plus the final total modifiers for that category to determine the unit initial category points.

BASE INITIAL CATEGORY POINTS TABLE

Base Force Size	Quantity	Base Category Points				
		Warriors	Support	Experience	Equipment	Tech Level
<input type="checkbox"/> Lance	_____	6	8	4	36	4
<input type="checkbox"/> Company	_____	22	29	16	176	16
<input type="checkbox"/> Battalion	_____	70	93	70	630	70
<input type="checkbox"/> Regiment	_____	214	285	250	2350	250

TOTAL (Base Category x Quantity, per Category): _____

TOTAL MODIFIER (per Category): _____

FINAL TOTAL (Category Total x [Total Modifier + 1]): _____

STEP 2: SELECT PERSONNEL AND EXPERIENCE LEVELS

Note the quantity and point costs for all warrior and support personnel, by personnel type. Note any point deficits or remainders after spending by subtracting the final cost in personnel and experience purchases from their respective final category point pool totals.

PERSONNEL

Warriors				Support Personnel			
Quantity	Warrior Type	Point Cost	Final Cost	Quantity	Support Type	Point Cost	Final Cost
_____	Same	x 2 =	_____	_____	Tech/Mechanic	x 2 =	_____
_____	Complementary	x 3 =	_____	_____	Medical	x 2 =	_____
_____	Distant	x 4 =	_____	_____	Administrative	x 1 =	_____

FINAL COST (Warriors): _____

CATEGORY TOTAL (Warriors): _____

DEFICIT/REMAINDER (Warriors): _____

(Support): _____

(Support): _____

(Support): _____

EXPERIENCE

Warriors					Support Personnel				
Quantity	Experience	TN*	Point Cost	Final Cost	Quantity	Experience	TN	Point Cost	Final Cost
_____	Elite	5	x 4 =	_____	_____	Elite	5	x 4 =	_____
_____	Veteran	7	x 2 =	_____	_____	Veteran	6	x 2 =	_____
_____	Regular	9	x 0 =	_____	_____	Regular	7	x 0 =	_____
_____	Green	11	x -2 =	_____	_____	Green	9	x -2 =	_____
_____	"Ultra-Green"	15	x -3 =	_____	_____	"Ultra-Green"	10	x -3 =	_____

FINAL COST (Warriors): _____

CATEGORY TOTAL (Warriors): _____

DEFICIT/REMAINDER (Warriors): _____

(Support): _____

(Support): _____

(Support): _____

* TN for Warriors represents the combination of Gunnery and Piloting base skills. For units that do not use Piloting skill in normal CBT gameplay, subtract 4 from the listed TN.

ALTERNATE MERCENARY FORCE CREATION WORKSHEET 3

STEP 3: SELECT EQUIPMENT AND TECHNOLOGY LEVELS

Note the quantity and point costs for all equipment, matched to the appropriate personnel types chosen above. Note any point deficits or remainders after spending by subtracting the final cost in equipment and technology purchases from their respective final category point pool totals.

EQUIPMENT

Unit Type	Quantity and Point Value					Final Cost
	[Light]	[Medium]	[Heavy]	[Assault*]	[Super-Heavy*]	
BattleMech	x8 +	x16 +	x21 +	x26		=
Aircraft, Conventional	x5 +	x10 +	x15 +		x(tons/5)	=
Aerospace Fighter	x6 +	x12 +	x18 +	x35 +	x(tons/5)	=
Conventional Vehicle	x4 +	x8 +	x12 +	x14 +	x(tons/5)	=
VTOL/Airship	x4 +	x8 +			x(tons/5)	=
Artillery Unit	x3 +	x6 +	x10 +	x12		=
Naval Vessel (Water)	x2 +	x4 +	x6 +	x7 +	x(tons/50)	=
Battle Armor Squad	x3 +	x3 +	x4 +	x4		=
Conventional Infantry Squad	[(Foot) x1 +	[(Motor) x2 +	[(Jump) x2 +	[(Anti-'Mech) x2		=
DropShip, any Class				Total Tonnage:	/50	=
JumpShip, any Class				Total Tonnage:	/500	=

FINAL EQUIPMENT POINT COST _____
EQUIPMENT CATEGORY TOTAL _____
DEFICIT/REMAINDER POINTS _____

* Note that Assault Aerospace Fighters reflect "small craft" designs weighing 100-200 tons. Super-Heavy units are those Support Vehicles which exceed the normal weight ranges for each vehicle class given in *BMR* and *AT2*.

TECHNOLOGY

Unit Type	Technology Level and Point Values					Final Cost
	Level 1	Level 2+ (Std Engine)	Level 2+ (Non-Std Engine)	Omni	Clan	
BattleMech	x0 +	x2 +	x3 +	x2 +	x4	=
Aircraft, Conventional	x0 +	x1 +			x1	=
Aerospace Fighter	x0 +	x2 +	x3 +	x2 +	x3	=
Conventional Vehicle	x0 +	x2 +	x3 +	x1 +	x2	=
VTOL/Airship	x0 +	x2 +	x3 +	x1 +	x2	=
Artillery Unit	x0 +	x2 +	x3 +	x2 +	x2	=
Naval Vessel (Water)	x0 +	x2 +	x3 +	x1 +	x2	=
Battle Armor Squad	[(L2 IS)	x0 +		[(L2 Clan)	x3	=
DropShip, Any Class	[(L1 IS)	x0 +	[(L2 IS) tons/200 +	[(L2 Clan)	tons/100	=
JumpShip, Any Class	[(L1 IS)	x0 +	[(L2 IS) tons/2,000 +	[(L2 Clan)	tons/1,000	=

FINAL COST _____
CATEGORY TOTAL _____
DEFICIT/REMAINDER _____

Determining and Assigning Equipment

Use the SR 3070 (Mercenary Force Roster) to enter the names, types, tech, and experience levels of all units generated, using either the random tables or player's choice within the established quantities, tech levels, and weight classes of all units determined above to fill in details. Consult the text for maintenance costs, types, and values per unit. Note: War Chest value based on Final value of all Deficit/Remainder points added together as described under Finishing Touches (p. 89).

FORM SR 3070A (EQUIPMENT AND SALVAGE INVENTORY)

MERCENARY COMMAND/SUBCOMMAND: _____ DATE: _____

Weaponry/Equipment	Quantity		Weaponry/Equipment	Quantity		Weaponry/Equipment	Quantity	
	[IS]	[Clan]		[IS]	[Clan]		[IS]	[Clan]
ER Large Laser	_____	_____	Micro Pulse Laser	_____	_____	Improved C ³ Computer	_____	_____
ER Medium Laser	_____	_____	Flamer	_____	_____	ECM Suite (Guardian)	_____	_____
ER Small Laser	_____	_____	Heavy Large Laser	_____	_____	TAG	_____	_____
ER Micro Laser	_____	_____	Heavy Medium Laser	_____	_____	Light TAG	_____	_____
ER PPC	_____	_____	Heavy Small Laser	_____	_____	_____	_____	_____
Large Laser	_____	_____	Anti-Personnel Pod	_____	_____	_____	_____	_____
Medium Laser	_____	_____	Artemis IV FCS	_____	_____	_____	_____	_____
Small Laser	_____	_____	Active Probe (Beagle)	_____	_____	_____	_____	_____
PPC	_____	_____	Light Active Probe	_____	_____	_____	_____	_____
Large Pulse Laser	_____	_____	CASE	_____	_____	_____	_____	_____
Medium Pulse Laser	_____	_____	C ³ Computer (Master)	_____	_____	_____	_____	_____
Small Pulse Laser	_____	_____	C ³ Slave	_____	_____	_____	_____	_____

Weaponry or Equipment	Quantity		Ammo (shots/type)	Weaponry or Equipment	Quantity		Ammo (shots/type)	
	[IS]	[Clan]			[IS]	[Clan]		
Anti-Missile System				Streak SRM 4				
Autocannon/2				Streak SRM 6				
Autocannon/5				Arrow IV System				
Autocannon/10				Sniper Artillery Piece				
Autocannon/20				Thumper Artillery Piece				
Flamer (Vehicle)				Long Tom Artillery Piece				
Heavy Gauss Rifle				Components	Quantity/Tonnage		Notes	
Gauss Rifle					[IS]	[Clan]		
Light Gauss Rifle								
LB 2-X Autocannon								
LB 5-X Autocannon								
LB 10-X Autocannon								
LB 20-X Autocannon								
Light Machine Gun								
Machine Gun								
Heavy Machine Gun								
Rotary Autocannon/2				Foot ('Mech only)				
Rotary Autocannon/5				Jump Jets				
Ultra Autocannon/2				Heat Sink (Single)				
Ultra Autocannon/5				Heat Sink (Double)				
Ultra Autocannon/10				Components	Total Points		Notes	
Ultra Autocannon/20								
Improved Narc Launcher					Standard Armor (points)			
Narc Missile Beacon					F.F. Armor (IS, points)			
ATM 3					F.F. Armor (Clan, points)			
ATM 6					Stealth Armor (IS, points)			
ATM 9					Standard Int. Struct. (points)			
ATM 12					Endo Steel Int. Struct. (IS)			
LRM 5					Endo Steel Int. Struct. (Clan)			
LRM 10								
LRM 15				Other Weapons/Equipment	Number and Tech Base		Notes	
LRM 20					(Including Engines, Gyros, Targeting Computers, Hatchets, Swords, MASC, Vehicle Lift/Drive and Control Equipment, and so on)			
MRM 10								
MRM 20								
MRM 30								
MRM 40								
Rocket Launcher 10								
Rocket Launcher 15								
Rocket Launcher 20								
SRM 2								
SRM 4								
SRM 6								
Streak SRM 2								

FORM SR 3070B (MERCENARY PERSONNEL AND SALARY SHEET)

MERCENARY COMMAND/SUBCOMMAND: _____ DATE: _____

List all staff, including warriors, support members and vessel crews for DropShips and JumpShips owned by the mercenary command, and compute salaries based on the rules found in *Force Creation (Field Manual: Mercenaries, Revised, p. 137)*. Use additional sheets as needed, or combine infantry squads/vehicle crews to save space (adjusting salaries accordingly).

[illegible]

TOTAL FORCE SALARY (Base Monthly Contract): _____

BASE OVERHEAD (Total Force Salary x 0.05): _____

MERCENARY CONTRACT WORKSHEET

GENERAL INFORMATION

Contract Date: _____ Hiring Hall, World: _____
Mercenary Command Name: _____ Employer: _____
Mercenary Negotiator (TN): _____ (+ _____) Employer Negotiator (TN): _____ (+ _____)
Freelance Negotiator Fee: _____ C-bills

Mercenary Rating (Value): _____ (_____)
Negotiator Skill TN Modifier: [(Mercenary) _____ - (Employer) _____] (x 10% BP)
☐ Galatea or Outreach (MRBC) Hiring Hall ☐ Other Hiring Hall (-5% BP) BP Modifier: _____
☐ Mercenary Command not in debt (War Chest > 0 C-bills) ☐ Command in debt (-10% BP) BP Modifier: _____
☐ Two-player negotiation (gamemastered) ☐ One-player negotiation (-10% BP) BP Modifier: _____
Base BP: _____
BP Modifier: _____
BP Modifier: _____
BP Modifier: _____
BP Modifier: _____
Final BP Pool: _____

CONTRACT NEGOTIATION

	Starting Position	Mercenary Negotiation	Employer Counter	Final Position	BP Cost/Value
Contract Type: _____ (non-negotiable)	—	—	—	—	—

Base Contract Length: _____
☐ Mercenary seizes agenda (- _____ BP) **Mercenary:** -5 BP per month increased/decreased, max +/- 3 months
☐ Employer seizes agenda (+ _____ BP) ☐ +10 BP to delete emergency escape clause.
_____ Contract extensions (3 standard) **Employer:** +10 BP per month increased/decreased, max +/- 3 months
-10 BP per extension clause deleted (if mercenary seeks shorter term), max -3.
-10 BP per extension clause added (if mercenary seeks longer term), max +3.

Base Pay Multiplier: _____
☐ Veteran (or better) Mercenary Human Resources Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (- _____ BP) **Mercenary:** -5 BP per +0.1 multiplier, +2 BP per -0.1 multiplier (max +/- 1.0)
☐ Employer seizes agenda (+ _____ BP) **Employer:** -5 BP per +0.2 multiplier, +4 BP per -0.1 multiplier (max +/- 1.0)

Command Rights: _____
☐ Veteran (or better) Mercenary Command Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (- _____ BP)

Employer Offers	Mercenary Counter (BP)
Independent	Liaison (+5)
Liaison	Independent (-20)
House	Independent (-30), Liaison (-10), Integrated (+5)
Integrated	Independent (-40), Liaison (-20), House (-10)

☐ Employer seizes agenda (+ _____ BP) **Employer:** -10 BP to decrease level (one-level drop, House/Liaison Command only)
+8 BP to increase level (one-level increase, Independent/House Command only)

Overhead Compensation: _____
☐ Mercenary seizes agenda (- _____ BP) **Mercenary:** -5 BP per level from none, to half, to full
+2 BP per level from full, to half, to none
☐ Employer seizes agenda (+ _____ BP) **Employer:** -2 BP per level from none, to half, to full

Salvage Rights: _____
☐ Veteran (or better) Mercenary Logistical Administrator (+5 BP, this item only)
☐ Mercenary seizes agenda (- _____ BP) **Mercenary:** Add/subtract BP as indicated below for changing salvage rights type.
-5 BP to increase Exchange/Shared by 5%, +3 to decrease by 5%

Employer Offers	Mercenary Counter (BP)	Employer Take-Back (BP)
Full	Exchange (+30), Shared (+34), None (+53)	Exchange (+23), Shared (+26), None (+40)
Shared	Exchange (-5), Full (-45), None (+19)	None (+14)
Exchange	Shared (+4), Full (-40), None (+23)	Shared (+3), None (+17)
None	Exchange (-30), Shared (-25), Full (-70)	—

☐ Employer seizes agenda (+ _____ BP) **Employer:** Add/subtract half Mercenary Counter BPs for changing salvage type.
-3 BP to increase Exchange/Shared by 5%, +2 BP to decrease by 5%

MERCENARY CONTRACT WORKSHEET CONTINUED

	Starting Position	Mercenary Negotiation	Employer Counter	Final Position	BP Cost/ Value
Support Rights: _____					
<input type="checkbox"/>	Veteran (or better) Mercenary Administrator (any type not employed elsewhere, +5 BP for this item only)				
<input type="checkbox"/>	Mercenary seizes agenda (— BP) Mercenary: Add/subtract BP as indicated below for changing support rights type. –5 BP to increase Straight/Battle Loss by 5%, –3 BP to increase Both by 5% (per type) +3 BP to decrease Straight/Battle Loss by 5%, +3 BP to decrease Both by 5% (per type)				
Employer Offers	Mercenary Counter (BP)		Employer Take-Back (BP)		
Both	Battle Loss (+19), Straight (+26), None (+34)		Battle Loss (+14), Straight (+20), None (+26)		
Battle Loss	Both (–25), Straight (+8), None (+15)		Straight (+6), None (+11)		
Straight	Both (–35), Battle Loss (–10), None (+8)		None (+6)		
None	Both (–45), Battle Loss (–20), Straight (–10)		—		
<input type="checkbox"/>	Employer seizes agenda (+ BP) Employer: Add/subtract half Mercenary Counter BPs for changing support type. –3 BP to increase Straight/Battle Loss by 5%, –2 BP to increase Both by 5% (per type) +2 BP to decrease Straight/Battle Loss by 5%, +1 BP to decrease Both by 5% (per type)				

Transport Rights: _____					
<input type="checkbox"/>	Veteran (or better) Mercenary Transport Administrator (+5 BP, this item only)				
<input type="checkbox"/>	Mercenary seizes agenda (— BP) Mercenary: Add/subtract BP as indicated below for changing transport type. –3 BP to increase Partial by 5%, +2 BP to decrease by 5%				
Employer Offers	Mercenary Counter (BP)		Employer Take-Back (BP)		
Full	Partial (+23), None (+38)		Partial (+17), None (+29)		
Partial	Full (–30), None (+15)		None (+11)		
None	Full (–50), Partial (–20)		—		
<input type="checkbox"/>	Employer seizes agenda (+ BP) Employer: Add/subtract half Mercenary Counter BPs for changing transport type. –2 BP to increase Partial by 5%, +1 BP to decrease by 5%				

Renegotiations: _____

☐ Renegotiations. (Note that renegotiating any point doubles the BP costs, but not the value of any concessions.)

☐ No renegotiations. Contract terms accepted as currently negotiated.

FINAL CONTRACT TERMS:

Contract Payment (Base Monthly Salary x Base Pay Multiplier x Contract Length)	=	_____	C-bills
Contract Support Payment (Monthly Support Cost x Straight Support % x Contract Length)	=	_____	C-bills
Contract Transport Payment ([Owned Vessel Costs, <i>FM: M(R)</i> p. 170] x Transport %)	=	_____	C-bills
Total payment due from employer:		_____	C-bills

MRBC Handling Fee (Contracts negotiated through Outreach or Galatea only)	=	_____	C-bills
Contract Overhead (Contract Monthly Payment x 0.05, x 0.025 if half-paid, or x 0 if fully paid)	=	_____	C-bills
Total Pre-Mission Costs:		_____	C-bills

Sign-on Bonus (Total Payment Due x [BP/2]%)	=	_____	C-bills
---	---	-------	---------

Final Total Contract Payment Due			
(Total Payment Due – Total Pre-Mission Costs + Sign-on Bonus)	=	_____	C-bills

Advance: Up to 25% of Final Total Contract Payment (MRBC-handled contracts only)	=	_____	C-bills
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Estimated Transport Fees (Sum of owned and chartered transports, plus jumps and “hazard pay”)=		_____	C-bills
--	--	-------	---------



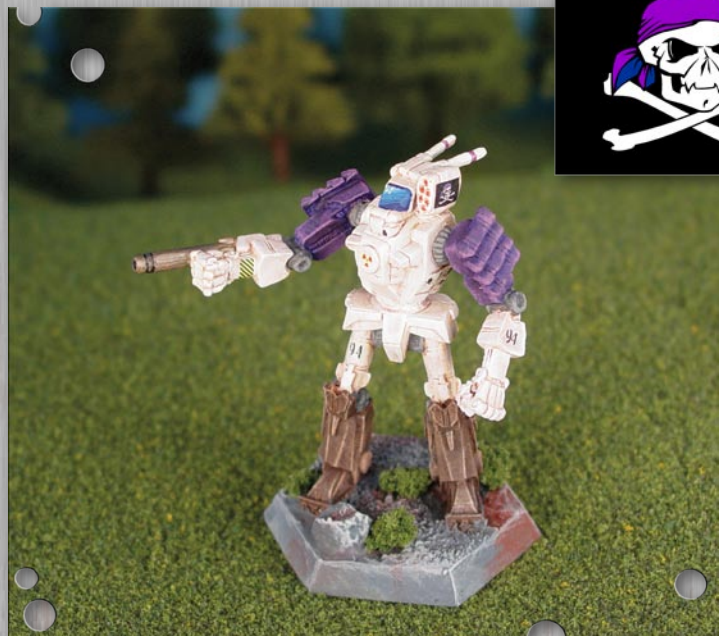
**Masakari Prime,
The Black Thorns**



**TR-10 Transit,
Blackstone Highlanders**



**HGN-732 Highlander,
Brion's First Regiment
[Brion's Legion]**



**WVR-8K Wolverine,
Brock's Buccaneers**



**AS7-K Atlas,
Canned Heat**



**MR-V2 Cerberus,
Carson's Renegades**



**CGR-1A5 Charger,
Clifton's Rangers**



**VTR-9K Victor,
Crater Cobras
(789th Striker)**



HRG-LS-9000 Hercules,
Devil's Advocates



ZPH-1A Tarantula,
DropShip Irregulars



Dasher Prime,
The Grave Walkers



WR-DG-02FC War Dog,
Gregg's Long Striders



T-IT-10M Grand Titan,
Grim Determination



STC-2C Striker,
Group W



CTS-6Y Cestus,
Hansen's Roughriders



CNS-5M Cronus,
Head Hunters



**C-SK1 Cossack,
59th Strike Regiment
[Illician Lancers]**



**TLN-5W Talon,
Kirkpatrick's Invaders**



**HTM-27T Hatamoto-Chi,
Legion of the Rising Sun**



**TDR-9M Thunderbolt,
32nd Recon Combat Group
[Lexington Combat Group]**





**FS9-0 Firestarter,
Martian Cuirassiers**



**HBK-5S Hunchback,
Northwind Hussars
[Northwind Highlanders]**



**FS9-S Firestarter,
Redfield Renegades**



**WTC-4M Watchman,
The Regulators**



MERCENARIES SUPPLEMENTAL



MAD-5L Marauder,
Sathen's Snipers



DRG-1N Dragon,
Spade's Brigade



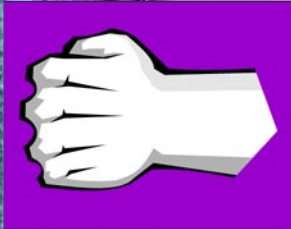
TR1 Wraith,
Stealthy Tigers



TDR-10SE Thunderbolt,
Swann's Cavaliers



**ZEU-9S Zeus,
The Thumpers**



**AXM-1N Axman,
Wannamaker's Widowmakers**



**TMP-3M Tempest,
Wilson's Hussars**



ANY WARRIORS WANTED!



Not every interstellar power can afford the likes of the Wolf's Dragoons. Not every world has the resources to hire even a lance from the elite Kell Hounds. That doesn't mean war doesn't come in the form of objective raids, internal power struggles or outright piracy to such factions and backwater worlds. For such, any mercenary group will do, even the dregs. If they can point and shoot, someone, somewhere, will hire them.

A companion volume to *Classic BattleTech Field Manual: Mercenaries, Revised, the Mercenaries*

Supplemental™ provides an in-depth look at a few of the best and many of the worst known Inner Sphere mercenary commands, including histories, officers, and favorite tactics. Special rules allow players to use these commands in their Classic BattleTech campaigns, while a new point-based construction system provides an optional way to generate new mercenary commands.

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