

THE MECHWARRIOR'S GUIDE TO THE CLANS™



MECHWARRIOR'S GUIDE TO

THE CLANS



FASA CORP.

TABLE OF CONTENTS

BLOOD IN THE WATER	4	Goliath Scorpion Seeker	34	Law and Order	73
INTRODUCTION	8	Scientist Caste Service	35	The Military	75
CHARACTER CREATION	9	Tour of Duty: Clan-Sphere Liaison	36	Politics	75
Traits	9	Tour of Duty: Fire Mandrill Clashing		Money	77
Contacts/Enemies (Samples)	9	Kindraa	36	Technology	77
Glory (New)	9	Tour of Duty: Harvest Trials	37	Military Systems	77
Vehicle (Expanded)	9	Tour of Duty: Hell's Horses Armor		Molecular and Chemical	
Protomech Assignment	9	Warrior	38	Engineering	78
Skills	18	Tour of Duty: Home Clan	39	Medical Technology and Genetics	78
Artillery	18	Tour of Duty: Ice Hellion Flurry Unit	40	Glossary	78
Bombing	18	Tour of Duty: Joint Nova		CLAN CAMPAIGNS	85
Gunnery/Orbital Bombardment		Cat/Combine Exercises	40	Running Adventures with the Clans	85
(New, Difficult)	18	Tour of Duty: Snow Raven Naval		Inner Sphere Adventures	85
Gunnery/Proto	18	Officer	41	Homeworld Adventures	86
Piloting	18	Tour of Duty: Steel Viper Trueborn		Campaign Mechanics	88
Piloting/Proto	18	Infantry	41	Clan Honor and Rules of	
Tactics/Air Support	18	Sample Characters	43	Engagement	88
Tactics/Proto	18	Clan Naval Pilot	44	Glory	89
Zero-G Operations	18	Clan Tanker	46	Trials and Testing	91
Affiliations	18	Crusader Elemental	48	Clan Price Guide	93
Clan Blood Spirit	18	Disgraced Warrior	50	The Black Market	95
Clan Cloud Cobra	19	Reservist Trader	52	Clan NonPlayer Characters	96
Clan Coyote	20	ProtoMech Warrior	54	Using NPC Templates	96
Clan Diamond Shark	20	Scientist Ambassador	56	Sibkid (Secondary)	96
Clan Fire Mandrill	20	Seeker MechWarrior	58	Technician (Secondary)	97
Clan Ghost Bear	21	CLAN LIFE	60	Freeborn Solahma (Secondary)	97
Clan Goliath Scorpion	21	Clan Eugenics and Bloodnames	63	Elemental Guard (Primary)	97
Clan Hell's Horses	23	Trial of Bloodright	63	Laborer (Everyday)	98
Clan Ice Hellions	23	Freeborn Warriors and		Merchant (Everyday)	98
Clan Jade Falcon	24	Bloodnames	63	Clan Encounters	98
Clan Nova Cat	24	Keepers	63	Generating Encounters	98
Clan Snow Raven	25	The Reaving	65	VENDETTAS	102
Clan Star Adder	25	Rituals, Trials and Traditions	65	Welcome to the Land of Dreams	102
Clan Steel Viper	25	Trial of Grievance	65	MechWarrior Rules	104
Clan Wolf	27	Trial of Refusal	65	How to Run Vendettas	104
Clan Wolf (in-Exile)	27	Trial of Position	66	Overview	105
Dark (Bandit) Caste	27	Ritual of Abjuration	66	Downtime	105
Additional Paths	28	Trial of Annihilation	67	Accusations	107
Events	28	The Cult of Kerensky	67	Merry Chase	110
Changing Affiliations	28	Sports and Games	68	The Lead ...	112
Stage 2: Late Childhood	28	Lacrosse	68	Parlahs	114
Advanced Elemental Sibko	28	Football	69	The Conspiracy Revealed	119
Stage 3: Higher Education	29	Morals, Social Mores and Taboos	69	Honor Duel	121
Jade Falcon Training Cluster	29	Clan Government	70	Desperate Hand	124
Naval Academy	30	The Grand Council	70	Wrap-Up	127
Stage 4: Real Life	31	Loremaster of the Clans	70	Research	129
Blood Spirit ProtoMech Pilot		Ilkhan	71	Cast of Characters	136
Training	31	Clan Councils	71		
Cloister Training	32	Khans and saKhans	72		
Dark Caste	33	Clan Loremaster	72		
Diamond Shark Warrior-Trader	33	Interplanetary Travel and			
		Exploration	72		



CREDITS

Writing

Blood in the Water

Loren L. Coleman

Character Creation

Herbert A. Beas II

Randall N. Bills

Loren L. Coleman

Chris Hartford

Christopher Hussey

Patrick Kirkland

Bryan Nystul

Christoffer "Bones" Trossen

Clan Life

Compiled from material written by Chris Hartford

Clan Campaigns

Chris Hartford

Vendettas

Herbert A. Beas II

Project Development

Randall N. Bills

Project Editing

Anne Brown

Michelle Lyons

BattleTech Line Developer

Randall N. Bills

Editorial Staff

Editorial Director

Donna Ippolito

Managing Editor

Sharon Turner Mulvihill

Editors

Davidson Cole

Rob Cruz

Michelle Lyons

Michael Yates

Production Staff

Art Director

Fred Hooper

Assistant Art Director

John Bridegroom

Project Manager

Jason Vargas

Cover Art

Kevin McCann

Cover Design

Jason Vargas

Illustrations

Matthew Plog

Storn Cook

Marc Sasso

Scott James

Layout

Jason Vargas

*MECH®, BATTLETECH®, and MECHWARRIOR® are Registered Trademarks of FASA Corporation. MECHWARRIOR'S GUIDE TO THE CLANS™ is a Trademark of FASA Corporation. Copyright © 2001 FASA Corporation. All rights reserved. Printed in the U.S.A.

Published by FASA Corporation
1100 W. Cermak Road · Suite B305
Chicago, IL 60608

FASA Corp. can be reached via e-mail at batltech@fasa.com (BattleTech questions) and art@fasa.com (art comments). Please, no list or server subscriptions. Thanks!

Title graphic produced by Hasbro Interactive. Used by permission.

BattleTech miniatures are created by RalPartha Enterprises and can be purchased in game and hobby shops. For more information or to receive a catalog, contact RalPartha at 800-543-0272 or email at ralpartha@fasa.com

BLOOD IN THE WATER

I smelled blood in the water.

An ambiguous scent, it is almost a feeling, warm and potent. Like the touch of a blade that pricks the side of your neck, or even the lethal temptation you feel as you tighten down on a trigger, about to unleash an OmniMech's full fury. I have known both sensations, and they are brothers.

It is walking into a room, feeling it charged with excitement and knowing that something special is brewing. Picking out that single flicker of uncertainty in the eye of the adversary as she prepares to concede. Noticing the way a warrior favors a leg, recognizing that he is hiding an injury I can exploit. Finding weaknesses. Recognizing value.

Sensing opportunity.

Rumors carried me into the labs that morning, where a swell of excitement among the scientist caste tainted the air with energy and enthusiasm. Tests were underway in a variety of experiments I could not begin to understand or describe. A few apprentices directed the laborers I had followed here, ordering them to move heavy equipment, while others continued the legwork for whatever research program their seniors directed. Two elder scientists argued quietly in the corner. Something had stirred the waters here. I would find out what that was.

In many Clans, the castes isolate themselves within their own communities. Warriors stay to their command posts, technicians their repair bays. Mixing between castes happens mostly in the course of duty. Within Clan Diamond Shark, however, merchants are almost always welcome—tolerated, at least—in any situation.

That is what I am. Merchant. And more. I was once a warrior. A star commander in the Rho Spina Galaxy. But there, my prospects were limited. I had neither the genetic heritage nor the proven, exceptional talent that the Clans desire in future leaders. I retired to the merchant caste, remaining on the reserve rosters but effectively ending my chance at immortality through the genetics program. There was still time for freeborn offspring, though trueborn myself, the concept felt too alien. As a merchant, I am able to engage in struggles against other Clans—identifying targets of opportunity, staging mercantile coups, crushing my adversaries. In a way, I had never left the battlefield. Instead of blood or territory, I fight for profits.

Not profits in the manner of personal wealth. That kind of destructive greed we leave to the Inner Sphere *surats* with their petty, self-serving ways. Clan merchants do not amass fortunes for themselves. Their profit comes in concessions and advantages, acquired for caste and Clan. If there is a personal advantage, perhaps it is that we sometimes indulge in personal satisfactions. Some of my associates collect exotic items. Others take the time to explore artistic endeavors.

I hunt for challenging deals.

"What do you have for me?" I asked Jerome, balancing a small package on the edge of his monitor. Not a bribe, a deliv-

ery. Merchants are traders. We are expected to make exchanges, even for casual information, and to never forget a debt. I could always make it up later, but I do not believe in owing someone. That is just me.

Jerome eyed the package critically. "My optics?" He had been waiting for new laser-focusing optics to replace the ones he had burned out in his laser spectrometer.

I nodded. "We got them from Clan Star Adder. Zero-G production. They guaranteed no flaws." As if a Shark merchant could be taken by an Adder. "You seem busy today."

Glancing darkly at the activity, Jerome jutted his pointy chin in the direction of a chatterweb terminal. "We've been mediating between Clans Ice Hellion and Hell's Horses. Their scientists were working together, close to a breakthrough, but had another falling out. We involved ourselves as a neutral party, and it looks like we've finally got a line on what they've discovered."

I could not help shuddering at his use of contractions. Clan habits die hard, and to me they were still the sign of a lazy mind. Yet Jerome was one of the best scientists on Tathis, likely why the other clans had asked him to mediate. Ice Hellions and Hell's Horses have very little good to say about our Clan. Fortunately, they work with each other even less well, meaning they needed a middleman. Clan Diamond Shark always serves as a good middleman. And, of course, we always get our cut.

"So what is it?"

"It may be a synthetic replacement for HarJel."

That hit me like a PPC between the eyes. HarJel had many strategic military uses, from space vessel repair systems to Elemental suit patches. The virtual monopoly controlled by Clan Diamond Shark was one of the merchant caste's greatest bargaining tools. "You are certain?"

Jerome's shoulders slumped, defeated. Definitely not a single drop of warrior blood running through his veins. "We're still testing." His voice held a trace of doubt, but only that. Obviously more than a few of his cohorts were certain.

"By Kerensky!" I swore. "When were you going to tell someone?"

He bridled, insulted. "We've sent a preliminary report, warning Tathis's military governor that the other Clans might be close to compromising a strategic material."

Which would pass slowly through the hands of at least three other warriors first, who would be more interested in the latest troop rotations than any scientist's caution. I doubted that Jerome had bothered to tag the report with a large warning: "HarJel monopoly in danger!" This is why the merchant class is strongest in the Diamond Sharks. We have learned how to interpret between castes.

"Come with me," I instructed him, falling back on command authority learned as a warrior. I took Jerome's elbow, pulling him along. "I will get you in to speak with the governor before lunch."



Facilitator. Middleman. That is me.

Lunch with Tathis's military governor. I would be expected to "purchase" that time. "I wonder where I can find some Barcella caviar on the way."

* * *

As it turned out, a simple note saying "HarJel monopoly threatened" *did* buy us time with the governor.

It also landed us in meetings with more scientists and merchants, a star colonel, and then the local garrison galaxy

commander. Merchant Factor Lorenzo, head of the Shark's merchant council, was en route to Tathis from Babylon. In the meantime, the order was to stall any development by the Ice Hellions. The Hell's Horses we'd deal with later.

And *that* is what finally brought me to the *batchall*, standing to one side of Star Captain Dana Horn as the Ice Hellions stared daggers at us. In order to cover up why we cut off the Ice Hellions from the research collaboration, the local garrison commander manufactured an incident. A military DropShip assigned to Horn's Trinary developed "difficulties" and landed inside the Ice Hellion enclave on Tathis, very near the city

which held their primary research facility. They were quick to claim it in compensation for us “invading” their territory. With the Ice Hellions, speed counts for so much.

“You assembled quickly,” Dana Horn said. Her opponent was Star Captain Erik Rickard, who had brought along Star Commander Caleb as an advisor. Keeping the conflict between lesser officers was my suggestion, the better to draw less attention to our real problem.

“We are Ice Hellion,” Caleb intoned, “we are quick to move.”

I shrugged a lack of interest, which drew a glare from both Ice Hellions. As I had intended. Star Captain Horn diverted their attention by officially opening the *batchall*. “With what forces do you make your claim on the DropShip *Brightmetal*?”

“Fourth Trinary of the 150th Attack Cluster,” Rickard said. “We will allow you *safcon*.” He gave this last promise of safe conduct with a sneer, as if real warriors would never admit to being so weak as to require it.

“And what do you offer of value against the *Brightmetal*?”

That confused the Ice Hellions for a moment, until Rickard realized that he had answered Horn’s challenge as if he were the aggressor, not the defender. Rickard had made his first mistake, and it could cost him. He smiled in anger. “What would you have?”

Horn pretended to consider it. Her voice retained a razored quality that cut deep. “You brought the rights of territory into this battle. If we successfully defend the *Brightmetal*, we will claim your nearest city.”

They thought about that. Rickard hedged. “You value a wounded DropShip very highly.”

I leaned into the discussion. “Merchants are the ones who value things, Star Captain. I did not know you had our blood in your veins.” If Rickard was your typical warrior, the insinuation of freeborn blood in his genetic makeup might drive him to distraction. “Or do you admit the possibility of losing so readily?” I looked to Horn. “I knew the Ice Hellions were an impatient Clan, but I have never seen them surrender so quickly before.”

Rickard, unfortunately, looked ready to dismiss me out of hand. The implied superiority of the warrior caste over all others was obvious. Caleb, however, balled his fists, quick to defend his commander. “Your opinions have no weight here, merchant. Keep quiet.”

I smiled. Erik Rickard had been my original target, but a quick shift to Caleb would work just as well. “He is Ice Hellion, he is quick to take offense.”

Caleb advanced on me. “You will *not* talk to me in such a familiar manner, *surat*!”

Dana Horn stepped in between us. “Should I take this outburst as a declaration of grievance, Star Commander?”

“Against a merchant?” Confusion, and not a small amount of insult, rode his voice.

I let Horn break the good news—that as a retired warrior, by Diamond Shark traditions I *could* answer a call to Trial.

“And should he win,” Horn continued, “he is allowed to

assume your rank and return to the Touman a full warrior.”

The withering glare Caleb sent over told me how likely he thought *that* was to happen. “I accept, then.”

Horn was quick to move in for the kill, obviously scenting the same blood that was making my own skin crawl and jump. “That should also solve your reluctance to put the city against the DropShip, Erik Rickard. We fight two battles. Set your forces to cover them as you like, so long as Caleb leads one battle. I will divide up my Trinary, substituting out one warrior to match.” She looked to me. “You will accept a *Goshawk* to pilot?”

A second-line BattleMech, but with a solid weapons load. And it seemed one more advantage handed to the Ice Hellions. Erik Rickard looked ready to jump across and shake agreement out of me. Caleb simply looked ready.

I nodded slowly, trying to look unhappy about the entire situation.

* * *

The BattleMechs assembled. The battle was waged.

Caleb led his Star out to defend the city of Ristha. His *Mad Dog* led the five Ice Hellion OmniMechs, none of which were smaller than forty tons. As our first Star broke through the forest screen, including my *Goshawk*, he took up a position opposite me.

“I had hoped for a better challenge.”

It was true, we were grossly outmatched. They had the weight and better machines. But despite that advantage, no one fired yet. By arrangement, he and I would lead off the battle.

And the Diamond Sharks would finish it. Our second Star trailed into the valley at the backs of our first force. Led by Star Captain Horn, there was no doubt that we had given up the *Brightmetal*, pitting our best forces against the city. Ristha would fall. Horn’s Star comprised assault-class OmniMechs, every one.

I could not resist. “When you see fins in the water, Caleb, you should not go swimming.”

I caressed the trigger and an ocean-blue flurry of darts stabbed out from my large pulse laser to splash armor away from his centerline. Emerald daggers from the *Goshawk*’s medium lasers stabbed in behind that damage. A double-pair of missiles corkscrewed in late, but two hammered into the ruined area, and as quickly as that, his torso was laid bare of armor.

Our first five ‘Mechs strode forward with purpose.

We fought a battle.

We won our victory.

* * *

For warriors, that is always the end. Winning. We “lower” castes have more to do. Laborers worry about rebuilding. Technicians busy themselves with salvage and repair. The scientist caste looks for methods to improve our forces for the next battle.

Merchants... our purpose is to seek the greatest advantage from any victory.

A merchant apprentice guided Caleb to my new office in Ristha. The bondcord at his right wrist seemed to pain him, by the way he repeatedly rubbed at it. It was loose enough. He was just adjusting slowly to the concept of being a Diamond Shark—spoils of war. I had managed to drill through the center of his *Mad Dog*, gutting the engine and gyroscope from the body of the beast, before being forced to eject myself. The two Ice Hellion warriors surviving our first Star had fallen to the second. Caleb was the only one we kept.

He was smiling.

I toyed with a knife, pointed it at the bondcord. "Maybe you are adjusting faster than I thought."

"I apologize," he lied. "It is hard not to take pleasure in my Clan's final victory."

I simply stared at him, not arguing the point. I felt one corner of my mouth betray me, turning up ever so slightly.

Caleb's smile flickered out. "Dana Horn sent two Stars against my unit. There is no possible way that your Striker Star beat Star Captain Rickard's Binary."

"I agree."

His frown of confusion was delicious. A treasured moment. As I have said, if merchants gain anything, it is their tendency to indulge in personal satisfactions.

"We lost Ristha," he said slowly, "so we exchanged civilian facilities for a military target. It dampens the victory, but the *Brightmetal* was our goal." A warrior's mentality, he was having trouble wrapping his mind around the idea of how you could win and lose at the same time. "Can you explain to me how that is *not* an Ice Hellion victory?"

So I did.

It was not giving away any military secret. The rumors had turned into hard facts in the last two days since our victory in front of Ristha. Soon they would seep across the chatterweb, and through Diamond Shark personal dealings with other Clans, until everyone knew about the scientists' breakthrough. Besides, Caleb was my responsibility. He had to learn.

"We developed a substitution for HarJel?" The implications nearly staggered him. "I had heard some rumblings from the scientist caste, but nothing on that scale."

Meaning he had ignored the scientists, and apparently Ice Hellion merchants are not quite so sharp as their Diamond Shark counterparts. No surprise ambush there.

And it was not exactly a substitution, from what I heard today from Jerome. The synthetic they tested had to be incorporated into the HarJel manufacturing process; otherwise it became unstable and useless. What it did allow was the ability to bulk up HarJel production, almost doubling the yield. Another Clan in possession of the process might have dealt the Diamond Sharks a severe economic blow, in the short run. Until we halved all HarJel shipments so that the

balance evened out. Still, better that we have the process so as to trade it first to the other Clans, even as we begin restricting the flow of HarJel. And Clan Hell's Horses? They have always been allowed access to limited HarJel resources. So long as they do not trade it to other Clans, and they will not, it doesn't matter to us whether they double their personal supply.

Caleb did his best not to appear crestfallen in front of me. Head high, shoulders back, and even a bit of a defiant glare in his ice-green eyes, he approached me now as an equal. "Congratulations, Star Commander. An excellent piece of strategic maneuvering."

"I am not a star commander."

"But, Star Captain Horn said—"

"That I am *allowed* to return to warrior status," I interrupted. "I chose not to. No profit in that move for me or the Diamond Sharks." This confused look was more priceless than the first. Caleb could not imagine choosing not to be a warrior. "I'm a merchant, Caleb," I said, forcing the contraction just to watch him shudder. A moment ago I had been his equal, a warrior. Now he was not certain how to address me.

I watched as he worked through that line of reasoning. "But if you are not a warrior, then I ..." he trailed off, tugged at his bondcord.

"You are bondsman to the Diamond Shark merchant caste. More specifically, to me. Until such time as I cut the bondcord, and you then return to full warrior privileges, under Star Captain Dana Horn."

He thrust his arm across my desk, dangling the bondcord before me. "I am not a merchant. We are Diamond Shark, we do not waste resources."

This I had not expected. I turned the knife I had been toying with—torturing him with, actually—point down into the desk. "What have you done to prove your worth to our Clan?" I asked.

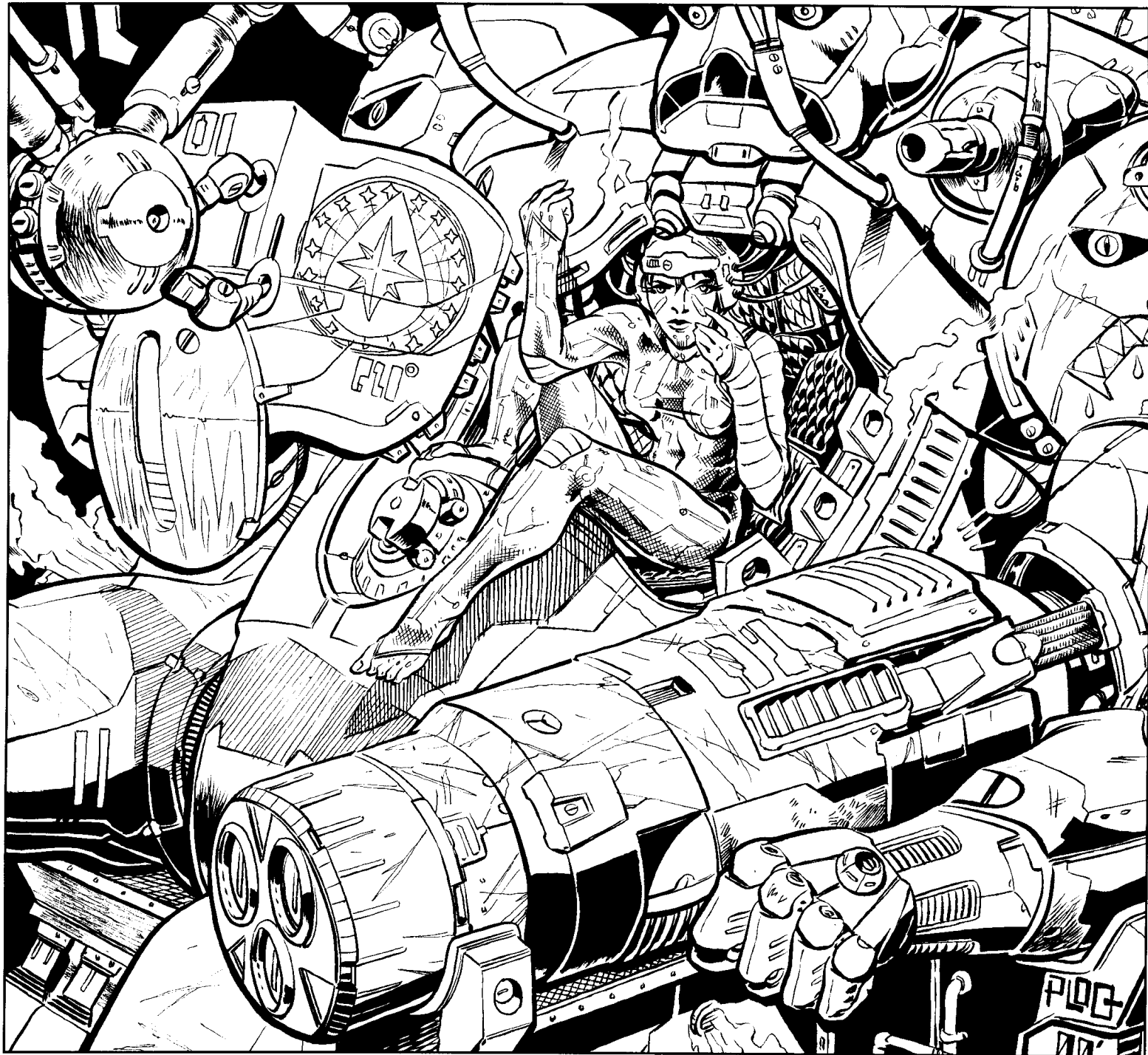
That defiant glare returned to his eyes, and he actually smiled again. "I know where there is a second research station. It is the back-up to Ristha. I guarantee that they are also close to your new synthetic process, which means that Clan Ice Hellion can still hurt us."

Impatient. Caleb was still more Ice Hellion than he would ever be Diamond Shark, though he was learning the art of the deal. He had something I needed, and he had a price. I never hesitated, slipping the point of the knife between skin and cord, severing it with one hard saw.

My skin twitched and flushed warm. I would have to stay involved with Caleb's new life as a Diamond Shark. Somehow, my instincts told me there would be many challenging deals to make. I could have forced it from him on his honor—bondsmen were challenged to serve faithfully—but then by merchant law, I would owe him once he regained warrior status. I do not believe in debt.

And I smelled blood in the water.

INTRODUCTION



MechWarrior's Guide to the Clans is a comprehensive sourcebook concerning the descendants of Kerensky known as the Clans for the *MechWarrior, Third Edition* (MW3) roleplaying game. Containing information that expands on several areas specific to the Clans only briefly covered in MW3, the *MechWarrior's Guide to the Clans* contains new character creation rules, as well as campaign rules and an adventure.

The *Character Creation* section expands upon the options given Clan players in MW3 and provides in-depth information

on how to generate and play a character from any of the fifteen unique Clans currently in existence. The *Clan Life* section provides substantial information on the Clans' unique features, expanding on the section called *The Clans* in MW3. The *Campaigning in the Clans* section provides rules and examples of how to run campaigns within the unique Clan culture. Finally, *Vendettas* is a full-length adventure set entirely in the Clan home worlds. Designed for beginning players, it can easily be adapted for veteran players.

CHARACTER CREATION

The following section provides traits, skills, affiliations and life paths that can be used in conjunction with the character creation section of *MW3* to add variety and depth to the character creation process. Unless otherwise stated in the rules, this section follows all of the same rules of *MW3* character creation beginning on p. 21 of *MW3*.

TRAITS

This section expands on several traits found in *MW3*, demonstrating how they can be used by specific Clan Affiliations. Unless otherwise stated, these traits follow the standard traits rules (pp.78–79, *MW3*).

CONTACTS/ENEMIES SAMPLES

Clan Blood Spirit: ProtoMech pilot (1), ilChi (2), Fire Mandrill Kindraa leader (3)

Clan Cloud Cobra: Cloud Cobra Elemental (1), Cloister ecKhan (2), Loremaster (3)

Clan Coyote: Wolf warrior (1), Hell's Horses warrior (1), Diamond Shark scientist (2), Clan Scientist-General (3)

Clan Diamond Shark: Merchant Casteman (1), Draconis Combine businessman (2), Merchant Factor (3)

Clan Fire Mandrill: Diamond Shark merchant (1), Blood Spirit Fire Mandrill ilChi (2), Kindraa leader (3)

Clan Ghost Bear: Snow Raven warrior (1), Clawed warrior (2), Free Rasalhague Republic general (3)

Clan Goliath Scorpion: Sage (1), Seeker MechWarrior (2), Senior laborer (3)

Clan Hell's Horses: Armor Star Commander (1), Coyote warrior (1), Mark of the Horse warrior (2), Hell's Horses saKhan (3)

Clan Ice Hellion: Flurry Star Commander (1), Bloodname warrior (2), Ice Hellion Khan (3)

Clan Jade Falcon: Wolf warrior (1), Falconer (1), Agent of the Watch (2), Solaris VII ambassador (3)

Clan Nova Cat: Draconis Combine warrior (1), SLDF officer (2), Diamond Shark merchant (2), Nova Cat Oathmaster (3)

Clan Snow Raven: WarShip officer (1), Ghost Bear warrior (1), Blood Spirit Snow Raven ilChi (2), Clan Keeper (3)

Clan Star Adder: Absorbed Burrock warrior (1), Galaxy Adder Keeper (2), Adder Adjutant (3)

Clan Steel Viper: Cobra Star Commander (1), Mercer Cross warrior (2), Master Technician (3)

Clan Wolf: Hell's Horses warrior (1), Jade Falcon Galaxy Commander (2), Bloodname House Keeper (3)

Clan Wolf (in-Exile): Lyrans Alliance citizen (1), Ghost Bear warrior (1), Kell Hound's officer (2), Victor Davion Loyalist General (3)

Dark (Bandit) Caste: Black Marketeer (1), Katyusha Keshik (2), Snow Raven Naval officer (3)

GLORY (NEW)

Gaining prestige and building a solid reputation is central to the lives of most Clansmen, particularly warriors. The success (or failure) of these efforts can be reflected by the new Glory Trait. All Clan characters begin the character creation

process with a Glory value of 0, but unlike most traits, additional levels of Glory cannot be purchased during character creation, though it may be increased or decreased as part of a Clan Life Path or the effects of other traits.

The uses of Glory in a game-play are discussed in detail under *Using Glory*, p. 89

VEHICLE (EXPANDED)

Characters from a specific Clan affiliation who have the Vehicle Trait use the appropriate columns on the following Vehicle Assignment Tables when assigning 'Mechs (vehicles are found on

Vehicle Assignment Table 3—The Clans (pp. 92–93, *MW3*).

PROTOMECH ASSIGNMENT

ProtoMechs are exceptionally rare, with the majority of them—along with most of the information concerning their construction—destroyed by Task Force Serpent when it assaulted the Smoke Jaguar capital of Huntress. However, during the Trials of Possession that followed, almost every Clan obtained ProtoMech salvage and construction information. Several Clans, most notably the Blood Spirits, have begun full-scale production of ProtoMechs, as well as initiating a full-blown ProtoMech pilot training program.

With this information in mind and using the ProtoMech Class Table as a guide, the assignment of ProtoMechs is left to the gamemaster. Note that an Inner Sphere character would likely never be able to obtain a ProtoMech.

Weight Class: Heavy: Minotaur, Minotaur 2, Gorgon, Gorgon 2, Roc, Roc 2; Medium: Hydra, Hydra 2, Centaur, Centaur 2, Satyr, Satyr 2; Light: Siren, Siren 2, Harpy, Harpy 2.

PROTOMECH CLASS TABLE

Trait Points	ProtoMech
10	—
9	Heavy
8	—
7	Medium
6	—
5	Light
4	—
3	—
2	—
1	—
0	—

CHARACTER CREATION

VEHICLE ASSIGNMENT TABLE 1—CRUSADER CLAN FRONT-LINE

Light 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Incubus [30]	Kit Fox H [30]	Fire Moth H [20]	Fire Moth D [20]	Cougar H [35]	Kit Fox A [30]	Fire Moth Prime [20]
3	Mist Lynx H [25]	Mist Lynx C [25]	Fire Moth Prime [20]	Mist Lynx H [25]	Cougar Prime [35]	Mist Lynx Prime [25]	Adder H [35]
4	Incubus [30]	Adder Prime [35]	Mist Lynx B [25]	Kit Fox H [30]	Adder H [35]	Kit Fox S [30]	Adder B [35]
5	Kit Fox Prime [30]	Kit Fox A [30]	Mist Lynx Prime [25]	Hellion A [30]	Adder Prime [35]	Fire Moth H [20]	Kit Fox Prime [30]
6	Adder B [35]	Mist Lynx Prime [25]	Hankyu Prime [30]	Hankyu A [30]	Kit Fox D [30]	Adder A [35]	Adder A [35]
7	Kit Fox A [30]	Mist Lynx A [25]	Kit Fox Prime [30]	Hellion Prime [30]	Kit Fox Prime [30]	Mist Lynx H [25]	Adder Prime [35]
8	Mist Lynx B [25]	Kit Fox Prime [30]	Kit Fox B [30]	Adder H [35]	Fire Moth Prime [20]	Adder H [35]	Adder Prime [35]
9	Adder H [35]	Mist Lynx B [25]	Adder Prime [35]	Fire Moth Prime [25]	Fire Moth A [20]	Fire Moth Prime [20]	Mist Lynx Prime [25]
10	Hankyu A [30]	Adder A [35]	Adder H [35]	Fire Falcon A [25]	Fire Falcon A [25]	Hankyu Prime [30]	Mist Lynx A [25]
11	Horned Owl [35]	Mist Lynx H [25]	Fire Moth Prime [20]	Hellion B [30]	Mist Lynx H [25]	Fire Moth D [20]	Kit Fox H [30]
12	Locust IIC [25]	Fire Falcon B [25]	Fire Moth D [20]	Hankyu H [30]	Fire Falcon Prime [25]	Hankyu H [30]	Adder D [35]
Medium 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Stooping Hawk D [55]	Stormcrow H [55]	Ice Ferret H [45]	Phantom H [40]	Ice Ferret Prime [45]	Viper Prime [40]	Hunchback IIC [50]
3	Conjurer [50]	Hunchback IIC [50]	Phantom Prime [40]	Phantom D [40]	Viper H [40]	Huntsman B [50]	Ice Ferret H [45]
4	Battle Cobra A [40]	Shadow Cat Prime [45]	Ice Ferret Prime [45]	Viper H [40]	Viper C [40]	Nova H [50]	Pouncer H [40]
5	Stooping Hawk Prime [55]	Nova H [50]	Viper Prime [40]	Viper A [40]	Nova D [50]	Viper H [40]	Ice Ferret A [45]
6	Nova H [50]	Huntsman Prime [50]	Viper B [40]	Black Lanner Prime [55]	Nova Prime [50]	Grendel A [45]	Stormcrow Prime [55]
7	Battle Cobra A [40]	Nova Prime [50]	Nova Prime [50]	Stormcrow B [55]	Stormcrow Prime [55]	Nova Prime [50]	Ice Ferret Prime [45]
8	Nova Prime [50]	Nova A [50]	Stormcrow A [55]	Black Lanner H [55]	Black Lanner Prime [55]	Stormcrow H [55]	Ice Ferret B [45]
9	Stormcrow A [55]	Huntsman H [50]	Nova S [50]	Ice Ferret D [45]	Stormcrow H [55]	Grendel H [45]	Ice Ferret C [45]
10	Battle Cobra H [40]	Stormcrow Prime [55]	Stormcrow B [55]	Stormcrow Prime [55]	Black Lanner H [55]	Stormcrow Prime [55]	Phantom H [40]
11	Stooping Hawk C [55]	Huntsman H [50]	Stormcrow H [55]	Stormcrow A [55]	Grendel Prime [45]	Nova Prime [50]	Nova Prime [50]
12	Stalking Spider [50]*	Shadow Cat H [45]	Pouncer Prime [40]	Ice Ferret H [45]	Phantom Prime [40]	Viper Prime [840]	Viper H [40]
Heavy 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Thresher [60]	Mad Dog B [60]	Linebacker A [65]	Linebacker H [65]	Linebacker Prime [65]	Cauldron-Born Prime [65]	Timber Wolf S [75]
3	Mad Dog H [60]	Summoner H [70]	Summoner A [70]	Mad Dog A [60]	Mad Dog H [60]	Mad Dog Prime [60]	Linebacker A [65]
4	Crossbow B [65]	Summoner B [70]	Summoner H [70]	Hellbringer H [65]	Mad Dog Prime [60]	Mad Dog H [60]	Summoner H [70]
5	Timber Wolf D [75]	Cauldron-Born H [65]	Hellbringer A [65]	Summoner C [70]	Hellbringer B [65]	Night Gyr Prime [75]	Timber Wolf B [75]
6	Summoner A [70]	Mad Dog Prime [60]	Hellbringer Prime [65]	Timber Wolf D [75]	Summoner Prime [70]	Timber Wolf H [75]	Mad Dog A [60]
7	Crossbow Prime [65]	Cauldron-Born B [65]	Mad Dog A [60]	Linebacker Prime [65]	Summoner D [70]	Cauldron-Born A [65]	Timber Wolf Prime [75]
8	Crossbow H [65]	Summoner Prime [70]	Mad Dog Prime [60]	Summoner A [70]	Hellbringer Prime [65]	Hellbringer Prime [65]	Timber Wolf A [75]
9	Grizzly [70]	Summoner A [70]	Timber Wolf D [70]	Linebacker Prime [65]	Night Gyr Prime [75]	Summoner H [70]	Linebacker Prime [65]
10	Crossbow B [65]	Cauldron-Born A [65]	Timber Wolf Prime [75]	Cauldron-Born Prime [65]	Timber Wolf A [75]	Timber Wolf D [75]	Hellbringer Prime [65]
11	Rifleman IIC [65]	Mad Dog H [60]	Timber Wolf H [75]	Hellbringer Prime [65]	Summoner H [70]	Cauldron-Born B [65]	Timber Wolf H [75]
12	Grizzly [70]	Cauldron-Born Prime [65]	Linebacker H [65]	Mad Dog H [60]	Night Gyr H [75]	Cauldron-Born H [65]	Linebacker H [65]
Assault 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Blood Kite [85]	Turkina H [95]	Dire Wolf H [100]	Naga Prime [80]	Gargoyle H [80]	Executioner Prime [95]	Warhawk H [85]
3	Warhawk H [85]	Turkina A [95]	Kingfisher Prime [90]	Gargoyle H [80]	Executioner H [95]	Blood Asp H [90]	Executioner A [95]
4	Blood Kite [85]	Warhawk H [85]	Warhawk B [85]	Executioner A [95]	Executioner Prime [95]	Kingfisher Prime [90]	Gargoyle C [80]
5	Kingfisher H [90]	Warhawk C [85]	Executioner Prime [95]	Gargoyle C [80]	Turkina H [95]	Blood Asp A [90]	Executioner Prime [95]
6	Blood Kite [85]	Gargoyle Prime [80]	Executioner A [95]	Warhawk A [85]	Turkina Prime [95]	Executioner H [95]	Dire Wolf A [100]
7	Kingfisher D [90]	Warhawk A [85]	Gargoyle C [80]	Gargoyle Prime [80]	Warhawk Prime [85]	Blood Asp Prime [90]	Gargoyle Prime [80]
8	Blood Kite [85]	Warhawk Prime [85]	Gargoyle Prime [80]	Warhawk Prime [85]	Warhawk B [85]	Gargoyle H [80]	Gargoyle A [80]
9	Warhawk C [85]	Gargoyle B [80]	Naga Prime [80]	Gargoyle B [80]	Dire Wolf Prime [100]	Warhawk Prime [85]	Dire Wolf Prime [100]
10	Blood Kite [85]	Turkina Prime [95]	Warhawk Prime [85]	Executioner H [95]	Dire Wolf S [100]	Dire Wolf H [100]	Gargoyle H [80]
11	Kingfisher C [90]	Gargoyle A [80]	Warhawk H [85]	Gargoyle Prime [80]	Naga Prime [80]	Gargoyle C [80]	Executioner B [95]
12	Dire Wolf H [100]	Gargoyle H [80]	Dire Wolf A [100]	Naga A [80]	Naga D [80]	Warhawk C [85]	Dire Wolf Widowmaker [100]

*This is a four-legged (quad) BattleMech.

CHARACTER CREATION

VEHICLE ASSIGNMENT TABLE 2—CRUSADER CLAN SECOND-LINE

Light 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Howler [20]	MCY-97 Mercury [20]	THE-N Thorn [20]	Snow Fox [20]*	Mist Lynx Prime [25]	MCY-97 Mercury [20]	Jenner IIC [35]
3	MON-66 Mongoose [25]	Howler [20]	Howler [20]	Icestorm [25]	THE-N Thorn [20]	HSR-200-D Hussar [30]	Icestorm [30]
4	Jenner IIC 2 [35]	HER-1S Hermes [30]	UrbanMech IIC [30]	MCY-97 Mercury [20]	Howler [20]	Jenner IIC [35]	THE-N Thorn [20]
5	Jenner IIC 2 [25]	Incubus [30]	Piranha [20]	Icestorm [25]	Kit Fox Prime [30]	HER-1S Hermes [30]	Incubus 3 [30]
6	Horned Owl [35]	Mandrill [30]	MCY-97 Mercury [20]	Horned Owl 2 [35]	Jenner IIC 3 [35]	Incubus [30]	MON-66 Mongoose [25]
7	Incubus 2 [30]	Mandrill [30]	Jenner IIC [35]	Icestorm [25]	Jenner IIC [35]	Jenner IIC [35]	MCY-97 Mercury [20]
8	Incubus 2 [30]	HSR-200-D Hussar [30]	Jenner IIC [35]	Snow Fox [20]*	Jenner IIC [35]	Howler [20]	Incubus 3 [30]
9	MCY-97 Mercury [20]	Mandrill [30]	UrbanMech IIC [30]	HER-1S Hermes [30]	Jenner IIC 3 [35]	Horned Owl [35]	Jenner IIC [35]
10	Incubus [30]	Howler [20]	Incubus [30]	Incubus 2 [30]	MON-66 Mongoose [25]	Horned Owl 2 [35]	MCY-97 Mercury [20]
11	Horned Owl [35]	MCY-97 Mercury [20]	HER-1S Hermes [30]	Icestorm [25]	Incubus [30]	HSR-200-D Hussar [30]	HSR-200-D Hussar [30]
12	Piranha [20]	Piranha [20]	Horned Owl [35]	UrbanMech IIC [30]	Horned Owl [35]	MCY-97 Mercury [20]	Adder Prime [35]
Medium 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Wyvern IIC [45]	Conjurer [50]	Hunchback IIC [50]	Hunchback IIC [50]	Stormcrow Prime [55]	Great Wurm [45]	Ice Ferret Prime [45]
3	Clint IIC [40]	Wyvern IIC [45]	STN-3L Sentinel [40]	Great Wurm [45]	Nova Prime [50]	Wyvern IIC [45]	Hunchback IIC [50]
4	Conjurer [50]	WVE-5N Wyvern [45]	Conjurer [50]	Wyvern IIC [45]	STN-3L Sentinel [40]	Great Wurm [45]	Great Wurm [45]
5	Wyvern IIC [45]	STN-3L Sentinel [40]	Corvis [40]	CRB-27 Crab [50]	Wyvern IIC [45]	KTO-19 Kintaro [55]	Conjurer [50]
6	Conjurer [50]	Great Wurm [45]	Wyvern IIC [45]	Wyvern IIC [45]	Conjurer [50]	Hunchback IIC [50]	Wyvern IIC [45]
7	Conjurer [50]	Wyvern IIC [40]	Corvis [40]	Vapor Eagle [55]	Conjurer [50]	Wyvern IIC [45]	STN-3L Sentinel [40]
8	Great Wurm [45]	Wyvern IIC [45]	KTO-19 Kintaro [50]	Vapor Eagle [55]	Wyvern IIC [45]	Conjurer [50]	WVE-5N Wyvern [45]
9	CRB-27 Crab [50]	Great Wurm IIC [45]	STN-3L Sentinel [40]	STN-3L Sentinel [40]	Viper Prime [40]	Conjurer [50]	STN-3L Sentinel [40]
10	Conjurer [50]	Wyvern IIC [45]	Wyvern IIC [45]	Great Wurm [45]	Great Wurm [45]	Great Wurm [45]	Clint IIC [40]
11	CRB-27 Crab [50]	STN-3L Sentinel [40]	Great Wurm [45]	Vapor Eagle [55]	KTO-19 Kintaro [55]	Wyvern IIC [45]	Great Wurm [45]
12	Hunchback IIC [50]	Vapor Eagle 2 [55]	Vapor Eagle [55]	Conjurer [50]	Vapor Eagle [55]	Vapor Eagle 2 [55]	Ice Ferret Prime [45]
Heavy 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Predator [60]	Black Python [75]	Guillotine IIC [70]	Grizzly [70]	Timber Wolf Prime [75]	Black Python [75]	BL-6-KNT Black Knight [75]
3	Thresher [60]	Predator [60]	CHP-1N Champion [60]	FLS-8K Flashman [75]	Mad Dog Prime [60]	LNC25-01 Lancelot [60]	Black Python [75]
4	Guillotine IIC [70]	FLS-8K Flashman [75]	Thresher [60]	Guillotine IIC [70]	Matador [60]	Matador [60]	Orion IIC [75]
5	BL-6-KNT Black Knight [75]	Thresher [60]	Glass Spider [60]	Thresher [60]	EXT-4D Exterminator [65]	Hellfire [60]	BMB-12D Bombardier [65]
6	Thresher [60]	Guillotine IIC [70]	Grizzly [70]	Black Python 2 [75]	Glass Spider [60]	Glass Spider [60]	Glass Spider 2 [60]
7	Grizzly [70]	Predator [60]	Thresher [60]	Black Python [75]	Glass Spider [60]	Hellfire [60]	Glass Spider 2 [60]
8	Guillotine IIC [70]	Predator [60]	Guillotine IIC [70]	Thresher [60]	Guillotine IIC [70]	Grizzly [70]	BMB-12D Bombardier [65]
9	Grizzly [70]	Ha Otoko [65]	Grizzly [70]	Grizzly [70]	Guillotine IIC [70]	Hellfire [60]	Orion IIC [75]
10	Guillotine IIC [70]	EXT-4D Exterminator [65]	Thresher [60]	Thresher [60]	FLS-8K Flashman [75]	Grizzly [70]	EXT-4D Exterminator [65]
11	Glass Spider [60]	Matador [60]	Black Python [75]	LNC25-01 Lancelot [60]	Hellbringer A [65]	Black Python [75]	Guillotine IIC [70]
12	Ha Otoko [65]	Thresher [60]	Black Python 2 [75]	Glass Spider [60]	Summoner Prime [70]	Guillotine IIC [70]	Timber Wolf Prime [75]
Assault 'Mechs 2D6	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2	Highlander IIC [90]	Stone Rhino [100]	Supernova [90]	Highlander IIC [90]	Stone Rhino [100]	Stone Rhino [100]	Highlander IIC [90]
3	Supernova [90]	Highlander IIC [90]	Stone Rhino [100]	KGC-000 King Crab [100]	Warhawk Prime [85]	Bane 3 [100]	THG-11E Thug [80]
4	Stone Rhino [100]	THG-11E Thug [80]	Highlander IIC [90]	THG-11E Thug [80]	THG-11E Thug [80]	Highlander IIC [90]	Naga Prime [80]
5	Blood Kite [85]	KGC-000 King Crab [100]	Thunder Stallion [85]	Highlander IIC [90]	Bane 2 [100]	KGC-000 King Crab [100]	Naga A [80]
6	Blood Kite [85]	Stone Rhino [100]	CRK-5003-1 Crockett [85]	Phoenix Hawk IIC [80]	Bane [100]	Stone Rhino [100]	CRK-5003-1 Crockett [85]
7	Blood Kite [85]	KGC-000 King Crab [100]	Thunder Stallion [85]	Kodiak [100]	Bane [100]	Highlander IIC [90]	KGC-000 King Crab [100]
8	Blood Kite [85]	THG-11E Thug [80]	CRK-5003-1 Crockett [85]	Kodiak [100]	Bane 2 [100]	Stone Rhino [100]	CRK-5003-1 Crockett [85]
9	CRK-5003-1 Crockett [85]	Bane [100]	Bane 3 [100]	KGC-000 King Crab [100]	Bane [100]	KGC-000 King Crab [100]	Naga D [80]
10	Highlander IIC [90]	THG-11E Thug [80]	Kodiak [100]	Highlander IIC [90]	THG-11E Thug [80]	THG-11E Thug [80]	KGC-000 King Crab [100]
11	Blood Kite [85]	Highlander IIC [90]	Thunder Stallion [85]	THG-11E Thug [80]	Highlander IIC [90]	Bane [100]	THG-11E Thug [80]
12	Supernova [90]	Bane 2 [100]	CRK-5003-1 Crockett [85]	Stone Rhino [100]	Naga Prime [80]	Highlander IIC [90]	Supernova [90]

*This is a four-legged (quad) BattleMech.

VEHICLE ASSIGNMENT TABLE 3—WARDEN CLAN FRONT-LINE

Light 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Hankyu C [30]	Hankyu C [30]	Fire Moth A [20]	Mist Lynx C [25]	Horned Owl [35]	Fire Moth H [20]	Fire Moth H [20]
3	Adder E [35]	Adder E [35]	Adder E [35]	Fire Moth E [20]	Fire Moth B [20]	Fire Moth E [20]	Mist Lynx Prime [25]
4	Adder A [35]	Fire Moth D [20]	Adder B [35]	Adder E [35]	Kit Fox C [30]	Adder C [35]	Hankyu B [30]
5	Adder B [35]	Mist Lynx C [25]	Hankyu Prime [30]	Fire Moth B [20]	Jenner IIC [35]	Adder A [35]	Adder Prime [35]
6	Fire Moth D [20]	Adder A [35]	Adder A [35]	Fire Moth D [20]	Fire Falcon B [25]	Fire Moth Prime [20]	Kit Fox C [30]
7	Kit Fox A [30]	Adder Prime [35]	Adder Prime [35]	Fire Moth Prime [20]	Fire Moth D [20]	Kit Fox D [30]	Fire Moth A [20]
8	Adder Prime [35]	Fire Moth Prime [20]	Mist Lynx Prime [25]	Adder Prime [35]	Adder Prime [35]	Kit Fox Prime [30]	Hankyu Prime [30]
9	Kit Fox E [30]	Adder Prime [35]	Mist Lynx A [25]	Fire Moth C [20]	Hankyu C [30]	Kit Fox E [30]	Hankyu D [30]
10	Mist Lynx B [25]	Mist Lynx B [25]	Hankyu D [30]	Adder B [35]	Mist Lynx C [25]	Mist Lynx B [25]	Mist Lynx B [25]
11	Mist Lynx E [25]	Fire Moth E [20]	Fire Moth Prime [25]	Kit Fox S [30]	Incubus [30]	Mist Lynx Prime [25]	Kit Fox Prime [30]
12	Fire Falcon B [25]	Fire Falcon B [25]	Adder D [35]	Fire Moth H [20]	Horned Owl [30]	Mist Lynx E [25]	Adder E [35]
Medium 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Black Lanner E [55]	Pouncer Prime [40]	Hunchback IIC [50]	Viper H [40]	Battle Cobra C [40]	Nova E [50]	Black Lanner Prime [55]
3	Stormcrow B [55]	Stormcrow E [55]	Nova E [50]	Ice Ferret Prime [45]	Ice Ferret D [45]	Viper A [40]	Shadow Cat C [45]
4	Shadow Cat A [45]	Viper E [40]	Ice Ferret Prime [45]	Viper A [40]	Nova Prime [50]	Ice Ferret Prime [45]	Nova Prime [50]
5	Viper A [40]	Viper A [40]	Grendel E [45]	Viper B [40]	Stormcrow Prime [55]	Viper Prime [40]	Viper Prime [40]
6	Stormcrow Prime [55]	Stormcrow B [55]	Stormcrow Prime [55]	Stormcrow C [55]	Vapor Eagle [55]	Nova C [50]	Battle Cobra Prime [40]
7	Battle Cobra Prime [40]	Stormcrow Prime [55]	Grendel Prime [45]	Viper Prime [40]	Phantom C [40]	Nova Prime [50]	Battle Cobra B [40]
8	Viper E [40]	Stormcrow D [55]	Nova Prime [50]	Viper D [40]	Pouncer Prime [40]	Stormcrow D [55]	Ice Ferret B [45]
9	Stalking Spider [50]*	Nova Prime [50]	Grendel C [45]	Viper E [40]	Battle Cobra Prime [40]	Shadow Cat B [45]	Stormcrow Prime [55]
10	Nova A [50]	Ice Ferret Prime [45]	Nova A [50]	Nova Prime [50]	Nova E [50]	Phantom B [40]	Nova B [55]
11	Phantom Prime [40]	Nova E [50]	Grendel A [45]	Nova C [50]	Stormcrow E [55]	Ice Ferret E [45]	Grendel A [45]
12	Pouncer E [40]	Grendel Prime [45]	Ice Ferret E [45]	Stooping Hawk Prime [55]	Battle Cobra A [40]	Nova S [50]	Ice Ferret E [45]
Heavy 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Night Gyr C [75]	Crossbow Prime [65]	Timber Wolf Prime [75]	Nova Cat C [70]	Night Gyr E [75]	Cauldron-Born C [65]	Hellbringer A [65]
3	Mad Dog D [60]	Mad Dog Prime [60]	Summoner E [70]	Summoner E [70]	Mad Dog Prime [60]	Summoner E [70]	Crossbow B [65]
4	Timber Wolf Prime [75]	Timber Wolf S [75]	Mad Dog B [60]	Hellbringer Prime [65]	Cauldron-Born D [65]	Mad Dog Prime [60]	Crossbow C [65]
5	Night Gyr Prime [75]	Summoner D [70]	Cauldron-Born D [65]	Mad Dog D [60]	Glass Spider 2 [60]	Mad Dog A [60]	Summoner Prime [70]
6	Cauldron-Born B [65]	Hellbringer Prime [65]	Summoner A [70]	Mad Dog C [60]	Black Python [75]	Timber Wolf C [75]	Hellbringer B [65]
7	Mad Dog B [60]	Timber Wolf Prime [75]	Mad Dog Prime [60]	Mad Dog Prime [60]	Hellbringer Prime [65]	Timber Wolf Prime [75]	Crossbow Prime [65]
8	Summoner C [70]	Timber Wolf A [75]	Cauldron-Born A [65]	Mad Dog B [60]	Summoner D [70]	Mad Dog B [60]	Mad Dog C [60]
9	Hellbringer Prime [65]	Summoner D [70]	Mad Dog Prime [60]	Summoner C [70]	Night Gyr C [75]	Linebacker D [65]	Timber Wolf A [75]
10	Timber Wolf E [75]	Summoner E [70]	Mad Dog D [60]	Timber Wolf Prime [75]	Cauldron-Born A [65]	Hellbringer Prime [65]	Crossbow B [65]
11	Summoner E [70]	Timber Wolf E [74]	Hellbringer Prime [65]	Cauldron-Born Prime [65]	Timber Wolf A [75]	Summoner D [70]	Linebacker A [65]
12	Linebacker A [65]	Linebacker Prime [65]	Timber Wolf E [75]	Mad Dog H [60]	Night Gyr Prime [75]	Hellbringer C [65]	Summoner H [70]
Assault 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Executioner E [95]	Turkina Prime [95]	Warhawk H [85]	Warhawk A [85]	Dire Wolf C [100]	Gargoyle D [80]	Naga Prime [80]
3	Naga A [80]	Warhawk Prime [85]	Executioner A [95]	Kingfisher E [90]	Turkina D [95]	Executioner E [95]	Kingfisher C [90]
4	Warhawk C [85]	Gargoyle D [80]	Dire Wolf S [100]	Executioner E [95]	Kingfisher C [90]	Naga Prime [80]	Warhawk D [85]
5	Executioner D [95]	Gargoyle A [80]	Warhawk C [85]	Warhawk Prime [85]	Executioner A [95]	Warhawk B [85]	Gargoyle Prime [80]
6	Executioner A [95]	Warhawk Prime [85]	Gargoyle A [80]	Kingfisher Prime [90]	Warhawk C [85]	Kingfisher Prime [90]	Warhawk Prime [85]
7	Gargoyle A [80]	Dire Wolf A [100]	Warhawk Prime [85]	Executioner Prime [95]	Warhawk Prime [85]	Dire Wolf Prime [100]	Gargoyle B [80]
8	Warhawk Prime [85]	Warhawk C [85]	Gargoyle Prime [80]	Executioner B [95]	Turkina B [95]	Executioner D [95]	Gargoyle D [80]
9	Gargoyle C [80]	Warhawk D [85]	Warhawk D [85]	Kingfisher B [90]	Dire Wolf A [100]	Gargoyle C [80]	Executioner Prime [95]
10	Dire Wolf Prime [100]	Dire Wolf C [100]	Gargoyle D [80]	Executioner A [95]	Gargoyle A [80]	Warhawk Prime [85]	Dire Wolf B [100]
11	Naga A [80]	Naga B [80]	Executioner E [95]	Executioner D [95]	Warhawk D [85]	Dire Wolf C [100]	Kingfisher B [90]
12	Turkina B [95]	Kingfisher C [90]	Dire Wolf Prime [100]	Executioner H [95]	Turkina C [95]	Naga D [80]	Dire Wolf Prime [100]

*This is a four-legged (quad) BattleMech.

CHARACTER CREATION

VEHICLE ASSIGNMENT TABLE 4—WARDEN CLAN SECOND-LINE

Light 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	HSR-200-D Hussar [30]	Piranha [20]	Mist Lynx A [25]	HSR-200-D Hussar [30]	Commando IIC [25]	Kit Fox D [30]	Hankyu A [30]
3	Horned Owl 2 [35]	Incubus [30]	Incubus [30]	Jenner IIC [35]	MON-66 Mongoose [25]	Fire Moth B [20]	HSR-200-D Hussar [30]
4	Horned Owl [35]	Horned Owl [35]	MCY-97 Mercury [20]	MCY-97 Mercury [20]	Jenner IIC [35]	Jenner IIC [35]	Jenner IIC [35]
5	Jenner IIC [35]	Incubus [30]	THE-N Thorn [20]	Horned Owl [35]	Incubus [30]	Kit Fox Prime [30]	Incubus [30]
6	Incubus 2 [30]	Horned Owl [35]	THE-N Thorn [20]	THE-N Thorn [20]	Horned Owl [35]	Howler [20]	Horned Owl [35]
7	Incubus [30]	UrbanMech IIC [30]	Jenner IIC [35]	Horned Owl [35]	Incubus [30]	Incubus [30]	Jenner IIC [35]
8	Incubus 2 [30]	Incubus [30]	Jenner IIC 2 [35]	Jenner IIC [35]	Horned Owl [35]	Horned Owl [35]	Horned Owl [35]
9	Jenner IIC 3 [35]	Jenner IIC [35]	Piranha [20]	HER-1S Hermes [30]	Jenner IIC [35]	Incubus [30]	Jenner IIC [35]
10	Horned Owl [35]	UrbanMech IIC [30]	Piranha [20]	Horned Owl [35]	Piranha [20]	UrbanMech IIC [30]	Howler [35]
11	MON-66 Mongoose [25]	Jenner IIC 2 [35]	MCY-97 Mercury [20]	MON-66 Mongoose [25]	MCY-97 Mercury [20]	Adder A [35]	Howler [35]
12	Howler [20]	HSR-200-D Hussar [30]	Adder D [35]	Pack Hunter [30]	Commando IIC [25]	MON-66 Mongoose [25]	Fire Moth Prime [20]
Medium 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	CRB-27 Crab [50]	Vapor Eagle 2 [55]	Hunchback IIC [50]	CRB-27 Crab [50]	CRB-27 Crab [50]	Wyvern IIC [45]	Battle Cobra Prime [20]
3	Stalking Spider [50]	Great Wyrn [45]	CRB-27 Crab [50]	Great Wyrn [45]	Great Wyrn [45]	Vapor Eagle [55]	CRB-27 Crab [50]
4	Stalking Spider [50]	Conjurer [50]	Great Wyrn [45]	Clint IIC [40]	CRB-27 Crab [50]	Hunchback IIC [50]	Conjurer [50]
5	Vapor Eagle [55]	Wyvern IIC [45]	Great Wyrn [45]	STN-3L Sentinel [40]	Conjurer [50]	Clint IIC [40]	Vapor Eagle [55]
6	Great Wyrn [45]	Conjurer [50]	Conjurer [50]	Hunchback IIC [50]	Vapor Eagle [55]	Conjurer [50]	Great Wyrn [45]
7	Great Wyrn [45]	Conjurer [50]	Wyvern IIC [45]	Ursus [50]	Hunchback IIC [50]	Grendel Prime [45]	Vapor Eagle [55]
8	Vapor Eagle [55]	Wyvern IIC [45]	Great Wyrn [45]	Clint IIC [40]	Vapor Eagle [55]	Grendel Prime [45]	Vapor Eagle 2 [55]
9	Hunchback IIC [50]	Vapor Eagle [55]	Wyvern IIC [45]	Ursus [50]	Conjurer [50]	Clint IIC [40]	KTO-19 Kintaro [55]
10	Vapor Eagle [55]	Great Wyrn [45]	CRB-27 Crab [50]	Wyvern IIC [45]	CRB-27 Crab [50]	Great Wyrn [45]	Conjurer [50]
11	Great Wyrn [45]	Vapor Eagle [55]	Great Wyrn [45]	KTO-19 Kintaro [55]	Great Wyrn [45]	Stormcrow B [55]	Conjurer [50]
12	Wyvern IIC [45]	CRB-27 Crab [50]	Grendel Prime [45]	Arctic Wolf [40]	Hunchback IIC [50]	STN-3L Sentinel [40]	Nova Prime [50]
Heavy 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	Hellfire [60]	CHP-1N Champion [60]	Ha Otoko [65]	EXT-4D Exterminator [65]	Fire Scorpion [65]	Guillotine IIC [70]	Hellbringer A [65]
3	Guillotine IIC [70]	Guillotine IIC [70]	Predator [60]	Mad Dog Prime [60]	LNC25-01 Lancelot [60]	Timber Wolf B [75]	Matador [60]
4	FLS-8K Flashman [75]	Guillotine IIC [70]	Glass Spider [60]	CHP-1N Champion [60]	FLS-8K Flashman [75]	Glass Spider [60]	Glass Spider [60]
5	Thresher [60]	Glass Spider [60]	EXT-4D Exterminator [65]	Grizzly [70]	BL-6-KNT Black Knight [75]	Glass Spider [60]	Matador [60]
6	Glass Spider [60]	Glass Spider 2 [60]	Ha Otoko [65]	Glass Spider [60]	Fire Scorpion [65]	Black Python [75]	FLS-8K Flashman [75]
7	Guillotine IIC [70]	Guillotine IIC [70]	Glass Spider [60]	Grizzly [70]	Black Python [75]	Glass Spider [60]	Black Python [75]
8	Black Python [75]	Glass Spider [60]	Guillotine IIC [70]	BL-6-KNT Black Knight [75]	Glass Spider 2 [60]	Black Python [75]	Matador [60]
9	Guillotine IIC [70]	Glass Spider 2 [60]	Guillotine IIC [70]	Thresher [60]	BL-6-KNT Black Knight [75]	Grizzly [70]	Black Python [75]
10	Black Python [75]	Guillotine IIC [70]	BMB-12D Bombardier [65]	Guillotine IIC [70]	LNC25-01 Lancelot [60]	Black Python [75]	Black Python 2 [75]
11	Grizzly [70]	Black Python [75]	Predator [60]	LNC25-01 Lancelot [60]	Black Python [75]	EXT-4D Exterminator [65]	Grizzly [70]
12	LNC-25-01 Lancelot [60]	Grizzly [70]	Mad Dog A [60]	BMB-12D Bombardier [65]	Fire Scorpion [65]	Thresher [60]	BMB-12D Bombardier [65]
Assault 'Mechs 2D6	Cloud Cobra	Coyote	Diamond Shark	Ghost Bear	Goliath Scorpion	Snow Raven	Steel Viper
2	ANH-2A Annihilator [100]	THG-11E Thug [80]	Supernova [90]	Highlander IIC [90]	Bane 2 [100]	Highlander IIC [90]	Gargoyle A [80]
3	Stone Rhino [100]	Supernova [90]	Highlander IIC [90]	KGC-000 King Crab [100]	THG-11E Thug [80]	Bane 3 [100]	Supernova [90]
4	Bane 3 [100]	Supernova [90]	Bane [100]	Executioner Prime [95]	Kodiak [100]	Stone Rhino [100]	Stone Rhino [100]
5	Bane [100]	Canis [80]	CRK-5003-1 Crockett [85]	THG-11E Thug [85]	Supernova [90]	Kodiak [100]	Highlander IIC [90]
6	Highlander IIC [90]	Bane 2 [100]	KGC-000 King Crab [100]	Kodiak [100]	Stone Rhino [100]	Supernova [90]	THG-11E Thug [80]
7	Supernova [90]	Canis [80]	Naga A [80]	Kodiak [100]	Stone Rhino [100]	Kodiak [100]	THG-11E Thug [80]
8	Supernova [90]	Supernova [90]	Naga A [80]	Supernova [90]	Stone Rhino [100]	Supernova [90]	THG-11E Thug [80]
9	Highlander IIC [90]	Bane 2 [100]	KGC-000 King Crab [100]	KGC-000 King Crab [100]	Supernova [90]	Bane [100]	Stone Rhino [100]
10	Supernova [90]	Canis [80]	KGC-000 King Crab [100]	CRK-5003-1 Crockett [85]	Bane 2 [100]	Bane 3 [100]	Gargoyle A [80]
11	CRK-5003-1 Crockett [85]	Highlander IIC [90]	CRK-5003-1 Crockett [85]	Supernova [90]	THG-11E Thug [80]	THG-11E Thug [80]	Highlander IIC [90]
12	Kodiak [100]	Kodiak [100]	Gargoyle Prime [80]	Stone Rhino [100]	Supernova [90]	Naga B [80]	Bane [100]

CHARACTER CREATION

VEHICLE ASSIGNMENT TABLE 5—ABJURED (EXILED) CLANS

WOLF (IN EXILE) FRONT LINE

2D6 Light 'Mechs

- 2 Fire Moth Prime [20]
- 3 Adder C [35]
- 4 Adder B [35]
- 5 Kit Fox Prime [30]
- 6 Adder A [35]
- 7 Adder Prime [35]
- 8 Adder Prime [35]
- 9 Mist Lynx Prime [25]
- 10 Mist Lynx A [25]
- 11 Kit Fox B [30]
- 12 Adder D [35]

Medium 'Mechs

- Arctic Wolf [40]
- Hunchback IIC [50]
- Pouncer Prime [40]
- Ice Ferret A [45]
- Stormcrow Prime [55]
- Ice Ferret Prime [45]
- Ice Ferret B [45]
- Ice Ferret C [45]
- Phantom Prime [40]
- Nova Prime [50]
- Viper A [40]

Heavy 'Mechs

- Timber Wolf S [75]
- Linebacker A [65]
- Summoner B [70]
- Timber Wolf B [75]
- Mad Dog A [60]
- Timber Wolf Prime [75]
- Timber Wolf A [75]
- Linebacker Prime [65]
- Hellbringer Prime [65]
- Timber Wolf C [75]
- Linebacker D [65]

Assault 'Mechs

- Warhawk Prime [85]
- Executioner A [95]
- Gargoyle C [80]
- Executioner Prime [95]
- Dire Wolf A [100]
- Gargoyle Prime [80]
- Gargoyle A [80]
- Dire Wolf Prime [100]
- Gargoyle B [80]
- Executioner B [95]
- Dire Wolf Widowmaker [100]

WOLF (IN EXILE) SECOND-LINE

2D6 Light 'Mechs

- 2 Jenner IIC [35]
- 3 AF1 Arctic Fox [30]
- 4 Pack Hunter [30]
- 5 MON-66 Mongoose [25]
- 6 Pack Hunter [30]
- 7 THE-N Thorn [20]
- 8 Pack Hunter [30]
- 9 THE-N Thorn [20]
- 10 MCY-97 Mercury [20]
- 11 HSR-200-D Hussar [30]
- 12 Adder Prime [35]

Medium 'Mechs

- Hunchback IIC [50]
- Wyvern IIC [45]
- Arctic Wolf [40]
- Wyvern IIC [45]
- STN-3L Sentinel [40]
- KTO-19 Kintaro [55]
- Arctic Wolf [40]
- KTO-19 Kintaro [55]
- Arctic Wolf [40]
- Great Wurm [40]
- Ice Fetter Prime [45]

Heavy 'Mechs

- Black Python [75]
- BL-6-KNT Black Knight [75]
- Glass Spider 2 [60]
- Guillotine IIC [70]
- Glass Spider 2 [65]
- Glass Spider 2 [65]
- BMB-12D Bombardier [65]
- Guillotine IIC [70]
- EXT-4D Exterminator [65]
- Guillotine IIC [70]
- Orion IIC [75]

Assault 'Mechs

- Highlander IIC [90]
- Supernova [90]
- Naga Prime [80]
- CRK-5003-1 Crockett [85]
- KGC-000 King Crab [100]
- CRK-5003-1 Crockett [85]
- KGC-000 King Crab [100]
- Naga D [80]
- CRK-5003-1 Crockett [85]
- Naga Prime [80]
- Supernova [90]

NOVA CAT FRONT-LINE

2D6 Light 'Mechs

- 2 AF1 Arctic Fox [30]
- 3 Kit Fox Prime [30]
- 4 Hankyu D [30]
- 5 Fire Moth D [20]
- 6 Hankyu C [30]
- 7 Adder Prime [35]
- 8 Kit Fox Prime [30]
- 9 Adder Prime [35]
- 10 Hankyu C [30]
- 11 Fire Falcon E [25]
- 12 Hellion Prime [30]

Medium 'Mechs

- Hunchback IIC [50]
- Nova E [50]
- Ice Ferret D [45]
- Shadow Cat C [45]
- Stormcrow Prime [55]
- Shadow Cat Prime [45]
- Nova Prime [50]
- Nova Prime [50]
- Ice Ferret D [45]
- Huntsman A [50]
- Huntsman D [50]

Heavy 'Mechs

- Linebacker Prime [65]
- Nova Cat E [65]
- Summoner D [70]
- Timberwolf A [75]
- Nova Cat A [70]
- Nova Cat Prime [70]
- Nova Cat D [70]
- Mad Dog B [60]
- Summoner D [70]
- Timber Wolf D [75]
- Mad Dog D [60]

Assault 'Mechs

- Turkina D [95]
- Dire Wolf A [100]
- Executioner A [95]
- Gargoyle A [80]
- Warhawk Prime [85]
- Warhawk Prime [85]
- Kingfisher C [90]
- Executioner D [95]
- Kingfisher C [90]
- Warhawk C [85]
- Dire Wolf C [100]

NOVA CAT SECOND-LINE

2D6 Light 'Mechs

- 2 Pack Hunter [30]
- 3 MON-66 Mongoose [25]
- 4 HER-1S Hermes [30]
- 5 Jenner IIC 2 [35]
- 6 Horned Owl [35]
- 7 Jenner IIC [35]
- 8 Jenner IIC 3 [35]
- 9 Incubus [30]
- 10 HER-1S Hermes [30]
- 11 Snow Fox [20]*
- 12 Pack Hunter [30]

Medium 'Mechs

- Arctic Wolf [40]
- BEO-12 Beowulf [45]
- Vapor Eagle [55]
- Clint IIC [40]
- Conjurer [50]
- Conjurer [50]
- Clint IIC [40]
- Wyvern IIC [45]
- Great Wurm [45]
- Ursus [50]
- Arctic Wolf 2 [40]

Heavy 'Mechs

- FLS-8K Flashman [75]
- Ha Otoko [65]
- Thresher [60]
- Thresher [60]
- Black Python [75]
- Guillotine IIC [70]
- Guillotine IIC [70]
- Black Python [75]
- FLS-8K Flashman [75]
- LNC25-01 Lancelot [60]
- Guillotine IIC [70]

Assault 'Mechs

- Kodiak [100]
- CRK-5003-1 Crockett [85]
- Supernova [90]
- Highlander IIC [90]
- Supernova [90]
- Supernova [90]
- Supernova [90]
- Supernova [90]
- Highlander IIC [90]
- CRK-5003-1 Crockett [85]
- VKG-2G Viking [95]

*This is a four-legged (quad) BattleMech.



TITLE (EXPANDED)

The Attribute Table (see p. 55, MW3) shows that the higher an Attribute Value of the SOC of a Clan Trueborn character (5 and above), the more prestigious the associated Bloodname. Specifically, Attribute Values of 5 to 7 represent any nonexclusive Bloodname; an Attribute Value of 8 represents any non-General Exclusive Bloodname; an Attribute Value of 9 represents a General Exclusive Bloodname. There are exceptions to this rule, when non-General Bloodnames

within a specific Clan are more prestigious than the General Bloodnames, such as Schmitt, Kabrinski or Leroux. Which nonexclusive Bloodnames fall into the 5, 6 or 7 value categories, or whether a specific non-General Exclusive Bloodname is a higher Attribute Value than the norm, is left to the discretion of the gamemaster.

Below is a complete list of active Exclusive Bloodnames. Any Bloodname not found below is nonexclusive and considered to be a Title Trait with an Attribute Value of 5 to 7.

EXCLUSIVE BLOODNAMES OF THE CLANS

CLAN BLOOD SPIRIT

General Bloodnames

Boques
Campbell

MechWarriors

Schmitt
Church
Lewis
Keller

Elementals

Yanez
Pitcher
Cluff

Aerospace Pilots

Johns
McFadden

CLAN CLOUD COBRA

General Bloodnames

Beckett
Khatib
Steiner

MechWarriors

Morales
Riaz
Telinov

Elementals

Mannix
Quong

Aerospace Pilots

Eaker
Hobbes
Kardaan
Spaatz

CLAN COYOTE

General Bloodnames

Nash
Steele
Tchernovkov

MechWarriors

Jerricho
Koga

Elementals

Heller

Aerospace Pilots

Levien
McTighe

CLAN DIAMOND SHARK

General Bloodnames

Clarke
Kalasa

MechWarriors

Hammond
Sennet
Hawker*
Rodriguez

Elementals

Vewas
Maine
Oshika
Coston
Horn

Aerospace Pilots

Fowler
Nagasawa
Faulk

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

CLAN FIRE MANDRILL

General Bloodnames

Sainze
Mattila
Carrol
Faraday

MechWarriors

Payne
Kline
Tanaga
Jannik

Elementals

Mick
Goulet
Lopez

Aerospace Pilots

Beyl
Kreese
Lynn

CLAN GHOST BEAR

General Bloodnames

Gurdel
Snuka

MechWarriors

Bekker
Hall
Jorgensson
Tseng

Elementals

DeVillar
Kabinski
Vong

Aerospace Pilots

Bourjon
Devon
Gilmour

CLAN GOLIATH SCORPION

General Bloodnames

Dinour
Elam
Kirov
Scott

MechWarriors

Arbuthnot
Myers
Posavatz
Yeh

Elementals

Baba
Djerassi
Shaffer

Aerospace Pilots

Ben-Shimon
Suvorov

CLAN HELL'S HORSES

General Bloodnames

Cobb
DeLaurel

MechWarriors

Amirault
Lassenerra
Mitchell
Ravenwater

Elementals

Cooper
Fletcher
Houan
Seidman

Aerospace Pilots

Dudzinsky
Dwelley
Johnston

CHARACTER CREATION

CLAN ICE HELLION

General Bloodnames

Cage
Taney
Rood

MechWarriors

Hordwon
Lienet
Wick
Norizuchi
Klien

Elementals

Montose
Moore

Aerospace Pilots

Tyler
Hasbrin

CLAN JADE FALCON

General Bloodnames

Chistu
Hazen
Malthus

MechWarriors

Helmer
Buhallin
Roshak
Pryde

Elementals

Icaza
Mattlov

Aerospace Pilots

Binetti
Thastus
Von Jankmon

CLAN NOVA CAT

General Bloodnames

Deleportas
Devalis

MechWarriors

Nostra
Lossey
Drummond
Rosse

Elementals

Winters
West
Lenardon

Aerospace Pilots

Leroux
Bavros

CLAN SNOW RAVEN

General Bloodnames

McKenna
Siegel
Crow

MechWarriors

Howe
Magnus

Elementals

Harper
Chand

Aerospace Pilots

McCorkell
Cooper
Shu

Naval Commanders

Lankenau
Sukhanov

CLAN STAR ADDER

General Bloodnames

Banacek
Gastopiv (Burrock)
Guidice
Hutchinson (Burrock)
Marghar (Burrock)
Polczyk (Burrock)
Talasko
Turgidson

MechWarriors

Lamongue (Burrock)
LeFabre
Linn (Burrock)
N'Buta
Truscott
Van Houten (Burrock)

Elementals

Cannon
Holliday (Burrock)
McMillan (Burrock)

Opriq (Burrock)

Aerospace Pilots

Columbo (Burrock)
Gena
Lahiri
Moreau (Burrock)
Nga (Burrock)
Paik

CLAN STEEL VIPER

General Bloodnames

Breen
Zalman

MechWarriors

Ahmed
Andrews
Mercer
Moffat

Elementals

Chapman
Grimani
Roland

Aerospace Pilots

Cochraine
Masters
Tamm

CLAN WOLF/CLAN WOLF (IN EXILE)

General Bloodnames

Fetladral
Kerensky
Connors (Widowmaker)

MechWarriors

Carns
Radick
Vickers (Widowmaker)
Ward
Sender (Widowmaker)

Elementals

Shaw
Sradac
Tutuola

Aerospace Pilots

Ch'in
Leroux (Widowmaker)
Mehta
Rhyde (Widowmaker)

SKILLS

This section describes three new skills related to the unique Clan vehicle known as the ProtoMech. Additionally, this section includes several skills that were originally published in AT2; they have been included here specifically for use with the Naval Academy and Tour of Duty: Snow Raven Naval Officer Life Paths. Unless otherwise stated, these skills follow the rules in MW3 (p. 95).

ARTILLERY (EXPANDED)

Characters with the Artillery Skill can spot for orbital bombardment, but use only half their Artillery Skill Bonus (rounded down) when doing so.

BOMBING (EXPANDED)

The Bombing Skill listed in MW3 covers a wide range of tasks, from dive-bombing and level-bombing to accurately inserting BattleMech drop cocoons into the appropriate reentry vector. Valid specializations for the Bombing Skill are Level-Bombing, Dive-Bombing, Crop Dusting, and Payload Delivery.

The pilot of a DropShip releasing BattleMechs or Battle Armor for a combat drop should make a Bombing/Payload Delivery roll. The Margin of Success (MoS) or Margin of Failure (MoF) of this roll is applied as a modifier to any Piloting Skill or reentry rolls required of the dropped units (the MoS is applied as a negative Modifier, making the task easier, while the MoF is applied as a positive TN Modifier).

GUNNERY/ORBITAL BOMBARDMENT (NEW, DIFFICULT)

This rare skill is used to fire or spot for capital-scale weapons mounted on orbiting vessels at targets on a planetary surface. It replaces the relevant gunnery skill when weapons are used for orbit-to-surface fire.

GUNNERY/PROTO (NEW, DIFFICULT)

This new category of the Gunnery Skill (see p. 100, MW3) applies to all ProtoMechs. Though ProtoMechs have their weapons built-in on a humanoid "body," the unique way in which a ProtoMech Pilot fires his weapons requires a skill separate from the Humanoid category of Gunnery.

PILOTING (EXPANDED)

Each of the piloting subskills listed in MW3 covers a range of tasks, including atmospheric and space operations, NOE flight, landing and docking maneuvers. Characters can choose to specialize in one aspect of the Piloting Skill. The specializations available depend on the subskill.

Aero:	Space operations, atmospheric operations, NOE flight, landing
Air:	NOE flight, landing
Jump:	Docking
Spheroid:	Space operations, atmosphere operations, landing, docking

PILOTING/PROTO (NEW, DIFFICULT)

This skill is used when piloting ProtoMechs of any kind. Because a ProtoMech is unique and does not compare to any other vehicle in use, Piloting/Proto does not have any related piloting subskills (see *Piloting Subskills*, p. 104, MW3).

TACTICS/AIR SUPPORT (NEW, DIFFICULT)

The tactics of aerospace operations in support of ground troops differ markedly from air and ground. The Air Support Subskill is used by characters involved in combat that combines air and ground forces.

TACTICS/PROTO (NEW)

Any combat involving ProtoMechs in any environment is covered under this skill. As with the Piloting and Gunnery Skills, the unique nature and deployment of ProtoMechs requires new tactics.

ZERO-G OPERATIONS (EXPANDED)

In addition to conferring experience in zero-G environments, the zero-G Operations Skill serves as a limit on the Skill Bonuses of characters in zero-G. While in such conditions, no character can use a Skill Bonus for a physical skill (one with a Link Attribute of STR, BOD, DEX or RFL) greater than the bonus in zero-G Operations.

A character is in zero-G. He has an Acrobatics Skill Bonus of +2, a Languages Skill Bonus of +4, a Pistols Skill Bonus of +3 and a zero-G Operations Skill Bonus of +2. Acrobatics is a physical skill, and the usable bonus cannot exceed that of zero-G Operations. Because the zero-G Skill Bonus is +2, Acrobatics is unaffected. The Skill Bonus for Languages exceeds that for zero-G Bonus, but it is not a physical skill. Therefore, the character can use the full Skill Bonus. The Pistols Skill Bonus also exceeds the zero-G Bonus, but Pistols is a physical skill. Therefore, the effective Skill Bonus for Pistols cannot exceed +2.

AFFILIATIONS

This section describes additional affiliations that players may choose during character creation. These affiliations are used in the same way as those found in MW3, with any notable exceptions included in the text. Players follow all of the standard rules for Clan character creation as presented on pp. 31–32 of MW3. The affiliation rules below (traits, skills and so on) are in addition to those already obtained through the initial creation of a Clan character.

CLAN BLOOD SPIRIT

To describe the Blood Spirits as insular would be a major understatement. Named for the esprit-de-corps that bound the original 800 Clan warriors, ironically, the Blood Spirits are the most isolationist and bitter of the Clans. They believe that the other Clans have abandoned the way set down by Nicholas

Kerensky, little caring that they, too, are guilty of abandoning Kerensky's vision. This same isolationism, however, has fostered a bond in Clan Blood Spirit that is rivaled only by the "family-oriented" Ghost Bears, with every caste bound together by common training and purpose.

Their isolation restricts the Blood Spirits' access to modern technology, and what technology they have obtained has been acquired through a circuitous route. This hardly bothers them, because they see technology as a means to an end. They believe that their abilities alone are sufficient, without the need for a technological "crutch."

And yet things appear to be changing in the Blood Spirits. Staunch believers in tradition, their actions in the Absorption War (the war against the Burrocks and Star Adders) flew in the face of tradition. Furthermore, the Clan's defeat in the Great Refusal on Strana Mechty has shown them that they can no longer ignore the technological parity that the Inner Sphere is obtaining, if they hope to fulfill Kerensky's dream.

Game Material

To reflect the general scarcity of high technology items within Clan Blood Spirit, when using the *Affiliation* rule (see p. 8, *Lostech*), Blood Spirit characters do not lower the availability rating for Clan equipment. In addition, for all non-Clan affiliated equipment, Clan Blood Spirit characters must raise the availability class one higher than the listed availability rating for the item, or raise the legality class one level higher if the availability is already F.

Attribute Thresholds: WIL +2

Bonus Skills: Academic/History of the Clans +2, Rifles +1, Martial Arts/Military +0

Bonus Traits: Combat Sense (Warrior Caste only; other Castes may purchase the Combat Sense Trait for 2 points lower than normal), Introvert, Bad Reputation (4), Quirk/Hate Clan Star Adder.

Path Restrictions: Clan Blood Spirit characters follow the standard Clan path restrictions (see p. 32, *MW3*).

Changing Affiliations: In addition to the standard rules (p. 28), any Blood Spirit character taken as a bondsman acquires the Quirk/Maintains Loyalty to Clan Blood Spirit (2) Trait.

CLAN CLOUD COBRA

Though each is unique in its own way, Clan Cloud Cobra is simultaneously among the most open-minded and yet conservative of Clans, a paradox that few understand until they become a part of the Clan. While most Clansmen scoff at organized religion—indeed, every other Clan suppresses the free will of its members to one extent or another—those of Clan Cloud Cobra have built a society around the diverse religions of man. In some ways as fractured as the Fire Mandrills, instead of its Blood Houses, this Clan's power rests squarely with its Cloisters—each a brotherhood of both warrior-priests and common Clansmen devoted to a different mystical bent. But rather than fight among themselves on the battlefield, these Cloisters instead fight together to forward the goals of their Clan under



the banner of “The Way”—the deity each Cloister recognizes as the Supreme, no matter the multitude of names.

Among the smallest Clans—a fact attributed to losses experienced early in its history—Cloud Cobra has espoused the Warden viewpoint. While many simply dismiss this affiliation as the religious bent of the Clan, those who understand the Cobras realize that to generalize them is to underestimate them. Perhaps only the Snow Ravens are more cunning. Few within any of the Clans plan for the future as the Cloud Cobras do.

Game Material

Characters seeking to enter MechWarrior or Elemental training must possess the following minimum attributes in addition to any other Path requirements: BOD 4, DEX 5, RFL 5.

Bonus Skills: Academic/Theology (Any) +2 and Protocol/Clan Cloud Cobra +2. All Scientist and Technician Caste and AeroSpace Phenotype characters gain a +1 bonus to all skills learned in Stage Two.

Path Restrictions: Clan Cloud Cobra characters follow the standard Clan path restrictions (see p. 32, *MW3*).

Bonus Traits: WIL +1

CLAN COYOTE

None could look at the history of the Clans without also reading that of Clan Coyote, for indeed the Coyotes stood preeminent among the Clans, second only to their staunchest allies—Kerensky’s own Wolves. Together, the two Clans dominated the Grand Council and Clanspace itself, politically, militarily and economically. The Coyotes brought Kerensky’s children their most potent of weapons and continue to bring revolutionary methods to the way the Clans do battle.

The Coyotes are still among the most resolute of Warden Clans, a mindset they have professed since the Warden/Crusader division first came to light. Though the influence of the Coyotes has waned in the past century—due significantly to the political and military campaigns waged by the Crusader Clans—the Coyote is nevertheless still a power to be reckoned with. Its Khans have expended significant effort and resources to revitalize its Touman. Likewise, the Coyote still holds true to the semi-mystical rituals taught by its first Khan, binding its warriors together in a brotherhood few other Clans can even attempt to equal. Truly those of Clan Coyote stand firmly, not only on the might of their Touman, but also the strength of tradition.

Game Material

Bonus Skills: Interest/Clan Coyote Rituals +4, Survival +2

Path Restrictions: Clan Coyote characters follow the standard Clan path restrictions (see p. 32, *MW3*).

Bonus Traits: Due to Clan Coyote’s emphasis on further developing its military machine, Scientist and Technician Caste characters may purchase the Natural Aptitude Trait at one point lower than normal, so long as the skill applied to it is

Computers, Engineering or a Technician skill. All MechWarriors gain both Custom Vehicle (1) and Vehicle (1).

CLAN DIAMOND SHARK

Often referred to as the “Merchant Clan” for its emphasis on mercantile dealings, Clan Diamond Shark does not take exception to the title. First, it is mainly truth, and little profit comes from unwarranted feuds. Second, the Clan sees no need to ascribe to derision what is easily explained as flattering jealousy.

The Diamond Sharks has always been one of the strongest Clans. Progressive thinking and a willingness to be flexible have contributed to a Clan-wide solidarity that transcends the caste system. Sharp bidding practices, learned at the merchant’s table as much as on any battlefield, often help secure a victory before fighting even commences. And on the economic front, most Clans do not presume to challenge the Diamond Sharks. With a well-defended merchant fleet exploiting extensive holdings throughout the Kerensky Cluster and now making serious inroads into the Inner Sphere as well, timid competitors are easily chewed up. Clan Coyote has perhaps said it best: “If you see fins in the water, do not go swimming.”

Game Material

Reflecting their prosperity, Diamond Shark characters may purchase the Wealth Trait for one point lower than normal.

Attribute Thresholds: EDG –2

Bonus Skills: Protocol/Clan Diamond Shark +1, Perception +1, Negotiation +2

Bonus Traits: Wealth or Contact. The contact is within the Diamond Shark Clan, but of another caste. Also, Elemental Phenotypes may purchase Toughness for 2 points instead of the standard cost.

Path Restrictions: Clan Diamond Shark characters, with the exception noted below, follow the standard Clan path restrictions (see p. 32, *MW3*).

Stepping Aside and Minus-One Testing: Clan Diamond Shark allows warriors to voluntarily step aside from military exploits and enter lower castes. As a result, after any Stage 4 Military Path, a warrior may then choose Trade School (Stage 3), Civilian Job (Stage 4), Free Trader (Stage 4), To Serve and Protect (Stage 4) but gains the Stigma/Retired Trait.

To enter a Military Path once more, the character is demoted one named rank (Star Colonel to Nova Captain, Star Captain to Nova Commander, and so on) with the corresponding change to the Rank Trait.

The result of Stepping Aside and Minus-One Testing during game play is left to the discretion of the gamemaster, though he can use the information above as a guide.

CLAN FIRE MANDRILL

“Fire Mandrill warriors live in a constant state of testing and trial. The Kindraa forces are ever ready to take to the field, and always own the full support of their lower castes. Would that any whole Clan, our own included, could learn such lessons.” —Kindraa Leader Marc Faraday

Never content with the normal infighting among the various clans, Clan Fire Mandrill faces any new adversity in what it considers to be proper Clan fashion. The factional divisions of the Clan, known as the Kindraa, rally to one side or the other, or just as often form a third or even fourth side to the issue, and battle it out for supremacy. The issue at stake could be economic or political in nature as easily as military, but it is always solved through fighting. "Remove politics and political arguments from the issue," says Kindraa Leader and saKhan Garret Sainze, "and you have left courage, skill, honor—the very attributes our Founder, Nicholas Kerensky, hoped to instill in the Clans."

Star Colonel Drax Mattila, of Kindraa Mattila-Carrol, is not so poetic. "To fight against their equals, the Kindraa of Clan Fire Mandrill are forced to fight among themselves."

Game Material

All Clan Fire Mandrill characters much choose a Kindraa within the Clan. They are Sainze, Faraday-Tanaga, Payne, Mattila-Carrol, Kline, Beyl-Grant and Mick-Kreese.

Attribute Minimums: WIL 5 (Sainze, warriors only), WIL 4 (Faraday-Tanaga), CHA 3 (Mattila-Carrol, warriors only), EDG 5 (Kline)

Attribute Thresholds: WIL +1 (Sainze, warriors only), EDG +1 (Kline), WIL -1 (Payne)

Secondary Languages: Japanese (Sainze, Kline, Faraday-Tanaga), German (Beyl-Grant, Kline), Chinese (Payne, Faraday-Tanaga), Spanish (Mick-Kreese, Kline), French (Mick-Kreese), Russian (Mattila-Carrol)

Bonus Skills: Protocol/Kindraa +1, Language/Secondary +1, Perception +1 (Faraday-Tanaga), Blades +2 (Sainze, warriors only), Martial Arts/Any +1 (Payne); and Leadership +1 (Mattila-Carrol, warriors only)

Bonus Traits: Quirk/Loyalty to Kindraa (level 2 for Sainze and Payne, level 1 trait for all other Kindraa). For an additional -1 threshold to WIL or EDG, Payne Kindraa may take Exceptional Attribute or Natural Aptitude for 1 point less than normal. In exchange for EDG -3, Faraday-Tanaga Kindraa may take Sixth Sense, Combat Sense or Fast Learner for 2 points less than normal.

Path Restrictions: Clan Fire Mandrill characters follow the standard Clan path restrictions (see p. 32, MW3).

Changing Affiliations: In addition to the standard rules (p. 28), any Fire Mandrill character taken as a bondsman acquires the Bad Reputation (3) and Quirk/Maintains Loyalty to Clan Fire Mandrill (2) Traits.

CLAN GHOST BEAR

The Strana Mechty ghost bear is a patient predator that waits buried in the snow for hours, even days, for its prey to come into view. When the moment is right, the massive animal strikes with such lightning speed and strength that the naked eye can barely see the ghost bear at all. Like its namesake, Clan Ghost Bear is a conservative hunter. Never hasty, the prevailing Ghost Bear attitude is "wait and see." When the Bear finally moves, the results are swift and often extreme. It

is said that once the Bear has its mind set on something, nothing can stand in its way.

Hard work and dedication are cornerstones of Ghost Bear daily life. Though these values are typical of the Clans, the Bears further reinforce them with the concept of family. Ghost Bear warriors maintain tight bonds of friendship with their trothkin and starmates, while in the civilian castes, children generally stay with their parents rather than being raised in community crèches. In the warrior caste, some demonstrate their dedication by engaging in a "Great Work," usually a large-scale artistic piece that the warrior begins after coming of age, and continues to refine until his death.

On the field of battle, Ghost Bears value strength above all things. Ghost Bear training is harsh and especially physical, and the Clan makes use of an extensive array of heavily armed and armored BattleMechs.

Game Material

Attribute Minimums: STR 3

Attribute Thresholds: STR +1

Bonus Skills: Protocol/Clan Ghost Bear +2; warrior characters may choose to embark on a Great Work before play begins, in which case the player chooses the type of the artistic endeavor. The character gains a relevant Arts Skill with a number of Skill Points equal to the total number of paths the character completed.

Bonus Traits: Quirk/Hate Hell's Horses. Toughness and Exceptional Attribute/Strength cost Ghost Bear characters 1 Character Point less than usual. Clan Ghost Bear never adopted the aerospace pilot genotype for its pilots, so they do not have the Fighter Pilot Phenotype Trait. Instead, trueborn fighter pilots in this Clan must take the MechWarrior Phenotype Trait, with the following modifications: rather than having Natural Aptitude with every skill in the Clan MechWarrior Field, they receive Natural Aptitude with the Piloting/Aero Skill at no cost, and may purchase additional Natural Aptitudes for any or all other skills in the Clan Fighter Pilot Field for 1 Character Point apiece.

Path Restrictions: Clan Ghost Bear characters, all but those who wash out of training, follow the standard Clan path restrictions (see p. 32, MW3).

Washing Out of Training: Any Trueborn Ghost Bear character who washes out of training may re-enter training for a different branch rather than proceeding to the civilian castes. If this option is chosen, the character stays at the same Stage and retains his skills and traits, and takes training a second time for a different branch of service; this counts against the character's maximum of six additional paths. Note that only Elemental phenotype characters may choose Elemental training. If the character washes out a second time, he proceeds to the civilian castes as usual.

CLAN GOLIATH SCORPION

Clan Goliath Scorpion is founded on a dual tradition of martial excellence and historical rediscovery. Forged in the heat of the Pentagon Civil Wars alongside its sibling Clans, the

CHARACTER CREATION



Scorpions embody Nicholas Kerensky's warrior ideal above all else. They are strict adherents to the *zellbrigen* honor code and emphasize strength, speed and precision in every action.

Charged with returning the glory of the fallen Star League, the Clan seeks to reconstruct that once-golden Age of Man from its now scattered pieces. To this end, Scorpion warriors scour the universe for artifacts and information from the past in hopes of rebuilding the League in their image. Visions imparted by the mysterious *necrosia* act as their spiritual guides in this endeavor, leading these Seekers to glorious discoveries or to unheralded death.

All facets of Scorpion society lend themselves to this effort, aiding warriors with their skills where needed. Merchants, laborers and technicians are common sights in the retinues of Seekers and become a part of the "living heraldry" of each warrior. Though still subservient to warrior whims, the lower castes thus make a more visible contribution to the goals of Goliath Scorpion than those of other Clans.

Game Material

Goliath Scorpion warriors prize precision in personal combat. Therefore, any Goliath Scorpion character who purchases any nonenergy personal weapons gains the Stigma/Ridiculed Trait.

Secondary Languages: Goliath Scorpion Battle Language (warrior caste only)

Bonus Skills: Survival +1, Protocol/Clan Goliath Scorpion +1, Blades +2 (warrior caste only)

Bonus Traits: Poison Resistance

Path Restrictions: Clan Goliath Scorpion characters follow the standard Clan path restrictions (see p. 32, *MW3*).

Using Necrosia: The following table describes the effects of imbibing necrosia. Necrosia may be used once per Life Path during character creation. During game play, it is the discretion of the gamemaster as to how often a character has access to necrosia. Any time a Necrosia Roll would "max out" a trait—for example, the second roll of 8—then the roll is considered a 7; during actual game play, these rolls can have other effects at the gamemaster's discretion.

2D6

Roll	Result
2	You fall into a dangerous coma. [Character Creation or Game Play: Roll 2D6. On a 2, immediate death results. On 3–12, the coma persists for 1D6 weeks, Amnesia.]
3	You freeze up under stress. [Character Creation or Game Play: Combat Paralysis for 1D6 hours. If character was in the Freeborn/Trueborn Sibko, wash out of training.]
4	The sweet taste of necrosia consumes your every waking thought. [Character Creation or Game Play: Addiction/Necrosia (2)]
5	You are overcome by a berserker rage. [Character Creation: Enemy (2); Game Play: Attack nearest friend or foe in the most damaging manner possible, at the discretion of the gamemaster, for 1D6 min-

- utes, followed by a Drunken State (+2 to all Skill Check TNs for 1D6 hours)]
- 6 A drunken torpor dulls your senses. [Character Creation: No effect; Game Play: +2 to all Skill Check TNs for 1D6 hours]
- 7 No significant effect.
- 8 Visions take root in your mind, beckoning you to follow. [Character Creation: Quirk/Obsessed (2); Game Play: At the discretion of the gamemaster]
- 9 Scorpion sight overtakes your eyes. [Character Creation: No effect; Game Play: Night Vision for 1D6 hours]
- 10 A mental shell keeps your body moving beyond its normal limits. [Character Creation: +2 to all Event Roll results if used within a Sibko or Tour of Duty Life Path; Game Play: Toughness for 1D6 hours]
- 11 Your skin tingles in alarm at an unseen stinger poised over your heart. [Character Creation: Character may reroll the next two Event Rolls as if spending Edge; Game Play: Sixth Sense for 1D6 hours]
- 12 You enter a peaceful state of focused concentration. [Character Creation: Gunnery/Laser/Any +4 or Gunnery/Ballistic/Any +4; Game Play: Careful Aim can be taken as an Incidental Action in both personal and vehicular combat for 1D6 hours]

CLAN HELL'S HORSES

Clan Hell's Horses lives by a motto that man comes before machine, and so it comes as no surprise that members value the individual soldier above the tools of warfare. This battlefield philosophy has extended to every aspect of the Clan, to the point where all members of the Clan—freeborn and trueborn alike—are treated as integral parts of a greater whole. Though caste and birth prejudice are still present among the Horses, that prejudice is kept in check by an ongoing effort to encourage teamwork and camaraderie between all levels of Clan Hell's Horses' society.

Though presently ruled by ambitious Crusaders, most Horses are actually rather moderate in their views toward the Inner Sphere and their fellow Clans—save perhaps the Ghost Bears and Fire Mandrills. As a result, members of this Clan tend to come across as docile (for Clansmen) and unswervingly obedient to the chain of command that governs their way of life. This lack of personal initiative has made it one of the most stable Clans, with no major internal power struggles, but also hamstringing their efforts to do more than hold their substantial homeworld enclaves. Some Clans have taken this to mean that the Horses are a pushover, but as history has shown, this Clan, once enraged, can act just as effectively as any other.

Game Material

Clan Hell's Horses have always put a priority on their infantry forces, since the Clan's inception drove them to develop the Elemental phenotype before the advent of Battle Armor.

To reflect this, a Trueborn Elemental from Clan Hell's Horses receives the following threshold bonuses, in place of the standard Elemental bonuses: STR +3, BOD +2. In addition, the BOD minimum for Clan Hell's Horses Elemental characters in the Trueborn Crèche is 6, rather than 5.

Bonus Skills: Protocol/Clan Hell's Horses +1, Navigation/Ground +1, Survival +1. All Hell's Horses warrior caste characters receive Martial Arts/Military +1 in addition to these skill bonuses.

Bonus Traits: Quirk/Hate Ghost Bear. If a character chooses to take the Introvert Trait, that character may choose any Positive Trait at one point less than normal (minimum cost of 1). If a Hell's Horses character enters the Trueborn Sibko Path, he receives the Vehicle (5) Trait in place of the standard Vehicle (2) and Custom Vehicle Traits, if it is applied only to a Conventional vehicle (see p. 88, MW3).

Path Restrictions: Clan Hell's Horses characters, with the exception below, follow the standard Clan path restrictions (see p. 32, MW3).

Washing Out of Training: To fill the ranks of their conventional forces, the Horses use a secondary Trial of Position if a warrior—freeborn or trueborn—fails in the first. To reflect this, any Clan Hell's Horses warrior character who washes out of training in Stage 2 may remain in the warrior caste with a 1-point reduction in EDG.

The retraining and testing process for a character who remains in the warrior caste this way adds two years to this path, and the character will acquire a skill field based on his or her original training, ignoring the normal prerequisites for the chosen field. Failed MechWarriors may elect to take either Cavalry or Infantry fields. Failed Elementals may choose between Cavalry, Infantry or Marine fields. Failed Fighter Pilots may choose between Aircraft Pilot, Infantry, or Ship's Crew fields.

All skills in the chosen field are +2, rather than the normal +3 (except for the Cavalry field which receives the normal +3); unless already assigned, none of these skills may have the Natural Aptitude Trait applied. The training process is hasty and fraught with the same risks as mainstream training, so another event roll should be made, using the Event Table from the Freeborn Sibko Path (p. 37, MW3); this counts against the character's maximum of six additional paths. Washing out of training from this secondary training process results in the normal effects described in MW3. Finally, the SOC minimum and threshold for the retesting character is reduced by one, regardless of the retesting process.

CLAN ICE HELLIONS

The Ice Hellion Clan has taken the emulation of the behavior of its namesake to the extreme. From the quick striking ability of the ice hellion to its packs hunting technique, the warriors of the Ice Hellions strive to be like their totem in every respect.

This single-minded behavior has proven beneficial in many aspects of the Hellion lifestyle, but it also has given rise to a number of drawbacks. Hellion warriors are extremely

agile and possess superior hand-eye coordination, but they also are prone to rash decisions. Hellion Elementals are also of smaller stature than those of the clans, due to the Hellion's general disdain for slower moving infantry forces. The ability of Hellion MechWarriors and Aerospace pilots, particularly when it comes to lighter 'Mechs and Fighters, often makes up for this drawback.

In stark contrast, the other four castes of the Ice Hellions actually behave in a more stable, even paced manner. While the warriors of the Hellions attribute this behavior to the fact that the other castes are nothing but freeborns, the real reason lies in the fact that the other castes know that hasty field repairs, rushed experiments and hasty deal-making could bring about weakness within the warrior caste.

The Ice Hellions are currently in a state of flux among the clans. While they burn with a passion to venture to the Inner Sphere at the head of a renewed invasion, a growing movement among many warriors is to remain in Clanspace, and consolidate and expand the Hellion's considerable holdings.

Game Material

Ice Hellion characters may purchase the Combat Sense Trait for a cost of 3, rather than the standard 4.

Attribute Minimums: SOC 7, Elementals BOD 4, MechWarriors REF 5

Attribute Thresholds: DEX +1, REF +1, CHA -1, SOC +1

Bonus Skills: Interest/Clan Remembrance +1, Swimming +1, Martial Arts/Military +1, Survival +1

Bonus Traits: Quirk/Clan Honor, Quirk/Rash Behavior, Slow Learner

Path Restrictions: Clan Ice Hellion's characters, with the exception below, follow the standard Clan path restrictions (see p. 32, *MW3*).

Washing Out of Training: Any Ice Hellion warrior character who washes out of training in Stage 2 may instead join a Flurry Unit. If choosing this option, the character's Next Path is Flurry Unit (4).

CLAN JADE FALCON

Staunch traditionalists, the Jade Falcons were central to the creation of the Crusader philosophy and led the faction for many years. Aggressive and tenacious, the Falcons are staunch believers in the principle of "might makes right" but have not limited themselves to the martial field. Despite a shaky start, their mercantile interests are second only to the Diamond Sharks. Likewise, though brusquely treated by the warriors, the efforts of the civilian castes are well regarded and their standard of living is above average compared to other Clans. Falcon merchants range far and wide, with numerous trade missions to the Inner Sphere, while members of the scientist caste garner considerable respect for their efforts on behalf of the clan. Nonetheless, the Falcon warriors allow their civilians few liberties and tolerate no rebellion against their authority.

The Falcon military, once second only to that of the Wolves, has been undermined by the predations of Operation

Revival and its aftermath, though the resources available to them as an Invading Clan have allowed them to make good their material losses but not those of personnel.

Consequently, this has led to a sharp increase in the number of freeborn warriors within the Falcon Toman, as well as older warriors who would normally be assigned to Solahma units. Additionally, the Falcons graduated a number of sibkos early and thus its warriors span the broadest range of ages of the remaining Clans. Despite this, Falcon officers and senior personnel are among the most experienced in the Clans, as other Clans have discovered to their chagrin.

Game Material

Bonus Skills: Protocol/Clan Jade Falcon +1, Brawling +1, Survival +1, Intimidation +1

Bonus Traits: Quirk/Hate Clan Steel Viper. The Falcon's sense of superiority manifests as a penalty in social interactions with the members of other Clans. This takes the form of the Quirk/Falcon Hubris Trait. Apply a +1 modifier to the TN of any SOC checks with members of other Clans; +2 modifier for any non-Clan characters.

Path Restrictions: Clan Jade Falcon characters follow the standard Clan path restrictions (see p. 32 of *MW3*).

CLAN NOVA CAT

Though every Clan follows a different path since its formation, Clan Nova Cat has consistently struck out farther than any of its brother Clans. Deeply spiritual, the Nova Cats rely on visions and portents to help guide them into the future. Nova Cat warriors seek visions in flames before a battle, in the hope they will gain the edge they need over their enemies. All warriors collect mementos of battles, called *vineers*, which they wear in a leather pouch at all times; this is considered a mystical binding to their past that allows them to forge their future. Even the Khans of the Nova Cats consult the Oathmaster for visions before undertaking any endeavor that affects the Clan.

This tendency to forge their own destiny has caused turmoil with other Clans in the past, and only their warriors' strength has kept them from being destroyed. However, this strength could not keep the Nova Cats from being abjured from the Clans—cast out of their society—when their visions demanded they join with the Inner Sphere in forming a new Star League to fight against the Clans. Millions of Nova Cat Castemen died in Clan Space trying to reach the sanctuary the Nova Cats found inside the Draconis Combine. However, all is not peaceful. The Clans still seek to destroy the Cats and most citizens of the Combine are unwilling to accept them. Only time will tell if the Nova Cats can survive the path their visions have demanded they take.

Game Material

To reflect the depth with which Coordinator Theodore Kurita is attempting to integrate Clan Nova Cat with the Draconis Combine, when using the *Affiliation* rule (see p. 8,

Lostech), Nova Cat characters can obtain Draconis Combine items as if they were Clan items.

Bonus Skills: Gunnery/Laser/Humanoid +3, Academic/Nova Cat Traditions +3

Bonus Traits: Stigma: Abjured (2), Enemy/Clans (2), Enemy/Draconis Combine, Sixth Sense

Path Restrictions: Clan Nova Cat characters follow the standard Clan path restrictions (see p. 32, *MW3*).

CLAN SNOW RAVEN

The Snow Ravens are an opportunist clan, always struggling to turn adversity into advantage. Having suffered during the liberation of the Pentagon and subsequently at the hands of the Not-Named clan, the Snow Ravens have developed a sense of self-preservation often described as un-Clanlike. They are masters of compromise and manipulation who strive to make themselves invaluable to outsiders. Politics are central to Snow Raven life, with bloodname houses (called “families” within the Clan) playing a major role in the decision-making process, constantly trading favors—and feuds—back and forth. Despite this, when dealing with outsiders, even feuding families present a united front: the Clan is more important than any family or any individual.

Though fielding mediocre ground forces, the Ravens dominate aerospace and naval affairs in the Clans, fielding the largest WarShip fleet and producing some of the finest naval tacticians and commanders. Indeed, the Snow Ravens maintain several “naval” bloodlines that emphasize intelligence, adaptability and command presence over the physical traits more commonly favored in the Clan military. Though often disparaged as a waste of resources because naval combat is rare among the Clans, these bloodlines have come into their own over the last decade as Clan forces have come into increasing contact with outsiders. Always willing to trade their services to any Clan who meets their “price,” the Ravens have found themselves in an advantageous position with other Clans following the battles with Inner Sphere WarShips in the Huntress systems. Because the Ravens enjoy superior knowledge of and experience in naval warfare, they were able (and willing) to point out that the Huntress engagements were lost as a result of poor leadership and lack of understanding of naval warfare. Though other Clans dislike hearing their efforts so characterized, they are forced to recognize Clan Raven’s authority in such matters, and continue to seek their advice and analysis.

Game Material

If a character chooses a Naval bloodline, he may only purchase the Title (Bloodname) Traits of Lankenau and Sukhanov (see p. 44). The attribute thresholds for Naval bloodline characters—which replace those of the Fighter Pilot Phenotype (p. 32, *MW3*)—are INT +1, DEX +2, RFL +1, STR –1, BOD –1. Members of the Naval bloodlines, after the Trueborn Sibko (2) Life Path, may attend the Naval Academy (3) Life Path before

proceeding to Tour of Duty: Clan (4) or Tour of Duty: Snow Raven Naval Officer (4).

Bonus Skills: Protocol/Clan Snow Raven +1, Negotiation +1, Survival +1, zero-G Operations +1

Bonus Traits: The Snow Ravens’ sense of “us against them” manifests in a close-knit community reflected in the Quirk/Raven Spirit. Irrespective of their differences, Snow Raven characters will always stand together against outsiders, putting aside any differences until the external threat has been resolved. Many Ravens also find themselves enmeshed in the politics of the “families” which players may represent with the In For Life Trait. Snow Raven players purchasing this trait must also purchase the Well-Connected (2) Trait.

Path Restrictions: Clan Snow Raven characters follow the standard Clan path restrictions (see p. 32, *MW3*).

CLAN STAR ADDER

Where other Clans focus the energies of its warriors and lower castes on dogma or the tenets of the Kerenskys, both groups often shifting to swing the will of those Clans in line with the political goals of their leaders, Clan Star Adder instead concentrates its efforts on practicality. No military service is favored over another, with all functioning as a team to further the goals of the Clan; the same is true in matters scientific. As for the political arena, the leaders of Clan Star Adder have preferred to remain aloof from the internecine maneuvering, swooping down to attack their enemies only when circumstances have been favorable.

Even before its Absorption of Clan Burrock, the Adder was widely considered the most powerful of “Home” Clans—those that did not participate in the invasion of the Inner Sphere. With the addition of the Burrock holdings, few can hope to stand against the might of this Clan. Though espousing the Crusader mindset, the Star Adders seem comfortable to let their brother Clans weaken themselves in the Inner Sphere, all the while expanding their already extensive grip on the Kerensky Cluster.

Game Material

Bonus Skills: Leadership +2, Perception +2

Bonus Traits: Characters may take Combat Sense at no cost, but then also must take Quirk/Follows Zellbrigen.

Path Restrictions: Clan Star Adder characters follow the standard Clan path restrictions (see p. 32, *MW3*).

CLAN STEEL VIPER

Since the Clans’ earliest days, Steel Viper society has been tightly controlled, with strong—punishable by death—restrictions on interactions with outsiders. Although the Clan as a whole espouses the Warden philosophy, individual warriors are among the most hardline in the Clans, staunch believers in their own superiority and the validity of their philosophy. They believe that they and they alone are the



guardians of Kerensky's true vision, which they impart to those who fall under their influence. Though working well within the Clans, whose culture incorporates frequent transfers of allegiance, their policy failed in the Inner Sphere, where citizens resisted attempts to indoctrinate them into Clan ways. The Viper's ejection from the Inner Sphere by the Jade Falcons has further bruised their warriors' egos, though this setback has also infused the Clan with a desire to prove its virility.

The Vipers are staunch believers in quality over quantity and have—with the exception of Clan Blood Spirit—the most rigorous training program of all the Clans, with a consequently higher failure rate. Unlike the other Clans, where considerable stigma is attached to “washing out,” the Vipers regard such personnel highly and often assign them positions of civilian authority, forming a strong bond between the warriors and other castes. However, a byproduct of this policy has been a staunch anti-freeborn stance, though recent years have seen a softening of this policy and the incorporation of Freeborn warriors into the Clan's Touman.

Game Material

Bonus Skills: Protocol/Clan Steel Viper +1, Negotiation +1, Survival +2

Bonus Traits: Quirk/Hate Clan Snow Raven.

Path Restrictions: Clan Steel Viper characters, barring the exception listed below, follow the standard Clan path restrictions (see p. 32, MW3).

Washing Out of Training: Steel Viper characters (of any phenotype) who wash out of training may opt to remain in the warrior caste, provided they accept reassignment to a conventional infantry unit. Such characters retain the skills they have and gain those for the Infantry Field. They may also take the Tour of Duty: Trueborn Infantry path next. Characters who wash out of training at Stage 1 may not “retest” as infantry. Steel Viper warriors who wash out of training at Stage 1 or Stage 2 do not gain the Stigma/Failed Warrior Trait.

CLAN WOLF

Think. Prepare. Attack. The wolf is not the hasty warrior many would take it for. The wolf stalks its prey, hunting for that moment of weakness when it can seize its victim by the throat and drag it to earth. Emulating its namesake, Clan Wolf has succeeded where so many others have failed. Clan leadership blends natural caution with an attention to detail in planning that speaks well of its ability to command, while the savage assaults that follow their preparation rarely fail to achieve their goal, and have led to some of the most impressive victories known in the Remembrance.

Thought to be an eviscerated Clan after the Refusal War and the schism between Wardens and Crusaders, the Wolves savagely fought their way back into a leadership position within the Clans. Though still not commanding the political influence they knew under ilKhan Ulric Kerensky, they are formidable players within the Grand Council. The Harvest Trials proved this. There, Khan Vladimir Ward took advantage of the swelling "youngblood" movement agitated by some of the staunch Crusader Clans, letting it be known that he would be watching and challenging other Clans for excellent (yet undiscovered) warriors. Preemptive batchalls flooded his command post, and many quick Trials of Possession were fought. Not only did these Harvest Trials undermine the power bloc being raised against the Wolves, it swelled the Wolf rolls by a number of excellent warriors taken as bondsmen and quickly raised back to warrior status.

Strength to the pack.

Game Material

Attribute Minimums: INT 4 (warriors only); WIL 3 (nonwarrior castes)

Attribute Thresholds: INT +1 (warriors only); WIL +1 (nonwarrior castes)

Bonus Skills: Protocol/Clan Wolf +2; warriors receive a +1 in two of any of the following skills: Bureaucracy, Leadership, Perception, Negotiation, Strategy; Nonwarrior castes receive +2 in one of the following skills: Bureaucracy, Interests, Protocol/Clan.

Bonus Traits: With a minimum INT 7, any Wolf character may take the Natural Aptitude Trait for 1 point less than normal. Warriors must take the Natural Aptitude Trait for a combat skill or one of the bonus skills selected above.

Path Restrictions: Clan Wolf characters follow the standard Clan path restrictions (see p. 32, MW3).

CLAN WOLF (IN EXILE)

When Ulric Kerensky sent the Warden Wolves into exile, he considered it to be a last attempt to save his Clan from absorption or annihilation. What he didn't see was Vlad Ward resurrecting the Wolves within Clan society as a new and viable Crusader Clan. Because of this, the Wolf Schism has bred two distinct Clans, each laying claim to the same history and heritage.

Their very existence within the Clans nearly erased, the Wolves (in Exile) continue to keep to their Clan ways as they fight to make a place for themselves within the Inner Sphere. Sharing the Kell homeworld of Arc-Royal with the famous mercenary unit the Kell Hounds, these Wolves have sworn themselves to the protection of the Inner Sphere citizens, most of whom want little if anything to do with them. Clan Wolf (in Exile) answers a higher calling, though, that was placed on the warriors by their martyr-progenitor. They hold together out of a sense of community and purpose that is hard-found among any other affiliation, Clan or Inner Sphere.

Game Material

The Warden faction among Clan Wolf defected en masse, and included a holistic slice from every caste. As such, Wolves (in Exile) do not suffer the usual penalties associated with leaving the Clans. A character leaving Clan Wolf (in Exile) will incur the standard penalties for leaving the Clans (see p. 32, MW3).

Attribute Minimums: Warriors have an additional minimum of INT 4. All castes require a minimum WIL 3.

Attribute Thresholds: INT +1 (warriors only); WIL +1, CHA -1 (all castes)

Secondary Language: German

Bonus Skills: Protocol/Clan Wolf +1, Protocol/Inner Sphere +1, Language/Secondary +1. All Clan Wolf warriors receive a +1 in one of the following skills: Leadership, Perception, Negotiation, Interests; Nonwarrior castes receive +1 in one of the following: Bureaucracy, Interests.

Bonus Traits: Stigma/Abjured (2), Enemy/Clans (2), Enemy/Lyrans Alliance. With a minimum INT 7, any Wolf character may take the Natural Aptitude Trait for 1 point less than normal. Warriors must take the Natural Aptitude Trait for a combat skill or one of the bonus skills listed above.

Path Restrictions: Clan Wolf (in Exile) characters follow the standard Clan path restrictions (see p. 32, MW3).

DARK (BANDIT) CASTE

The Dark Caste exists in Clan society as a blight upon the ideals set down by Aleksandr and Nicholas Kerensky, a *misguided* underground of rebels and criminals. It is the goal of all true Clansmen to rehabilitate these few lost souls, to make them see the light and return to Kerensky's fold.

Of course, reality is much different.

The true strength of the Dark Caste is unknown, even to the strongest and best connected leaders within this unrecognized caste. Settlements are scattered throughout the Clan sphere of influence and beyond, surviving only through anonymity and actively using a network of contacts strung throughout Kerensky's Cluster. For after all, most Clan warriors are far more content to wipe out a Dark Caste settlement than to try to capture it and return its inhabitants for *rehabilitation*.

So while members of the Dark Caste live on the edge of Clan society, many of their settlements do thrive and offer some measure of normalcy, if always in the shadow of fear.

Game Material

A Dark Caste character is subject to all of the rules for Leaving the Clans (see p. 32, *MW3*) as well as the rules found below. A character who voluntarily leaves the Clans or is forced to through the event of a Life Path may choose the Dark (Bandit) Caste affiliation instead. If a character chooses this option, regardless of caste, the additional skills below are applied; they are in addition to those already obtained through the character's primary affiliation. The Traits below are not applied. However, at the discretion of the gamemaster, a single Trait from below may be applied to the character.

Secondary Languages: German, French, Japanese, Chinese

Attribute Thresholds: BOD -2, RFL +1, WIL +2

Bonus Skills: Acting +1, Perception +3, Survival +3

Bonus Traits: Poverty (2), Quirk/Free-Willed, Stigma/Dark Caste

Path Restrictions: Dark Caste characters are limited to the Back Woods (1), Blue Collar (1) or Farm Paths (1). A Dark Caste character may not take any Clan Paths (with the exception of the Dark Caste Life Path), Preparatory School (2), Military Academy (3) or University (3) Paths. Dark Caste characters may take Military Enlistment (2), and may choose the MechWarrior Field with all appropriate applicable prerequisites. All Dark Caste characters apply an automatic -2 penalty to all Event Table rolls, except on the Dark Caste (4) Event Table, in addition to any other modifiers.

ADDITIONAL PATHS

The following section contains a number of Life Paths designed to expand and flesh out Clan characters. Players and gamemasters can use these paths in conjunction with those presented on page 33–52 of *MW3*.

The following paths have some basic prerequisites. In addition to minimum required Attributes, a few also list prerequisite paths a character must complete before entering the particular path.

EVENTS

Like the paths presented in *MW3*, each of the paths below has a unique list of events. Players and gamemasters should follow all of the standard rules for determining character events (see p. 24, *MW3*), with one exception: instead of rolling 2D6, players should roll 2D10 to randomly select an event. After rolling dice for an event, the player can increase or decrease the dice roll results by 1 or 2, or reroll, using the single expenditure of Edge (see *Edge and Events*, p. 25, *MW3*).

CHANGING AFFILIATIONS

Several events in the following Life Paths indicate that a Clan character is taken as a bondsman into a new Clan, thus changing his affiliation. The results of this event depend primarily on the caste of a character.

Regardless of caste, the additional skills from the new Clan affiliation are applied; they are in addition to those already obtained through the character's primary affiliation.

Traits from the new affiliation are not applied. However, at the discretion of the gamemaster, a single trait from the new affiliation may be applied to the character.

For all nonwarrior characters, no additional changes occur. They may proceed normally with the standard restrictions through the Life Paths.

For warrior characters taken as bondsmen, the following rules apply.

First, they receive the Stigma/Bondsman Trait, lose all Vehicle and Rank Traits, and their next Life Path must be the Civilian Job Path (p. 48, *MW3*); the Civilian Job Path takes only two years instead of the standard four years. If a character had a Commission (Rank 3) Trait (or higher) before being taken as a bondsman, he can choose the Tour of Duty: Clan Path (p. 50, *MW3*) in place of the Civilian Job Path but he may not add any bonuses to Military Field skills. As above, the character still loses this Rank Trait.

If a bondsman character has passed once through the Civilian Job Path (or Tour of Duty: Clan Path), without acquiring any negative traits, he loses his Stigma/Bondsman Trait, gains Rank (2) and Vehicle (2) Traits and may proceed normally with the standard restrictions through the Life Paths.

If a bondsman character acquires any negative traits during a pass, she will have to take the same Life Path again. If a bondsman character passes through a second time without acquiring any additional negative traits and spends an Edge point, she may proceed normally as outlined above. If not, she must pass through the Life Path again without acquiring any additional negative traits and must spend 2 Edge Points and so on.

A character, through the acquisition of negative traits or the inability to spend the necessary Edge points, may end the character creation process as a bondsman. How this is resolved in game play is left to the discretion of the gamemaster.

STAGE 2: LATE CHILDHOOD

Unless otherwise stated, this path follows the rules for *Stage 2: Late Childhood* in the *Character Creation* section of *MW3* (p. 36).

ADVANCED ELEMENTAL SIBKO

Clan Ghost Bear or Hell's Horses Affiliation only. Must have Elemental Phenotype Trait.

Every Clan uses Elementals as its elite infantry, but none use them as extensively or expertly as the Ghost Bears and Hell's Horses. Over the years, these rival Clans have refined the training of their Elementals to support their affinity for these troops. The punishing regimens they have developed push the cadets to their limits and beyond, and injury and wash-out rates are correspondingly higher than in other Clans. Those who survive this intense process become the pride of their respective Clans: they are without a doubt the toughest, meanest and most effective infantry in known space.

At Stage 2, the player may choose the standard Trueborn Sibko (p. 39, *MW3*) or this path for an Elemental character from Clan Ghost Bear or Hell's Horses. This path is not mandatory for those Clans, but rather represents a particularly tough and effective Elemental sibko.

Attribute Minimums: BOD 6, DEX 4, RFL 4, WIL 4

Attribute Thresholds: BOD +1, DEX +1, CHA -1

Traits: Well-Equipped (3), Vehicle (2), Quirk/Clan Honor, Promotion (to Rank 6)

Skills: Career/Soldier +2, First Aid +2, Interest/Clan Remembrance +2, Martial Arts/Military +5, Navigation/Ground +3, Pistols +2, Swimming +2

Fields: Clan Elemental. Rather than the usual +3 points per skill, three skills have +3 Skill Points, three have +4 Skill Points and one has +6 Skill Points (player's choice).

Previous Path: Trueborn Crèche (1)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Advanced Elemental Sibko Events

- 2 Your brief travels off-base bring you into contact with the Dark Caste, where a charismatic leader blackmails you into aiding their next raid. [Choose one: give in to the lure of freedom, wash out of training and Leave the Clans with the usual effects (p. 32, *MW3*), or blow the whistle on them and admit your connection to them openly, resulting in Bad Reputation, Enemy/Bandit Caste Cell (2) and Stigma/Stain of the Bandit Caste]
- 3 Your suit's jump jets cut out at just the wrong moment ... [Lost Limb (2), Timid and wash out of training]
- 4 You do not have what it takes to remain in the sibko [Bad Reputation and wash out of training]
- 5 Your instructor takes a keen "interest" in your development. [Wash out of training or take all of the following: EDG -1, Introvert, Addiction (2) and Pain Resistance]
- 6 You volunteer for every extra assignment, but suffer from too many shells exploding near your head. [+2 to any two Gunnery Skills, Combat Paralysis]
- 7 Incessant and brutal training makes you ruthless and unfeeling. [CHA -1, Introvert]
- 8 Your battle armor's flamer fuel explodes during a live-fire exercise. [Unattractive, Quirk/Fear of Fire, Pain Resistance]
- 9 You made it as a warrior, but your rival washed out. [Enemy]
- 10 That support laser shot nearly grafted your helmet to your face, and you have the scars to prove it. [Unattractive]
- 11 All the extra after-hours training pays off. [+1 to any three Clan Elemental Field Skills]
- 12 A natural affinity for low-gravity conditions earns you additional training as a marine. [Demolitions +2, zero-G Operations +2, G-Tolerance]
- 13 Your instructor teaches you that flexibility is the key to victory, [Blades +2, choose any two different Martial Arts Subskills and add +2 to each]

- 14 You take to your training so well that they call you a "combat machine" [CHA -1, +2 to any four Clan Elemental Field Skills]
- 15 You pass your Trial of Position with two kills! [Promotion (3), Vehicle]
- 16 No one in the sibko can best you in hand-to-hand combat, not even your vindictive instructor. [Martial Arts/Military +5, Good Reputation, Enemy]
- 17 You pass your Trial of Position with three kills! [Commission (Rank 1), Good Reputation, Vehicle]
- 18 Your skills come to the attention of the leader of your Bloodname House [Contact (3), Well-Connected]
- 19 You pass your Trial of Position with four kills! [Commission (Rank 2), Good Reputation (2), Vehicle (2)]
- 20 [Choose one event or roll twice and apply both results. Only one Trial of Position result may apply; reroll others]

STAGE 3: HIGHER EDUCATION

Unless otherwise stated, these paths follow the rules for *Stage 3: Higher Education* in the *Character Creation* section of *MW3* (p. 40).

JADE FALCON TRAINING CLUSTER

Jade Falcon Affiliation; warriors only

Only the best Falcon cadets graduate directly into front-line units. Most first spend time in one of the Clan's Eyrie Training Clusters where they learn to work together as a team before being entrusted with the Clan's honor.

Time: 2 years

Skills: +2 to any two field skills, Perception +1, Career/Soldier +2

Previous Path: Trueborn Sibko (2), Freeborn Sibko (2)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Jade Falcon Training Cluster

- 2 Scientist error! You prove unfit for life as a warrior and are reassigned to a Solahma unit [Lose all skill bonuses acquired from this path, Stigma/Solahma, Demotion (to Rank 1)]
- 3 Training accident. [Glory -2; Choose one: Addiction (2), Disabled (2), Lost Limb (2)]
- 4 Tough lessons. The Cluster sustains major damage at the hands of the Clan's enemies [Choose one: Combat Paralysis, Enemy (3), Poor Vision (4)]
- 5 Test down. [Demotion, Stigma/Test Down]
- 6 "Liaison" with local Freebirth. [Dependent, Demotion, Stigma/Freebirth sympathizer]
- 7 Isoria! Taken as bondsman by another Clan! The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).
- 8 Grow up! Your youthful exuberance earns you the enmity of others in the cluster. [Enemy, Bad Reputation, Slow Learner]

- 9 Brutal regimen. Life is hard, but you learn much. [+1 to any two field skills, EDG -1, STR +1, choose one: Demotion, Introvert, Unattractive]
- 10 Baptism by fire. [+1 to any field skills, choose one: Combat Paralysis, Lost Limb]
- 11 All quiet. [Lose half (round down) of all bonuses acquired from this path]
- 12 Punishment detail. [Bad Reputation, Contact]
- 13 Your technician is well trained and has good connections. [Well-Equipped (2)]
- 14 Courage under fire! [+2 to any three Military Field skills, Good Reputation, Brave]
- 15 Command experience. [Bureaucracy +1, Leadership +2, Computer +1, Promotion (3)]
- 16 Pumping Iron! You use a lull in the training to attain peak fitness. [Choose one: Pain Resistance, Toughness, STR+1, BOD+1]
- 17 Test up! [Promotion, Leadership +2, Glory +1]
- 18 Honor and Glory. You excel on the field of combat. [Good Reputation (2), Tactics +1, +3 to any four Military Field Skills, choose one: Commission, Promotion (2), Sixth Sense; if character already has Commission Trait, take Promotion instead]
- 19 Your superlative performance comes to the Khan's attention. [Promotion (4), Glory +3, Commission, Well-Connected (3), +3 to all Military Field skills]
- 20 [Choose one event or roll twice and apply both results.]

NAVAL ACADEMY

In the years since the Clan Invasion, naval power has taken on new importance, resulting in an expansion of training facilities across the Inner Sphere. The curriculum of many academies has grown beyond fighter pilots and the occasional DropShip pilot to include the crew and pilots of the rare but powerful WarShips fielded by the House militaries.

Time: 1 year

Attribute Minimums: INT 4, WIL 3, RFL 3

Attribute Thresholds: DEX +1, INT +1, WIL +1

Traits: Academic/Military History +1, Computer +2, Protocol/Affiliation +2, Sensor Operations +2

Fields: Basic Training/Naval

Previous Path: Mercenary Brat (2), Military School (2), Preparatory School (2), Spacer Family (2, p. 60, AT2)

Next Path: Advanced Individual Training Subpath (Mandatory as part of this pass)

Naval Academy Events

- 2 Your training unit is selected for an "object lesson" by hostile forces. [Combat Paralysis, Glass Jaw]
- 3 Training accident. [Choose two: Poor Hearing, Poor Vision, Lost Limb (2), -1 BOD, -1 RFL]
- 4 Space travel is not for you. [Transit Disorientation Syndrome, zero-G Operations -2, further military career—if any—must be nonspace oriented]

- 5 Though determined, you aren't cut out for the military life. [-2 to all Basic Training/Naval Skills and may take no further military paths]
- 6 You are willing and eager but have difficulty remembering everything. [Slow Learner]
- 7 Your hot-dogging style causes many problems. [Demotion, Bad Reputation, any two skills +2]
- 8 You do well, but a noble comrade is jealous of your success. [any skill +2, Enemy (2)]
- 9 A training mishap leaves you stranded. [Survival +2, Tracking +2, First Aid +1, Quirk/Agoraphobia]
- 10 You gain a reputation as the unit trickster. [Gregarious, Fast Talk +1, Bad Reputation (2)]
- 11 Selected for the academy athletics team. [Acrobatics +1, Good Reputation]
- 12 You gain a reputation as the unit "fixer." [Scrounge +2, Negotiation +2]
- 13 You serve as cadet-leader for your unit. [Leadership +1, Tactics/Any +1]
- 14 You cross-train as a marine. [Martial Arts/Military +2, Pistols +1, zero-G Operations +2]
- 15 You make great strides in your studies, but have few friends. [Introvert, Fast Learner]
- 16 You catch the attention of your superiors. [Promotion]
- 17 An eventful training cruise proves you have "the right stuff." [Combat Sense, choose one: Career/Pilot or Ship's Crew +2]
- 18 You make a number of high-profile friends. [Contact (2), Well-connected (2)]
- 19 You graduate with flying colors. [Promotion (2), can take Naval Officer Training next, then return and continue the Life Path from the same point]
- 20 [Choose one event or roll twice and apply both results.]

Mandatory Subpath: Advanced Individual Training

Time: 2 years

Traits: Promotion

Skills: Leadership +1, zero-G Operations +1, add +1 to any three Basic Training Skills and +1 to any other skill.

Fields: Choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot Specialist (*minimum* DEX 4, RFL 4;

players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining four)

Aerospace Pilot

Aircraft Pilot (*minimum* DEX 4, RFL 3)

Ship's Crew

Events: Do not roll events for Advanced Individual Training

Next Path: Tour of Duty (4), Naval Training (3, part of this pass)

Subpath: Naval Training

AIT graduates only.

Time: 3 years

Attribute Minimums: INT 4, DEX 4

Skills: Strategy +1, Tactics/Space +1, Leadership +1

Fields: Choose one of the following fields, subject to the listed restrictions:

DropShip Pilot Specialist (*minimum* RFL 4; players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three)

DropShip Pilot

JumpShip Pilot (DropShip Pilot Field, *minimum* INT 5, may not have TDS trait)

WarShip Pilot (DropShip Pilot or JumpShip Pilot Field, *minimum* INT 6, may not have TDS trait)

Events: Do not roll events for Naval Training

Next Path: Tour of Duty (4)

Subpath: Naval Officer

By Event Roll only.

Time: 1 year

Attribute Minimums: INT 5, WIL 4

Traits: Commission

Fields: Naval Officer Training

Events: Do not roll events for Naval Officer Training.

Next Path: Per last path followed; add to its *Next Path* options the Tour of Duty: Social General path if the character has Lyran Alliance Affiliation.

STAGE 4: REAL LIFE

Unless otherwise stated, these paths follow the rules for *Stage 4: Real Life* in the *Character Creation* section of *MW3* (p. 47).

BLOOD SPIRIT PROTOMECH PILOT TRAINING

Clan Blood Spirit Affiliation; warrior only. Must have Fighter Pilot Phenotype; cannot have the Combat Paralysis, Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision or Slow Learner Traits; other Clan affiliation warriors at the gamemaster's discretion only.

First fielded by the Smoke Jaguars against the invading forces of the Inner Sphere, the ProtoMech is a half-sized 'Mech that combines aspects of a 'Mech and battle armor into a unique new field unit. Though the Smoke Jaguars attempted to create a new Phenotype to pilot their new creation, they failed. However, it was soon discovered that aerospace pilots fit the bill: they are small and wiry, allowing them to fit into the cramped ProtoMech cockpit; in addition, their brains and circulatory systems are bred to withstand the pressure of high-G maneuvering which, coincidentally, gives them increased resistance to the negative side effects of the direct neural interface that drives the ProtoMech. However, though the tightly knit team of a ProtoMech Point counters some of the "god" complex that results from such a sympathetic bond between man and machine, most Clans have found it necessary to sup-

plement each warrior's diet with drugs. Other non-drug related methods are currently being researched to fight the "god" complex problem.

With the exceptional showing they made against the Inner Sphere, nearly every Clan has obtained ProtoMech salvage and several have begun to produce them in limited numbers, though there are many within the Clans that view this new "minimech" with disdain. Currently, only Clan Blood Spirit has begun a full-blown training program. However, in their haste to use a new and relatively untested weapons platform, the dangers are excessively high.

Time: 2 years

Traits: EI Neural Implant, Fast Learner, Toughness, Vehicle (3), Addiction, In For Life, Stigma/ProtoMech Pilot

Skills: Interest/Neural Implants +4, Career/Soldier +3, Martial Arts/Military +2, +3 to any two skills in a Military Field

Fields: ProtoMech Pilot

Previous Paths: Freeborn Sibko (2), Trueborn Sibko (2), Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Blood Spirit ProtoMech Pilot Training Events

- 2 The implantation of the EI Neural Implant goes horribly wrong and you flee your Clan. [Amnesia, Leave the Clans with the usual effects (p. 32, *MW3*)]
- 3 In an attempt to jump-start their own ProtoMech program, you are taken as a bondsman by another clan. [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]
- 4 A horrible training accident occurs. [Glory -2; Glass Jaw and wash out of training]
- 5 The "god" complex becomes too much for you to handle, even with the drugs. [Addiction and wash out of training]
- 6 You are involved in a Trial of Possession that goes against you. [choose two: Poor Hearing (3), Poor Vision, Lost Limb]
- 7 They increase your dosage to help combat your "god" complex problem. [Addiction, Bad Reputation]
- 8 You fail in your attempt at a Bloodname. [Stigma/Failed Trial of Bloodright, Timid]
- 9 You run into a warrior of your own Clan who does not see the worth in these new "minimechs." [Enemy (2)]
- 10 You are not spectacular but you get the job done. [+1 to two Military Field skills]
- 11 A raid by the Bandit Caste was repulsed but not without some cost. [Good Reputation (2), +1 to any three Military Field skills, choose one: Timid, Introvert, Unattractive]
- 12 Though nothing occurred, training is always useful. [+2 to any three Military Field skills]
- 13 Your good performance earns you a promotion to Point Commander. [Commission (Rank 1), +2 to any two Military Field skills]

- 14 You are so fascinated with the technical aspects of the ProtoMech and your interface with it that you spend more time with the technicians than in the field. [-1 to all skills gained from this path, Academic/Neural Implants +3, Technician/Fusion/ProtoMechs +1/+ 3, Technician/Support/ProtoMechs +1/+3]
- 15 During garrison duty on one of the five Pentagon worlds, you make contact with another Clan's warrior. [Contact (2), Protocol/any Clan affiliation, Negotiation +2]
- 16 You quickly demonstrate that you have a preternatural ability to move your ProtoMech in combat. [Sixth Sense]
- 17 Your outstanding performance earns you the notice of your Bloodname House Leader. [Contact (3), Glory +1, Good Reputation (3), +3 to three Military Field skills]
- 18 You single-handedly best a superior opponent in a 'Mech, thus proving the worth of your Clan's ProtoMech program. [Good Reputation (2), Glory +2, Commission (Rank 6), add +4 to four Military Field skills, Combat Sense]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply each event.]

CLOISTER TRAINING

Cloud Cobra Affiliation; warrior only. Must have at least a one-point Contact. Warriors from other Clan affiliations may enter, but must have an appropriate two-point Contact. All characters must possess a WIL of 5 or higher.

While the warriors of most other Clans trust only in their own prowess, those of Clan Cloud Cobra know instinctively that there is more to the universe. While no one is obligated to train within the warrior-priest brotherhoods, most Cloud Cobra warriors turn to these Cloisters not only to hone their combat skills, but also to immerse themselves in the teachings and scriptures of their chosen religion. When they emerge from this intensive training, these warriors are ordained ministers with the unique calling not only to protect their Clan but also to bring the Way to those who do not know it.

The great majority of Cloister Fellows do indeed belong to Clan Cloud Cobra, or at least once did, but as word of the Way spreads, a steadily growing number of warriors from other Clans petition daily for initiation into the Cloisters. Only warriors may become full Fellows within the Cloisters, though most of the membership of each belongs to the lower castes. As a result, members of lower castes may take this Path with all the requirements listed above, but do not gain the Contact Trait, and gain the Well-Connected Trait at the lowest level.

Time: Two years

Skills: Academic/Theology (any, based on the chosen religion) +6, Academic/Theology +3, Interest/Clan Remembrance +3, Training +3, add +2 to any three field skills

Traits: Contact (3), Well Connected (3, within Cloister), In for Life

Previous Paths: Advanced Elemental Sibko (2), Freeborn Sibko (2), Trueborn Sibko (2), Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4), any warrior-only stage (4) Path allowed by the character's Affiliation.

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4), To Serve and Protect (4, freeborn warriors only), any warrior-only stage (4) Path allowed by the character's Affiliation.

Cloister Training Events

- 2 You failed not only your Cloister, but also your entire Clan. [Bad Reputation (3), leave the Clans with the usual effects. (p. 32, MW3)]
- 3 The Way proved to be the correct path for you, but for your superiors, it was only a means to an end. [Bad Reputation (3), Enemy (3), may not take this path again.]
- 4 The Cloister was not for you, but there is no loss of honor for accepting the truth. [Path takes only 1 year, lose half of all skill bonuses (rounded down) and all Traits from this path and may not take this path again.]
- 5 The ecKhan believes you need additional time to examine your convictions. [Academic/Theology (any) +4, Bad Reputation and add 1D6/2 years (round down) to the time this Path takes.]
- 6 You must overcome your natural urges if you are to earn Fellowship, and your trainers "help" you in this endeavor. [Academic/Clan History +4, Glory -1, Introvert, Slow Learner and BOD -2]
- 7 While you were simply bringing word of the Way to them, they rejected and attacked you, and though they didn't survive punishment, the scars remain with you. [Disabled, Unattractive and WIL -2]
- 8 Even the Cloisters could not suppress your free spirit. [-2 to all skills learned this Path, Gambling +3, Streetwise/Any +3, Addiction (2), Bad Reputation]
- 9 The Way's call is mysterious—you are taken as bondsman by a rival Clan that has yet to receive the blessings of the Way. [The specific Clan can be chosen by the character or is left up to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]
- 10 Khan Katib once said, "Trials and tribulations are my closest companions." [Choose one: Addiction (2), Disabled, Dependent or Night Blindness]
- 11 Your work brings the Way to the lower castes. [Training +2, Contact]
- 12 The ecKhan exhorts you and your fellow initiates to explore your full selves. [Choose two not already possessed: Academics/Any +2, Arts/Any +2, Animal Handling +2, Interest/Any +2, Riding +2.]
- 13 Duty to your Cloister takes you to the reaches of Clan Space—and into conflict with rebellious souls. [+2 to any two Military Field skills]
- 14 War is the Way of the Clans. [Strategy +3, Tactics/Any +3, +2 to any three other Military Field skills]
- 15 The lower castes begin to look to you as a leader and teacher. [Contact (2), Good Reputation (3), Well-Connected (to the lower castes)]
- 16 The Cloister is truly your calling. [Academic/Clan History +4, Leadership +4, Interest/Clan remembrance +3, Training +2, Academic/Any two +2]

- 17 Visits to the Honorarium help you to focus your energies. [Academic/Clan History +4, Leadership +4 and choose two: Combat Sense, Fast Learner, Pain Resistance, Poison Resistance or Sixth Sense]
- 18 Devotion to the Way demands you dedicate more time not only to understanding, but also to mastery of your station. [Academic/Theology (any) +6, Glory +2, +6 to any one skill, +4 to any four other Military Field skills and add 1D6/2 years (round down) to the time this Path takes.]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply each event.]

DARK CASTE

Any Clan-based character may take this Path, regardless of affiliation or profession but only after leaving the clans or washing out of training.

Life in the Dark Caste is difficult, especially with units of Clan enforcers looking to wipe out you and your kind. Worse are the bands of disgraced Smoke Jaguars looking for ways to reintegrate themselves into Clan society or to rebuild their fallen Clan. Yet with so much pestilence, hardship and disease to contend with, it is still better than living under *their* dictatorship.

Time: 2 years

Skills: +3 to any three field skills, +1 to any one other skill

Traits: Stigma/Dark Caste (if not already possessed)

Previous Paths: Any Clan specific path.

Next Path: Civilian Job (4), Ne'er-Do-well (4), To Serve and Protect (4), Travel (4) or Dark Caste (4); character must possess all Field and Attribute prerequisites of these Paths before taking them, however.

Dark Caste Events

- 2 They found your settlement and annihilated everyone who didn't escape. [Scrounge +4, Disabled (3), Glass Jaw, Quirk/Vow (to destroy the unit that did this)]
- 3 Exiled from your community and made an outcast among outcasts. [Bad Reputation (3), Enemy (2), Glory -3, Stigma/Outcast (2)]
- 4 They captured and imprisoned you in an attempt to reeducate you. [Interest/Clan Remembrance +6, Bureaucracy/Any +6, Bad Reputation (3), Enemy (3), add 1D6 years to the time this path takes Clan; the specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]
- 5 An accident forces a change upon you. [Glory -2; Choose one: -3 BOD, -3 DEX or -3 STR]
- 6 Life support failed and dozens died before you could get repairs done. [Scavenging +3, Disabled (3), Glass Jaw, Quirk/Guilt]
- 7 A Clan strike wipes out a nearby settlement, depriving yours of supplies and you personally of a vital contact. [Poverty, Well-Equipped -1, lose a single Contact]
- 8 The temptations of normalcy beckon you. [Dependents (2)]

- 9 An epidemic rips through your settlement. [Choose one: Allergy (2) or Glass Jaw]
- 10 Infighting among your settlement sets you at odds with its leader. [Enemy]
- 11 A trade of skills. [Training +1, choose any one skill at +1]
- 12 Discoveries like this are what you need to keep surviving. [Wealth, Well-Equipped]
- 13 A catastrophe forces you to live off the land. [BOD -1, WIL +1, Survival +5, Climbing +3, Scrounge +3]
- 14 He that dares... You spend your time living among your "misguided" brethren. [Acting +5, Streetwise/Any +5, Alternate Identity, Contact (2)]
- 15 You traveled among the uncharted stars. [Add +3 to any three skills, Well-Connected (3), Well-Equipped (2)]
- 16 Your raid on a Brian Cache nets you supplies enough to last a year, as well as an extensive Star League library. [Wealth (3), Well-Equipped (2), Academic/Any +3, +3 to any three skills]
- 17 You find yourself a place in Clan society in hopes of learning a new trade. [Alternate Identity, choose a new Civilian Field]
- 18 Somehow you made your way to a new life in the Inner Sphere. [Lose Stigma/Dark Caste, change affiliation to a non-Clan affiliation, apply all Skill bonuses but ignore any Traits gained by the new affiliation and continue through the Life Paths with the new affiliation.]
- 19 You pull off a raid that would find you a place in the Remembrance, if you kept one. [Good Reputation (3), Enemy (2) and choose either Vehicle (4), Custom Vehicle (3) and Owns Vehicle or Wealth (6) and Well-Equipped (4)]
- 20 [Choose one event or roll twice and apply both events.]

DIAMOND SHARK WARRIOR-TRADER

Clan Diamond Shark affiliation; warrior or merchant caste only. May not have Transit Disorientation Syndrome.

In Clan Diamond Shark, many sublevels of the merchant caste must work fist-in-hand with the warrior caste. Their counsel is sought after with regard to target evaluation and selection, and they also control the Clan logistics corps and intelligence gathering services. About the only thing they do not do (most of them, anyway) is fight.

Attribute Minimums: WIL 4, CHA 4

Attribute Thresholds: WIL +1

Time: 3 years

Skills: Negotiation +3, Perception +2, Choose three: Administration +2, Appraisal +1, Bureaucracy/Any +2, Protocol/Any +2, Strategy +1, Language/Any +1

Previous Paths: Trueborn Sibko (2), Freeborn Sibko (2), Trade School (3—Merchant Caste only), Cloister Training (4), Diamond Shark Warrior Trader (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4), Free Trader (4—Merchant Caste only), Civilian Job (4—Merchant Caste only), Travel (4—Merchant Caste only), Ne'er-Do-Well (4—Merchant Caste only)

Next Path: Cloister Training (4), Diamond Shark Warrior Trader (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan, To Serve and Protect (4, freeborn warriors only), Free Trader (4—Merchant Caste only), Civilian Job (4—Merchant Caste only), Travel (4—Merchant Caste only), Ne'er Do-Well (4—Merchant Caste only)

Diamond Shark Warrior-Trader Events

- 2 Never—Never!—speak for the Khan, in any deal! [Enemy (3), Leave the Clans with the usual effects (p. 32, *MW3*)]
- 3 Burned by an Inner Sphere con man! Will you ever be the same? [WIL -1, Glory -2, Timid, Poverty, lose all skill bonuses acquired through this path]
- 4 The iron womb that pilot came out of should be sterilized! [BOD -1, Transit Disorientation Syndrome, Addiction/Any (2)]
- 5 Your mistake, but the warrior caste paid for it. [Enemy (2), Enemy (1), Bad Reputation; warrior reservists can never return to active duty]
- 6 Every path has its pitfalls. [Addiction/Gambling, Bad Reputation, Gambling +2]
- 7 It took every last bit of luck, skill and resources to worm your way out of *that* deal. [EDG -2, Poverty, lose half (round down) of all skill bonuses acquired from this Path.]
- 8 "Fake it till you make it" just caught up with you. [Lose all bonuses from one skill acquired in this Path.]
- 9 Maybe you bargained a bit *too* hard. [Enemy, Negotiation +2, Brawling (or for warrior, Martial Arts/Any) +1]
- 10 Transit time is killing your deals. [Interest/Any +1, Zero-G Operations +1, lose half (round up) of all skill bonuses acquired from this path]
- 11 Short term rewards. [Appraisal +1, Gambling +1]
- 12 Facing down a warrior, even when you are right, is always a risky proposition. [WIL +2, Enemy, Fast Talk +1]
- 13 Active planning in an important raid boosts your value. [Wealth, +1 to Strategy or Tactics/Any, +2 Negotiation]
- 14 Your services are in high demand. [Wealth, +1 to all Merchant Field skills (if character does not have the Merchant Field, acquire it with +1 to all skills instead of the standard +3), add 1 year to time this Path takes.]
- 15 A merchant is measured by the company he keeps. [Good Reputation (2), Contact, Contact, Contact (2)]
- 16 Sometimes it's better to be lucky than good. [EDG +3, Sixth Sense, Glory +1]
- 17 When dealing with the Inner Sphere, sometimes concessions must be made to Clan protocol. [Alternate Identity, Contact (2), Wealth (3), +3 to two Merchant Field skills (if character does not have the Merchant Field, acquire it with +2 to all skills instead of the standard +3)]
- 18 You may be perfecting the art of the deal. [WIL +1, Fast Learner, Merchant Field]
- 19 You are called on to defend your bargaining position, quite literally, and succeed! [Choose three: Toughness, Sixth Sense, Glory +3, Wealth (4), Contact (3), Well-Connected (3)]
- 20 [Choose one event or roll twice and apply both results.]

GOLIATH SCORPION SEEKER

Clan Goliath Scorpion Affiliation; warrior only.

Fueled by the words and dreams of its first Loremaster, Clan Goliath Scorpion has embraced the Seeker movement as a cornerstone of its culture. Warriors requesting Seeker rights search far and wide for relics and information vital to understanding the former Star League. Returning these items to the vast Temple of Nine Muses, they contribute not only to their own glory but that of the Clan as a whole.

A small number of Seekers occasionally take what they find for themselves and do not return to the Clan. These individuals are branded as bandits and declared *dezgra*. Hunted incessantly by their former brethren, they become targets of the very system they once upheld.

Time: 2 years

Traits: In For Life, Well-Connected (3) [in Seekers]

Skills: Survival +2, Perception +2, First Aid +1, Zero-G Operations +1, choose two of the following: Navigation/Space +1 or Navigation/Ground +1, Academics/Star League History +1 or Academics/Archaeology +1

Previous Path: Trueborn Sibko (2), Freeborn Sibko (2), Cloister Training (4), Goliath Scorpion Seeker (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clans

Next Path: Goliath Scorpion Seeker (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clans (4), To Serve and Protect (4, freeborn warriors only), Ne'er Do Well (4) (gain Enemy (3) and Stigma/Heretic)

Seeker Path Events

- 2 Overcome and imprisoned by bandits, you are forced to become one yourself. [Streetwise/Bandit Caste +2, Leave the Clans with the usual effects (p. 32, *MW3*), choose one: Lost Limb (3), Poor Hearing (3), or Poor Vision (4)]
- 3 You lose an honor duel over a cache and return home to lick your wounds. [First Aid +1, Glory -2; choose two: Lost Limb (2), Poor Hearing (3), Poor Vision (2)]
- 4 Escaping from certain death in a bandit ambush, you are nonetheless deterred from reaching your goal. [Escape Artist +2, Bad Reputation (2)]
- 5 Led into the Inner Sphere on your quest, you face a dangerous decision. [Continue On: Repeat path with a +4 to Event Roll, then Leave the Clans with the usual effects (p. 32, *MW3*); [Turn Back: Bad Reputation (2), Stigma/Coward (2), Enemy (2)]
- 6 While on a quest you are taken as a bondsman by another Clan! [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations* (p. 28).]
- 7 A Seeker Templar doubts your vision and demands a Trial by Necrosia to prove your worthiness. [Roll on the Using Necrosia table (see p. 22), even if already used on this path, Protocol/Scorpion Seeker +2]
- 8 Your request for Seeker Rights is denied but you gain some insight on the exploits of your predecessors. [Academics/Clan Remembrance +2, Administration +2]

- 9 Political infighting robs you of time but teaches you valuable lessons. [Bureaucracy +2, Enemy]
- 10 Are you sure your maps are right? You spend months in the wilderness. [Navigation/Ground +2, Poison Resistance]
- 11 Dancing the scars with a rival gains you prestige as you await word on your Seeker Rights. [Blades +2, SOC +1, Enemy]
- 12 It's got to be here somewhere! You expend every effort to locate your goal, to no avail. [Choose two: Climbing +3, Demolition +2, Sensor Operations +2, Riding +2, Swimming +2]
- 13 Months of research help you locate the probable site of your quest. [Academics/Archaeology +2, +2 to the Event Roll if this path is repeated.]
- 14 A skilled tech aids your cause and teaches you a thing or two in the process. [Contact, Dependent, Technician/Any +3]
- 15 You skirmish with bandits over a useless cache of baubles. [Bad Reputation, +3 to four Military Field skills]
- 16 Annihilating a fallen Seeker and returning the bandit's tainted codex to the Temple of Nine Muses earns you high praise! [Contact (2), Glory +1, Vehicle, SOC +1, Protocol/Scorpion Seeker +2]
- 17 You uncover a minor relic of the Star League. [Contact (2), Good Reputation, Glory +2, Commission (Rank 1), SOC +1. If character already has the Commission trait, take Promotion instead.]
- 18 After a hard-fought battle with defending forces, the site you claim proves unextraordinary. [Combat Sense, Glory (3), +4 to five Military Field skills]
- 19 You have found a cache of Star League artifacts! [Contact (3), Good Reputation (3), Glory +4, Well-Connected (3), Vehicle (3), Custom Vehicle (3)]
- 20 [Choose one event or roll twice and apply both results.]

SCIENTIST CASTE SERVICE

Any Clan Affiliation; any scientist or technician caste.

It may be the Warrior Caste that leads, but truly those like yourself shape the direction of your Clan. Scientist and Technician Caste members are literally found all over Clan Space, as well as beyond, in both military and civilian stations, their efforts keeping their Clans operating through even the most trying of hours. It is because of this effort that you are afforded more liberties than just about any other Clansman, and in many cases more than most warriors. On the other hand, only through superior performance will you be allowed to maintain your status.

Time: 2 years

Skills: +3 to any three Field skills, +2 to any four other skills and choose two of the following: Academics/Any +1, Administration +1, Bureaucracy/Any +1, Comms/Any +1, Computers +1, Cryptography +1, Fast Talk +1, Negotiation +1, Protocol/Any or Training +1

Previous Paths: Technical College (3—Technician Caste only),

University (3—Scientist Caste only), Civilian Job (4), Scientist Caste Service (4)

Next Path: University (3—Scientist Caste only), Civilian Job (4), Ne'er-Do-Well (4), Scientist Caste Service (4)

Scientist Caste Events

- 2 Your personal research into forbidden disciplines leaves you but two choices. [+4 to any two field skills and choose either imprisonment (add 1D6+1 years to the time this path takes) or change affiliation to Dark Caste (p. 33).]
- 3 So far, you have managed to hide yourself, but someday they will find you and punish you. [Alternate Identity, Glory -2, Quirk/On the Run]
- 4 An accident leaves you hospitalized for months. [Academic/Any +3 and choose three: Disabled (2), Lost Limb (2), Poor Hearing (3), Poor Vision (3), Slow Learner, and BOD -2]
- 5 Memories of what you saw on that world continue to haunt you. [Introvert, Quirk/Paranoid and WIL -2]
- 6 You lose your mate and friends in an "honorable" Trial of Possession, leaving you little but your child and your anger. [Dependent, Quirk/Vow of Vengeance]
- 7 You ran afoul of a Warrior who had no idea what she was butting her head into. [Bureaucracy/Any +5, Bad Reputation (3), Enemy (2)]
- 8 The constant travel plays havoc with your immune system. [Survival +3, Allergy, Disabled]
- 9 Taken as isorla, your skills atrophied as you were slowly accepted into your new Clan. [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28). -1 to all skills learned this path, Bureaucracy/Any +4, Interest/Remembrance +4.]
- 10 Your duties allowed you more freedoms than most. [-1 to three skills learned this path, Gambling +3, Seduction +3, Streetwise/Any +3]
- 11 Forced to defend yourself during an attack. [Choose one: Blades, Brawling, Pistols or Rifles at +4]
- 12 Your status confers on you a comfortable life. [Arts/Any two +3, Interest/Any +3, Enemy]
- 13 Assigned to an exploration team, you saw more than most others ever will, but have the scars to prove it. [+2 to any four skills and choose two: Addiction, Disabled, Enemy, Glass Jaw, Lost Limb or Quirk/Psychosis]
- 14 An attack forces you and your colleagues to fend for yourselves for weeks. [BOD -1 and choose four: Climbing +4, Leadership +3, Medtech +3, Navigation +3, Scrounge +4, Survival +4 and Tracking +4]
- 15 Your assignments keep you in the field. [Choose either the Planetary Surveyor or Scout Fields]
- 16 Your collection of Star League era texts is nearly unsurpassed. [Academic/Any two +6, Quirk/Collector, Quirk/Paranoid, Wealth (2) and Well-Equipped (4); at the gamemaster's discretion, both of these Traits must be used to purchase rare texts and items.]

- 17 Few have managed to keep abreast of your rise. [Fast Learner, Enemy (2), take any one Civilian or non-Military Field at +3 to all skills]
- 18 Chosen to be a Keeper. [Interest/Remembrance +8, Good Reputation (3), Well-Connected (3), Wealth (3), Well-Equipped (3), In for Life]
- 19 Your work brings both you and your Clan much honor. [+6 to any three skills, Good Reputation (5), Wealth (4), Well-Equipped (4), Enemy (3)]
- 20 [Choose one event or roll twice and apply both events.]

TOUR OF DUTY: CLAN-SPHERE LIAISON

Clan Wolf (in Exile), Nova Cat, Ghost Bear or Diamond Shark Affiliations only; any caste.

As Clans settle into the Inner Sphere, a degree of "cultural seepage" is inevitable. Warriors will occupy garrison posts on Inner Sphere worlds. Clan merchants will haggle with Spheroid suppliers. Technicians will share tools and tips. The lines are bound to become blurred.

Clan Wolf (in Exile) is at the leading edge of this phenomenon, though by necessity the Nova Cats are not far behind. Not content with a hands-off policy, they embrace the differences. Their liaison teams, drawn to represent the concerns from every caste, act as guides, buyers, military advisors and, all in all, ambassadors to their Inner Sphere counterparts.

Time: 1 year

Attribute Minimums: CHA 4

Attribute Thresholds: CHA +1

Traits: Contact; unlike standard Traits given by a Life Path, the Contract Trait is obtained *every* time a character takes this path.

Skills: One skill at +2 and one skill at +1 in Occupational Field; also take two skills at +2 and three others at +1 from the following list: Protocol, Bureaucracy, Administration, Language/Secondary, Negotiation, Perception, Streetwise, Training. [Ghost Bears: change the +2 bonuses to +1]

Previous Path: Any Clan-specific path.

Next Path: As appropriate to caste and affiliation.

Events: Ghost Bear characters suffer a -2 modifier to Events Rolls for this path if CHA is less than 5. If greater than 5, they suffer only a -1 modifier. Diamond Shark characters suffer a -1 modifier to Events Rolls for this path if CHA is less than 5. If greater than 5, they suffer no modifier. These penalties are cumulative with the standard penalties for retaking this Path.

Tour of Duty: Clan-Sphere Liaison Events

- 2 This was a delicate assignment! You dare put yourself before the Clan? Outcast! [CHA -2, lose all skill bonuses from this path, Leave the Clan with the usual effects (p. 32, MW3).]
- 3 Who was that again? [Enemy (2), Glory -2, Perception -2, Protocol/Appropriate -2, Quirk/Outspoken. May not repeat Path.]
- 4 The political machine chewed you up fairly well. [CHA -1, Introvert, Timid, Bureaucracy +2]
- 5 It was a political decision. Nothing personal, you understand. [Enemy, Bureaucracy +3, add 1D6 years to time this path takes, may not take this path again.]
- 6 So, you weren't cut out for Diplomacy. [CHA -2, lose half (round down) of all skill bonuses earned from this path.]
- 7 Some people just can't stand the truth. [CHA -1, Enemy, additional -2 modifier to Event Roll if this path is taken again]
- 8 Too much leisure time on your hands? [Alternate Identity, Dependent, Seduction +1, lose the Contract Trait and half (round up) of all skill bonuses earned from this path.]
- 9 A fairly routine year gives you some rare time for relaxation. [Randomly lose all skill bonuses of one skill earned from this path, Interest/Any +1.]
- 10 They found your accent amusing. [Language/Secondary +2]
- 11 Free time! [+2 to any one Interest or Arts skill, +1 to any other non-Military skill]
- 12 No one said it wouldn't be work. [Administration +2, Bureaucracy +1, +1 to any two skills earned in this path]
- 13 You can't please all the people, all the time. [Enemy, Contact (2), +2 to any two non-Military Field skills]
- 14 Do you bury this memory, or embrace it? [Addiction/Gambling, Alternate Identity, Contact (2), Wealth (2), Gambling +3, Seduction +1]
- 15 Hard work and impressive results bring you to the attention of the Khan. [WIL +1, Well-Connected (4), Protocol/Any +2, +2 to any three non-Military Field skills]
- 16 A people person. Who would've figured? [Gregarious, Contact (2), Contact, +3 to any three skills earned from this path, ignore standard Event Roll modifier if this path is repeated; another repeat, however, would incur the standard modifier unless this event is rolled again.]
- 17 The land of opportunity, but for whom exactly? [EDG +1, Alternate Identity, Wealth, +3 to any four non-Military Field skills, Contact (Wolf Khan, Hidden Operative) or Contact (Inner Sphere Leader, Recruited Agent), may change affiliation to a non-Clan affiliation, apply all Skill bonuses but ignore any Traits gained by the new affiliation and continue through the Life Paths with the new affiliation; ignore all effects of Leaving the Clans (p. 32, MW3) but the SOC 1.]
- 18 In the middle of large events. [EDG +2, Well-Connected (4), Good Reputation (3), +4 to any four skills]
- 19 Making friends and influencing people—important people. [WIL +1, Well Connected (4), Contact (3), Promotion (4), Glory -3, Protocol/Any Inner Sphere +3, +4 to any five skills, must take this path again, but with a +2 modifier in place of the standard -1 modifier for repeating a path; a third repeat, however, would incur the standard -2 modifier unless this event is rolled again.]
- 20 [Choose one event or roll twice and apply both results.]

TOUR OF DUTY:

FIRE MANDRILL CLASHING KINDRAA

Clan Fire Mandrill Affiliation; warrior only.

Most of the Clans look on times of peace as something to be avoided. Being in a Fire Mandrill Kindraa, you have never heard of such a time. Always, a campaign beckons—the recovery of resources lost to rivals, the securing of new genetic material, or simply attesting to your own Kindraa's dominance. Who needs war with the Inner Sphere?

Time: 2 years

Traits: Every three passes through this Path earns 2 Trait points which may only be spent on any Traits.

Skills: +2 to any one Military Field skill, +1 to any three Military Field skills; choose two: Survival +1, Protocol/Kindraa +1, Leadership +1, Tactics/Any +1, Strategy +1

Previous Path: Freeborn Sibko (2), Trueborn Sibko (2), Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Fire Mandrill Clashing Kindraa (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Fire Mandrill Clashing Kindraa (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Events: Some Events call for a roll of 1D10. On this occasion, the usual modifiers for repeating a path do not apply and EDG may still be spent to affect the roll by 1.

Tour of Duty: Fire Mandrill Clashing Kindraa Events

- 2 They did this to you—the enemies of your Kindraa. But you will have your revenge if it kills you! [Leave the Clans with the usual effects (p. 32, MW3), Quirk/Vendetta (2)]
- 3 A brutal year brings rewards and setbacks both. [Roll on the Events Table twice, using only 1D10, and apply both results. On a roll of 1, choose any Event below 10. On a roll of 3, nothing is gained.]
- 4 They are taking you, one piece at a time. [BOD -2; Toughness, Choose two: Lost Limb, Poor Vision (2), Poor Hearing (3), Disabled, Unattractive (scarred)]
- 5 The pace! The constant fighting day after day after day ... another alert! When does it end? [BOD -1, WIL -2, Choose Combat Paralysis or take Timid, Introvert and Demotion; +2 to four Military Field skills]
- 6 Your combat style is very hard on equipment. You actually spend a good portion of the year dispossessed! [Vehicle -2, Custom Vehicle -1, -1 to three Military Field skills, +1 to two non-Military Field skills]
- 7 One more reason to hate your rival Kindraa. [Enemy, Glory -1, Quirk/Vendetta]
- 8 The technology just wasn't meant to stand up to this kind of punishment. [Custom Vehicle -1, Lemon, Scrounge +2, Tech/Any +1]
- 9 How fast fortunes may change! [EDG +1, Vehicle -2, Custom Vehicle 1, Demotion, +1 to any three skills]
- 10 You buy a promotion with a hard-fought battle. [Promotion, Lemon, Tactics/Any +2, +2 to one Military Field skill]

- 11 A steadfast display of martial skill. [+1 to three Military Field skills]
- 12 You should rest up more in between battles. [BOD -1, +2 to all Military Field skills]
- 13 Seemed like a good idea at the time! [Brave, Demotion, +3 to a Military Field skill, +1 to any other two Military Field skills]
- 14 She paid for *that*! [Enemy, Quirk/Personal Feud, Promotion, Vehicle, +2 to any two Military Field skills]
- 15 Fortunately, you are just about as deadly outside of your vehicle! [Ambidextrous, Vehicle -2, Combat Sense, Blades +2, Pistols/Any +1, Stealth +1, +3 Martial Arts/Any]
- 16 Your efforts elevate your Kindraa over a rival—a fact that does not go unnoticed. [Contact (2), Commission (Rank 1), Enemy (3), Vehicle (1), any two military skills +2; if character already has Commission Trait, take Promotion instead.]
- 17 Your bloodline bred true. Strength to the Kindraa! [Any Attribute Thresholds +1, Exceptional Attribute (Any), Quirk/Elitist, Good Reputation (3)]
- 18 The terror of your rival Kindraa! [Enemy, Enemy, Enemy (2), Combat Sense, Glory +2, Natural Aptitude (Any Military), Promotion, Well-Connected (4)]
- 19 Some impressive fighting, though your enemies may have something to say about it. [Any two Thresholds +1 each, Glory (3), Commission (Rank 1), +2 to all Military Field skills; if character already has Commission Trait, take Promotion instead. May roll an extra time on this Event Table, rolling 1D10, where 1 equals 10, 2 equals 11 and so on; extra roll does not count toward the maximum number of Life Paths.]
- 20 [Choose one event or roll twice and apply both results.]

TOUR OF DUTY: HARVEST TRIALS

This path is restricted to the Warrior Caste, though any Clan starting affiliation is allowed. After this tour, the character either remains as a member of the old Clan or may choose Clan Wolf or Falcon as the Events Table allows. If a Wolf or Falcon character takes this path, it is assumed he did so for the experience, not intending to switch Clans; ignore the initial Stigma and SOC penalties, though on a roll of 5 or less on the Events Table, the warrior is taken by a randomly assigned (or gamemaster designated) Clan [Rank Trait is reduced to 1] (see p. 28). This Tour may not be repeated except in the case of a Wolf or Falcon character being captured by an opposing Clan. At that point, the Wolf character may try to challenge his way back into Clan Wolf. Ignore all bonus traits and skills. Roll on the Events Table with a -2 modifier in place of the standard -1. EDG may still be spent per the rules.

Thinking it would be your best opportunity to see fighting in the Inner Sphere, you try to challenge your way into Clan Wolf (or Jade Falcon) during the Harvest Trials. However, they are only taking the better warriors, and abandoning your old Clan comes with consequences.

Time: 1 year

Attribute Thresholds: SOC -2

Traits: Stigma/ "Defection" from Clan, Rank is "reset" to 6.

Skills: Tactics/Any +1, Negotiation +2, +2 to any Military Field skills, Interest/Wolf Remembrance +1

Previous Path: Advanced Elemental Sibko (2), Trueborn Sibko (2), Freeborn Sibko (2), Cloister Training (4), Goliath Scorpion Seeker Path (4), Tour of Duty: Fire Mandrill Clashing Kindraa (4), Tour of Duty: Clan (4), Tour of Duty: Home Clans

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Home Clan, To Serve and Protect (4, freeborn warrior only), any warrior-only Stage (4) Path allowed by the character's Affiliation.

Events Table: On a roll of 6 or better, the character changes his current affiliation to that of Clan Jade Falcon or Clan Wolf (player's choice). The additional skills from the new Clan affiliation are applied; they are in addition to those already obtained through the character's primary affiliation. Traits from the new affiliation are not applied. However, at the discretion of the gamemaster, a single Trait from the new affiliation may be applied to the character.

Tour of Duty: Harvest Trials Events

- 2 Knowing there was no going back, you deactivated your ejection system. [Choose one: Disabled (3), Combat Paralysis, Amnesia; Leave the Clans with the usual effects (p. 32, MW3)]
- 3 You might still see the Inner Sphere—as a tourist. [Glory -4, Lost Limb (2), Disabled, Unattractive, may take no further military paths]
- 4 Not only did you anger your Clan by challenging, you were declined as a Bondsman for your poor performance. The ultimate disgrace is upon your name. [Vehicle -3, Demotion (2), Bad Reputation (2), lose all skill bonuses gained from this path.]
- 5 Your surviving starmates were never so enthusiastic about your plan. [EDG -1, Demotion, Enemy, Enemy, Enemy]
- 6 You squeaked by, but were partially blinded in your last battle. [Poor Vision (4), -1 modifier to all subsequent Event Rolls regardless of path; this is in addition to the standard modifiers.]
- 7 Taken as bondsman by a warrior with a grudge against your old Clan. [Enemy, Negotiation -1, next two Promotions are ignored]
- 8 How were you to know your previous commander would rise to Galaxy Commander? [Enemy (2)]
- 9 Your tongue was actually faster than your trigger finger. [Fast Talk +1, Negotiation +1, lose all skill bonuses acquired through this path.]
- 10 It wasn't pretty, but it *did* work. [EDG +1, Vehicle -1, Tactics/Any -1, -1 to one other Military Field skill]
- 11 You made it, but they did not accept your old starmate as bondsman. [Enemy]
- 12 Trading up. [Vehicle (2), Custom Vehicle]
- 13 You manage to keep contacts inside the other Clan.

[Contact, Contact, lose the Stigma Trait acquired from this path.]

- 14 The Jade Falcons would be especially interested in your straight-up fighting style. [Negotiation -1, Tactics/Any +1, +1 any two Military Field skills. If changing to Jade Falcon: Vehicle (2).]
- 15 You manage a leg up on others taken in the Harvest Trials. [Retain previous Rank (no Demotion), Vehicle (2), +2 to any two Military Field skills]
- 16 Patience, preparation, savagery. Maybe you *do* have what it takes to be a Wolf. [Perception +2, Strategy +1. If changing to Clan Wolf, retain previous Rank (no Demotion), Promotion (2).]
- 17 Finally out from under the controlling influence of your old command, you show them what you're made of. [Leadership +2, choose: Combat Sense *or* take both Natural Aptitude (Military Skill) and Commission (Rank 1). If the character already has the Commission Trait, take Promotion instead.]
- 18 A sweeping, glorious victory. [SOC +1, Commission (Rank 1), Vehicle (4), Glory +2, Leadership +2, +3 to three Military Field skills. If the character already has the Commission Trait, take Promotion instead.]
- 19 After *that* showing, what your old Clan wouldn't do to get you back! [SOC +2, Commission (Rank 3), Good Reputation (3), Leadership +3, Glory +3, Lose Stigma Trait. If character already has Commission, take Promotion instead.]
- 20 [Choose one event or roll twice and apply both results.]

TOUR OF DUTY: HELL'S HORSES ARMOR WARRIOR

Clan Hell's Horses Affiliation; warrior only, Armor field required.

Time: 2 years

Skills: Tactics/Ground +1, +2 to any three skills in a Military Field, choose two: Interest/Clan Hell's Horses Remembrance +2, Academic/Clan History +1, Survival +1, Protocol/Clan Hell's Horses +1, Navigation/Ground +1

Previous Path: Trueborn Sibko (2), Freeborn Sibko (2), Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Hell's Horses Armor Warrior (4), Tour of Duty: Home Clans (4)

Next Path: Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Hell's Horses Armor Warrior (4), Tour of Duty: Home Clan (4), To Serve and Protect (4, freeborn warriors only)

Tour of Duty: Hell's Horses Armor Warrior Events

- 2 Defeated and captured in battle against the Bandit Caste. [Leave the Clans with the usual effects (p. 32, MW3).]
- 3 Captured during a Trial against another Clan and become a bondsman. [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]

- 4 In a disastrous Trial, your vehicle was struck by incendiary weapons. You survived, but just barely. [Choose two of the following: Unattractive, BOD -1, Glory -2, Quirk/Fear of Fire, Combat Paralysis, Disabled.]
- 5 A failed Branding rite earns you the Mark of Hell and the scorn of your fellow warriors. [Survival +1, Stigma/Mark of Hell, Bad Reputation (2), SOC -1. This event may be rolled only once. Any repeats should be rerolled.]
- 6 Your unHorselike arrogance raises the ire of a superior officer, who knocks you down a few pegs in a Circle of Equals. [Choose two: Enemy (2), Demotion, Poor Vision (2), Poor Hearing (3), Custom Vehicle -1].]
- 7 Your crewmate challenges your authority, and not even a Trial of Grievance ends the dispute. [Enemy, Martial Arts/Military +1]
- 8 You develop a disturbing habit of visiting the civilian caste quarters between missions. [Choose two: Addiction, Bad Reputation, Streetwise +1]
- 9 Owing to your commanding officer's underbidding, your unit was battered by superior forces and you were critically wounded. [+1 to two Military Field skills, choose two: Lost Limb, Disabled, Poor Vision, Poor Hearing.]
- 10 Assigned to a reconnaissance Star, you spend more time observing the enemy than fighting. [-1 to any one of the character's Military Field skills, Sensors Operations +1, Perception +1]
- 11 Frequently bid out of battle, you see little opportunity to test your mettle. [+1 to any one skill]
- 12 Regular sparring with the neighboring Clan keeps your skills sharp. [+1 to any three of the character's Military Field skills.]
- 13 Between missions, a veteran Elemental Star Commander takes you under her wing. [Contact, +1 to two skills in the Infantry or Basic Training Fields, +2 to any other Military Field skills]
- 14 A "friendly Trial" against your crewmates places you in command of your vehicle. [Leadership +1, choose one: Blade +1, Staff +1, Martial Arts/Military +1, Commission (Rank 1). If character already has the Commission Trait, take Promotion instead.]
- 15 Your superiors reward your exemplary service with a posting to a front-line unit. [Vehicle, Custom Vehicle, Tactics/Any +2, Strategy +1, +2 to two Military Field skills]
- 16 You have developed bidding to a fine art indeed. [Negotiation +2, Tactics/Any +1, +3 to three Military Field skills]
- 17 You are at the forefront of a significant victory against a neighboring Clan. [Sixth Sense, Tactics/Any +2, Leadership +1, +3 to two Military Field skills]
- 18 A victorious Trial of Position advances your position within the Clan. [Commission (Rank 3), Glory +1, Leadership +2, Tactics/Any +1. If character already has the Commission Trait, take Promotion instead.]
- 19 Success in the Branding rite earns you the Mark of the Horse award. [Good Reputation (2), Glory +2, SOC +1,

Survival +2, Tracking +1, Protocol/Clan Hell's Horses +1. This event may be rolled only once. If this path is taken again and this event is rolled, roll twice, taking the higher of the two results.]

- 20 [Choose one event or roll twice and apply both results.]

TOUR OF DUTY: HOME CLAN

Any Clan affiliation; warrior only.

While the history texts will forever focus on the invasion of the Inner Sphere, the Clans have, in fact, seen far more action against one another within Kerensky's Cluster than they have against the Inner Sphere. The last decade has been perhaps the most bloody, with the surviving Clans battling each other for the holdings once controlled by not only the Smoke Jaguars, but also the Nova Cats and Ghost Bears. The potential rewards and risks are likewise significant.

Time: 2 years

Traits: Vehicle (2); if taken for the second time in a row, add Promotion and Stigma/Warden or Crusader (player's choice).

Skills: Add +2 to any four Military Field skills and choose one: Interest/Clan Remembrance +2, Bureaucracy/Any Clan +1, Negotiation +1, Protocol +1 or Strategy +1.

Previous Paths: Advanced Elemental Sibko (2), Freeborn Sibko (2), Trueborn Sibko (2), Jade Falcon Training Cluster (3), Cloister Training (4), Diamond Shark Warrior Trader [warrior only] (4), Goliath Scorpion Seeker Path (4), Tour of Duty: Blood Spirit Protomech Pilot Training (4), Tour of Duty: Clan (4), Tour of Duty: Fire Mandrill Clashing Kindraa (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Hell's Horses Armor Warrior (4), Tour of Duty: Home Clan (4), Tour of Duty: Ice Hellion Flurry Unit (4), Tour of Duty: Snow Raven Naval Officer (4), Tour of Duty: Steel Viper Freeborn Infantry (4)

Next Path: Cloister Training (4), Goliath Scorpion Seeker Path (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan, To Serve and Protect (4, freeborn warrior only), any warrior-only Stage (4) Path allowed by the character's Affiliation.

Tour of Duty: Home Clan Events

- 2 The ultimate disgrace—you are captured in a bandit raid, and whether you choose to stay with them or not, you can find no way back home. [Leave the Clans with the usual effects (p. 23, MW3)]
- 3 Your Trinary was assigned to hold the line, and though you survived, you will never again "suit up." [+4 to any three Military Field skills, Good Reputation (3), Lost Limb (3), Disabled (3); may take no more military paths]
- 4 Captured in a raid and made bondsman to the hated enemy. [The specific Clan can be chosen by the character or left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]
- 5 A warrior younger and cockier than you supplants your position. [Brave, Bad Reputation, Demotion, Glory -1, Quirk/Vow of Vengeance]

- 6 The fighting on Huntress changes your perspective on life. [Choose either Promotion and Combat Paralysis or Combat Sense and Timid.]
- 7 A warrior lives to serve, whether or not the order was sound. [Strategy +6, Tactics/Any +6, Bad Reputation and choose one: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Sight (3)]
- 8 Your commander kept you from distinguishing yourself on the battlefield. [Administration +6, Bureaucracy/Any +6, Enemy]
- 9 Your combat assignments take you across a dozen different worlds. [Survival +5, +3 to any three Military Field skills, Allergy, Glass Jaw]
- 10 You cannot believe it, but not a single Trial was called against you; has the Inner Sphere invaded again?! [+2 to one Military Field skill]
- 11 Lucky for you, no one cares to find out about your un-Clanlike hobbies. [Interest/Any +6]
- 12 You were assigned to defend your Clan's interests—from the Dark Caste. [+2 to half of your primary field skills, Bad Reputation]
- 13 Battles may end, but the war shall last forever. [+2 to any five skills, Quirk/Psychotic]
- 14 Natural selection is the way of the Clans—you replace your commander. [Promotion, Glory +2, Enemy]
- 15 Your skill in assessing an enemy brings you to the attention of Kael Pershaw and his Watch. [Take the Military Scientist field, Contact (3), Enemy (2), In for Life.]
- 16 "In Kerensky's name!" You led the charge and earned yourself a passage in the *Remembrance*. [+6 to any one skill, Leadership +4, Good Reputation (3), Glory +2, Disabled, Enemy (2)]
- 17 For the glory of the Clan! And your own. [+5 to any two skills, Glory +3, and choose three: Combat Sense, Contact (3), Custom Vehicle, Good Reputation (2), Promotion (2), Vehicle (3), Well-Equipped (2)]
- 18 Even immortality has a price. [+4 to any four Military Field skills, Glory +4, Promotion (3), Enemy (2), Addiction (2)]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply each event.]

TOUR OF DUTY: ICE HELLION FLURRY UNIT

Clan Ice Hellion Affiliation; warrior only.

Regarded as even lower than second-line or garrison forces, Flurry units are filled with aging or disgraced trueborns, plus freeborn warriors who couldn't make the cut. The units were formed to help shore up the stretched-thin forces of the Ice Hellions after the Hellions' Fury campaign.

In addition to being *ad hoc* and poorly regarded, the units are supplied with equipment that has been pieced together. Very few of these units contain 'Mechs.

Time: 1 year

Skills: Characters entering Flurry Units are given a crash course in Cavalry operations. As such, they receive the Cavalry Military Field, but each skill only has a +2 in place of the standard +3; +2 Piloting/VTOL.

Traits: Stigma/Flurry Unit (2)

Previous Path: Trueborn Sibko (2), Freeborn Sibko (2); must have washed out of training.

Next Path: Cloister Duty (4), To Serve and Protect (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Ice Hellion Flurry Unit (4), Tour of Duty: Home Clan (4)

Tour of Duty: Ice Hellion Flurry Unit Events

- 2 Your unit was wiped out in a raid by another clan. [Lost Limb (2), Leave the Clans with the usual effects (p. 32, MW3)]
- 3 Surprisingly enough, during a Trial against another Clan, you are deemed worthy and are taken as bondsman! [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]
- 4 Your unit is sorely disorganized, resulting in a successful Dark Caste raid against your Clan. [Lose all skill bonuses earned from this path; choose one: Disabled, Glass Jaw.]
- 5 Your unit lacks authority and you have too much free time. [Gambling +1, Bad Reputation (2), Glory -1, Seduction +1, Addiction (2), Lost Limb (2)]
- 6 Some sassy freeborn angered a trueborn unit commander. [Enemy 2, Bad Reputation, Unattractive (scars)]
- 7 You end up spending a lot of time with the lower castes. [Choose any two non-Military Field Skills at +2; Stigma/Holds with lower castemen.]
- 8 Constant infighting among your unit hampers any progress. [Enemy, Enemy, Bad Reputation, Choose One: Martial Arts/Military +2, Brawling +2]
- 9 Your unit has become rife with those struggling to get ahead. [Enemy, Enemy (2), Negotiations +3]
- 10 Nothing happens whatsoever. You have just spent a year thinking about your wasted life. [Interest/Any +1]
- 11 Your unit actually held on long enough for relief clan forces to arrive. [+2 to any one Military Field skill]
- 12 Not only did your unit survive, but it was critical in driving off the enemy. [+1 to any three Military Field skills, Leadership +1, Tactics/Any +1, Good Reputation]
- 13 You vow to get back into the frontline forces soon. [REF +1, +1 to three Military Field skills]
- 14 Your hard work is noticed but not respected. [Good Reputation, must take this path again but with a +3 modifier in place of the standard -1 modifier for repeating a path; a third repeat, however, would incur the standard -2 modifier unless this event is rolled again.]
- 15 You will make it back to frontline forces even if you have to kill someone to do it. [Combat Sense, +2 to three Military Field skills]
- 16 You saved your Star after your Star Commander was killed. [Promotion, Leadership +2, Brave, +4 to any three Military Field skills]

- 17 During a raid, your tactics and actions are critical to securing the enemy's supplies! You are reinstated to a second-line unit. [Tactics/Any +2, +2 to two Military Field skills; must take Tour of Duty: Clan next.]
- 18 Your unit drives off any enemy attack! You are reinstated into a second-line unit. [Tactics/Any +2, +3 to any three Military Field skills, Good Reputation (2), Brave; must take Tour of Duty: Clan next.]
- 19 You so distinguished yourself in combat that you are promoted back to a front-line unit, though the warriors there won't like it. [Combat Sense, Good Reputation (3), Glory +3, +4 to all Cavalry Military Field skills, Enemy; must take Tour of Duty: Clan next.]
- 20 [Choose one event or roll twice and apply both results.]

TOUR OF DUTY: JOINT NOVA CAT/COMBINE EXERCISES

Nova Cat or Draconis Combine Affiliations; warriors only.

In an ongoing effort to integrate the Nova Cats into the Combine, joint Nova Cat/Combine war game exercises have been initiated. As both societies respect martial prowess, it is hoped that this program will allow each side to gain the respect of the other. However, three years of uneasy peace cannot erase the Clan Invasion so easily, and training accidents are all too common.

Time: 2 years

Traits: Bad Reputation (3)

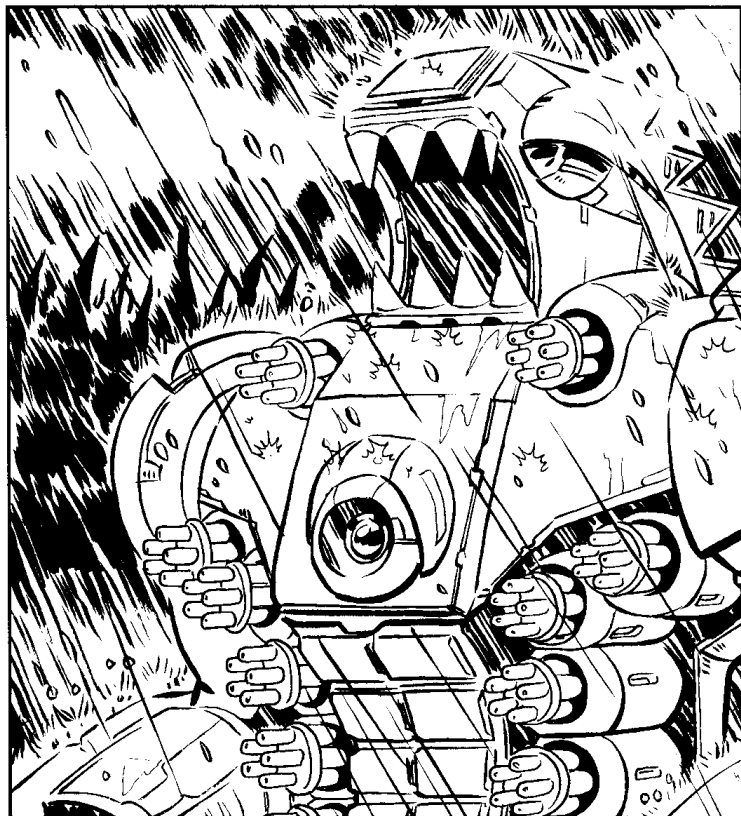
Skills: Add +2 to any four skills from your Military Fields, Negotiations +3, Acting +1; for Nova Cat characters: Protocol/Draconis Combine +3, Japanese +2; for Draconis Combine characters: Protocol/Nova Cat +3, English +2

Previous Paths: Freeborn Sibko (2), Trueborn Sibko (2), Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4), Tour of Duty: Inner Sphere (4), Yakuza (4)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clans (4), Tour of Duty: Inner Sphere (4), To Serve and Protect (4—freeborn warriors only)

Tour of Duty: Joint Nova Cat/Combine Exercises Events

- 2 Caught trying to subvert the integration of the Nova Cats with the Combine. [Glass Jaw, Demotion, Stigma, add 2D6 years to the time this path takes]
- 3 Somehow, the opposition found your weakness. [Enemy (3), Alternate Identity, may not take any further military paths; if Nova Cat character, Leave the Clans with the usual effects (p. 32, MW3).]
- 4 The Clans live-fire exercises can quickly find out who is a warrior and who is not. [Lost Limb (2), Combat Paralysis]
- 5 A raid by the Ghost Bears to see if they could catch you napping did exactly that. [Night Blindness, Disabled (2)]
- 6 To this date, you will swear that the safety was on.



[Stigma, Glory -1, Enemy (2)]

- 7 Even when you expect action, training exercises can be mind-numbingly boring. [+1 to any three Military Field skills, Addiction/Alcohol]
- 8 You find that your enemy likes to knife-fight as much as you do. [Blades +3, Lost Limb]
- 9 Even here, mercenaries are found and can sometimes cause lots of problems when they conflict with a warrior tradition. [Demotion, Martial Arts/Military +4]
- 10 Surprisingly, it's just another standard tour of duty. [+1 to any two Military Field skills]
- 11 You spent half your time lost on an uninhabited continent when your drop pod fell off course. [+2 Tracking, +2 Survival, +2 Riding]
- 12 You lulled everyone into believing you were sincere, while you kept planning to undo the Cat/Combine alliance. [+3 Acting, +3 Fast Talk, +2 Forgery]
- 13 Most of your time was spent scouting the other side. [Disguise +3, Stealth +5, Climbing +3]
- 14 Your interest in esoteric weaponry makes friends in all the right places. [Contact, Whips +2, Staffs +2, Throwing Weapons +2]
- 15 Constantly showing up the other side earned you powerful friends and enemies in equal measure. [Contact (2), Contact, Enemy, +3 to any three Military Field skills]
- 16 Regardless of your personal feelings, you toe the line, do your best, and get the chance at the promotion you have been looking for. [Commission (Rank 6), Glory +1]
- 17 You find the local "fixer" who can supply you with whatever you need, whether it is Inner Sphere or Clan merchan-

dise. [A Nova Cat or Draconis Combine character may obtain any single *Archaic/Melee Weapons*, *Slug-Throwers* or *Energy Weapons* item associated with the other Affiliation at no cost.]

- 18 Your extreme willpower and level-headedness in the face of overt hostility saves the entire exercise program from collapse and possibly averts a renewed Nova Cat/Combine war. [Contact (3), Commission (Rank 6), Good Reputation (5). If Nova Cat character: Vehicle (6); if Draconis Combine character: Wealth (6)]
- 19 [Choose one event or roll twice and apply both events.]
- 20 [Choose two events or roll three times and apply each event.]

TOUR OF DUTY:

SNOW RAVEN NAVAL OFFICER

Clan Snow Raven affiliation only. Fighter Pilot or Naval Phenotype required.

Time: 2 years

Skills: Tactics/Space +1, Tactics/Air Support +1, Negotiation +1, Protocol/Snow Raven +1, +2 to any two skills in a Military Field, choose two: Interest/Clan Snow Raven Remembrance +2, Navigation/Space +1, zero-G Operations +1, Academic/Clan History +1

Previous Path: Naval Academy (3)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Clan Naval Officer (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4)

Tour of Duty: Snow Raven Naval Officer

- 2 Bad genes! Despite the best efforts of the Scientist Caste, you are unsuited to space operations. [Transit Disorientation Syndrome, Zero-G Operations -2, may not take any further Military Life Paths]
- 3 Taken by the Dark Caste! [Glory -2, Leave the Clans with the usual effects (p.32, MW3).]
- 4 You are caught in an explosive decompression and barely survive. [Choose three: Poor Hearing (3), Poor Vision (2), Lost Limb (2), -1 WIL, -1 INT, Amnesia]
- 5 Test down! [Demotion, Stigma/Test down, lose half of all skill bonuses (round down) gained from this path]
- 6 Stuck in a rut: you have little chance for advancement. [Halve all skill bonuses from this path.]
- 7 The captain takes a dislike to you and assigns you all the worst tasks. [Enemy (2), Bad Reputation (2), choose one: Toughness, Pain Resistance, Poison Resistance, Zero-G Operations +1]
- 8 Taken as abtakha! [The specific Clan can be chosen by the character or left to the discretion of the gamemaster; see *Changing Affiliations*, (p. 28).]
- 9 You fall afoul of your House Leader. [Bad Reputation (2), Demotion]
- 10 Family political machinations put you in an awkward position. [Enemy, Protocol +1, Negotiation +1]

- 11 A quiet tour. You have plenty of time for your hobbies. [Choose two: Academics/Any +1, Acrobatics +1, Arts/any +1, Interests/Any +1]
- 12 Selected for special anti-boarding training. [zero-G Operations +2, Pistols +1, Martial Arts/Any +2]
- 13 Your vessel is "loaned" to another Clan. [Protocol/Any other Clan +2, Negotiation +1, +2 to any two Military Field Skills]
- 14 An excellent Trial of Position. [Commission (Rank 1), Leadership +1. If character already has the Commission Trait, take Promotion instead.]
- 15 Dock Duties. You handle many of the contacts with outsiders. [Contact, Glory +2, Contact (2), Gregarious, Appraisal +1, Negotiation +1, Streetwise +1]
- 16 Your actions please the House Leader. [Well-Connected (2), Good Reputation (2), +3 to any three Military Field Skills]
- 17 You are made XO of your vessel. [Commission (Rank 3), Well-Equipped (3), Administration +1, Bureaucracy/military +1; If character already has the Commission Trait, take Promotion instead.]
- 18 You demonstrate your skills in battle against other Clans. [Combat Sense, Glory +3, Brave, Computers +1, Leadership +2, Sensor Operations +1, Tactics/Space +1]
- 19 Ristar! [Good Reputation (3), Well-Connected (4), Glory +4, Protocol/+1, +4 to any three Military Field Skills]
- 20 [Choose one event or roll twice and apply both results.]

TOUR OF DUTY:

STEEL VIPER TRUEBORN INFANTRY

Steel Viper affiliation; infantry only.

Some Steel Viper warriors fail their initial trial of position, against members of their own sibko, but remain members of the warrior caste as conventional infantry. Although less prestigious than front-line service, this duty is nonetheless vital to the Clan's interests.

Time: 4 years

Skills: Career/Soldier+2, Tactics +1, Intimidation +1, Leadership +1

Previous Path: Trueborn Sibko (2), Freeborn Sibko (2)

Next Path: Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clan (4), Tour of Duty: Steel Viper Freeborn Infantry (4)

Tour of Duty: Steel Viper Freeborn Infantry

- 2 Fugitive. Accidentally or deliberately, you betray the Clan and are cast out. [Lose all skill bonuses acquired from this path, Contact/Dark Caste and Leave the Clans with the usual effects (p. 32, MW3)]
- 3 Training accident. [Choose two: Addiction (2), Disabled (2), Lost Limb (2), Poor Vision (3), Poor Hearing (3)]
- 4 Adaptation problems. Though you passed the second test, you have problems adapting to life as an infantryman. [Slow Learner, lose all skill bonuses acquired from this path]
- 5 Disastrous assignment. Something goes dreadfully wrong

- and you get the blame. [Choose two: Bad Reputation (2), Demotion (3), Glory -2, Stigma/Solahma (2)]
- 6 Bandit hunting detail. [Demotion, Bad Reputation, Career/Soldier +1, Streetwise +2]
 - 7 Tough lessons. The Cluster sustains major damage at the hands of the Clan's enemies. [Choose one: Combat Paralysis, Enemy (2), Poor Vision (3)]
 - 8 Blood and sweat. You see heavy action. [Promotion, Career/Soldier +1, BOD -1, Glass Jaw]
 - 9 Test down. [Demotion, Stigma/Test Down]
 - 10 The darker side of life. Your duties bring you into contact with numerous "undesirables." [Contact/Dark Caste]
 - 11 Assigned to a quiet backwater. [+1 to any one field skill]
 - 12 Down time. You use the slack time to broaden your horizons. [Choose one: Academics +2, Arts/Any +2, Interests/Any +2]
 - 13 Trial of Possession. Your unit and another within the Touman clash over the rights to a piece of equipment [Tactics +2, Enemy, +2 to two Military Field skills]
 - 14 Administrivia. You never realized command could be so ... dull. [Administration +2, Computer +1, Promotion (3), Introvert]
 - 15 Test up! [Promotion, Leadership +1]
 - 16 To the sound of the guns! Your quick thinking earns you honor and glory. [SOC +1, Glory, Leadership +2, +3 to three Military Field Skills]
 - 17 Diplomatic duty. You are assigned to guard the Clan holdings on Strana Mechty. [Good Reputation (3), Glory (2), Career/Soldier +2, Negotiation +1, Perception +1, Protocol/Any +2]
 - 18 Viper spirit! Despite the odds, you win an impressive victory. [SOC +1, Glory (3), Combat Sense, Commission (Rank 2); if character already has Commission Trait, take Promotion Rank instead]
 - 19 Revised opinions. Your performance impresses the Khans and the scientists, prompting them to revise your standing as an infantryman. [Glory +1, +4 to all Military Field Skills, next path may be as MechWarrior]
 - 20 [Choose one event or roll twice and apply both results.]

ADDITIONAL OCCUPATIONAL FIELDS

Some of these Occupations Fields were originally published in *AT2*; they are included here for completeness.

Aerospace Pilot Specialist

Bombing
Gunnery/Ballistic/Aero
Gunnery/Laser/Aero
Gunnery/Missile/Aero
Navigation/Air
Navigation/Space
Perception
Piloting/Aero
Sensor Operations
Tactics/Air

Tactics/Air Support
Tactics/Space

Basic Training (Naval)

Career/Pilot or Ship's Crew
First Aid
Navigation/Space
Shotguns
Zero-G Operations

DropShip Pilot Specialist

Career/Pilot
Comms/Conv
Computers
Navigation/Air
Navigation/Space
Perception
Piloting/Aero
Piloting/Spheroid
Sensor Operations
Strategy
Tactics/Space
Zero-G Operations

Naval Officer Training

Administration
Career/Pilot or Ship's Crew
Leadership
Tactics/Any
Training
Zero-G Operations

ProtoMech Pilot

Gunnery/Ballistic/Proto
Gunnery/Missile/Proto
Gunnery/Laser/Proto
Navigation/Ground
Piloting/Proto
Sensor Operations
Tactics/Proto

SAMPLE CHARACTERS

Following this section are eight sample characters that were created in the same manner as those found on pp. 62-77 of *MW3*. Each character description features an illustration, history and record sheet, allowing these characters to be used in the same way as the characters presented in *MW3*.

New players can use these sample characters to start playing right away, without going through the *MW3* character creation process. Players can also base their own characters on the samples, customizing them by exchanging some of the listed skills and traits for ones of equal value (with the gamemaster's permission). Finally, the gamemaster can use these characters as major nonplayer characters (see p. 205, *MW3*).

CLAN NAVAL PILOT

Unlike other Clans, the Snow Ravens have always understood the power, might and resources represented by the Clan's JumpShips and, in particular, their WarShip fleets. As such, they are the only Clan to have developed a sub-phenotype of the fighter pilot.

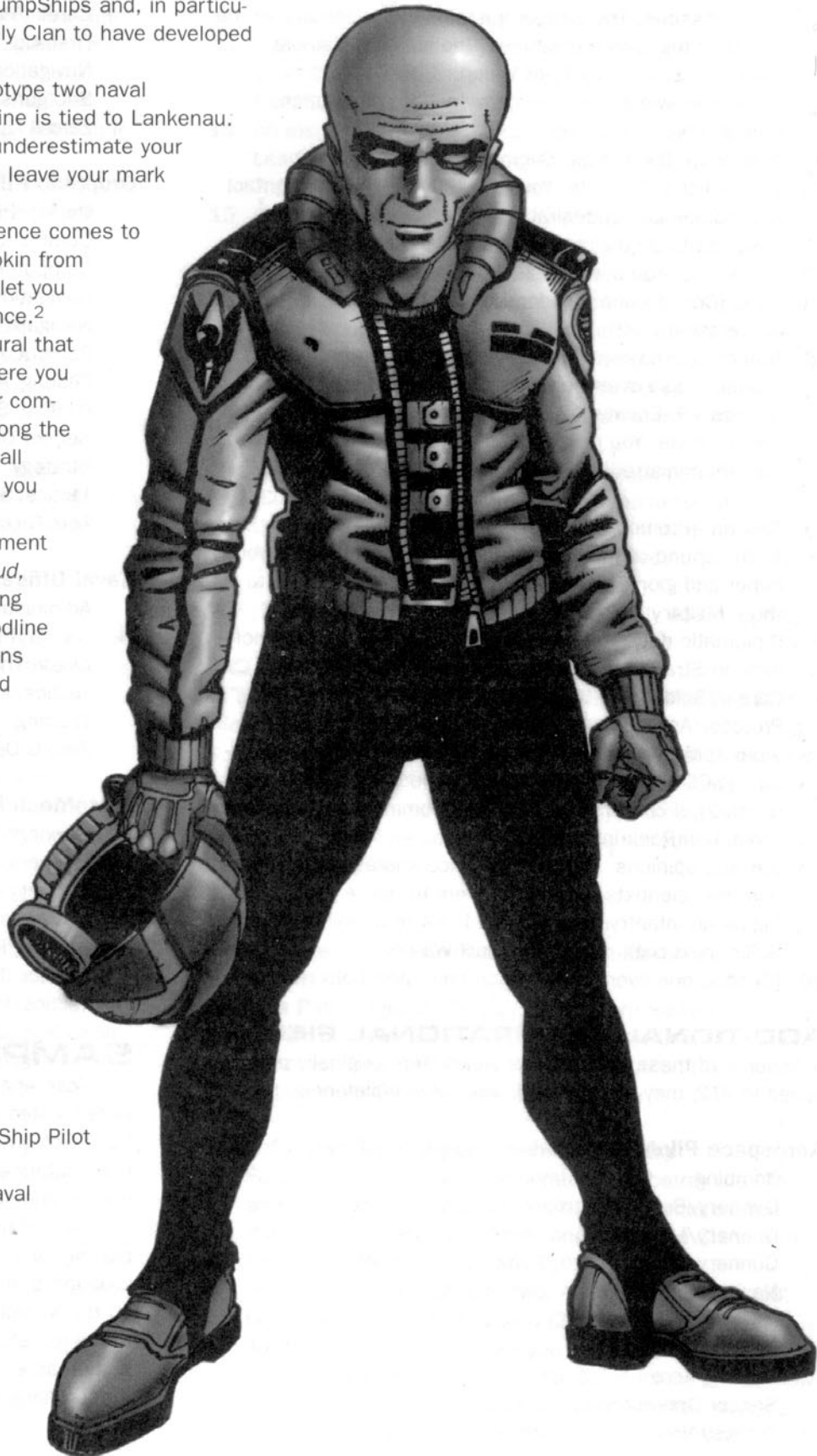
The Ravens have given the naval pilot phenotype two naval Bloodlines, Lankenau and Sukhanov. Your bloodline is tied to Lankenau. In your crèche, your small stature led others to underestimate your intelligence and, more importantly, your ability to leave your mark on those who tried to put you down.¹

As you enter your sibko training, your intelligence comes to the fore and you begin to outstrip everyone. A sibkin from the Sukhanov bloodline takes particular pains to let you know how he feels about your superior performance.²

Upon testing out of your sibko, it is only natural that you attend the Snow Raven naval academies, where you begin the process that will eventually lead to your command of one of your Clan's vaunted WarShips. Along the way, all your efforts toward safeguarding your small stature back in your crèche come to the fore and you are also trained as a marine.³

You find it only justified that your first assignment is as pilot of the *Sovetskii Soyuz*-class *White Cloud*, best WarShip of the 2736 Martial Olympiads during the Star League; only fitting considering your bloodline and combat prowess. The vessel supported actions around Homer during the Wars of Possession, and the foolishness of the opposing Clan becomes apparent as you soundly send them running. The superiority of Snow Raven WarShips and their crews is obvious. With such actions, you are promoted to XO of the *White Cloud*.⁴

As XO of a Jump-capable WarShip, you realize that though you will protect the Clan, other options are available to you.



¹ Affiliation: Clan Snow Raven (p. 25); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 5 (p. 35, MW3)

² Stage 2: Late Childhood (Trueborn Sibko)—Event Roll 2, spend Edge to reroll, 7 (p. 39, MW3)

³ Stage 3: Higher Education (Naval Academy: WarShip Pilot AIT)—Event Roll 14 (p. 30)

⁴ Stage 4: Real Life (Tour of Duty: Snow Raven Naval Officer)—Event Roll 17 (p. 42)

Name Clan Naval Pilot
Affiliation Clan (Snow Raven)

Age 24 Height 1.45 m Weight 67 kg

MECHWARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	3	+1	7
Body	4	—	7
Dexterity	9	-1	9
Reflexes	7	-1	9
Intelligence	8	-1	9
Willpower	4	—	8
Charisma	4	+1	8
Edge	5	—	8
Social Standing	6	—	8

SKILLS

Name	Bonus
Academic/Military History	+0
Administration	+0
Bureaucracy/Military	+0
Bureaucracy/Snow Raven	+1
Career/Ship's Crew	+2
Career/Soldier	+1
Computers	+0
First Aid	+2
Gunnery/Ballistic/Aero	+1
Gunnery/Laser/Aero	+1
Gunnery/Missile/Aero	+1
Gunnery/Ballistic/Space	+1
Gunnery/Laser/Space	+1
Gunnery/Missile/Space	+1
Interest/Snow Raven Remembrance	+1
Language/English	+1
Leadership	+1
Martial Arts/Military	+1
Haymaker*	
Navigation/Ground	+0
Navigation/Space	+2
Negotiations	+1
Pistols	+1
Protocol/Snow Raven	+1
Sensor Operations	+3
Shotguns	+1
Strategy	+0
Survival	+0
Tactics/Air Support	+1
Tactics/Space	+3
Tech/Ballistic	+1
Tech/Laser	+1
Tech/Missile	+1
Zero-G Operations	+2

* Take 1 Fatigue and add 2D6 damage

TRAITS

Commission/Rank (4): Star Commodore Well-Equipped (3)
Custom Vehicle
Fighter Pilot Phenotype
Glass Jaw
Quirk/Clan Honor
Quirk/Raven Spirit
Vehicle (2): Bashkir Prime [20]

COMBAT INFORMATION

Armor

Type A: Ablative/Flak Jacket AV (M/B/E/X) 2 /4 /5 /2
Type B: Combat Helmet AV (M/B/E/X) 5 /6 /5 /2
Type C: Combat Boots AV (M/B/E/X) 2 /3 /3 /1
Type D: AV (M/B/E/X) / / / /

Fatigue

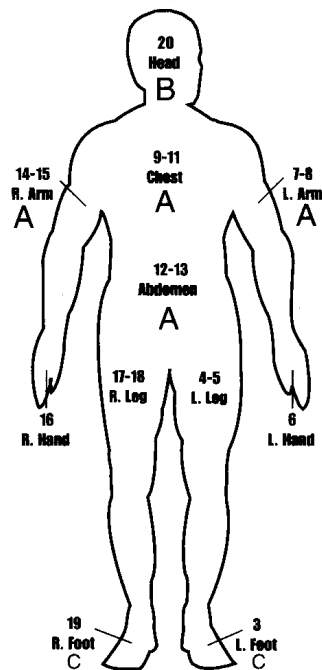
Fatigue ≤ WIL ☒☒☒☒☒☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☒☒☒☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

Wounds

Grazing Wounds (WV 1):
Minor Wounds (WV 2): +1 TN ea.
Serious Wounds (WV 4): +2 TN ea.
Critical Wounds (WV 8): +3 TN ea.
Deadly Wounds (WV 16): Knockout
Total Wound Value of all Wounds: *
* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D)
and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons	AP•Dmg	Type	Range	Shots	Notes
Pump-Action Shotgun	1•6D6	B	4 /10 /20 /45	6	Splash
			/ / /		
			/ / /		
			/ / /		

MISCELLANEOUS EQUIPMENT AND INFORMATION

Military Communicator
Clan Power Pack (Pwr 30)
Shotgun Reloads (10)

Movement (W/R/S): 10/20/30

Experience Points: 0

CLAN TANKER

Yours was a promising Bloodline, descended from the legacy of Khan Lair Seidman himself, and you knew that even as a colt, expectations ran high for you and your sibkin. The stablemasters drove you hard and the competition was fierce, bringing you into conflict with one of your sibmates whose scores were always on par with your own.¹ Despite your best efforts, your rival eventually edged you out and in fact, bested you in the final Trial of Position.²

Recognizing some potential in you yet, your superiors gave you a second chance to remain in the warrior caste as a tank warrior. Your heart was not in it, and you frequently sneaked off the compound to the nearby village, yet you and your vehicle crew managed to succeed in your secondary Trial of Position.³ In your first years of service as a tank crewman, you nursed a serious chip on your shoulder about your fall in status. You shot your mouth off to the wrong Star Commander, who promptly gave you a severe lesson in humility with a Circle of Equals.⁴

In a Trial of Grievance against Clan Fire Mandrill, your vehicle was attacked by a Point of Salamanders. The attack killed the rest of your crew and you were scarred both physically and mentally by the searing flames of an inferno hit.⁵ Assigned to a new tank crew after that, you found your luck had yet to improve when an attack by the Ice Hellions overwhelmed your Point. Though your vehicle crew escaped total destruction this time, you spent several weeks in the infirmary with a ringing in your ears that continues to this day.⁶

Now, you continue to serve your Clan as a crewman in a Hachiman Fire Support Tank. The scars of service remind you that, while you may not be the finest your Clan has to offer, you are as much a warrior as any 'Mech jock, Aerospace Pilot or Elemental ever could be.

¹ Affiliation: Clan Hell's Horses (p. 23); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 6 (p. 35, MW3)

² Stage 2: Late Childhood (Trueborn Sibko)—Event Roll 3; spend EDG to retrain (p. 39, MW3)

³ Stage 2: Late Childhood (Retraining: Cavalry Field)—Event Roll 6 (p. 37, MW3)

⁴ Stage 4: Real Life (Tour of Duty: Hell's Horses Armor Warrior)—Event Roll 6 (p. 38)

⁵ Stage 4: Real Life (Tour of Duty: Hell's Horses Armor Warrior)—Event Roll $4 - 1 + 1 = 3$, spend Edge for +1 (p. 38)

⁶ Stage 4: Real Life (Tour of Duty: Hell's Horses Armor Warrior)—Event Roll $11 - 2 = 9$ (p. 39)



Name Clan Tanker
Affiliation Clan (Hell's Horses)
Age 24 Height 2.52 m Weight 205 kg

MECHWARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	7	-1	9
Body	7	-1	9
Dexterity	5	—	7
Reflexes	6	—	8
Intelligence	5	—	8
Willpower	5	—	9
Charisma	4	—	8
Edge	4	—	8
Social Standing	6	—	8

SKILLS

Name	Bonus
Academic/Hell's Horses History	+0
Artillery	+1
Career/Soldier	+1
Escape Artist	+0
Fast Talk	+0
First Aid	+0
Gunnery/Ballistic/Conv.	+2
Gunnery/Laser/Conv.	+2
Gunnery/Missile/Conv.	+2
Gunnery/Ballistic/Humanoid*	+0
Gunnery/Laser/Humanoid*	+1
Gunnery/Missile/Humanoid*	+0
Interest/Hell's Horses Remembrance	+1
Language/English	+1
Martial Arts/Battlesuit*	+1
Martial Arts/Military	+2
Haymaker**, Neck Jab**	
Navigation/Ground	+1
Perception	+1
Piloting/Battlesuit*	+0
Piloting/Tracked	+2
Pistols	+1
Protocol/Hell's Horses	+2
Sensor Operations*	+2
Survival	+1
Swimming	+0
Tactics/Ground	+1
Technician/Mechanics	+1

* Natural Aptitude

** Take 1 Fatigue and add 2D6 damage

*** TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test

TRAITS

Custom Vehicle
Enemy: Rival Hell's Horses Elemental
Enemy (2): Star Commander Paulo
Elemental Phenotype
Quirk/Clan Honor (2)
Quirk/Fear of Fire
Quirk/Hate Clan Ghost Bear
Poor Hearing
Slow Learner
Toughness [All wounds -1 value]
Unattractive
Vehicle (5): Athena Combat Vehicle [75]
Well-Equipped (3)

COMBAT INFORMATION

Armor

Type A: Flak Suit	AV (M/B/E/X) 1 /5 /1 /3
Type B: Combat Helmet	AV (M/B/E/X) 6 /6 /5 /2
Type C: Heavy Combat Gloves	AV (M/B/E/X) 3 /4 /4 /3
Type D: Plasteel Boots	AV (M/B/E/X) 4 /6 /4 /4

Fatigue

Fatigue ≤ WIL ☒☒☒☒☒☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☒☒☒☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

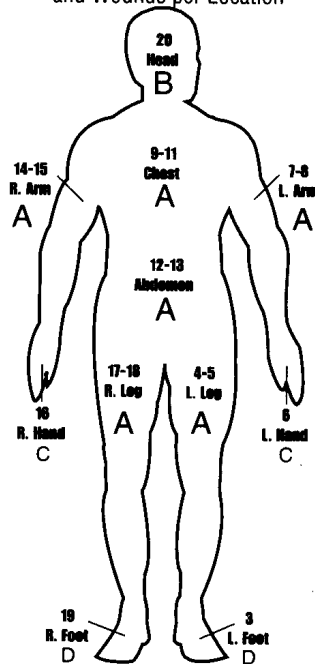
Wounds

Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout
Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Mydron	3•2D6	B	6 /22 /40 /90	20	Jam on a fumble; see*
Mydron	3•2D6	B	6 /22 /40 /90	20	Jam on a fumble; see*
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

*Burst (5/1)

MISCELLANEOUS EQUIPMENT AND INFORMATION

Military Communicator
Holster
Hoster
*Fatigues
Power Pack (20 Pwr)
Mydron Reloads [Explosive] (20)
Mydron Reloads [Armor-Piercing] (20)

Movement (W/R/S): 13/23 /46

Experience Points: 0

CRUSADER ELEMENTAL

Born to one of the most prestigious Elemental Bloodlines in Clan space, Kabrinski, you amply fulfill the call of your Bloodname and quickly move ahead of your sibkin in hand-to-hand combat. Though your hulking size and brute force seem to contradict you, at a young age you feel the call of your Great Work and begin to paint what will be a work that will progress through most of your life, encapsulating both your victories and your failures.¹

Your obvious battle acumen places you in an advanced Elemental Sibko, where a vindictive trainer attempts to wash all of you out of your training. However, proving the Clan way right, your genetic breeding and youth win out against his experience, and you far out-strip his ability to-teach you anything new.²

In 3057 you join a Galaxy whose express mission is not only to protect the world of Bearclaw but to protect the Ghost Bears' secret; your Clan is moving to the Inner Sphere! However, in a Trial waged by Clan Star Adder, the impossible happens—you are captured and taken as a bondsman.³

Returning to the Adder's capital of Sheridan, you begin your new life as a technician for the warrior who took you as a bondsman in the field. Though ashamed of your loss, you feel too much life yet in your veins to enact Bondsref and so you stoically perform your duties, vowing that you will one day be a warrior again.⁴

You are *abtakha* in the warrior caste and once again allowed to pilot your beloved elemental suit! As the Wars of Possession explode in the Clan homeworlds with the Abjuration of Clan Nova Cat, you take the field and prove that your new Clan's trust in you is well founded. In a battle that earned you immortality in the Star Adder's Remembrance and cost you only a finger, you broke the back of the opposing Trinary, forcing them from the field.⁵

With so much recognition and glory, you know there is no limit to what the universe can offer.



¹ Affiliation: Clan Ghost Bear (p. 21); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 9 (p. 35, MW3)

² Stage 2: Late Childhood (Advanced Elemental Sibko)—Event Roll 16 (p. 29)

³ Stage 4: Real Life (Tour of Duty: Home Clan)—Event Roll 4 (p. 39)

⁴ Affiliation: Clan Star Adder (p. 25); Stage 4: Real Life (Civilian Job)—Event Roll 7 (p. 47, MW3)

⁵ Stage 4: Real Life (Tour of Duty: Home Clan)—Event Roll 17 - 1 = 16 (p. 40)

Name Crusader Elemental
Affiliation Clan (Star Adder)

Age 22 Height 2.61 m

Weight 214 kg

MECH WARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	8	-1	9
Body	7	-1	9
Dexterity	6	—	7
Reflexes	6	—	8
Intelligence	5	—	8
Willpower	4	—	9
Charisma	5	—	8
Edge	3	+1	8
Social Standing	6	—	8

SKILLS

Name	Bonus
Blade	+0
Career/Soldier	+1
First Aid	+0
Gunnery/Ballistic/Humanoid	+2
Gunnery/Laser/Humanoid	+2
Gunnery/Missile/Humanoid	+1
Interest/Ghost Bear Remembrance	+1
Interest/Great Work (Sculpture)	+2
Interest/Star Adder Remembrance.	+0
Language/English	+1
Leadership	+1
Martial Arts/Battlesuit	+4
Martial Arts/Military	+3
Sweep*, Haymaker**, Neck Jab***	
Navigation/Ground	+1
Perception	+1
Piloting/Battlesuit	+1
Pistols	+0
Protocol/Clan Ghost Bear	+1
Sensor Operations	+1
Strategy	+0
Swimming	+1
Tactics/Infantry	+2

* TN to hit +2; if successful, opponent is knocked prone

** Take 1 Fatigue and add 2D6 damage

*** TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test

TRAITS

Combat Sense
Disabled
Elemental Phenotype
Enemy: Sibko Instructor
Enemy (2): Fire Mandrill Star Captain
Glory (2)
Good Reputation (4): Clan Homeworlds

Quirk/Clan Honor (2)
Quirk/Hate Clan Hell's Horses
Slow Learner
Vehicle (4): Gnome [Heavy Battle Armor]
Well-Equipped (3)

COMBAT INFORMATION

Armor

Type A: Plasteeel Boots AV (M/B/E/X) 4 /6 /4 /4
Type B: AV (M/B/E/X) / / / /
Type C: AV (M/B/E/X) / / / /
Type D: AV (M/B/E/X) / / / /

Fatigue

Fatigue ≤ WIL ☒☒☒☐☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☐☐☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

Wounds

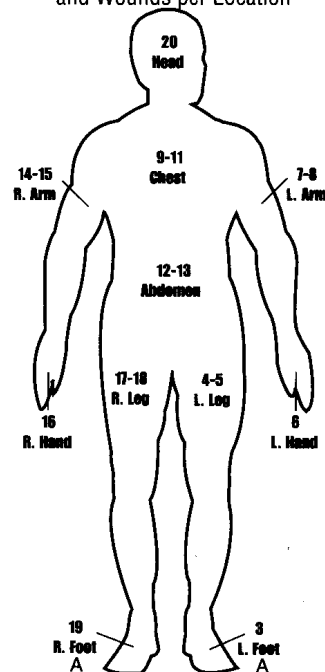
Grazing Wounds (WV 1):
Minor Wounds (WV 2): +1 TN ea.
Serious Wounds (WV 4): +2 TN ea.
Critical Wounds (WV 8): +3 TN ea.
Deadly Wounds (WV 16): Knockout

Total Wound Value of all Wounds: *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Auto-Pistol	3•4D6	B	5 /20 /45 /105	10	Jam on a fumble
Vibrosword (Clan)	6•3D6	M	— /— /— /—	2†	
Clan ER Support Laser††	6•10D6	E	125 /450 /900 /1,700	15†	
SRM 2††	6•7D6	B	60 /225 /425 /740	4	Blast

†Number of power points used per round of Melee combat; ††Mounted on battle armor

MISCELLANEOUS EQUIPMENT AND INFORMATION

Fatigues
Telescopic Scope
Flash Suppressor
Military Communicator
Clan Power Pack (30 Pwr)
Gnome Battle Armor††
AV: 10/9/9/8
+5 STR, -2 DEX, -3 RFL
HUD (-1 TN)
LSSU
Jump Pack
HC Military Power Pack (300 Pwr)
Movement [W/R/S]: 13/20/43

Movement (W/R/S): 14/24 /48

Experience Points: 0

DISGRACED WARRIOR

The future looked bright for you: you were sired from the prestigious Howell and Furey Bloodhouses, among the best lines within the whole of Clan Smoke Jaguar. Even a slow start could not discourage you, for you knew from the earliest of ages that you were destined for greatness, so where others of your crèche excelled in academics, you strengthened your body in anticipation of the physical trials to come. ¹

Your additional training paid off. Not only were you handily accepted into MechWarrior training when most of your Sibko failed all but the most basic of challenges, but you also defeated two opponents in your Trial of Position, earning you the rank of Star Commander and firmly setting your status as a *ristar*. ²

Unfortunately, even the best training the Clans could offer was not enough to prepare you for action in the Inner Sphere. The simple games of chance the techs were playing in the 'Mech bay reeled you in, and though you lived up to your heritage by becoming the best card-shark in the Galaxy, the *surat* influence still sullied your reputation. ³ Even though they transferred you back to the Cluster, you nevertheless continued to distinguish yourself on the battlefield, ⁴ after which you and your unit were stationed along the frontier. ⁵

Then the unthinkable happened. The Inner Sphere *surats* invaded Huntress, your home, leaving nothing but destruction in their path. And instead of fighting them like they should have, the rest of the Clans simply stood by watching. When the Spheroids were done, the Clans scrambled for the scraps that were once the great and proud Clan Smoke Jaguar.

With no way to get back to your destroyed home and no one willing to assist you, you did the only thing you could and left those who turned their backs on you. In doing so, however, you discovered an entirely new civilization. Everyone you once knew is either dead or so enthralled by the machinations of the "great" Khans that they might as well be. That is fine. You still have your own spirit and the ideals taught to you from a young age, and though most of your new comrades blanch at the ideas you forward, at least they realize that the Clans are as bankrupt as the Inner Sphere. ⁶

Someday, they will see the wisdom of your convictions, however, and that will be the first step in rebuilding Kerensky's lost dream.



¹ Affiliation: Clan Warrior (p. 31, MW3); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 8 (p. 35, MW3)

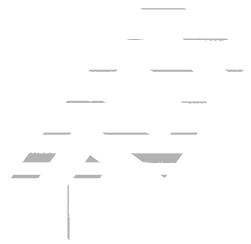
² Stage 2 Late Childhood (Trueborn Sibko)—Event Roll $9 + 1 = 10$, spend Edge for +1 (p. 39, MW3)

³ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 6 (p. 50, MW3)

⁴ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll $10 - 1 = 9$ (p. 50, MW3)

⁵ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll $9 - 2 = 7$ (p. 50, MW3)

⁶ Stage 4: Real Life (Dark Caste)—Event Roll 9-(p. XX)



1 / 1
2 / 3 / 1
4) — /
/E/ /



ancious

3 (.

WV 2).

WV

Wound

adly W

To

If to

RESERVIST TRADER

A trueborn warrior in Clan Diamond Shark, your bloodline has been known for exceptional ability as aerospace pilots. Though you never stood out while in your crèche, still the rivalry was intense enough that one sibkin targeted you early on in attempts to make himself look good.¹ That plan sank, however, when you excelled past the others in your final Trial of Position.²

Early military service only confirms your solid genetic heritage. A second Trial of Position nets you a promotion, and exemplary handling of your unit wins a place in the battle of Tukayyid.^{3,4} Unfortunately, an honorless ambush cuts your promising career short.⁵ Rather than accept demotion to a garrison galaxy, you voluntarily step aside to enter the Clan's also-valuable merchant caste.

As a Warrior-Trader, you put your earlier training to good use. Advising the warrior caste on target selection, and even adding your skill to the bidding process, your value is certainly well measured.⁶ The true pay-off, though, was when your old rival thought to lord his elevated rank over your "low-caste position." You were able to persuade him that "reservist" in no way means "weak." Fortunately, he issued a formal challenge, so no worries about official retribution.⁷

It *does* make you think, though. Perhaps your days as a warrior are not completely lost after all.

¹ Affiliation: Clan Diamond Shark (p. 20); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 7 (p. 35, MW3)

² Stage 2: Late Childhood (Trueborn Sibko)—Event Roll 10 (p. 39, MW3)

³ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 11 (p. 50, MW3)

⁴ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 11 - 1 = 10 (p. 50, MW3)

⁵ Stage 4: Real Life (Tour of Duty: Clan)—Event Roll 4 - 2 = 2 (p. 50, MW3)

⁶ Stage 4: Real Life (Diamond Shark Warrior-Trader)—Event Roll 13 (p. 34)

⁷ Stage 4: Real Life (Diamond Shark Warrior-Trader)—Event Roll 9 - 1 + 1 = 9, spend Edge for +1 (p. 34)



Name Reservist Trader
Affiliation Clan (Diamond Shark)
Age 28 Height 1.52 m Weight 49 kg

MECH WARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	3	+1	9
Body	6	—	9
Dexterity	6	—	7
Reflexes	7	-1	8
Intelligence	5	—	8
Willpower	6	—	9
Charisma	5	—	8
Edge	3	+1	8
Social Standing	7	-1	8

SKILLS

Name	Bonus
Academic/Diamond Shark History	+0
Administration	+1
Appraisal	+1
Bureaucracy/Draconis Combine	+1
Career/Soldier	+1
First Aid	+0
Gunnery/Ballistic/Aero	+1
Gunnery/Laser/Aero	+2
Gunnery/Missile/Aero	+2
Interest/Remembrance	+1
Language/English	+1
Language/Japanese	+1
Leadership	+0
Martial Arts/Military	+1
Neck Jab*	
Navigation/Ground	+0
Navigation/Space	+1
Negotiation	+3
Perception	+1
Piloting/Aero	+3
Pistols	+0
Protocol/Diamond Shark	+1
Protocol/Draconis Combine	+1
Sensor Operations	+1
Strategy	+1
Swimming	+1
Tactics/Space	+2
Zero-G Operations	+1

* TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test

TRAITS

Commission/Rank (2): Nova Commander
Contact (2): Combine Businessman
Contact: Technician Casteman
Custom Vehicle (2)
Enemy (2): Sibkin Pilot
Fighter Pilot Phenotype
Good Reputation (3): Kerensky Cluster
Lost Limb: Artificial Elbow Joint
Poor Vision
Quirk/Clan Honor
Slow Learner
Vehicle (7): Jengiz A [80]
Well-Equipped (3)

COMBAT INFORMATION

Armor

Type A: _____ AV (M/B/E/X) / / / /
Type B: _____ AV (M/B/E/X) / / / /
Type C: _____ AV (M/B/E/X) / / / /
Type D: _____ AV (M/B/E/X) / / / /

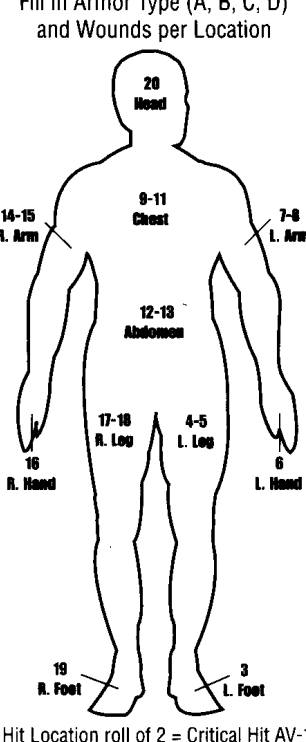
Fatigue

Fatigue ≤ WIL ☒☒☒☒☐☐☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☒☐☐☐☐☐☐☐☒
Unconscious if Fatigue > (2 x WIL)

Wounds

Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout
Total Wound Value of all Wounds: _____ *
* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM



Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Laser Pistol	4•3D6	E	15 / 35 / 80 / 225	2†	
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____

† Number of power points used per shot

MISCELLANEOUS EQUIPMENT AND INFORMATION

Jumpsuit _____
Hoster _____
Telescan _____
Clan Micro Power Pack (20 Pwr) _____

Movement (W/R/S): 10 / 20 / 40 Experience Points: 0

PROTOMECH WARRIOR

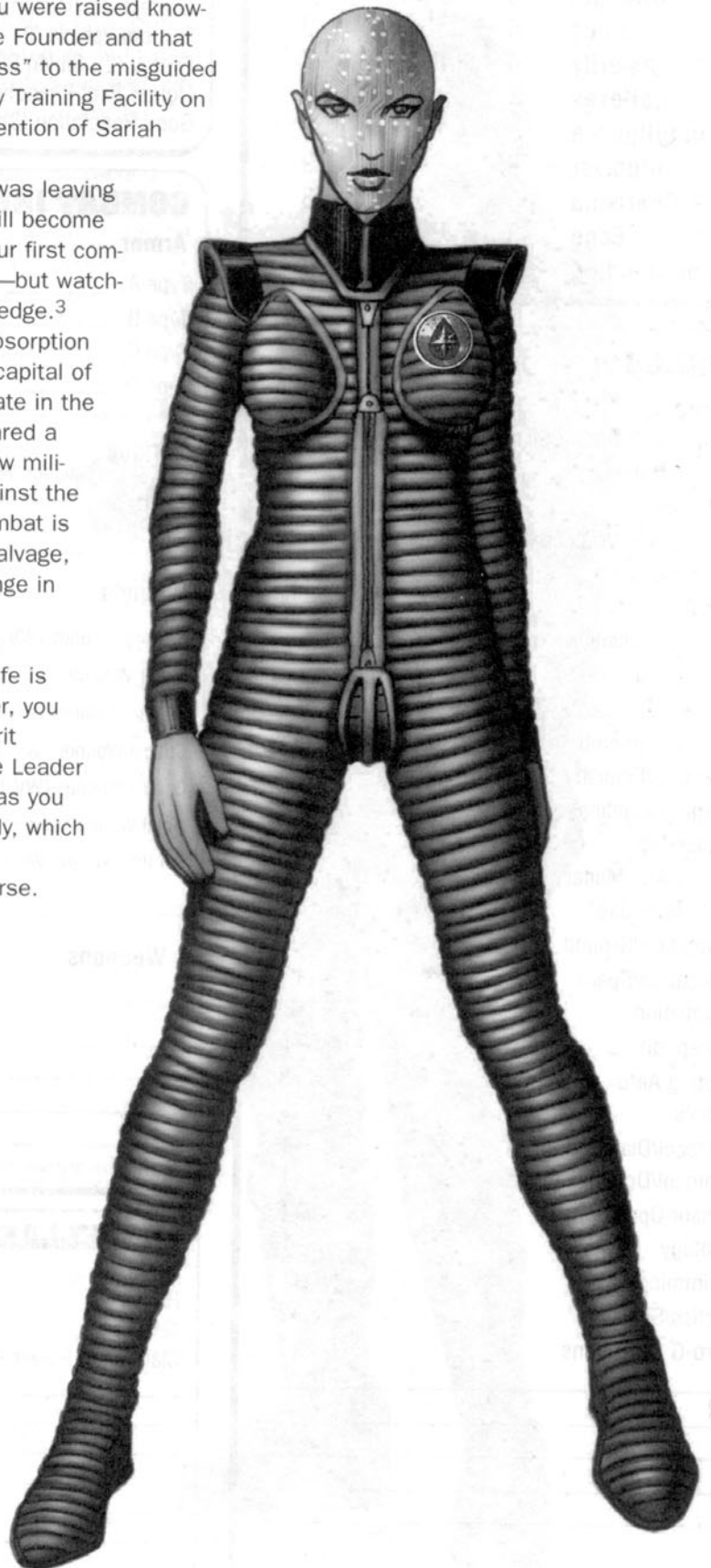
A trueborn warrior in the isolationist Clan Blood Spirit, you were raised knowing that your Clan followed the only true path laid down by The Founder and that one day you might have the opportunity to prove that "rightness" to the misguided brethren of the other Clans.¹ In your sibko at the Spirit Legacy Training Facility on York, you excelled above all expectations and came to the attention of Sariah Church, Bloodname House Leader of your Blood House.²

You succeeded in your Trial of Position just as your Clan was leaving its isolation to attack the Star Adders and Burrocks in what will become known as the Absorption War. You performed admirably for your first combat situation—a testament to the superiority of Spirit training—but watching the destruction of Beta Galaxy on Priori sent you over the edge.³

Though your Clan withdrew into their isolation after the Absorption War, following the annihilation of Clan Smoke Jaguar on their capital of Huntress by the false Star League forces, it chose to participate in the Trials of Possession raging across Clan space. It further declared a Trial of Possession for the recently unveiled ProtoMechs; a new military unit deployed by the Smoke Jaguars for the first time against the invading Inner Sphere troops. Though your performance in combat is once again superb, netting your Clan a bounty in ProtoMech salvage, you have an epiphany and you decide that it is time for a change in the direction of your life.⁴

As your Clan begins an intensive program to manufacture ProtoMechs and train effective pilots, you realize where your life is destined to go. Using your connections with your House Leader, you leave your life as an aerospace pilot behind and enter the Spirit Legacy Training Facility once again as a trainee. Though House Leader Church was doubtful at first, you prove her faith well founded as you pilot the new machine as though it is an extension of your body, which in many ways, it is.⁵

Having graduated, you are now ready to take on the universe. Nothing can stop you!



¹ Affiliation: Clan Blood Spirit (p. 18); Stage 1: Early Childhood (Trueborn Crèche)—Event Roll 7 (p. 35, MW3)

² Stage 2: Late Childhood (Trueborn Sibko)—Event Roll 9 (p. 39, MW3)

³ Stage 4: Real Life (Tour of Duty: Home Clan)—Event Roll $11 + 2 = 13$, spend Edge for +2 (p. 40)

⁴ Stage 4: Real Life (Tour of Duty: Home Clan)—Event Roll $7 - 1 = 6$ (p. 39)

⁵ Stage 4: Real Life (Blood Spirit ProtoMech Pilot Training)—Event Roll 17 (p. 32)

Name ProtoMech Pilot
Affiliation Clan (Blood Spirit)
Age 22 Height 1.4 m Weight 41 kg

MECHWARRIOR®

Character Record Sheet THIRD EDITION

ATTRIBUTES

	Value	Mod.	Max.
Strength	3	-1	7
Body	4	—	7
Dexterity	7	+1	7
Reflexes	9	+1	9
Intelligence	6	—	9
Willpower	5	—	9
Charisma	4	—	8
Edge	5	—	8
Social Standing	7	+1	8

SKILLS

Name	Bonus
Academic/Clan History	+1
Career/Soldier	+3
Language/English	+1
First Aid	+1
Gunnery/Ballistic/Aero	+1
Gunnery/Laser/Aero	+2
Gunner/Missile/Aero	+1
Gunnery/Ballistic/Proto	+1
Gunnery/Laser/Proto	+3
Gunnery/Missile/Proto	+1
Interest/Blood Spirit Remembrance	+1
Interest/Neural Implants	+1
Martial Arts/Military	+2
Haymaker ^A , Neck Jab ^B	
Navigation/Ground	+2
Navigation/Space	+1
Perception	+0
Piloting/Aero	+2
Piloting/Proto	+3
Pistols	+1
Rifles	+0
Sensor Operations	+3
Strategy	+0
Swimming	+0
Tactics/Proto	+1
Tactics/Space	+1

^A Take 1 Fatigue and add 2D6 damage

^B TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test

TRAITS

Addiction/Drugs (2) Glory (4)
Bad Reputation In For Life: ProtoMech Pilot
Combat Sense Quirk/Clan Honor
Contact (3): Church Bloodname House Leader Rank (7): Squad Commander
EI Neural Implant Stigma/Crusader (ProtoMech Pilot)
Fast Learner Vehicle (7): Centaur 2 (Medium ProtoMech)
Fighter Pilot Phenotype Well-Equipped (3)

COMBAT INFORMATION

Armor

Type A: _____ AV (M/B/E/X) / / / /
Type B: _____ AV (M/B/E/X) / / / /
Type C: _____ AV (M/B/E/X) / / / /
Type D: _____ AV (M/B/E/X) / / / /

Fatigue

Fatigue ≤ WIL ☒☒☒☒☒☐☐☐☐☐☐
+1 TN per Fatigue > WIL ☒☒☒☒☒☒☐☐☐☐☐
Unconscious if Fatigue > (2 x WIL)

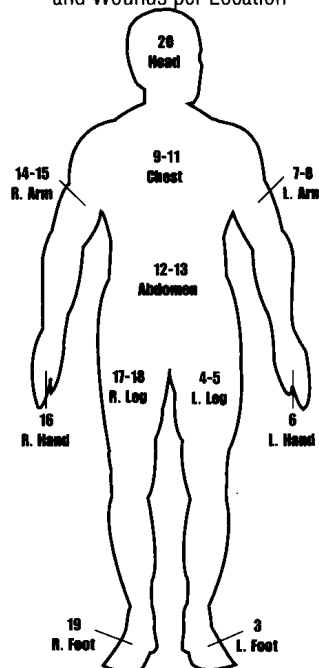
Wounds

Grazing Wounds (WV 1): _____
Minor Wounds (WV 2): _____ +1 TN ea.
Serious Wounds (WV 4): _____ +2 TN ea.
Critical Wounds (WV 8): _____ +3 TN ea.
Deadly Wounds (WV 16): _____ Knockout
Total Wound Value of all Wounds: _____ *

* If total Wound Value > (BOD+WIL), Dying

HIT LOCATION DIAGRAM

Fill in Armor Type (A, B, C, D) and Wounds per Location



Hit Location roll of 2 = Critical Hit AV-1

Weapons

Weapons	AP•Dmg	Type	Range	Shots	Notes
Needler Pistol	1•5D6	B	2 / 6 / 12 / 20	20	Splash; see*
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____
_____	_____	_____	/ / / /	_____	_____

*AP 0 vs. barriers

MISCELLANEOUS EQUIPMENT AND INFORMATION

Jumpsuit _____
Military Microcommunicator _____
Clan Power Pack (30 Pwr) _____
Advanced Medical Kit _____
Needler Pistol Reloads (20) _____
Fatigues _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Movement (W/R/S): 12/24/48

Experience Points: 0

SCIENTIST AMBASSADOR

Freeborn into the scientist caste, childhood toys consisted of chemistry sets and models of the human genome. You never really questioned your place. Your parents made certain you felt secure in your caste's importance to Clan Wolf, and they worked hard to give you every opportunity.¹

That work paid off for you, if not for them. While you were away, working through your early apprenticeship, the bandit caste raided your homeworld and your parents were victims of the attack. You throw yourself harder into your work and your diligence attracted the notice of the local governor who took a hand in your upcoming career.² This followed you through your time at University, where you worked part time as the governor's political aide³ while pursuing courses in the sciences.

But then came the schism, when Khan Phelan led the Wardens into the Inner Sphere and brought with them a full complement of the non-warrior castes. Attending the governor, you spend the next four years dividing time between science studies and acting as a political advisor as the Clan relocates to the world of Arc-Royal.⁴ There, your skills are put to use liaising between the Clan scientist caste and their Inner Sphere counterparts. But being of the Clans, you know they are beneath you, and two years spent in this manner ends with only moderate success.^{5,6} And the question becomes, do they dare use you again?



¹ Affiliation: Clan Wolf (in Exile) (p. 27); Stage 1: Early Childhood (White Collar)—Event Roll 6 (p. 35, MW3)

² Stage 2: Late Childhood (Clan Apprenticeship)—Event Roll 10 + 1 = 11, spend Edge for - 1 (p. 36, MW3)

³ Stage 3: Higher Education (University: Sciences Major)—Event Roll 6 (p. 46, MW3)

⁴ Stage 4: Real Life (Civilian Job)—Event Roll 9 (p. 48, MW3)

⁵ Stage 4: Real Life (Clan-Sphere Liaison)—Event Roll 7 (p. 36)

⁶ Stage 4: Real Life (Clan-Sphere Liaison)—Event Roll 15 - 2 = 13 (p. 36)

Character Record Sheet THIRD EDITION

SEEKER MECHWARRIOR

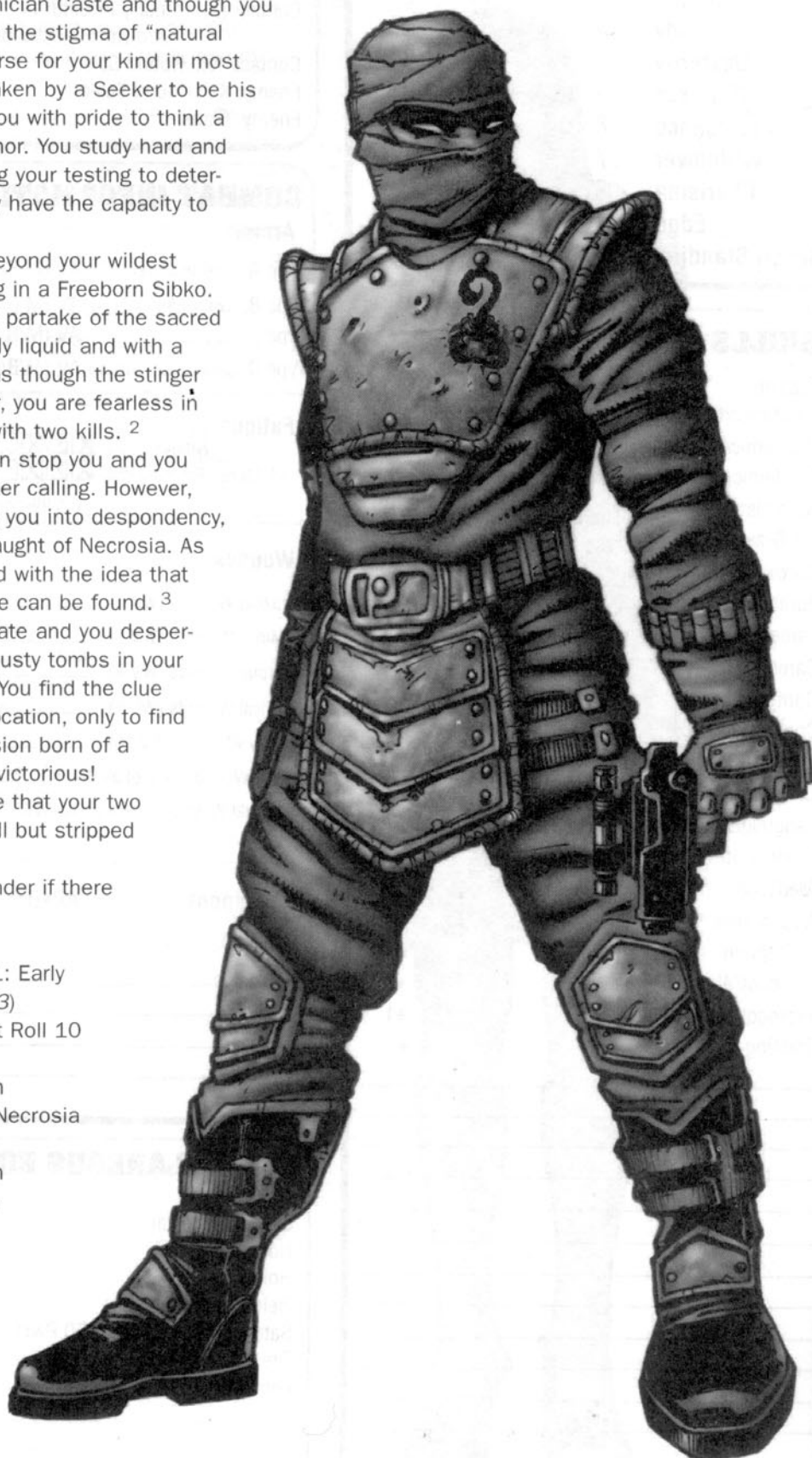
You were born into the Goliath Scorpion Technician Caste and though you knew you would have to live all of your days under the stigma of “natural birth,” you had heard rumors that it was much worse for your kind in most other Clans. Your father, a superb technician, is taken by a Seeker to be his Tinker, which, though you are very young, swells you with pride to think a Seeker has chosen your father for such a high honor. You study hard and learn to survive in the hinterlands of Roche. During your testing to determine your status, it is discovered that you actually have the capacity to become a warrior! ¹

An opportunity to rise above your station is beyond your wildest dreams and you apply yourself fully to your training in a Freeborn Sibko. During this time, you are gifted with the chance to partake of the sacred Necrosia. With trembling hands you imbibe the holy liquid and with a shout of joy, your skin is set on fire and you feel as though the stinger of the Scorpion is protecting you. With such armor, you are fearless in your final training and pass your Trial of Position with two kills. ²

Having come so far, you know that nothing can stop you and you begin the quest of your life as you follow the Seeker calling. However, your request for Seeker Rights is denied, throwing you into despondency, which you hope will be erased through another draught of Necrosia. As the liquid burns your throat, you become obsessed with the idea that you know where a heretofore unknown Brian Cache can be found. ³

Your next two years are spent in a feverish state and you desperately hunt through old ruins and scrape through musty tombs in your attempt to locate the treasure you know is there. You find the clue you are looking for and immediately head to the location, only to find bandits converging on the same spot. With a passion born of a Seeker, you fight them outnumbered, and yet are victorious! However, your dreams are shattered as you realize that your two years of effort have been wasted—the Cache is all but stripped bare, and has been for centuries. ⁴

Your faith in the Seeker path shaken, you wonder if there might not be something else out there.



¹ Affiliation: Clan Goliath Scorpion (p. 21); Stage 1: Early Childhood (Blue Color)—Event Roll 7 (p. 33, MW3)

² Stage 2: Late Childhood (Freeborn Sibko)—Event Roll 10 [Necrosia Roll 1] (p. 37, MW3; p. 22)

³ Stage 4: Real Life (Tour of Duty: Goliath Scorpion Seeker)—Event Roll 6 reroll to 8, from previous Necrosia Roll [Necrosia Roll 8] (p. 34; p. 34)

⁴ Stage 4: Real Life (Tour of Duty: Goliath Scorpion Seeker)—Event Roll 7 reroll to 15, from previous Necrosia Roll (p. 35)

CLAN LIFE

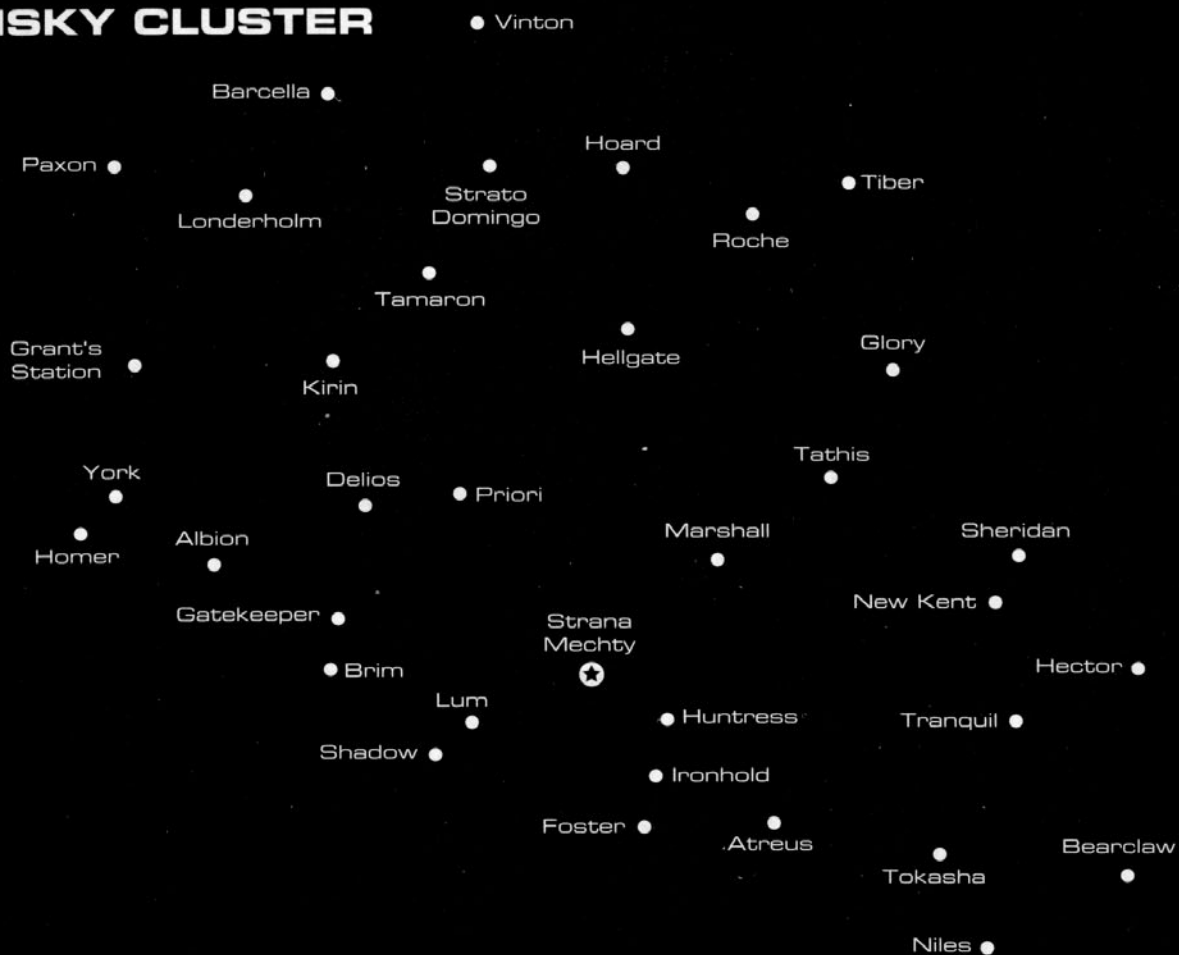


Born of war, Clan civilization continues to be shaped by the ideal of the warrior. The sense of common purpose, self-sacrifice and conformity evident among the Clan citizenry are all constant reminders of the Clans' warrior culture. Indeed, the military mindset colors nearly all aspects of Clan life; the Clans' eugenic reproduction programs, tradition of combat Trials, religious practices, sports and games, social mores,

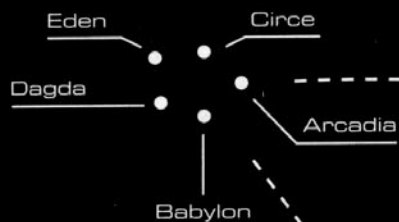
government, law enforcement practices, politics and technology all reflect their military origins and continuing veneration of the warrior's code.

(Players who want additional detail on the subjects discussed in this section should consult the *BattleTech* sourcebook *Warriors of Kerensky*; the material in this section is drawn from that book.)

THE KERENSKY CLUSTER



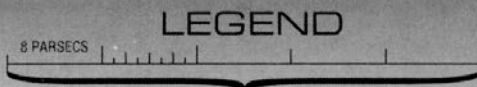
PENTAGON WORLDS



CLAN INVASION ROUTE
(EXODUS ROAD)

KERENSKY'S
EXODUS ROUTE

PENTAGON WORLDS THE KERENSKY CLUSTER



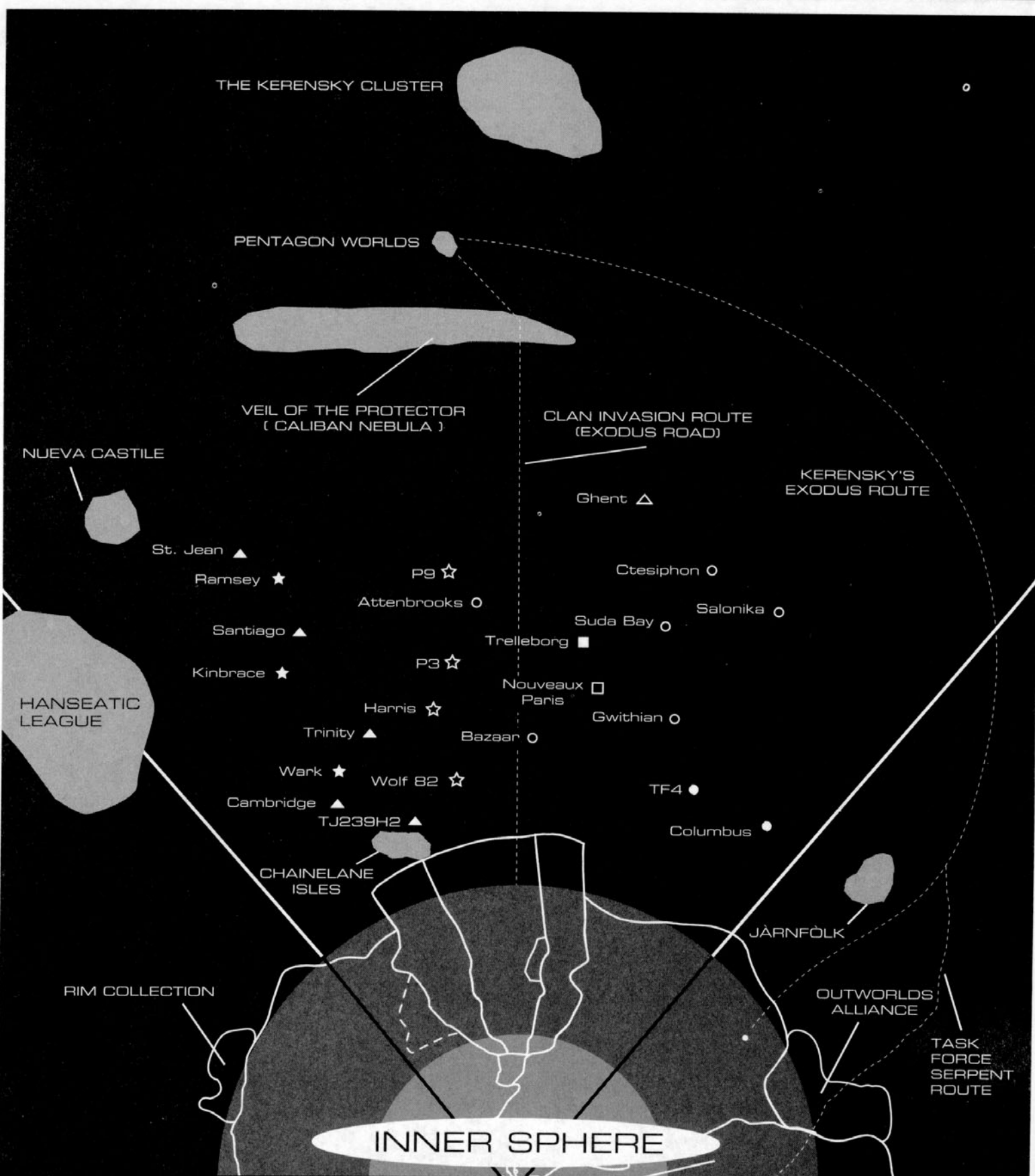
40 PARSECS OR 130.4 LIGHT YEARS

Map Compiled by CLAN WOLF

From information provided by the CLAN EXPLORER CORPS

© 3062 CLAN CARTOGRAPHIC CORPS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY



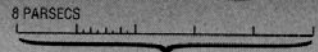
DEEP PERIPHERY (Corward Sector)

Known Periphery Facilities

- ComStar
- Diamond Shark
- Ghost Bear
- Hell's Horses
- Jade Falcon
- Snow Raven
- Steel Viper
- Wolf

-
-
- ◼
- ◻
- ▲
- △
- ★
- ☆

LEGEND



80 PARSECS OR 260.8 LIGHT YEARS

Map Compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
© 3062 COMSTAR CARTOGRAPHIC CORPS.

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY

CLAN EUGENICS AND BLOODNAMES

The Clans' eugenic reproduction program epitomizes the Clans' dedication to the ideal of conquest. The entire eugenic program is designed to achieve one goal: the creation of the most effective warriors possible and the continued strengthening of the Clans with each succeeding generation. Perhaps no feature of the eugenics program better illustrates this purpose than the *Bloodname* tradition.

Clan Bloodnames (used as surnames among Clan warriors) represent the genetic lineages of those warriors loyal to Nicholas Kerensky in the Exodus Civil War. Any Clan warrior whose genetic lineage contains DNA material from one of these warriors may possess one of the 660 active Bloodnames. (All warriors who bear or are eligible to bear a particular Bloodname are considered members of a Bloodname House.)

The DNA coding of each Bloodnamed warrior is stored at a central genetic repository for each Clan and also in the codex wristband worn by the warrior. To determine the genetic material used to create new warriors, each Clan extensively documents the physical characteristics, test scores, battlefield kills and injuries, and other information on all of its Bloodnamed warriors. Using these records, Clan scientists determine the Bloodlines from which they draw genetic material to combine in the so-called "iron wombs," the artificial systems that facilitate the conception and birthing of trueborn warriors.

Because only DNA from Bloodnamed warriors is used to create new warriors—and no more than twenty-five warriors may possess a particular Bloodname at any single time—possessing a Bloodname is the highest honor a Clan warrior can achieve. Understandably, competition for the honor can inspire fierce rivalry among Clan warriors.

Typically, trueborn warriors compete for the right to possess the Bloodname of their ancestors by engaging in brutal Trials of Bloodright.

TRIAL OF BLOODRIGHT

In a Trial of Bloodright, thirty-two warriors compete for the right to use a Bloodname. The contestants fight up to five rounds of combat. The sixteen winners of the first round move on to the second round, the eight winners of the second go on to the third, and so on until only two warriors remain. The winner of the final battle claims the Bloodname.

Traditionally, pairings are determined by lot, though Clan politics often mean that the process is less random than might be imagined. Frequently, "seeding" occurs, with the strongest contenders prohibited from meeting each other until the later rounds. Each participant has a coin; one side bears his name and the other bears his Clan insignia and the name of his Bloodname House. At a ceremony marking the start of each round, the participants recite the deeds that make them worthy of participating and drop their coins in a cone. The warrior whose coin lands on top is deemed the hunter and may choose

the style of combat—either augmented (using battle armor, 'Mechs or fighters) or unaugmented (bare fists). The second warrior, the prey, determines where the round will take place.

This system is designed to simulate the unpredictable nature of battle and test a warrior's ability to use his wits as well as his physical skills. Clan tradition holds that a cunning warrior can achieve victory whether he finds himself the hunter or the prey. For example, in an unaugmented fight, an Elemental has a decisive physical advantage over a MechWarrior, but the MechWarrior can negate that advantage by carefully selecting terrain where conditions do not favor physical strength.

Occasionally, two contestants kill each other or the victor is unable to continue. On such occasions, one competitor in the next round receives an automatic victory. However, no one can win the final round in this manner. If both finalists kill each other, the entire Trial is considered void and a new one is started.

FREEBORN WARRIORS AND BLOODNAMES

Freeborn warriors can claim Bloodnames through various methods. For example, Clan leaders may pronounce the warrior the progenitor of a new Bloodname. Such pronouncements are rare occurrences, however, generally reserved as the ultimate reward for a truly remarkable accomplishment. The best-known example of freeborn warriors being thus honored is the Bloodnaming of Jaime and Joshua Wolf by the Wolf Clan. Similarly, an ilKhan may create a Bloodname to reward a warrior who successfully completes a particularly important mission.

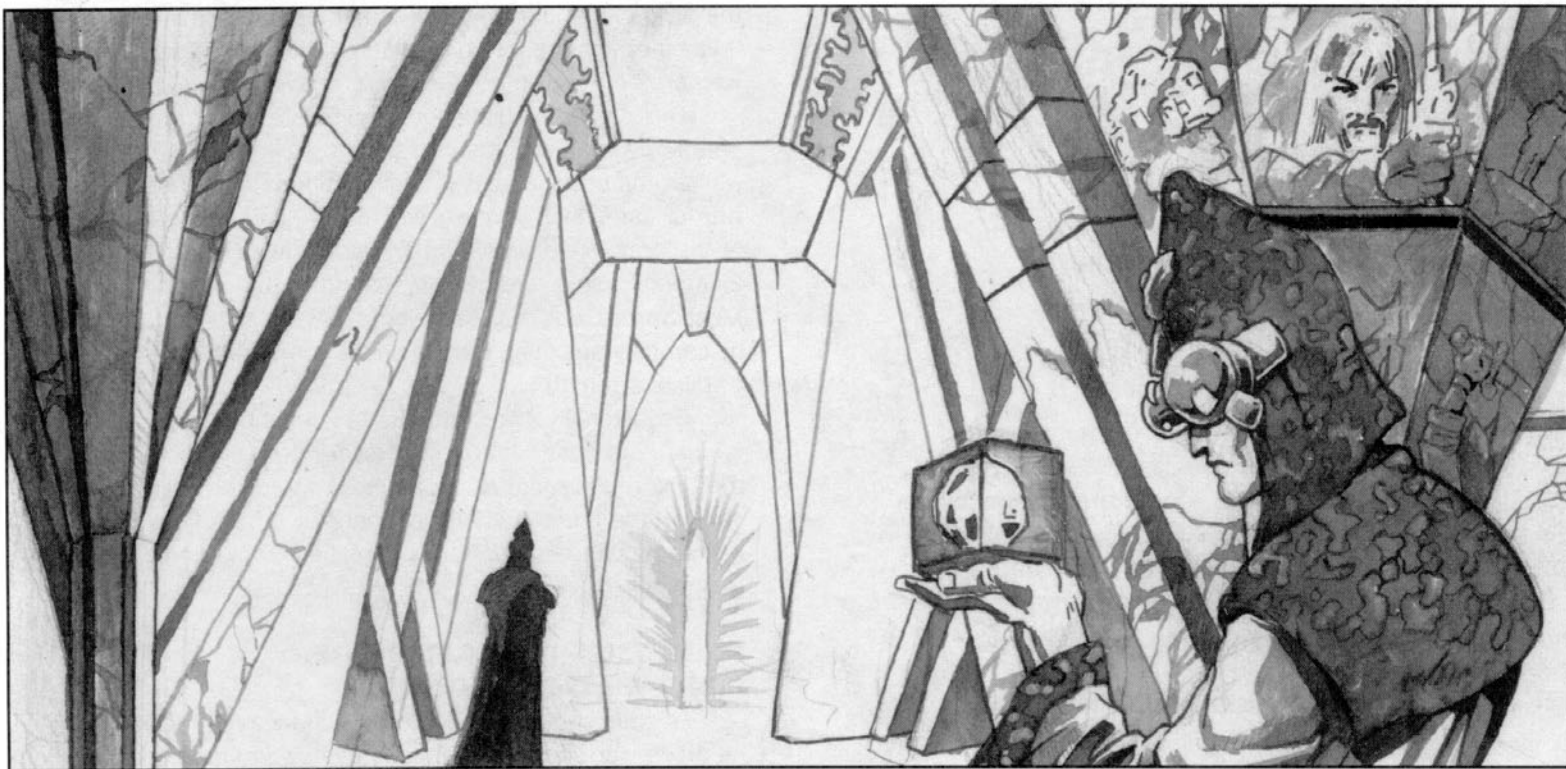
Alternatively, freeborn warriors who possess DNA comparable to a trueborn's may win a Bloodname in a Trial of Bloodright. In a recent test case, a Jade Falcon warrior named Diana was allowed to compete for the Pryde Bloodname. Diana was the freeborn offspring of two trueborns from the same sibko, though only one—the legendary Aidan Pryde—retained warrior status.

KEEPERS

Understandably, the Clans view their collective DNA material as priceless treasure. The care of this treasure is entrusted to the so-called Keepers. These members of the scientist caste fall into two groups: those assigned to oversee the bloodlines of individual Bloodname Houses within a Clan and those responsible for the entire Clan's genetic material and eugenics program.

Although house leaders arrange the trading of genetic material between houses, the Keepers maintain the records and arrange physical transfers of DNA material. They also oversee the Bloodname Chapels in the Svoboda Zemylya and maintain memorials to their Clans' founders and past Bloodnamed warriors of their Houses.

Clan Keepers oversee their Clans' genetic repositories, ensuring that only authorized personnel have access to these important facilities, and work closely with genetic scientists to



create new generations of warriors. While the genetic scientists deal in DNA, chromosomes and genetic traits, the Keepers know the histories and backgrounds of the bloodlines in their care. Their care and respect for their charges, combined with a Clan-wide reverence for the eugenics program, makes these individuals among the most honored in Clan space, despite being members of a technically “lesser” caste.

DNA Repositories and Chapels

If the Keepers are the “priests” of the Clans, the genetic repositories are their cathedrals and temples.

Located on Strana Mechty, the Master Repository of the Clans forms part of the Hall of Khans complex. The Repository comprises all the Bloodname Chapels of the Svoboda Zemylya as well as the massive genetic storage building in Katyusha City. Together, these facilities contain genetic samples from every Bloodnamed warrior in Clan history. All transfers of genetic material between Clans occur here.

Each Bloodname Chapel stands close to the Clan Hall to which its founder belonged. These structures are among the Clans’ holiest sites; no combat of any kind is allowed in them or in the surrounding park. Each chapel contains the DNA of every member of the Bloodname House, living and dead. Physical samples are maintained in cold storage; digital representations are stored in a computer system, which also maintains a historical record of the ancestors and descendants of each sample. The limestone buildings are covered in ornately carved friezes that depict the exploits of the house founder and any notable descendants.

The conditions of chapels can range greatly. Those of the most successful bloodlines are frequently expanded to meet

the need for storage space and are kept in pristine condition, while those of the least successful bloodlines are abandoned, their contents transferred to the Katyusha City site. Overgrown with ivy, these latter chapels provide mute testament to fallen Bloodname Houses.

The Katyusha City facility is a massive complex of ornate, gothic edifices. The huge central building comprises two hundred-meter towers that form the centerpiece of the complex. These towers contain administrative facilities, numerous labs and a series of underground vaults that contain the gene stores. Allegedly, the vaults are buried deeply enough to withstand a nuclear strike or orbital bombardment, a precaution enacted after the Wolverines’ destruction of the Snow Raven repository at Dehra Dun.

Each Clan also maintains a series of additional gene-storage repositories—a master repository on its capital world and small-scale centers throughout that Clan’s sphere of influence. Colloquially, these sites are known as “homes.” The Clan’s master repository is the most significant, containing material from all of a Clan’s Bloodnamed, usually organized by house and line. The buildings’ design and layout reflects their importance, as well as something of the mindset of the Clan that built it. For example, the Jaguar Master Repository at Lootera on Huntress is a pyramid surrounded by statues and set on a parade ground: it is cold, isolated and unapproachable. By comparison, the ornate Cloud Cobra repository on Homer forms the centerpiece of the capital city. Each Clan Master Repository is treated with great respect and is honored by all the Clans.

Ever since the Wolverines’ destruction of the Snow Raven repository in 2823 (an act that prompted the other Clans to annihilate the Wolverines), each Clan has maintained sec-

ondary sites to ensure that a single devastating strike could not cripple its breeding program. Though physically less impressive than the master repositories, these sites fulfill a similar role, storing and cataloguing genetic material. They are found on most major colonies; the Invading Clans have constructed new facilities in the Inner Sphere.

Little work on the eugenics program is carried out at these sites. Dedicated birthing centers exist for the combination of sperm and ova, and the subsequent birthing of new trueborn warriors.

THE REAVING

Reaving is the process used to reduce the *Bloodcount* of a particular Bloodname (the number of warriors entitled to possess a particular Bloodname). Traditionally, each Bloodname has a Bloodcount of twenty-five, but in the case of inferior Bloodnames, the count may be as low as five. First created as a means of eliminating weaker Bloodnames, Reaving has become a tool for political warfare, often used to reduce the Bloodcount in a rival Bloodname House or Clan and reduce the rival's influence in Clan Councils.

The complex process involves the leaders of the Bloodname House and the Grand Council. When a Bloodname House announces a Trial of Bloodright, a Bloodnamed warrior of another house (acting with the authority of that house as determined by majority vote) may call for a Reaving against the house holding the Trial. This action suspends the Trial of Bloodright until the Reaving is settled. The Grand Council then deliberates over the call for Reaving and votes on the issue. A Trial of Refusal inevitably follows—demanded by the targeted house to refuse the Reaving motion, or called by the sponsoring house to force the motion's passage. Known as the Trial of Reaving, this combat decides if the Bloodcount changes.

The Bloodnamed warrior who called for the Reaving, along with others of his or her Bloodname House, fights in favor of the Reaving. Opposing them are the warriors nominated to fight for the Bloodright. Bidding usually reduces the forces fielded to a single Star or Elemental Point. If the pro-Reaving force wins, the Trial of Bloodright is canceled and the Bloodname's count is reduced by one. If the pro-Bloodright force wins, the Trial of Bloodright takes place. The pro-Reaving house also becomes the subject of a Reaving vote the next time one of its warriors dies. This penalty ensures that no one calls for Reaving lightly.

The ilKhan has a little-known option to decree the cancellation of a Bloodright Trial. (Ulric Kerensky applied this to the Bloodright of the treacherous Conal Ward.) Though not technically Reaving, such a decree has the same effect; the Bloodcount is reduced by one, and the canceled Trial consigns the Bloodname to limbo until the ilKhan or the Grand Council allows it to be reactivated.

Bloodrights and Bloodnames trimmed by Reaving or the ilKhan's decree are not destroyed; only Annihilation or Abjuration can do that. According to Clan law, they are simply suspended and may be reactivated.

RITUALS, TRIALS AND TRADITIONS

As befitting their militaristic bent and competitive nature, the Clans employ a system of combat Trials to resolve disputes. Some of the more important types of Trials are described here.

TRIAL OF GRIEVANCE

The Trial of Grievance, used by all Clan castes in one form or another, is intended to settle disputes involving matters of honor. When an impasse is reached, the parties have two choices. They can appeal to the Caste or Clan Council (or to the Grand Council in the case of Bloodnamed warriors or those holding senior posts), or they can undergo a Trial of Grievance. In a council appeal, the aggrieved parties avoid all unnecessary contact until the matter is decided. If they choose a Trial of Grievance, a competition is arranged. The winner of the competition is deemed right.

Among warriors, the Trial of Grievance takes the form of a duel. The party that sets the terms determines what, if any, equipment is used. The Clans take care to ensure that neither participant gains an artificial advantage from the style of combat, often by requiring both to use comparable equipment. For example, in a Trial between a light 'Mech pilot and a heavy 'Mech pilot, both would use medium 'Mechs with which neither warrior was familiar, and each would receive several days to practice before the Trial. Trials between members of different subcastes—for example, Elementals and MechWarriors—are a special case. In such situations, everything possible is done to level the playing field.

The Trial takes place within a defined area known as a Circle of Equals, which may measure a few meters to hundreds of kilometers across, depending on the type of duel. Only the combatants may enter the circle; if forced to leave, a contestant forfeits the Trial. Voluntary withdrawal from the circle before a victor emerges indicates both cowardice and an unwillingness to stand by one's convictions. Any nonparticipant's entry into the circle invalidates the Trial and is regarded as a great dishonor.

The civilian castes also use Trials of Grievance that take the form of contests tailored to the skills of those involved. For example, disputing members of the merchant caste may compete by racing each other to amass a predetermined amount of revenue. As with the warrior caste, differences between subcastes can cause problems. A potter and a trader are both members of the merchant caste, but their skills are not comparable. For this reason, Trials of Grievance are less common within the civilian castes. For similar reasons, the Clan Council handles all disputes between members of different castes, save in those rare cases when the Grand Council is more appropriate.

TRIAL OF REFUSAL

The Trial of Refusal provides the right to challenge in combat any decision made by the Clan Councils or Grand Council.



resources. Others argue that people whose spiritual *and* material needs are met are more likely to give their best effort in their day-to-day work. Consequently, religion is tolerated, if not widely practiced.

Finally, many in the warrior caste have difficulty believing in God. For the most part genetically engineered and utterly confident of their own abilities, Clan warriors have little room in their psyches for an almighty God figure. They see themselves as the pinnacles of evolution, the products of a scientist's work in a lab rather than of a supernatural creator. Religious warriors are therefore rare outside of the Cloud Cobras.

Clans Cloud Cobra, Coyote, Goliath Scorpion and Nova Cat have all developed their own forms of spirituality practiced among their warrior and civilian castes. The Cloud Cobras are noted for their piety. They follow what they call "The Way," a belief in God (or Fate, depending on your point of view) in all forms (the Cobra belief in "The Way" has gained converts in other Clans, most notably the Nova Cats). The adherents of specific religions gather in Cloisters, though some observers believe these groupings have less to do with religion and more with political and personal power.

The Coyotes, Scorpions and Cats, while not overly religious *per se*, believe in using "visions" to guide them. The Coyote tradition derives from that of ancient America, with vision quests and communing with nature as a central part of their lives. Nova Cat beliefs are similar, but less distinct, though deprivation and hardship are central to both. In stark contrast, the Goliath Scorpions use addictive, often lethal hallucinogens to alter their perceptions in quests to rediscover

the past and gain wisdom. This practice is one of the most insidious traditions among the Clans and is almost solely responsible for limiting the Scorpions' progress.

SPORT AND GAMES

Violent, competitive sports form a part of everyday life in the warrior caste. Unlike more sedentary pursuits, sports provide an outlet for the competitive spirit of warriors and foster physical toughness, teamwork and quick thinking. For these reasons, Clan warriors practice a wide variety of sports, ranging from athletics to wrestling, and all are trained in some form of martial art. Team sports dominate, the range of games varying by Clan. Two of the most popular are lacrosse and football.

LACROSSE

Warriors from Clans Wolf, Coyote and Fire Mandrill typically play a variant of lacrosse closely resembling the ancient Terran game. Played on a rectangular field fifty by a hundred meters, the objective of the game is to get a twenty-centimeter hard-rubber ball into the opposing team's goal. Each of the ten players per side is equipped with a netted *crosse* (stick) to manipulate the ball. The players wear light body armor that offers minimal protection against the violence of the game and which contains a sensor net to register any hits.

In the Clan variant, each team begins with one hundred points and scores fifty points for each goal. However, any player carrying the ball may be hit with the butt end of the *crosse*. Each successful hit in the designated target area deducts a point from that team. Play continues until one team is forced



into negative points or until one hour elapses, in which case the team with the higher score wins.

The game is frequently played between teams from different Bloodname Houses, who see the rough-and-tumble of each match as a surrogate for combat. In general the smaller, lighter players—usually pilots—take offensive positions, while MechWarriors occupy midfield and defensive positions. Few Elementals play; those who do normally take the role of goalkeeper.

FOOTBALL

Warriors of several Clans play various forms of the ancient Terran game called football. All three principal variants—rugby, “American” football and soccer—encourage teamwork and competition.

Rugby is the principal version of football played by the Steel Vipers, Ice Hellions and Star Adders. A competitive game between two fifteen-player teams, rugby involves moving a heavy ovoid ball, usually made of leather, from the center line of a hundred-meter pitch. Any player may carry the ball; it may not be thrown toward the opposing goal line but can be kicked forward. Points are scored in three ways. Carrying the ball across the opposing goal line and grounding it, known as a try, is worth five points. Kicking the ball between the opposing goal posts and over the cross bar is a goal, and is worth three points. The third method of scoring, unique to the Clans, involves tackling the ball carrier. If the ball carrier is grappled and drops the ball, the opposition gains a point. Each match lasts for eighty minutes, broken

into two halves. At the end of the second half, the team with the higher score wins.

A variant of rugby known as “American” football has found favor in the Ghost Bears, Hell’s Horses and the former Smoke Jaguars. Played on a 110-meter by 50-meter pitch, “American” football focuses on the execution of preplanned plays. The game emphasizes teamwork and planning, with a touchdown (akin to a rugby try) worth six points. Played almost exclusively by Elementals, “American” football involves teams of eleven players. The Ghost Bears’ expertise at “American” football stood them in good stead when they assaulted Sheliak in 3051. The planetary defenders challenged the Clan to a football match to decide the world’s fate, and the Bears won 84 to 3.

The ancient Terran game of soccer involves moving a spherical ball from the center line of a 120-by-90-meter pitch to the opponent’s seven-meter wide goal. Each 11-player team receives one point per goal, and the team with the higher score after two 45-minute “halves” is the winner. In soccer, only the feet are used to move the ball, though the goalkeeper may use his hands. Like rugby, soccer is free-flowing and players must develop and counter strategies on the fly. Most soccer players are pilots and MechWarriors.

MORALS, SOCIAL MORES AND TABOOS

Clan society is governed by morals and social mores that may seem quite strange to outsiders.

Perhaps the most striking example of such social mores is the warrior caste’s concept of love and relationships, partic-

ularly the role of sex. Typically, Clan warriors treat sexual relations with surprising casualness, as the Clan practice of in-vitro fertilization has divorced the act of sex from reproduction. While most Inner Sphere cultures regard sex as indicative of intimacy in a relationship, the Clans regard it as part of friendship. Coupling with friends, usually members of the same sibko, is part of regular life, and so the concept of sexual fidelity is largely lost on Clan warriors.

When combined with the Clan tendency toward honesty, rampant promiscuity can lead to some interesting situations. In the Inner Sphere, individuals invest considerable effort in the courtship process, but the Clans regard this as a waste of time. They are as likely to walk up to a virtual stranger and ask if he or she would like to couple as they are to attempt any form of seduction. This generally relaxed and open attitude toward sex gives rise to other situations considered unusual in the Inner Sphere. Clan warriors think nothing of taking coed showers or undressing in front of members of the opposite gender.

Similarly, the eugenics program has desensitized warriors to death, both their own and that of others. A warrior's ultimate goal is to die honorably in battle, thereby ensuring that his or her stored DNA will be used in the eugenics program. Consequently, Clan warriors can be suicidally brave and typically expect much the same of other warriors. They also show little regard for individual lives and exhibit little emotional response to the death of civilians. They may regret the "waste" of personnel represented by such deaths or the unintended and unnecessary creation of new enemies that such casualties may foster, but they do not hesitate to brutalize or kill noncombatants when it suits them. As always, the Clans live by the rule of the strong and exhibit no compassion for weakness.

Other Clan attitudes may seem more admirable to outsiders. For example, the Clans' strict code of honor has fostered a strong sense of honesty among most Clan members. Consequently, theft is considerably less common in Clan space than in the Inner Sphere. Part of this can be attributed to Clan law and order—which is often brutally enforced, but most often the idea of stealing simply does not occur to a Clanner. If an individual wants an item, he or she will go through official channels, either requisitioning it or instigating a Trial of Possession for it. The Clans tend to use security systems to guard military or scientific facilities and equipment, which are likely to be the targets of Trials.

Clan honesty applies to attitudes as well as to deeds. If a Clansman says he will do something, he will. In this matter, honor plays a role even among the civilian castes. Not keeping his word casts doubt on a warrior's honor, as well as that of his Clan. This type of conduct fosters trust, which leaves the Clans open to deception by those who do not share their honest bent. In certain circumstances, however, Clansmen may act in ways that seem less than "honest" to outsiders. Several Clans, the Cloud Cobras and Snow Ravens in particular, can be positively Machiavellian. If it suits them, they will do their utmost to keep to the letter rather than the spirit of

an agreement. Do not assume that because they are honest, Clansmen are gullible.

CLAN GOVERNMENT

The Clans are a confederation rather than a single nation. Each Clan is ruled by a Khan and is responsible for its own internal affairs. In turn, the Khans form the Grand Council, which oversees matters that concern the Clans as a whole. This political structure gives the Clans flexibility in handling crises that might shatter a more homogeneous empire.

THE GRAND COUNCIL

The Grand Council comprises the Khans of all the Clans and the ilKhan. During peacetime, the Council meets in the Hall of Khans on Strana Mechty, assembling whenever petitioned by three or more Clans to do so. During times of crisis, when the Clan Martial Code is in effect, the Council may be convened in a *kurultai* at the request of the ilKhan to allow a swift resolution of serious matters. Real-time HPG links between the homeworlds and Clan occupation zones allow for virtual Kurultai as well. Only for the most significant and solemn events, such as the election of an ilKhan, are the members of the Grand Council required to assemble in person, and even this tradition has been flouted on occasion.

The Grand Council has authority over a wide range of matters, particularly issues concerning more than one Clan. These matters range from ensuring fair play in a Trial of Possession to investigating the death of an ilKhan to voting on calls for Absorption or Annihilation. In the first case, the Council members serve as arbitrators and reserve the right to intervene if the dispute threatens the Clans as a whole. Generally such significant matters are few and far between. For every universe-shaking decision, the Council deals with hundreds of minor issues, usually handled via virtual Kurultai rather than physical assemblies.

The Grand Council may not intervene in any matters judged internal to a Clan or in the affairs of Bloodname Houses except for Reaving and Propagation (though the ilKhan has some jurisdiction in this area).

The Grand Council also serves as the highest court in Clan space and much of its work stems from this position. The Council receives many petitions from the civilian castes, most of which are deemed frivolous and referred to Clan Councils. Others, especially those that involve a Clan's warrior caste, are usually taken up for examination. Foremost among these are Trials of Grievance involving warriors or high officials. Others include any matter in which the impartiality of the Clan Council is in question, or which has implications beyond a single Clan.

LOREMASTER OF THE CLANS

Grand Council proceedings are managed by the Loremaster of the Clans, who decides on the order of business, calls votes and renders judgment on points of law. This individual is usually the most senior Clan Loremaster and the

most knowledgeable about Clan law, history and society. The Loremaster of the Clans is a member of the warrior caste who has never held the post of Khan, and is therefore ineligible to vote in Council. He or she is expected to be impartial in all Grand Council matters, setting aside loyalty to his or her own Clan if necessary. Partisanship may result in a motion of censure and the Loremaster's removal. The current Loremaster of the Clans is Kael Pershaw of the Jade Falcons.

ILKHAN

Intended to provide unity in times of crisis, the temporary post of ilKhan has wide-ranging powers. As the head of the Grand Council and the Clans' supreme military commander, the ilKhan is expected to put the interests of the Clans as a whole above those of his or her original Clan. However, increasing misuse of the position's authority led the Clans to virtually abandon it after the impeachment of ilKhan Tobias Katib.

An ilKhan is elected by a simple majority vote of the Clan Council, which (like most things in the Clans) may be challenged in a Trial of Refusal. A sitting ilKhan may be similarly removed by a majority of the Grand Council, either as a simple vote or through impeachment. In the case of the latter, a single Clan must begin the proceedings; however, unless it is authorized by a Khan, the ilKhan need not accept an indictment.

The ilKhan's powers are varied. Best known are the powers conferred on the ilKhan as the war leader of the Clans. He or she determines the overall strategy of large-scale operations such as the invasion of the Inner Sphere, but rarely makes tactical decisions unless invited to do so. The ilKhan is the coordinator and facilitator rather than the battlefield commander. Battlefield command falls to individual Clan Khans. The ilKhan gathers intelligence and monitors troop abilities, determines available forces, calls in additional troops and Clans as required, and suggests the number of troops to be used in an engagement. Ground commanders determine the deployment of such troops.

Less well known are the ilKhan's political and societal powers. The ilKhan may create a new Bloodname and may order the halting of Bloodname Trials (in effect reducing that name's Bloodcount by one). Under the provisions of the Martial Code, the ilKhan may expedite Grand Council proceedings, overrule individual Khans and Loremasters, and order the dismissal of any charges deemed spurious and wasteful of the Clans' energies during times of crisis. The ilKhan need give no reason for such dismissals.

The ilKhan's power is not absolute, however. He or she acts as the voice of the Grand Council, negotiating on its members' behalf but also at their sufferance. Many decisions are subject to ratification by the Grand Council or may be easily reversed by a successor. On matters of wider-ranging policy, the ilKhan can order the Grand Council to debate an issue but cannot dictate the outcome.

During Council sessions when there is no ilKhan, one Council member serves as the Council's nominal head. This

individual shares many tasks with the Loremaster of the Clans, introducing bills and maintaining order. Unlike the Loremaster or the ilKhan, the Head of Council is not expected to remain neutral in disputes, giving the post considerable power but little actual authority.

CLAN COUNCILS

Each Clan Council comprises all of a Clan's Bloodnamed warriors and deals with matters pertaining solely to its Clan. Unblooded warriors may attend council meetings as spectators, witnesses or aides but may not vote or contribute to the debate unless invited to do so.

As with the Grand Council, matters are decided by vote. Unlike the Grand Council, which has stringent limits on its actions, the Clan Councils have nearly absolute power over those in their charge. Any challenge to their authority (carried out before the Grand Council) must prove that the Clan Council's actions are contrary to the interests of the Clans as a whole. Because each Clan's autonomy is a cornerstone of Clan society, a wise challenger must be very sure of the outcome.

A Clan Council can debate almost any issue concerning its Clan but tends to limit discussions to military or general policy matters. Like the Grand Council, Clan Councils take on investigations and judgments, but the needs of governing a Clan rather than determining overall policy result in much heavier workloads. To lighten these loads, council members often delegate "lesser," nonmilitary issues—particularly those relating to infrastructure and economics—to an appropriate group among the civilian castes of their Clan. Those groups pass on their findings to their Clan Councils, whose members debate the findings and accept or reject recommendations as they see fit. Though the Clan warriors hold the reins of power, they often simply rubber-stamp civilian caste suggestions.

When all the Clans were located in the compact region of the Kerensky Cluster and the Pentagon, assembling Clan Councils for debate posed little problem. However, with several Clans now spread over a corridor of space almost a thousand light-years across, such assemblies are difficult to organize. The quorum for a council meeting is fifty percent, though some votes and issues may require a higher number. The logistics of arranging virtual Kurultai for hundreds of warriors make such meetings impractical for all but the most important matters (which, in most cases, require the physical presence of the Clan's Bloodnamed warriors). This difficulty has led to increased emphasis on the role of the Khans, allowing them to make day-to-day judgments. Typically, major decisions are subject to after-the-fact review by each Clan council, which may serve as grounds for a Trial of Refusal and the removal of one or both Khans of a Clan. This review acts as a brake on misuse of the Khan's powers, while allowing Khans the flexibility to make decisions for their Clans without waiting weeks or months to assemble quorums. Except in the most extreme circumstances, Clan councils generally accept their Khans' decisions without formal votes.

KHANS AND SAKHANS

Each Clan Council elects two of its number as Khans, who serve as rulers of the Clan and as its representatives on the Grand Council. Officially, these individuals are the Clan's best warriors; in practice, however, the best politicians tend to get elected. In that regard, the Clans differ little from the Inner Sphere. In theory, any Bloodnamed warrior of a Clan may seek election for the Khanship but must be nominated by other members of the assembly. Though a member of the assembly can challenge an incumbent Khan, a successful challenger does not necessarily become Khan (though that often happens). Such a challenger must seek election like any other candidate and win his position by majority vote or acclamation of the council.

Traditionally, the most senior Khan acts as the head of the Clan, overseeing relationships between castes and Clans. The junior Khan, called the *saKhan*, acts as the Clan's warlord. In practice, the senior Khan determines the exact distribution of tasks. In addition to serving as overall commanders, both Khans personally command elements of their Clan's Toman—usually an elite keshik but sometimes an entire Galaxy.

A Khan has wide-ranging powers, but his or her decisions are subject to ratification by his Clan Council. This arrangement allows the Khans to make day-to-day decisions regarding the Clan's operation, serving as a proxy for the council while eliminating the need to keep half the Clan's Bloodnamed warriors tied up in council meetings. Most Khans are canny enough to present their decisions in such a manner that their Clan's councils will accept them, giving them power considerably beyond their legal remit. The balance of power between Khans and councils has become a major difference between the Home and Invading Clans. In the case of the former, the proximity of worlds makes it easier to assemble the council, and so the Khans play a lesser role. Among the Invaders, where in-the-flesh councils are impractical, the Khans have near-dictatorial powers. Not surprisingly, this change parallels the rise of feudalism and dictatorships brought by the rapid growth of the Inner Sphere's star empires.

A Khan acts as his Clan's supreme military commander, and by extension has authority over all military-related research and industries. Nominally, this mandate includes the eugenics program, from which the Khans can withhold their DNA.

Another obscure tradition enables a Khan to split off part of the Clan and form a new Clan. This provision allows a Khan to settle insoluble disputes within a Clan by separating the opposing portions. Doing so avoids Abjuration or Annihilation, allowing the Khan to resolve matters that would deadlock the Clan Council. The Clans regard such an action as a last resort, to be used only if necessary to avoid more damaging internal strife or to otherwise gain an advantage. The formation of the Free Rasalhague Republic by the Draconis Combine is a classic example of this provision in action; it divested the Combine of a troublesome region while negating many of the Lyrans gains in the Fourth Succession War.

The Khanship is a post rather than a rank. Though Khans are regarded as superior to their Clan's other Bloodnamed warriors, they retain their preexisting ranks and revert to them after resigning or being stripped of the Khanship. For example, Natasha Kerensky was made a Khan of Clan Wolf on 19 June, 3051, but did not retest as a warrior until 21 July of that year, at which point she was recognized as a Star Colonel. Similarly, Ulric Kerensky reverted to the rank of Star Colonel after being stripped of the ilKhanship.

CLAN LOREMASTER

In addition to a Khan and saKhan, each Clan elects a Loremaster, who acts as an arbiter and keeper of knowledge. Unlike the Khans, who are nominally above political infighting in the Clan Council, the Clan Loremaster can take a proactive role in any inquiries and trials, acting as advocate or inquisitor. However, by tradition the Loremaster does not vote on issues save to cast the deciding vote when breaking a tie.

This position carries considerable political power, encompassing several minor roles such as High Bailiff (responsible for issuing writs and summonses), Provost Marshal (head of the Clan's police) and Adjutant General (chief administrator). The Loremaster also oversees any Trials resulting from Clan Council decisions and is the final arbiter in such disputes. In addition, the Loremaster can authorize an internal investigation without the Khans' consent if the Khan and saKhan are implicated in the charges. In times of crisis, the Loremaster may take a Khan's place if a Khan is killed, censured or otherwise incapacitated and unable to fulfill his duties. As a result, many ambitious warriors view the post of Loremaster as a stepping-stone to a Khanship.

INTERPLANETARY TRAVEL AND EXPLORATION

Interplanetary travel is one of the most tightly controlled aspects of Clan life. As with intercity travel, prospective passengers (with the exception of certified ship's crewmen) require a series of permissions, including that of the local military commander at the point of departure, and must personally finance their passage. Most often, travelers pay in "transport vouchers"—Clan- or caste-sponsored promissory notes. Individuals may also work off the cost of passage. Warriors simply requisition whatever transport assets they need, but even they cannot force a JumpShip captain to change his or her schedule without recourse to high authority.

The merchant and warrior castes share control of interplanetary and interstellar transport. The merchant caste maintains and operates nonmilitary vessels, with technician and laborer crews; the warrior caste oversees all WarShips and military transports. As in the Inner Sphere, commercial vessels are often suborned to military duty, and so layers of command involving several castes are not unusual: a warrior commanding the ship, a merchant first officer, and a crew of technicians and laborers. Merchant vessels operating outside the Kerensky Cluster or the Pentagon must carry a military

observer who can overrule the merchant captain's decisions. In practice, this requirement is often ignored; with their massive expansion into the Inner Sphere, the Clan militaries no longer have enough trained personnel for the task. I have heard rumors of Clan merchants penetrating deep into the Inner Sphere without warrior chaperones, even as far as Gallery or Hachiman.

Within Clan space, civilian flights are scheduled well in advance. Merchant caste administrators ensure that systems en route and the ports of call are notified of arrivals (technician-caste traffic controllers monitor all Clan interstellar traffic). However, schedules change frequently; unanticipated arrivals are relatively common, as are reprimands issued to the administrators.

The Clans generally maintain jump-route security by the simple expedient of providing each vessel with only the information it needs for its current journey, and then often for only part of the route. This practice applies particularly to vessels traveling the Exodus Road, the route between Clan space and the Inner Sphere, for which no single Clan vessel has complete information. Instead, the journey is broken into legs. At the end of each leg, a member of the navigator technician subcaste transfers aboard from a waiting vessel. The navigator erases information relating to the previous leg and then programs the coordinates for the next series of jumps. The encryption system, known only to navigators and supplemented by an optical chip key, is complex enough to be virtually unbreakable, making any attempt to identify the route to the homeworlds by breaking encryption impossible.

The Clans also maintain their own small-scale version of the Explorer Corps. Organized by individual Clans and answering to senior naval authorities, the explorers seek out new worlds suitable for colonization or mining within the Kerensky Cluster and the Deep Periphery. Ostensibly, such explorations fall under the merchant caste's jurisdiction, but scientists carry out the actual surveying. A detachment of warriors accompanies each mission, officially for security but also to keep the other two castes in line; the warriors know where too much freedom can lead. These missions have led to a steady expansion of the Clan sphere of influence and have brought the Clans into contact with many of their Deep Periphery neighbors. The Clans have occupied some Periphery states, most notably the Khwarazm by the Jade Falcons and the Tanite worlds by the Cloud Cobras. Others, such as the Hanseatic League, have been allowed to remain independent.

LAW AND ORDER

Law and order within Clan space is maintained by Clan military police, a little-known warrior subcaste composed almost exclusively of freeborn troops and test-downs. Essentially a militia, the Clan military police primarily patrol cities, though they also perform compound-security duties. Small detachments serve as a more traditional police force in investigating crimes, but such duty is not highly regarded.



Consequently, Clan police investigative standards are not nearly as high as those of Inner Sphere police departments. Rather than solving crimes, Clan police primarily attempt to discourage them by promising extreme punishment to those caught and convicted. Clan police therefore tend toward brutal and authoritarian behavior, often taking out their anger on the very people they are meant to protect. Understandably, Clan police are poorly regarded by mainstream warriors, freeborn and trueborn alike.

To Inner Sphere sensibilities, the Clan judicial system may seem brutal. Like so much of Clan society, it favors the warrior caste, both in its deliberations and in appeals. An inquisitor, a cross between a detective and a prosecutor, investigates the circumstances of each case. In cases in which warriors are on trial, the inquisitor acts solely to support the prosecution, while an advocate plays a similar role for the defense. In matters involving only civilians, the inquisitor acts as a "devil's advocate," working to uncover the truth. Inquisitors and advocates are members of the warrior caste but receive special training in law and investigative techniques. Some are non-combatant members of the Supply and Support command, but most are warriors on active duty.

Clan court trials are more interactive than those of the Inner Sphere. The jury may ask questions via the inquisitor, which helps and hinders the process. Such involvement eliminates many of the misleading tactics employed by Inner Sphere lawyers but also moves the jury away from its traditional neutral position. In the case of warrior-caste tribunals, a Loremaster acts as arbiter to ensure fair play; civilian caste trials rarely receive such supervision.

SURKAI

All castes practice *surkai*, the Rite of Forgiveness. Akin to the Yakuza *Yobitsume* (finger cutting) ritual, *surkai* is an admission by the person enacting the rite that he or she was wrong to disagree with someone or do a certain thing. In the honor-bound Clans, *surkai* is a matter of pride; they value the strength to admit mistakes and accept punishment for them. Most often, Clansmen invoke *surkai* after disagreeing with a superior: a warrior with an officer, a caste with the Clan Council, or even an entire Clan with the Grand Council.

The rite has considerable power in this conformist culture. Those undertaking the rite and accepting the relevant punishment are honor-bound to put the past behind them. Those who refuse to enact *surkai* are shunned and may receive punishment that enforces repentance. In the case of a major offense, the "wronged" party may refuse *surkai* and instead demand a Trial of Grievance. This prevents devious individuals from using the Rite of Forgiveness as a shield from the full consequences of their conduct.

The jury for each court trial depends on the caste of the accused and the severity of the crime. In the case of misdemeanors, the jury is often made up of the accused's immediate peers, members of the same caste and work unit, supervised by an inquisitor. Punishments for such offenses are minimal, as the rite of *surkai* (see sidebar) often ensures the convicted individual avoids serious punishment. More serious offenses generally involve a jury of higher-ranked officials of the same caste, usually from the same city or military unit. Occasionally, a caste's ruling council may sit in judgment, though the Clan Council usually handles cases of such magnitude. The Clan Council automatically tries the most heinous crimes, as well as those involving high officials, and all warriors have the right to appeal to the Clan Council as the Clan's supreme warrior body. Matters that cross Clan boundaries or that have significance for the Clans as a whole come before the Grand Council, though the infrequency of Grand Council sessions often delays such proceedings for long periods.

Members of civilian castes must accept a trial verdict. Warriors have another option: the Trial of Refusal. (See *Trial of Refusal*, p. 65-66).

Punishments vary according to the nature and severity of the crime, though many may be reduced if the offender enacts *surkai*. The jury and officials involved decide whether to accept the ritual. The most common punishment for petty offenses is community service: compulsory work in addition to the offender's regular duties, for which the individual is not remunerated. The amount of work required ranges from fifty to two hundred hours. In

some circumstances, public humiliation is more appropriate. In the Jade Falcon warrior caste, the *Memorial Ribbon*—better known as the Dark Band—is one such punishment, forcing an individual who cannot or will not enact *surkai* to recognize his or her mistakes. Forced to wear a black, cummerbundlike belt that displays an image of his crime or victim, a warrior "under the Band" may not speak unless spoken to. By tradition, such individuals are shunned for the month-long punishment period.

Punishments for more serious crimes include a reduction in grade (marked on the individual's codex, a permanent stigma) and short-term imprisonment. But custodial sentences of more than a year are rare; more common are sentences of Abjuration, physical punishments such as flogging, or even execution. By Inner Sphere standards this seems harsh, but the system serves as an effective deterrent to serious lawbreaking.

Long-term imprisonment is generally reserved for those for whom other punishments are inappropriate. Such individuals are consigned to the darkest and most foreboding prison in Clan space, the infamous *Prinz Eugen*. Located in the outer reaches of the Strana Mechty system, the vessel is synonymous with rebellion, and no Clan would take it into its Toman. Instead, it serves as a veritable Alcatraz or Europa for the Clans. Its inmates are predominantly members of the civilian castes too influential to execute or exile. Only a handful of warriors are currently serving time on the vessel; convicted warriors normally fight a Trial of Refusal and are either vindicated or killed in the process. Those who do not fight a Trial or lose one and survive may find themselves on the *Prinz Eugen*, the ultimate degradation.

VARIOUS CRIMES AND PUNISHMENTS

Crime	Standard Punishment
Public intoxication	50 hours community service
Slander	2-step reduction in grade
Vandalism	100 hours community service
Racketeering	2-step reduction in grade and public flogging
Assault	30 days' imprisonment and public flogging
Petty theft	2-step reduction in grade, public flogging and 50 hours community service
Grand theft	Varies from 1 year in prison and a 5-step reduction in grade to Abjuration or execution
Kidnapping	Abjuration or execution
Negligence	90 days' imprisonment, followed by public flogging; occasionally Abjuration
Manslaughter*	Imprisonment or Abjuration
Murder*	Imprisonment, Abjuration or execution
Treason/Espionage	Execution

* Warriors convicted of these crimes rarely receive full punishment.

THE MILITARY

The best-known aspect of the Clans, the pinnacle of their society and the sole reason for their existence is the military.

Clan warriors comprise the combatants in the Clan military, but these forces also include members of other castes, particularly the technician caste, who serve in a supporting role. For example, the merchant caste manages military logistics, while technicians handle communications and maintenance. Technicians also make up the bulk of WarShip and DropShip crews.

Each Clan maintains its own fighting arm, known as a *Touman*. The Touman is divided into *Galaxies*, each roughly analogous to a Star League Defense Force (SLDF) brigade (three regiments). These self-contained units maintain integral supply, transport and medical assets that allow them to mount independent operations. In practice, an entire Galaxy-size force is rarely deployed. Instead, sub-units known as *Clusters* (which occupy the same niche as Inner Sphere regiments) are the main units deployed. Each Galaxy contains three to six Clusters, subdivided into *Trinaries* (the equivalent of Inner Sphere reinforced companies, three to five per Cluster) and *Stars* (reinforced lances, three per Trinary). Each Star comprises five *Points*; a Point may be a single BattleMech, a pair of OmniFighters, a pair of combat vehicles or five Elementals. Support assets such as engineers, artillery and MASH units are attached at the Galaxy level but may be detached for operations with Clusters as needed.

Though commanded by the Clan Khans, each Touman recognizes the ilKhan as their supreme commander and is honor bound to follow his or her directives. Aside from this, few formal mechanisms exist for overall command of the military, and so the whole structure is at the mercy of the Khans and the ilKhan. As shown on Tukayyid, the only real test of the Clan command system, the will and cooperation of individual leaders is necessary for success. Political game-playing destroys opportunities in the field. Had the Clans worked in concert, they could have defeated ComStar and claimed Terra for their own ten years ago. They refused to do so, and ilKhan Ulric Kerensky showed no inclination to coerce them, so they failed.

A major difference between the armed forces of the Inner Sphere and the Clans is the age of the soldiers. While some Inner Sphere militaries deploy troops as young as sixteen, as opposed to the Clans' standard of twenty, Clan units have a lower average age. Most Clan warriors are between twenty and

CLAN MILITARY STRUCTURE

Unit	IS Equivalent	Composition	Senior Officer
Clan	—	—	Khan
Galaxy	Brigade	3–6 Clusters	Galaxy Commander
Fleet	Fleet	2–5 Naval Stars	Star Admiral
Cluster	Regiment (battalion)	3–5 Trinaries	Star Colonel
Naval Star	Flotilla/squadron	5 WarShips	Star Commodore or Star Admiral
Trinary	Reinforced company	3 Stars	Star Captain
Binary	Light company	2 Stars	Star Captain
Star	Reinforced lance	5 Points	Star Commander
Point	—	1 BattleMech/ 2 aerospace fighters/ 2 combat vehicles/ 5 Elementals/ 5 infantry	Warrior Pilot/Point Commander Warrior/Point Commander Point Commander Point Commander

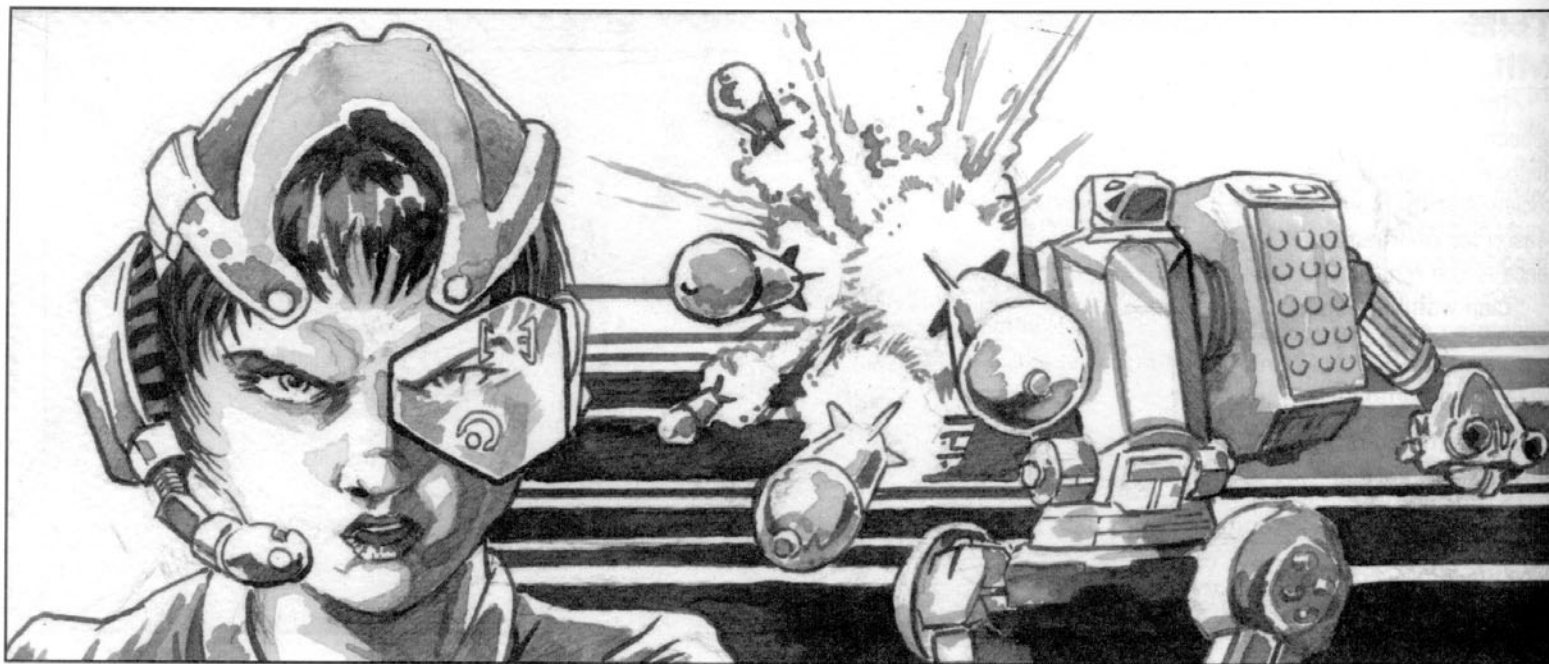
forty-five. Younger generations dominate front-line units, while older troops normally serve in second-line or *solahma* units. A warrior who has not won a Bloodname by his or her thirty-fifth birthday is unlikely to do so and will be relegated to the sidelines. Unless they achieve high rank, even Bloodnamed warriors may suffer this fate eventually. Warriors like Natasha Kerensky or the Nova Cat Khans, all in their eighties at the time of their deaths, are notable examples of superlative warriors who remained on active duty far beyond the average age of retirement from active duty. However, even they required the cooperation of their Clans to retain their ranks.

Such cases are the exception in the Clan military, however. Discrimination against older warriors—ageism—is pervasive among the military, which stresses raw ability over experience. Consequently, older and more experienced opponents can frequently exploit the naiveté of younger Clan warriors.

POLITICS

The most basic political divisions among the Clans revolve around the Warden and Crusader philosophical viewpoints. The former professes that the Clans should develop their own culture and serve as protectors of the Inner Sphere. The Wardens take as their credo one of Nicholas Kerensky's sayings, which insists the Clans must "ward the Inner Sphere from all outside forces until that time when the Star League is reborn."

The Crusaders favor the reformation of the Star League by force, with the Clans at its head. They also use Kerensky's words to justify their position—those of Aleksandr Kerensky. In General Order 137, Aleksandr stated, "When the time is right, when the strength of our will and our honor is humanity's only hope to struggle up from the ashes, only then can our descendants make the long journey to the home that is rightfully ours." Whether by omission or design, the Crusaders chose to ignore one of Aleksandr's other sayings. In the last lines of the Voice of Kerensky, his broadcast back to the Inner Sphere,



he said, "Perhaps, one day, should mankind step back from the brink of the abyss, we, our children, or our children's children will return to once more serve and protect and guide the Star League in mankind's quest for the stars."

Starting in the mid-thirtieth century, the Crusader cause began to capture the imagination of more and more of the Clan population. It has particular appeal for the civilian castes, whose often hard and dreary lives make the Inner Sphere seem like paradise. Even the most staunchly Warden Clans like the Wolves partly succumbed to the Crusader call. The Crusader cause suffered a serious setback, however, with the ejection of the Smoke Jaguars from the Inner Sphere, the subsequent razing of Huntress and the Crusaders' loss to the SLDF on Strana Mechty. These defeats shocked the Clans and cast into doubt the correctness of the Crusader cause. As a result, for the first time in a century, the political tides have shifted in favor of the Wardens. The Crusader ideology still retains many adherents, but the end of the invasion—properly accomplished according to Clan law and through due process—without attaining the Crusaders' goal has weakened their cause considerably. The Warden philosophy is ascendant for the moment, though there seems little chance the Invading Clans will withdraw from those portions of the Inner Sphere that they now call their own.

Currently, Warden Clans dominate the Grand Council, but no one knows for how long. Although a repeat of a large-scale Inner Sphere invasion seems unlikely, clashes between the Clans and the Inner Sphere are certain to continue. Following the Great Refusal, Vlad of the Wolves declared that Clan Wolf had not voted for the Trial and hence was not bound by its results. Additionally, the Jade Falcon victory over the Steel Vipers has renewed the Falcons' battered pride and made them increasingly belligerent. Consequently, they are likely to exploit any weakness in the Federated Commonwealth or the Arc-Royal Defense Cordon.

The launch of Operation Revival in 3049 spawned another political divide among the Clans, between the Invading Clans and the Home Clans left behind in Clan space. Despite their many setbacks, the Invaders have increased their prestige and power considerably. Their battles against the forces of the Inner Sphere proved the strength of Invading Clan bloodlines and gave their troops unparalleled combat experience, while also giving them control over the resources of dozens of worlds.

While reviling the Invaders for their failure at Tukayyid, the Home Clans are nonetheless jealous of the power amassed by those who took part. The Invaders are likewise possessive of their status. It is not unusual to see Home Clans working together, irrespective of Warden or Crusader philosophies, to further their mutual interest: limiting the power of the Invaders. However, while their goals are similar, their motives may differ considerably. The Home Wardens seek to weaken the Invaders so that the Clans can return to noninterventionist policies. The Home Crusaders seek to weaken the Invaders so that they can take their place in the invasion.

Likewise, historically antagonistic Invading Clans have worked together to ensure their dominance and the exclusion of the Home Clans. The Invading Crusaders do this to ensure that only they will reap the glory of fighting to restore the Star League, while the Invading Wardens seek to rein in the invasion's excesses.

Despite these efforts, it seems likely that the Home Clans will one day return to the Inner Sphere. While all of Clan space may spend months or even years locked in Trials of Possession for the assets and technologies of the Smoke Jaguars, Nova Cats and Ghost Bears, eventually those struggles will end. When they do, the most aggressive Clans are likely to launch raids against the Inner Sphere as well as each other. The threat of Armageddon has diminished—no single Clan can hope to defeat the entire Inner Sphere—but the likelihood of "brushfire wars" has increased dramatically.

MONEY

The Clans find money an awkward concept. For most Clansmen, there is no such thing: work credit and grading takes its place. All goods remain the property of each Clan, whose leaders may redistribute goods as they see fit. The absence of hard currency and the draconian provisions associated with work credit (such as reversion of unused credit to the Clan), serve as another control on the Clan population. This cashless society is the main obstacle to the encroachment of capitalism on Clan space. Work credit is usable only via the official network of shops, bars and so on, and people can use it only to "purchase" goods on an official, standardized list. Consequently, it is difficult to buy and sell nonstandard goods. An electronic record exists of every work credit transaction: these records are examined and used to create an individual's socioeconomic profile. Despite these restrictions, however, a substantial black market exists, centered in Katyusha City on Strana Mechty.

The merchant caste uses a form of currency for inter-Clan dealings (with outsiders, they use a barter system). Called a Kerensky (KE), this "macro-currency" smoothes mercantile exchanges, allowing the flow of goods without forcing the participants to barter materials. In almost all cases, merchants use the KE in electronic form, with fund transfers between financial institutions much like those in the Inner Sphere. Actual KEs are gold disks, each roughly two centimeters across and minted in 1, 5, 10 and 20 KE denominations. Larger sums—one hundred, one thousand, ten thousand and one million KEs—are denoted by rectangles, each measuring two centimeters by four centimeters. The disks and rectangles contain an ID chip as well as chemical compounds that make forgeries easy to detect. Ownership of physical currency is limited to the merchant caste. Clan law regards any nonmerchants with hard currency in their possession as black-market racketeers and punishes them accordingly.

A C-bill/KE exchange rate is hard to peg, as differing levels of availability mean that some goods are cheaper in the Inner Sphere, while others are cheaper in Clan space. At best guess, however, a KE is worth roughly 5 C-bills. For reference, the monthly "wages" of an average Clansman equates to roughly 20 Kerenskies, plus 5 Kerenskies per grade (that is, 25–145 Kerenskies equals 125–725 C-bills).

TECHNOLOGY

Clan technology is a paradox. In general, the Clans have a technological base considerably more advanced than that of the Inner Sphere. However, they have focused most of their research on technologies applicable to their military efforts—weaponry, genetics, computing and materials chemistry. Less relevant technologies have been virtually abandoned. Few advances in civilian technologies occur, save as spin-offs of military research. Consequently, the general level of technology in the homeworlds differs little from that of the Inner Sphere and even lags behind in some areas. The Clan fixation on the Star League has also played a part in stagnating tech-

COMPARATIVE PRICING

The absence of an official exchange rate between C-bills and Clan pseudo-currency makes comparative pricing difficult. The following table provides a rough guide to the range of prices in Clan space.

Service	KE Cost (% of C-bill cost)
Accommodations	50–70
Armor	150–200
Clothing	50–80
Communications equipment	150–200
Electronics	120–170
Food and drink	80–110
Medical equipment	80–120
Power packs	100–120
Transportation (surface)	100–130
Transportation (space)	150–200
Vehicles (civilian)	150–200
Vehicles (military)	200–300
Weapons	200–300

nological development. Many items used by the civilian sector are exact duplicates of those used in the Star League.

MILITARY SYSTEMS

Though the Clans are renowned for their advanced military technology, most of their systems are evolutionary rather than revolutionary. Most have crude Inner Sphere analogues, but the lighter, more compact and more efficient Clan versions give them a decisive edge in battle. Several items have evolved over time; though the concept of a BattleMech has changed little since 2439, likening a *Mackie* to a *Daishi* is like comparing a flintlock pistol to a needler. Both are firearms, the latter a descendant of the former, but there is little doubt as to which is superior.

In a similar manner, Clan military technology has evolved over the years. Until Operation Klondike, the Clans used technologies identical to those of the Star League. After the liberation of the Pentagon, new designs such as the *Annihilator* and the *Shogun* began to appear. The first OmniMechs, which came into service in 2954, were based on the *Mercury* BattleMech design. These OmniMechs, though more flexible than previous designs, used Star League weapon systems.

The Clans' trademark advanced weapons developed over two centuries; the ultra-sophisticated machines used in Operation Revival did not exist before the thirty-first century. Many of the chassis used in them existed prior to that time, but the weapons and electronics they carry have continued to evolve. As the recent development of heavy lasers by Clan Star Adder has shown, the evolution of weapons technology is an ongoing process.

The battle armor created by Clan Wolf in 2868 is the closest to truly revolutionary technology. The Star League had no antecedent for these suits, though the technologies that went into them—advanced armor composites and exoskeletons—already existed. Combining such elements into a new form is the cornerstone of revolutionary advancements. By the same measure, ProtoMechs—first used in the recent battles on Huntress—are not revolutionary. Though their control system differs from those of 'Mechs and battle armor, the basic technology is simply a scaled-down version of that used in 'Mechs.

MOLECULAR AND CHEMICAL ENGINEERING

Clan scientists have excelled in materials chemistry and have developed a wide range of stronger and lighter materials such as endo-steel, ferro-aluminium and ferro-fibrous armor for military and civilian use. These materials allow for more efficient structures and vehicles, stronger and more resilient than their Inner Sphere counterparts. A related development is memory metal—compounds that can “remember” their shape and return to it upon application of an electrical current. One such compound, known as Clan copper, is used by the military to construct resilient and self-repairing helmets and body armor.

Adaptive architecture (“smart buildings”) allows the construction of structures in otherwise unsuitable environments. Incorporating memory metals and similar compounds, and controlled by sophisticated computer systems, these buildings adjust their shape and rigidity to suit their surroundings, literally moving with any tectonic activity or atmospheric conditions. In addition to allowing colonization of inhospitable regions, this technology has also allowed the construction of larger and taller buildings. The Steel Vipers' Mercer Building on New Kent has 211 stories and is more than a thousand meters tall.

MEDICAL TECHNOLOGY AND GENETICS

In the field of medical technology, the Clans are far ahead of the Inner Sphere. The harsh nature of their worlds and the need to support a large military machine has prompted considerable medical research among the Clans, leading to major advances in life-support systems and regeneration technologies. The Clans can sustain an injured warrior indefinitely and can regrow or rebuild destroyed limbs. The elderly and those with crippling injuries, however, are often abandoned in favor of younger or less damaged individuals.

Ironically, what most people see as the Clans' greatest medical achievement—the *iron womb*—is nothing of the sort. The basic technology used in these artificial wombs has been around for more than a thousand years. The design originated as a life-support system for premature babies in the late twentieth and early twenty-first centuries, but the technology's moral and social implications restricted use to a life-support role.

GLOSSARY

The language of the Clans is based on what is known of Star League Standard English, but many words have been added that are unique to their culture. Some were adapted by the Kerenskys from the Russian language and military terminology. All these words represent the Kerenskys' efforts to express concepts they felt were lacking in Star League Standard English. The following list includes terms used by the warrior caste and other useful explanations of Clan concepts. This list is not exhaustive and does not reflect the many differences in terminology existing between the various Clans.

Abjuration, Trial of

When a problem within a caste or Clan can be resolved by no other process, the troublesome element may be ejected from Clan society through a Trial of Abjuration. The target of the ritual is stripped of rank and caste, which places him or her outside Clan law, and is usually forcibly ejected from Clan territory. Members of the Clans may no longer even speak the name of the abjured member or Clan and, in the case of warriors, their genetic material is purged from the gene pool. A Clan also may abjure a warrior for negligence of duty or conduct unbecoming a warrior.

The results of a Trial of Abjuration may be overturned by the Clan Council that enacted it or by the Grand Council.

Abtakha

A warrior adopted into the warrior caste of the Clan that captured him or her is known as abtakha.

Annihilation, Trial of

The ultimate punishment in Clan society, the Trial of Annihilation calls for the destruction of the accused. Such trials may be carried out only following a unanimous vote of the Clan or Grand Council, and may be invoked only for the most heinous crimes. Such sanctions have been declared against individuals, Stars and Clusters, and once were used against an entire Clan. Everything associated with the target—possessions, genetic material and descendants—is destroyed, and no member of any Clan may speak the names of those annihilated.

Batchall

The batchall is the ritual by which Clan warriors issue combat challenges. Though the challenge may take many forms, in most cases the batchall begins with the attacker identifying himself, announcing the objective of the trial and requesting to know what forces stand against him. The defender must reveal the forces he intends to use in the trial, and also may choose the site of the battle. The defender also has the right to ask the attacker to ante up a prize of equal value against the possibility the defender wins the trial, though the challenged party rarely takes advantage of this opportunity.

When the batchall is complete, the attacking and defending units bid among themselves to determine who will participate in the battle. The subcommander who bids lowest wins the right and responsibility of the battle, a practice that minimizes losses.

Because Inner Sphere troops regularly use deception and other tactics the Clans consider dishonorable, many Clans abandon the batchall when fighting Inner Sphere foes.

Bloodcount

The Bloodcount is the number of active Bloodrights associated with a Bloodname, and thus the number of individuals who may use that Bloodname. Traditionally, this number is twenty-five, but in the case of inferior Bloodnames, the count may be as few as five. The process for reducing a Bloodcount is known as Reaving, and the process for increasing it is called Propagation. A Bloodcount may also be reduced by Abjuration or by an ilKhan's decree.

Bloodname

A Bloodname is the surname associated with a Bloodright, descended from one of the eight hundred warriors who stood with Nicholas Kerensky to form the Clans. A warrior must win the use of a Bloodname in a Trial of Bloodright. Only Bloodnamed warriors may sit on Clan Councils or hold the post of Loremaster, Khan or ilKhan, and only the genetic material from the Bloodnamed is used in the warrior caste eugenics program.

Bloodname House

The warriors who bear or are eligible to bear a particular Bloodname form a Bloodname House. The House acts as a substitute family for the warriors and exerts considerable political influence in the Clans. In some Clans, most notably the Fire Mandrill Kindraas and the Cloud Cobra Cloisters, groups of Bloodname Houses band together to form larger, more powerful associations.

After the first generation, Bloodnames are matrilineal, so a warrior may claim membership of only one Bloodname House.

Bloodheritage

The history of the Bloodnamed warriors of a specific Bloodright is known as the Bloodheritage.

Bloodright

A specific "lineage" of a Bloodname is known as a Bloodright. Unlike the conventional Clan Bloodname lineage, the members of a Bloodright need not be directly related to each other, only to the original founder of the Bloodname. Each Bloodname may consist of up to twenty-five Bloodrights.

Bloodright, Trial of

The Trial of Bloodright is a series of one-on-one, single-elimination duels fought by warriors to win possession of a

Bloodname. Each competition consists of thirty-two entrants, the majority of which are nominated by the existing Bloodnamed warriors of the House. The Head of the House (or Clan Loremaster) nominates all but one of the remaining entrants, and the thirty-second slot is filled by the winner of a Grand Melee.

Bondcord

The woven bracelet worn by bondsmen is known as a bondcord. Warrior-caste bondsmen wear a three-strand bondcord on their right wrist, with the color and patterning of the cords signifying the Clan and unit responsible for the warrior's capture. The cords represent integrity, fidelity and prowess. The bondholder may cut each strand as he or she feels the bondsman demonstrates the associated quality. According to tradition, when the final cord is severed, the bondsman is considered a free member of his or her new Clan and adopted into the warrior caste. Each Clan follows this tradition to varying degrees: for example, Clan Wolf accepts nearly all worthy individuals regardless of their past, while Clan Smoke Jaguar generally chooses to adopt only trueborn warriors.

Bondholder

A bondholder is the individual, traditionally the member of the warrior caste responsible for the bondsman's capture, to whom the bondsman "belongs." The Clan considers the bondholder responsible for the actions, education and punishment of the bondsman.

Bondsman

A bondsman is a prisoner held in indentured servitude until released or accepted into the Clan. Most often, bondsmen are captured warriors who fulfill roles in the laborer or technician castes. Their status is represented by a woven bondcord, and they are obliged by honor and tradition to work for their captors to the best of their abilities.

Bondsref

The ritual by which a warrior avoids the fate of a bondsman is called bondsref. Because the Clans consider escaping after being captured dishonorable, bondsref allows the warrior to die before being given a bondcord, either by suicide or at the hands of an accomplice. Performing the ritual of bondsref after receiving a bondcord is considered cowardly and dishonorable, unless the bondholder gives his or her permission.

Brian Cache

A Brian Cache is a Clan equipment store, usually one established during the demobilization process Kerensky created upon arriving in the Pentagon. The name is derived from the Star League Castle Brian fortresses.

Canister

Canister is Clan slang for the artificial wombs.

Canister Born

Clan slang for the artificial breeding element of the eugenics program or the trueborn warriors that result from that process.

Caste

The Clans are divided into five castes: warrior, scientist, merchant, technician and laborer, in descending order of influence. Each has many subcastes based on specialized skills. The warrior caste is largely the product of the artificial breeding program; those candidates who fail their Trial of Position are assigned to the scientist or technician caste, giving those castes a significant concentration of trueborn members. Most of the civilian castes are the results of scientist-decreed arranged marriages within the castes.

The children of all castes undergo intensive scrutiny during their schooling to determine the caste for which they are best suited, though most end up in the same caste as their parents. This process allows children born to members of civilian castes to enter training to become warriors, though they belong to the less-prestigious ranks of the freeborn.

Chalcas

Someone or something that challenges the Clan caste system is known as chalcas.

Circle of Equals

The area in which a trial takes place is known as the Circle of Equals. It ranges in size from a few dozen feet for personal combat to tens of miles for large-scale trials. Though traditionally a circle, the area can be any shape.

Cloisters

Cloisters are the political-military factions of Clan Cloud Cobra, organized around religious beliefs.

Codex

Most often worn as a bracelet, a codex is a warrior's identification and service record. It includes details of their bloodline, House and generation as well as an electronic representation of their DNA for identification.

Contract

The Clan definition of a contract denotes an agreement between two commanders by which one officer may include the troops of another in his or her bidding. Usually agreed upon between Clusters or Galaxies, such contracts are occasionally undertaken between Clans.

Coregn

The personal aide to a Star Colonel or garrison commander is called a coregn.

Crusader

A Crusader is a Clansman who espouses the invasion of the Inner Sphere and the reestablishment of the Star League

by military force. Most Crusaders are contemptuous of the people of the Inner Sphere, whom they view as barbarians, and of freeborns within their own Clans as well.

Cutdown

The cutdown is the accepted minimum force necessary to win a trial. Bidders who force their opponents below the cutdown are considered clever, while those who win trials with forces below the cutdown receive great honor.

Dezgra

Any disgraced individual or unit is known as dezgra. Disgrace may come through refusing orders, failing in an assigned task, acting dishonorably or demonstrating cowardice.

EcKhan

The leader of a Clan Cloud Cobra Cloister is known as an ecKhan.

Elemental

The large, muscular infantry derived from the Clan artificial breeding program are called Elementals. Their battle armor suits also are referred to as Elementals.

Enhanced Imaging (EI)

EI refers to implanted neurocircuitry that allows a MechWarrior or aerospace pilot to better control his or her machine. Though EI implants greatly enhance a warrior's reaction time, evidence suggests that the equipment eventually causes paranoia and outright madness.

Eugenics Program

The Clans believe strongly in the principles of eugenics, the improvement of the population by controlled breeding. The Clans implement such a program along two distinct strands. The warrior caste uses an artificial breeding program based on genetic engineering and incubation in artificial wombs in order to create the ultimate warriors. In the civilian castes, a system of mandatory arranged marriages provides a similar but less technical means of advancement. According to a strict definition, both of these methods may be called eugenics, but within the Clans only the artificial breeding program is commonly referred to as such.

Founder, the

The Founder is the Clan name for Nicholas Kerensky, who founded the Clans.

Freebirth

Freebirth is a Clan epithet used by trueborn members of the warrior caste to express disgust or frustration. For one trueborn to use this curse to refer to another trueborn is considered a mortal insult.

Freeborn

An individual conceived and born by natural means is referred to as freeborn. Its emphasis on the artificial breeding program causes Clan society to view such individuals as second-class citizens.

Giftake

Giftake refers to the sample of DNA taken from a warrior who died with great glory in combat.

Grand Council

The Grand Council is the body responsible for governing the Clans as a whole. It consists of the assembly of Khans, two from each Clan, as well as the ilKhan (if one exists). Its authority covers any matters involving more than one Clan, and it also determines general policy for Kerensky's descendants. The Grand Council serves as the highest court of the Clans.

Great Father, the

The Great Father is the Clan name for Nicholas Kerensky's father, Aleksandr, the general who led the SLDF into exile.

Grievance, Trial of

The Trial of Grievance is used to settle disputes between two parties. The victor in the match is deemed to be in the right. Often such trials are fought over points of honor, and often to the death.

Hegira

Hegira is the rite by which a defeated foe may withdraw from the field of battle without further combat, and with no further loss of honor.

Honguard

This term refers to the honor guard assigned to escort a giftake to the genetic repository.

ilChi

The ambassador-messengers whom Clan Blood Spirit assigns to its allies are called ilChi.

ilKhan

The ilKhan is the war-leader of the Clans, elected from the members of the Grand Council. He or she also serves as arbiter between Clans in times of crisis, acting with the power of the Grand Council. The ilKhan enjoys wide-ranging power in military matters, but not absolute power; the ilKhan answers to the Grand Council and his authority is limited to those matters ordinarily belonging to the Grand Council. The ilKhan normally may not interfere in events deemed internal to a Clan, but when the martial code is in effect they operate largely unhindered.

Inquisitor

An inquisitor is the official assigned to advance the prosecution's case at any Clan legal trial.

Isorla

The spoils of battle, including bondsmen, claimed by the victorious warriors is called isorla.

Keshik

The Keshiks comprise a combination bodyguard and command unit, usually serving a Khan. Traditionally, a Khan commands a Keshik, but in practice a Star Colonel oversees day-to-day matters. Keshiks range from Trinary to Cluster size.

Khan (kaKhan, saKhan)

Each Clan Council elects two of its number as Khans, who serve as rulers of the Clan and as its representatives on the Grand Council. Traditionally, these individuals are the best warriors in the Clan, but in practice many Clans instead elect their most skilled politicians. The senior Khan, sometimes referred to as the kaKhan, acts as the head of the Clan, overseeing relationships between castes and Clans. The junior Khan, known as the saKhan, acts as the Clan's warlord. The senior Khan decides the exact distribution of tasks, and may assign the saKhan additional or different duties. The term "kaKhan" is considered archaic and is rarely used.

Kindraa

A Kindraa is a political-military faction within Clan Fire Mandrill composed of one or more Bloodname houses.

Kurultai

A kurultai is a Clan war council. A Grand Kurultai is a war council involving all the Clans. Traditionally, Grand Kurultai are held in the Hall of Khans on Strana Mechty and may be convened only by the petition of three or more Clans. An ilKhan may call a Grand Kurultai at any time or place.

Loremaster

The Loremaster is the keeper of Clan laws and history. He or she plays a key role in investigations and trials and is the only individual allowed to take action against active Khans. Unlike the Khans, who are nominally above the political infighting in the Grand Council, the Loremaster can take a proactive role in any inquiries and trials, acting as either advocate or inquisitor. Traditionally, however, the Loremaster does not vote on issues save in the event of a tie, at which point his vote decides the issue.

The position grants considerable political power, encompassing the equivalent of several more familiar minor roles such as the High Bailiff (responsible for issuing writs and summonses), the Provost Marshall (head of the Clan's police) and Adjutant General (chief administrator). The Loremaster also oversees any trials resulting from Clan Council decisions and

is the final arbiter in such disputes. Further, it is the only post within the Clan able to authorize an internal investigation without the authority of the Khans (though only when the Khans themselves are implicated in the charges). In times of crisis, legal provisions allow for the Loremaster to take the place of a Khan in the event of incapacity, death or censure. As a result, many ambitious warriors view the post of Loremaster as a stepping stone to a Khanship.

Martial Code

The Martial Code is a collection of rules and laws governing Clan actions in times of war. Its primary goal is to minimize the political prevarication that often accompanies Grand Council meetings, forcing the participants to keep to the matter at hand and to carry out business with a minimum of delay. When in effect, it also grants the ilKhan extraordinary powers, such as the right to dismiss any charges brought before the Clan or Grand Councils that he or she deems frivolous.

Master Codex

The master codex comprises the master files of the Clan breeding program, which maps the DNA and genealogy of every trueborn warrior, alive or dead.

Melee

A melee is a free-for-all battle offering no targeting restrictions and ignoring the rules of zellbrigen. Any trial may become a melee if a participant violates zellbrigen by firing on a target already engaged in combat with another participant. The battle to determine the thirty-second place in a Trial of Bloodright is called a Grand Melee.

Oathmaster

The Oathmaster serves as the honor guard for any official Clan ceremony. He or she administers all oaths taken at the ceremony and is traditionally the oldest and most experienced Bloodnamed warrior at the gathering.

Ovkhan

Ovkhan is a term of respect for someone of higher rank.

Position, Trial of

There are two forms of the Trial of Position. The first—also known as the bleeding—determines if a warrior candidate is qualified to take his or her place as a member of the warrior caste. Failure in that trial results in demotion to a civilian caste; success (defeating one or more opponents) determines both status and rank.

The second form of the Trial of Position, known as testing, is held periodically and determines whether a warrior is qualified to maintain his or her rank. Those who perform as expected (against targets based on role, rank and age) maintain their rank, while those who perform better than expected “test up” (are promoted). Those who perform more poorly than expected “test down,” or are demoted. A nonofficer

MechWarrior, pilot or Elemental who tests down is relegated to a noncombat role or is transferred to a civilian caste.

Possession, Trial of

A Trial of Possession resolves disputes between two parties over ownership or control. This can include equipment, territory or even genetic material. The traditional batchall forms the core of the trial in order to encourage the participants to resolve the dispute with minimal use of force.

Powless

The vulnerability of a warrior forced to fight without his or her customary weapons is known as powless.

Propagation

Propagation is the ritual of increasing the Bloodcount associated with a particular Bloodname. A Bloodcount reduced by Reaving may be increased on the advice of the scientist caste and after a vote of the Grand Council. This motion may be opposed by a Trial of Refusal known as a Trial of Propagation, but no penalty attaches to either the aggressor or the defender in this case. (See *Reaving*.)

Quiaff/Quineg

These are grammatical constructs associated with rhetorical questions. They are a formalized version of language structures used with spoken language, intended to remove any ambiguity. When the speaker expects a negative answer, he or she ends the sentence with quineg; when expecting a positive answer, the sentence ends in quiaff.

Ransom

Clan custom dictates that a warrior who has been successful in his first Trial of Position may be rewarded with a gift. The gift depends on the degree of success in the trial, ranging from a personal weapon to a Mech or unit command. This gift is known as a ransom. In exceptional circumstances, a ransom may be given for later Trials of Position, such as Natasha Kerensky's retesting after her return to the Clans, in which she was awarded the right to form the Thirteenth Wolf Guards.

Reaving

Reaving is the ritual of reducing the Bloodcount associated with a particular Bloodname. Originally established to mitigate the impact of a poorly performing Bloodname, over time the Reaving has become a political tool used to control the number of warriors from a single Bloodname House, and therefore votes, in Clan Councils. A Reaving is called by a Bloodname House (rather than a Clan) against a Bloodname House that has announced a Trial of Bloodright. The Grand Council debates the merits of the Bloodname, and the matter is traditionally resolved by a Trial of Refusal, known as the Trial of Reaving, based on the results of the Council vote. If the pro-Reaving force wins the trial, the targeted Bloodname's

Bloodcount is reduced by one and the Trial of Bloodright is canceled. If the defending force wins, the Trial of Bloodright takes place as scheduled and the Bloodname House that called for the Reaving suffers sanctions.

Rede

A rede is an honor-bound oath, usually administered by a Clan Council. Anyone breaking a rede is severely punished, commonly by execution.

Refusal, Trial of

Any decision made by a Clan Council or the Grand Council may be challenged by a member of that body. The Trial of Refusal epitomizes the Clan belief that might makes right, with the victor of the trial being regarded as in the right. The odds of the battle are determined on a pro-rated basis, with the forces of the two sides matched according to the ratio of winning and losing votes. The challenger announces what forces they will use and the defender can field forces proportionate to their margin of success in the vote. For example, a Trial of Refusal against a decision that passed five-to-one could give the defender a force five times the size of that used by the challenger. In practice, the result of bidding among those wishing to defend the decision usually shifts the odds in favor of the challenger.

Remembrance, The

The Remembrance is an ongoing heroic saga that describes Clan history from the time of the Exodus to the present day. Each Clan maintains its own version, reflecting its opinions and perceptions of events. Inclusion in *The Remembrance* is one of the highest honors possible for a member of the Clans. All Clan warriors can recite passages from *The Remembrance* from memory and written copies of the book are among the few nontechnical books allowed in Clan society. These books are usually lavishly illustrated in a fashion similar to the illuminated manuscripts and Bibles of the medieval period. Warriors frequently paint passages of *The Remembrance* on the sides of their OmniMechs, fighters and battle armor.

Ristar

A gifted warrior on his way to a high position in the Clan is referred to as a ristar: literally, a rising star.

Safcon

Safcon is a Clan ritual that allows troops to land on a world unmolested in advance of a trial. In the absence of safcon, the incoming DropShips, JumpShips and WarShips are open to attack. Even in those cases when Clan ships are not approaching a world to engage in a trial, the inbound vessels may broadcast a "beam of neutrality"—a message indicating nonhostile intentions—when they are attempting to make planetfall while avoiding hostile actions from the occupying troops.

Satarra

A satarra is a veto used in Clan Councils to settle or postpone disputes within or between castes. Traditionally, the Councils invoke satarra only when negotiations have reached an impasse or the dispute threatens the ability of the Clan to function as it should.

Savashri

A Clan epithet.

Seyla

Seyla is a ritual response in Clan ceremonies. The origin of this phrase is unknown, though it may come from the Biblical notation, "selah," thought to be a musical notation or a reference to contemplation.

Sibko

A group of trueborn warrior-caste children raised and trained together is known as a sibko. In many Clans, sibkos are produced from the same gene-parents and thus are literally siblings. A few Clans, most notably Clan Wolf, create sibkos from members of a number of Bloodname Houses and sub-castes. Such groups tend to be smaller (twenty individuals rather than the hundred or so in gene-parent based sibkos), with more emphasis given to cooperation. In both types of sibko, usually only four or five warriors pass their initial Trial of Position.

Sibkin

Members of the same sibko.

Sibbies

Derogatory name used within Clan Jade Falcon for those members of sibkos who underwent accelerated training and whose Trial of Position consisted of the Coventry campaign. This term is also used as a derogatory epithet to imply poor training or a young, inexperienced warrior of any kind.

Solahma

Clan warriors considered too old to serve in mainstream units are assigned to solahma units. The members of such units generally seek suicide missions in order to die in combat, but instead are usually forced to they serve as garrison troops.

Stravag

A Clan epithet, probably a corruption of stran, meaning independent, and vagon, meaning birthing.

Surkai

Surkai is the rite of forgiveness. When two parties disagree, or when one offends the other, Clan society expects the opponents to undergo surkai. As a matter of honor, the offending party admits his wrongdoing and requests punishment. The Clan views those who do not request surkai as a

divisive influence and finds another way to deal with such members. Actions too severe to be excused by surkai result in a Trial of Grievance.

Surkairede

Surkairede, the Rede of Forgiveness, is the honor-bound oath associated with surkai. It binds the two parties and ensures that the offender suffers no further disgrace from the offense once he or she accepts punishment.

Surat

A Clan epithet, alluding to the rodent of the same name, that dispurages an individual's genetic heritage. As such, it is one of the most vulgar and offensive epithets among the clans.

Test-down

Test-down refers to the demotion of warriors who do not perform as well as expected in their Trials of Position to maintain or advance in rank.

Touman

The fighting arm of a Clan is known as the Touman.

Trothkin

Used formally, trothkin refers to members of an extended sibko. It is more commonly used to denote members of a gathering, and warriors also frequently use it when addressing someone they consider a peer.

Trueborn/Truebirth

A warrior born of the Clan's artificial breeding program is known as a trueborn. In less formal situations, the Clans use the term truebirth.

Vineers

Members of some Clans, most notably the Nova Cats, collect keepsakes of their battles. These items are called vineers, probably derived from the word souvenirs.

Warden

A Warden is a Clansman who believes that the Clans were established to guard the Inner Sphere from outside threats rather than to conquer it and reestablish the Star League by force. Most Wardens were therefore opposed to the recent invasion of the Inner Sphere.

Zellbrigen

Zellbrigen is the body of rules governing duels. These rules dictate that such actions are one-on-one engagements, and that any warriors not immediately challenged should stay out of the battle until an opponent is free.

Once a Clan warrior engages a foe, no other warriors on his side may target that foe, even if it means allowing the death of the Clan warrior. Interfering in a duel by attacking a foe who is already engaged constitutes a major breach of honor, usually resulting in loss of rank, and also opens the battle to a melee.

INNER SPHERE DESIGNATIONS FOR CLAN 'MECHS

Clan Name	Inner Sphere Name
Adder	Puma
Bane	Kraken
Black Python	Viper
Conjurer	Hellhound
Dire Wolf	Daishi
Executioner	Gladiator
Fire Moth	Dasher
Gargoyle	Man O'War
Glass Spider	Galahad
Hellbringer	Loki
Horned Owl	Peregrine
Howler	Baboon
Huntsman	Fenris
Ice Ferret	Vixen
Incubus	Uller
Kit Fox	Vulture
Mad Dog	Koshi
Mist Lynx	Nobori-nin
Nova	Black Hawk
Stone Rhino	Behemoth
Stormcrow	Ryoken
Summoner	Thor
Timber Wolf	Mad Cat
Vapor Eagle	Goshawk
Viper	Dragonfly
Warhawk	Masakari

CLAN CAMPAIGNS

Though dominated by the military, Clan society offers a wide range of possibilities for *MW3* campaigns. The following section contains information for gamemasters wishing to use the Clans in their campaigns, both in the Homeworlds and the Inner Sphere.

The first section, *Running Adventures with the Clans* provides a number of adventure hooks and suggestions for gamemasters to incorporate into their campaigns, as well as general advice for adventures. This is divided into two sections—one dealing with the Clan Homeworlds and another focusing on Clan characters in the Inner Sphere domains and the Successor States. The second section, *Campaign Mechanics*, provides additional rules for *MW3* to better simulate conditions within the Clans. This includes a discussion of Clan honor and a means of playing it in campaigns, plus information on Clan trials and their rules of engagement. The Campaign Mechanics section includes a price guide and availability index for a wide range of items, as well as details of the black market managed by the Dark Caste.

Clan NPCs forms the third section, detailing a number of character types that can be used to flesh out Clan campaigns. The final section, *Clan Encounters*, provides a mechanism for creating meetings between players and other Clan characters.

RUNNING ADVENTURES WITH THE CLANS

Though often seen by outsiders as a monolithic bloc, Clan society is as diverse as that of the Inner Sphere and considerably more fragmented. The individual Clans constantly vie for supremacy, seeking to enhance or maintain their own positions. Of particular note are the rivalries between those Clans that took part in Operation Revival, the invasion of the Inner Sphere, and those who did not. The "Invading Clans" (even those who failed or were subsequently ejected, such as the Diamond Sharks and the Steel Vipers) have access to far more resources than their brethren in the "Home Clans," together with the combat experience and scars of the conflict recently ended by the Great Refusal on Strana Mechty.

Though the *MechWarrior's Guide to the Clans* contains a number of new game mechanics and tables, care should be taken to make sure these do not interfere with gameplay. Campaigns set in the Clans or involving Clan characters should be an exercise in role-playing, not roll-playing. To that end, game mechanics should not be allowed to interfere with the flow of play. Gamemasters and players should work together to advance the story and flesh out characters and encounters. If the mechanics prove intrusive, gamemasters should feel free to modify or ignore them as the situation requires.

Similarly, Clan Characters should be more than a string of numbers and statistics. *MW3* encourages players to round out their characters. A gamemaster should make a similar effort with NPC characters. Like player characters, NPCs have their

own motivations and aspirations that shape their actions. They will have personalities that may endear—or alienate—them from player characters. For example, an arrogant Crusader MechWarrior may be a competitor for a Bloodname and thus regard one or more players as a rival, taking every opportunity to disparage them and undermine their position within the Clan. On the other hand, an NPC Elemental from the same sibko as a player character is likely to go out of her way to help her sibkin and their companions. Such character details, whether physical or social, can considerably enhance a role-playing session.

Considerable emphasis is placed on the Clans' martial nature, the prominence of their warrior caste and the sophistication of their military technologies. As such, many people regard the Clans as ill-suited to anything but military campaigns. While the military elite are the *raison d'être* for the civilian castes, the Clans are a vibrant culture that afford a broad range of adventure possibilities.

INNER SPHERE ADVENTURES

Perhaps the most obvious venue for Clan adventures is the Inner Sphere, in which members of an Invading Clan find themselves in one of the Clan Occupation Zones. The new territories are ideally suited to martial adventures, both for seasoned warriors and wet-behind-the-ears sibkids, but these can also be home to espionage-based adventures with the Watch and even mercantile campaigns as Clan society seeks to reach an equilibrium with that of the Inner Sphere.

The following suggestions are only a handful of the many adventure opportunities that exist for Clan characters in the Inner Sphere. They are grouped by theme and are described individually but many could be combined as part of a larger story. Gamemasters are encouraged to use their imagination with these ideas and in the invention of their own.

Invaders

Members of the warrior caste formed the Clan vanguard into the Inner Sphere, smashing the militaries of the Federated Commonwealth, Free Rasalhague Republic and Draconis Combine. Even though full-scale warfare between the Inner Sphere and the Clans ended in 3052 with the Truce of Tukayyid, armed clashes continue to occur along the borders of the Clan OZ and even within the Clan dominions. The Refusal War between Wolf and Jade Falcon, the Battle of Coventry, the Viper-Falcon War, the Wolf-Ghost Bear clashes and even the current Ghost Bear-Combine conflict offer a number of backdrop possibilities for military campaigns. Players may be front-line troops involved in the thick of the action, or they may be second-line troops held back from the action and chafing under a host of restrictions.

Military campaigns need not revolve around large-scale confrontations but may instead be involved in the day-to-day minutiae of building a functioning society in the Inner Sphere.

Garrison duty and police actions would dominate such campaigns, offering a host of possibilities for interacting with natives of the Inner Sphere and with disparate members of Clan society. Warden characters might seek to work peaceably with their Inner Sphere counterparts in the police and government but find themselves targeted by resistance movements (such as Lyran Loki teams in the Jade Falcon OZ, or ISF and Black Dragon-sponsored groups in the Ghost Bear Dominion). Conversely, Crusader characters might seek to impose their will on the locals and find themselves embroiled in a guerrilla war in which they are denied any solid targets.

The Inner Sphere Clans may also find themselves involved in conflict with jealous Home Clans seeking to muscle their way into the Inner Sphere. The Hell's Horses troops invited into the Inner Sphere as auxiliaries for the Wolf Clan have already carved themselves a three-world occupation zone. Other Clans may seek to do likewise. The Invading Clans thus need to defend their holdings against their enemies in the Inner Sphere and their erstwhile allies in the Clans, a difficult and bloody proposition.

Colonists and Collaborators

Players seeking less militant campaigns may do so as members of the civilian castes, transferred to the Inner Sphere as part of the Clans' long-term colonization process, or as citizens of the Inner Sphere nations brought into the new Clan nations by the invasion. Clan Ghost Bear features most prominently in such campaigns, having transferred almost its entire civilian population to the Inner Sphere to form the Ghost Bear Dominion, but civilian members of the Jade Falcons, Wolves and Hell's Horses are also present in the territory captured from the Successor States.

Clan civilians need not be born in the homeworlds. While many Spheroids cling to their old ways of life from the pre-Invasion days, others have thrown their lot in with the invaders and have done everything they can to emulate the invaders; there's nobody quite so fanatical as a convert.

Civilian characters face even more challenges than do military characters. Compared to the homeworlds, the worlds of the Inner Sphere are resource-rich and sparsely populated, although not the veritable Eden they were led to believe. Integrating the regimented Clan way of life with the relatively liberal lifestyle of the Inner Sphere is a major challenge. Clan merchants have access to a broad range of goods unheard of in the homeworlds, both manufactured within the OZs and imported by illicit dealings with the larger universe: Clan Diamond Shark in particular is feeling this situation, as its strong merchant caste is dealing extensively with the Inner Sphere. Temptations litter the paths of the civilian castes, with labor-saving devices, media and other luxuries threatening to undermine the discipline and resolve that permeate Clan society—the willing self-sacrifice of the civilians to support the military and one day return “home” to the Inner Sphere. Now they *are* home, only home isn't quite what they were expecting.

Renegades and Rogues

Clan adventures in the Inner Sphere need not be limited to the Occupation Zones. Many Clansmen have found themselves living in one of the Successor States, willingly or otherwise. Some were captured during the invasion, and regard themselves as bondsmen of the Inner Sphere power that defeated them, while others voluntarily joined the Inner Sphere. The Wolf Clan (in Exile) and the Nova Cats are prime examples of Clan groups voluntarily integrated into Inner Sphere society and who have struggled to maintain their identity or to fit in with the natives (and sometimes both).

The liberation of the Smoke Jaguar Occupation Zone and the subsequent effective destruction of the Clan created a number of masterless Clansmen. Many found themselves imprisoned or employed by the groups that defeated them—indeed, a former member of Clan Smoke Jaguar serves as bodyguard to Precentor Martial Victor Steiner-Davion—while others sought refuge in the Periphery or in dens of iniquity like Solaris VII. Campaigns involving such renegade groups may offer player characters a host of roleplaying opportunities as they struggle to balance their sense of honor with a need to survive outside the bounds of traditional Clan society. In their own minds, they are not members of the Dark Caste yet—one false step could set them on a downward spiral to oblivion or ignominy.

HEMEWORLD ADVENTURES

Though initially seeming restrictive, the Clan homeworlds provide the ideal venue for campaigns involving the full spectrum of Clan life. Unlike the Occupation Zones, where the Clans are an alien influence, here the Clan philosophy and way of life dominate, with only the SLDF enclaves on Huntress and Strana Mechty and the scars of the Great Refusal on Strana Mechty reminders of the Inner Sphere.

For centuries these worlds have existed in isolation from the Inner Sphere, preparing for the day the Clans would “return home” to the Inner Sphere. The reality of the return, and the Inner Sphere response, are still sinking in with many in the homeworlds. The Great Refusal of 3060 ended the invasion and the shockwaves of the Clan defeat are still reverberating around Clan Space. They may yet have profound consequences.

Absorption War

The Clans have always used whatever opportunity arises to further their own goals—the Wars of Possession are only the most recent example (see below)—usually through combat. The most recent large-scale actions before the Great Refusal were the Absorption War.

In 3059, after bringing to light the dishonorable collusion of Clan Burrock with the Dark Caste, Clan Star Adder was given the right by the Grand Council to absorb them. Clan Blood Spirit, having nursed a burning hatred for the Burrocks for centuries, was incensed that it had not received the right, and launched an unsanctioned attack. What followed was one



of the largest Clan battles in history as the Spirits lost five full Galaxies. The Star Adders and Burrocks set aside their differences to fight a common foe; they lost three Galaxies. Though this war involves only three Clans, it allows players to participate directly in a Trial of Absorption, which has occurred only three times in the history of the Clans. In addition, with the unsanctioned involvement of the Blood Spirits, the players will never know when they might be required to fight alongside the enemies they had only recently been fighting against.

Wars of Possession

The destruction of Clan Smoke Jaguar, the withdrawal of the Ghost Bears to the Inner Sphere, and the ejection of the traitorous Nova Cats prompted a series of bloody conflicts in the Clan homeworlds. The initial intensity of the "Wars of Possession" has diminished but battles continue to be commonplace as the Home Clans continue to vie for resources and position. Long-standing rivalries once kept in check by the delicate balance of power in the Clan Sphere have erupted in violence, within Clans and without. Players from any Clan may find themselves embroiled in such disputes, as defenders or aggressors in one of the many trials. Such involvement could be on the battlefield, but could also be less direct, in the political arena within Clan or caste councils. Players may also be civilians traded back and forth in the wars.

Research and Diplomacy

Seen as an outrage by some Clans and as an opportunity by others, the establishment of an SLDF embassy on Huntress divides the Clans: The very recent opening of an SLDF embassy in Katyusha itself has only increased this unrest. Nestling at the heart of the former Jaguar holdings destroyed by the Spheroids, the Star League embassy is a thorn in the Clan's side, a reminder of their defeat by Victor Steiner-Davion. Many Clans, principally those dominated by Crusaders, shun the complex but others have begun a dialog with the Inner Sphere representatives, seeking to gain for themselves through diplomacy and negotiation what the Invading Clans took by force. These Clans have found that the diplomatic field is no less treacherous than council chambers or the battlefield, with opposing groups seeking to undercut their negotiations and enhance their own positions. Clan characters may find themselves serving as diplomats or bodyguards at the embassy, quite probably out of their depth on a "battlefield" where words are as deadly as a particle projection cannon.

Huntress offers a host of other possibilities besides diplomacy. The massive battles between the SLDF and Clan Smoke Jaguars littered the planet with debris. Though the Spheroids sought to destroy everything of value, the remaining Clans continue to fight Trials of Possession over the territory in order to scavenge for materials and technology. Some Clans have sought out ProtoMech technology and while most consider them an oddity, resource-starved clans such as the Blood Spirits see ProtoMechs as a means of bolstering their

strength. Warrior characters may find themselves involved in these Trials of Possession while a mix of warriors and civilians may be involved in exploratory missions deep into Huntress's jungles in search of rumored equipment caches.

Dark Caste

Any Clansman will deny the existence of the Dark Caste, misfits and bandits who lurk on the edge of Clan society, but the Dark Caste serves Clan society as a "safety valve"—dumping ground for the misfits, malcontents and failed experiments. These unproductives, also known as the Bandit Caste, are at the heart of criminal activity in the Kerensky Cluster and the Pentagon Worlds. Player characters may find themselves as part of the Dark Caste, struggling to eke out an existence after being cast out of mainstream society or else born into the caste and never knowing "true" Clan life. Hunting down and eliminating the Dark Caste is a major part of training young cadets (and a punishment for dezgra and solahma warriors) and players may find themselves on either side of such operations.

Rumors abound, however, that the Dark Caste that permeates Clan society is only the front for a much larger and more secretive body that exists away from the Clan Homeworlds. Civilian caste mothers often use stories of grossly deformed individuals, the product of failed experiments or genetic mutations, to instill obedience in their children. Possibly, these stories have a basis in fact ...

CAMPAIGN MECHANICS

The following pages contain information to better recreate life within the Clans. The first section expands on Clan honor (as epitomized by the Quirk: Clan Honor Trait) and how it impacts on combat. Next are details of Glory, a new attribute intended to reflect the accomplishments and victories of a Clan warrior, an essential part of their lives. Following this are details of Clan Trials, both within the warrior caste and the civilian castes that support the military. The final section provides a general overview of costs within Clan society.

CLAN HONOR AND RULES OF ENGAGEMENT

Clan warriors adhere to a code of honor matched only by the Bushido of the Draconis Combine and the "Code" of the Knights of the Inner Sphere. This guides their responses to military situations and is intended to limit the impact of conflict on society and prevent a waste of resources.

Nicholas Kerensky developed these rules of combat, know as zellbrigen, though the degree to which they apply varies from circumstance to circumstance, from Clan to Clan, and from warrior to warrior. Most important is the honor of the Clan, followed by that of the unit or caste, and then the individual. A warrior may find his personal honor at odds with that of the Clan and thus face a crisis of conscience regarding the best course of action. Military discipline is such that the war-

rior usually does the "right thing" (i.e., what is best for the Clan), but this is not always the case and such dilemmas may play an important role in Clan Campaigns.

While not bound by honor in the same way as the warriors, most Clan civilians do have an "honorable" mindset, which minimizes deception, theft and similar petty crimes while shaping their reaction to events. If a Clansman gives his word, he will do everything in his power to perform a deed, providing, of course, the recipient of the pledge is deemed worthy (i.e., a member of the Clans or otherwise considered honorable).

Honor and Combat

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare a target for each of their dueling 'Mechs. A typical declaration might sound something like, "I am MechWarrior Seth of Clan Steel Viper. I pilot the sole *Summoner* in Alpha Star. I hereby invoke the ritual of *zellbrigen* and challenge the pilot of the *Orion* adorned with the unit designation eleven to a duel of warriors. In this solemn matter, let no one interfere!"

During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a third Inner Sphere unit interferes with a duel, the dueling Clan warrior may attack the interfering unit, provided that another Clan 'Mech has not already challenged the interloper to a duel. A duel ends when one combatant is destroyed, disabled or retreats from the battlefield.

Most Clan warriors follow the rules of dueling until the opponent takes an action that violates the Clan honor code (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). If this happens, the duel immediately degenerates into a free-for-all and the Clan warrior may attack her opponent without regard for honor rules.

Quirk: Clan Honor

All Clan warriors and many civilians gain the Quirk: Clan Honor trait during character creation. This indicates their adherence to *zellbrigen* and/or the honor road. Any character with this trait must make a WIL Check if they attempt to carry out any of the actions listed above, adding the appropriate modifiers for the action and situation to the TN. Success indicates the character may carry out the action as desired provided he spends a point of Fatigue. Failure indicates that the character must obey the tenets of the *zellbrigen* though he may try to "resist" again next round if so

CLAN HONOR: RESTRICTED ACTIONS

Action	WIL Check Modifier
Situational modifiers	
"Traditionalist" Clan	+2
Ordered to carry out action	Character Rank – Commander's Rank
Opponent is "honorable" Spheroid	0
Opponent is "dishonorable" Spheroid	-4
Opponent has made dishonorable attack	-4*
A "third party" interferes in a duel	-6*
Actions	
Attacking Second or subsequent target	+2
Attacking target engaged with another unit	+4*
Attacking a target from the rear	+2
Hiding from combat	+3
Retreating from "grossly inferior" foe†	+6
Retreating from "inferior" foe†	+5
Failing to fire on a target if a valid LOS exists	+0
Making a physical attack (in a 'Mech)	+0
Using "area of effect" weapon/munitions	+4
Lying	-2
Theft	-2
Refusing a valid order	+6

*If this roll succeeds and the character carries out the action, the battle degenerates into a free-for-all melee and all characters involved may ignore the provisions of Clan Honor.

† Inner Sphere or Periphery troops using 3025 technology

‡ Inner Sphere or Periphery troops using modern (3060) technology

desired. A fumble indicates that the character cannot try to set aside her qualms no matter how hard she tries, nor may she make any further attempts to override the *zellbrigen* during the present situation.

USING GLORY

The Glory Trait, described on p. 9, represents the social standing of a Clan character in relation to his fellow Clansmen. A character's Glory can vary wildly during game play, and can have an effect on a character's interactions with others. The following rules detail how Glory should be used in a Clan campaign.

Starting Glory

All Clan warrior characters start with an initial Glory value of 0 but may add 1 for every point of Rank Trait, +2 for a Commission Trait and the value of the Title (Bloodname) Trait. Furthermore, the character subtracts 2 points for every Demotion suffered during character creation, and subtracts the value of any Bad Reputation Trait from the Glory value. If he washes out of training and gains the Stigma: Failed Warrior Trait, the character suffers an additional -2 Glory penalty.

GLORY OPPORTUNITIES

Automatic Gains and Losses

Gain Bloodname	+(Trait value) Glory
Died in battle	+2 Glory
Victory against great odds (outnumbered 3:1 or more)	+2 Glory
Appointed to midoffice (Star Colonel, Galaxy commander)	+2 Glory
Appointed to high office (Loremaster, saKhan, Khan)	+5 Glory
Advances the Clan's position	+1 Glory
Assigned to solahma unit	-4 Glory
Loses a Ritual of Abjuration: Leave the Clans	-10 Glory

Potential Gains and Losses

Test up*	Positive
Significant victory	Positive
Assigned to prestige unit	Positive
Test down*	Negative
Lose trial	Negative
Taken as Isorla	Negative

* See *Trial of Position*, p.93.

Care should be taken, however, not to make it too easy or too difficult for characters to gain Glory.

For example, Jade Falcon MechWarrior Usul has a Glory value of 9. He gains the moderately prestigious but still nonexclusive Bloodname of Lovonski (7-point Title Trait). This adds 7 points to his existing Glory, resulting in a score of 16. Unfortunately, in his next battle he is taken Isorla by the Wolf Clan and must make a Glory Check. He rolls 8 and 7, a total of 15, which is less than his current Glory score. Consequently, his glory score decreases to 14.

Galaxy Commander Klaus Harper of Clan Snow Raven has a Glory score of 18. He is promoted to Loremaster of the Clan and gains +5 Glory, which results in a Glory of 23. Later, in the Wars of Possession against Clan Goliath Scorpion, he wins a significant

victory, but not by the 3:1 odds needed to gain an automatic increase in Glory. Instead, he must make a Glory Check, hoping for a result of 23 or higher. The first die is a 6 and the second is a 10. The player controlling Harper rolls that die again, resulting in a 6. The total is 22, just one point short of the required value. Harper's Glory remains at 23.

The Effects of Glory

Glory influences a number of activities within the Clans, and is applied as a modifier to any SOC related tests, the character's prestige and fame, "opening doors" and intimidating subordinates. Subtract the character's Glory value from that of the target and add half the result (round down) to the Action Check Target Number.

For example, a character with a Glory of 12 attempts to negotiate with an NPC whose Glory is 8. The difference between their Glory scores is -4, which results in a reduction of the Negotiation Skill Check TN by 2 ($-4 / 2 = -2$). In another situation, a character with a Glory of 7 attempts to talk his way out of a situation with an NPC with a Glory of 12. The difference here is +5 points, increasing the TN of the Fast Talk Skill Check by 2 ($5 / 2 = 2.5$ rounded down to 2).

Gamemasters may, at their discretion, require characters to attain a minimum Glory value before gaining any rank above warrior, reflecting the prestige and influence required to attain such ranks. The suggested "minimum" values are the

Freeborn characters receive a -2 modifier to their starting Glory. Glory may not be reduced below 0 or increased above 20 during character creation.

For example, freeborn MechWarrior Thomas begins play with the Commission Trait and the Rank (Star Commander) Trait. His starting Glory is 1 (+2 for his Commission Trait, +1 for his starting Rank Trait, but -2 for being freeborn).

Trueborn Elemental Carmen of Clan Blood Spirit begins play with the Rank (Warrior) Trait and has the minor nonexclusive Bloodname of Zadok (5 point Title Trait). Her starting Glory is 9 (+2 for her Rank Trait, +5 for her Bloodname).

Altering Glory

Key actions in a character's life will cause their Glory rating to increase or decrease. Some result in an automatic increase or decrease, while others indicate that a change may take place. In the latter case, the player rolls 2D10 against the character's current Glory value. In the case of "positive" events, a result equal to or higher than the Glory value indicates a 1 point increase in Glory, while a result less than the current Glory value has no effect. In the case of "negative" events, a result equal to or higher than the Glory value has no effect, while a result less than the Glory value results in a 1 point reduction in Glory. Unlike the starting value, game play may reduce Glory below 0 or raise it beyond 20.

The above examples are a guideline for gamemasters in determining when Glory rolls may be appropriate. Gamemasters are free to add or modify these as they deem fit.

Trait points required for enlisted ranks (e.g., 6 for Squad Commander, 9 for Point Commander) and twice the Trait value for Officer Ranks (e.g., 2 for Star Commander, 6 for Star Captain, 18 for Galaxy Commander). Characters who gain these ranks without meeting the Glory requirements may be considered "unworthy" and suffer a penalty on all SOC-related tests equal to the difference between their Glory and that required for the rank.

When a Bloodnamed character's Glory equals or exceeds twenty-five, his or her genetic material immediately qualifies for inclusion in the Clan breeding program, ensuring the continuance of the bloodline. The genetic material of characters will be included in the breeding program only after their deaths, and only if the result of a 2D10 roll exceeds a TN of 25 Glory. (This roll may be repeated once every year, but each failure increases the difficulty by 1.)

TRIALS AND TESTING

Rituals and rites pervade the clans, providing a framework for settling disputes within a caste and within or between Clans. Details of the main trials in Clan Society can be found on p. 63, pp. 65-67. Below are details of the rules needed to use such trials in *MW3* games.

Though generally relying on the dictates of their ruling councils, the civilian castes also use trials to resolve disputes between their members—these are contests of skill in which the victor is deemed correct. Such trials are tailored to the skills of the participants and usually focus on producing a certain volume of revenue (in the merchant caste), carrying out a predetermined amount of work (laborer caste) or solving an equation as fast as possible (scientist caste). The details of the trial will vary from caste to caste and from subcaste to subcaste (for example, a potter and a trader are both members of the Merchant Caste but their skills are not comparable). Gamemasters may wish to roleplay such trials or may wish to resolve them with a simple Opposed Action Check between the contestants using appropriate skills. For example, members of the merchant caste may use the relevant Career Skill while scientists might use Academics. The character with the higher MoS is considered the winner of the contest.

Trials within the warrior caste are more consistent than those of the civilian castes, always involving combat between two or more combatants or teams of combatants. Such trials may be unaugmented, reliant on the warrior's own strength and abilities, or augmented, using battle armor, 'Mechs and fighters. Contests between Clans, such as Trials of Possession, almost always use augmented forces, whereas those within a Clan (such as a Trial of Refusal or Trial of Grievance) may be of either type.

In personal trials, those between a pair of warriors such as a Trial of Grievance, care is taken to ensure that neither participant gains an artificial advantage from the style of trial, often by requiring both participants to use comparable equipment. For example, a trial between a light 'Mech pilot and a

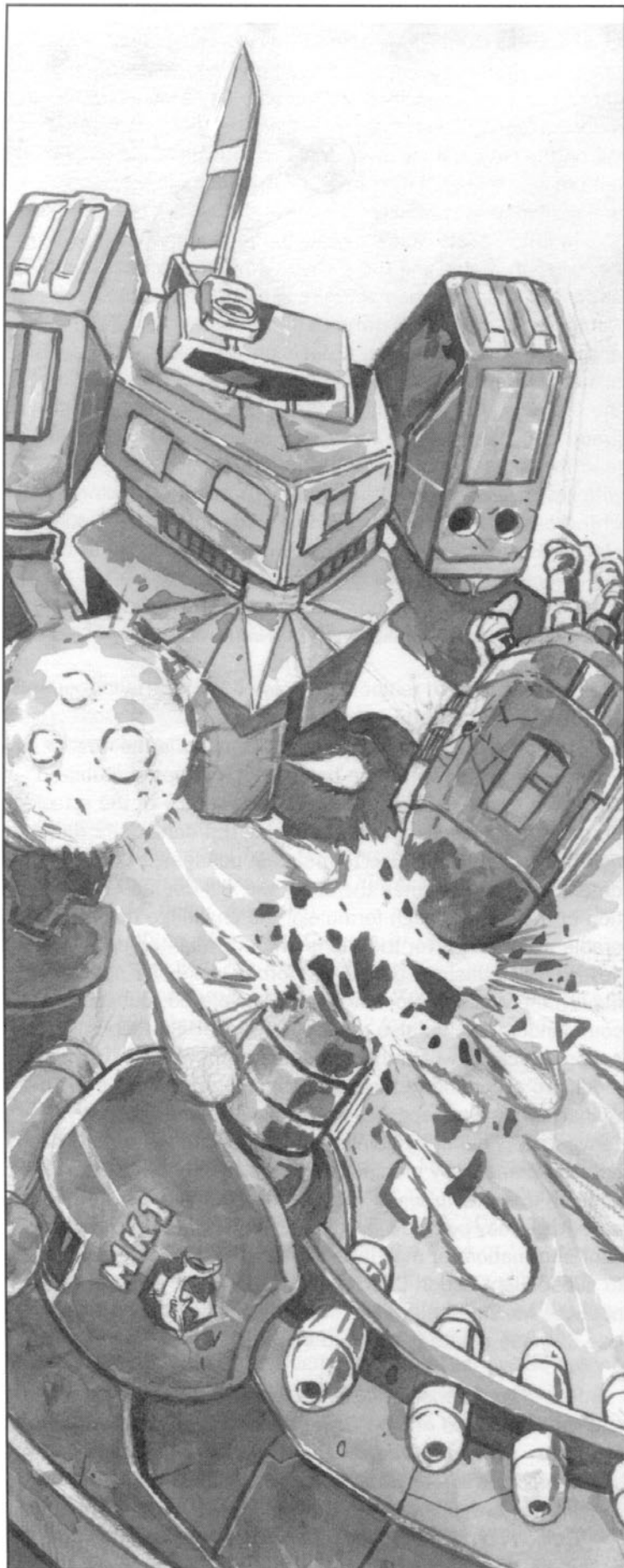
heavy 'Mech pilot might use medium 'Mechs that neither is familiar with, although each would receive several days to practice with the equipment. Trials between members of different subcastes, for example Elementals and MechWarriors, are a special case. These may or may not be "balanced" depending on the circumstances; in Trials of Grievance the combatants may seek out "common ground," (for example, by fighting unaugmented with whips).

In larger trials, such as the Trial of Refusal or a Trial of Possession, balancing the forces is the product of voting and/or bidding between warriors. In the former, the ratio of winner to loser votes determines the base odds of the engagement (for example, a decision that passed 3:1 would allow the defender of the decision to use up to three times the forces of the challenger). Warriors within the defending group may then debate among themselves as to who will lead the forces used in the trial, bidding away units, and with the officer offering the smallest force given command of the event. The process used in a Trial of Possession is similar to that used in a Refusal, with the challenger stating his objectives and the defender stating the force that will be used to oppose the action. Officers within the challenging group will then bid among themselves for the glory of leading the challenge.

Batchalls and Bidding

The challenge and bidding process used in the Trial of Possession is known as the batchall. It involves a ritualized challenge to the defenders, stating the identity of the attackers and their objective, and requesting the defender's name and the forces he will use to maintain possession. The defender, in turn, names the units she will use and the location of the Trial. Though formulaic, the challenge holds considerable significance for the Clans and any misstep can have severe repercussions as the two forces jockey for position. Ideally, the batchall process will be role-played, but the two commanders should also make an Opposed Protocol/Clan Action Check (to which the gamemaster may add appropriate modifiers according to the specific role-playing involved). The winner of this Opposed Action Check is deemed to have an "advantage," either by gaining an insight into the other's tactics and plans or by manipulating the opponent into an inferior position (for example, via the selection of the Trial site). This advantage may be role-played (e.g., an NPC lets slip significant information) or may take the form of a modifier applied to subsequent Action Checks as a "Trial Edge"; in this case, note the MoS of the "winner" of the Opposed Action Check. Use of these points is outlined in *The Trial* (p. 92.)

Star Colonel Emily leads forces of Clan Ice Hellion against forces of Clan Goliath Scorpion commanded by Star Colonel Brock. They make an Opposed Protocol/Clan Action Check, with Emily's roll succeeding by two points and Brock's roll by four. The Ice Hellion commander's hesitancy during the batchall has



given the Goliath Scorpion officer an insight into his opponent's thought processes and gains him two points of "Trial Edge" (Brock's MoS of 4 minus Emily's MoS of 2 for a total of 2).

Once the defender's forces have been determined, the officers of the challenging force (usually two, selected by the overall commander of the operation) bid for the right to lead the force, with the one bidding the smallest force winning the honor. However, while it is considered dishonorable to use a force larger than that of the defender, there is also a point, known as the Cutdown, below which a force is too small to achieve its goals. Selecting a force composition small enough to win the bidding yet large enough to win is a delicate process. The commanders should each make Tactics Skill Checks. If both rolls are successful, the commander with the higher MoS wins and commands the battle. Similarly, if one Skill Check succeeds and the other fails, the successful commander takes charge of the forthcoming engagement. If both Skill Checks fail but neither is a fumble, each commander should roll again. If a fumble takes place, the bidding officer has committed a grievous error, either violating the protocol of the bidding or committing a force substantially below the accepted Cutdown. At the gamemaster's discretion the character may be disgraced and thus lose Glory, or may be forced to command a battle he cannot win. If both commanders fumble, reroll the Skill Check.

Star Colonel Emily delegates Star Captains Petyr and Bogdanov to bid for the right to lead the Jade Falcon forces in the Assault. Each makes a Tactics Skill Check. Petyr rolls exactly the TN and thus has an MoS of zero and expects to lose the bidding. However, Bogdanov fumbles! The gamemaster decrees that in his eagerness, Bogdanov has bid way below the accepted cutdown and must lead the battle at a horrendous disadvantage.

The Trial

After the batchall and bidding, the attacking and defending forces meet to enact the trial. This may be carried out using *BattleTech*, *BF2* or the *Roleplaying 'Mech Combat* rules (see pp. 28–58, *MechWarrior's Guide to Solaris VII*). The initial batchall and the bidding among the attackers can have a profound effect on this engagement. Each point by which the attacker or defender won the initial bidding Skill Check can be used in the same manner as Edge (see pp. 18–19, *MW3*) though its effects may be applied only to this trial, e.g., to gain +2 to an Initiative roll or to reroll a die. If these "Trial Edge" points are not used in the battle, they are lost.

Characters who are attacking who fumble their bidding roll reduce the number of "Trial Edge" points they receive by five. This may drop the number below zero, with each negative "Trial Edge" point counting as a point for the defender. The commander may opt to reduce this penalty to –2 points, but

doing so costs 5 points of Glory. This reflects the commander's right to call down support troops, albeit at the cost of his own prestige. Alternatively, commanders may voluntarily choose to increase this penalty, simulating the bidding away of troops. If the commander's side wins the battle, he gains 1 point of Glory for every penalty point he accepted.

In the case of large-scale trials, gamemasters may choose to resolve the battle abstractly and roleplay the characters' involvement on the battlefield or in the command post. To do so, the commanders make an Opposed Strategy Skill Check, applying the "Trial Edge" as a single bonus to the roll. The commander with the highest MoS wins the engagement. If both commanders fail their Strategy Skill Check or their MoS are the same, reroll the Skill Check as the battle rages.

Star Captain Bogdanov is in a difficult position. The Goliath Scorpions already have an insight into the unit's abilities (two "Trial Edge" points from the initial batchall) and his bidding error has increased this to seven points. He could call in additional forces to even the odds, albeit at great cost to his reputation, but he decides not to. It will be a difficult fight, but oh what Glory should he win ...

Trial of Position

After qualifying as a warrior, each member of the Clan military undergoes a regular series of tests to assess his (or her) fitness to remain in a front-line unit. Actual battle may serve in lieu of annual re-appraisal and may earn the warrior promotion or demotion. In many cases, however, staged trials are required. Such trials may be carried out using *BattleTech*, the *Roleplaying 'Mech Combat* rules (see pp. 28–58, *MechWarrior's Guide to Solaris VII*), or abstractly using the system outlined below.

In *BattleTech* or role-played battles, the warrior must defeat at least one opponent to remain on active duty (or gain warrior rank in an initial trial). Failure to do so results in consignment to a solahma unit (in the case of established warriors); with a cadet's failing, the individual fails to qualify as a warrior (though some clans allow a retrial). The more foes defeated, the higher the rank a warrior-cadet will have when inducted as a fully-fledged warrior, and the more chance of promotion an established warrior will have.

To resolve the Trial of Position abstractly, the testing warrior should make a Tactics Skill Check. The number of "kills" equals the MoS divided by 3 (round up). A failure indicates 0 kills and the associated penalties, while a fumble means the character has suffered a great mishap (most likely injury or even death). A fumble also relegates the character to the solahma (if they survive or wash out of training on their first Trial of Position).

The Rank Point shift column on the Trial of Position Table alters the value of the character's Rank Trait and thus her standing in the Clan military. All point losses take place auto-

TRIAL OF POSITION TABLE

Number of Kills	Initial Rank (First Test)	Rank Point shift (established Warriors)
0	Fail to qualify	Consigned to Solahma unit
1	Warrior	-1
2	Star Commander	0
3	Star Captain	+1

No official provisions are made for a person who succeeds in defeating more than three opponents, though the precedent of Natasha Kerensky's retest did result in the defeat of four opponents and her assignment to Star Colonel. Should this occur with a character, his exact rank is left to the gamemaster's discretion.

matically, but points gained merely represent the possibility for promotion, with each point purchased using XP (see p. 210, MW3). How long this opportunity remains valid is at the gamemaster's discretion, but at most, it lasts until the character's next Trial of Position. Points gained or lost in the Trial of Position may or may not have an immediate effect on the character's rank. For example, a Ghost Bear officer with a Rank Trait of 5 is a Nova Captain, and thus can suffer a 1-point reduction in Rank Trait and still retain their rank (albeit losing some prestige—see *Glory*, p. 89). If the same character gained the chance for a 1-point rank increase (and paid for it), his rank would increase to Star Colonel. Any character that loses rank as a result of a Trial of Position is deemed to have "Tested Down," while a character that gains rank is said to "Test Up." These events may impact a character's Glory value (see *Altering Glory*, p. 90).

CLAN PRICE GUIDE

Many items considered commonplace in the Inner Sphere are hard to obtain in Clan Space, often only via the Black Market, while others, rare in the Inner Sphere, are everyday items among the Clans. The following table lists the cost and availability of items within the Clan homeworld. Prices are listed as percentages of those found in the MW3 rulebook or *Lostech: The MechWarrior Equipment Guide*. Legality and availability modifiers take the form +X or -X, where X is the number of levels above or below the normal level. For example, Weapon Accessories have a legality modifier of 0 and an availability modifier of -1. This means their legality is unchanged but that their availability is 1 level lower (e.g., a "rare" item becomes "uncommon," an "uncommon" item becomes "common," and so on). The first Legality Modifier value applies to members of the warrior caste, while the second applies to the civilian castes. An item may not be reduced below Very Common/Unrestricted, nor increased above Very Rare. Legality may not be reduced below Unrestricted, nor increased above Highly Restricted.

CLAN CAMPAIGNS

CLAN PRICE GUIDE TABLE

Item	Cost Modifier	Availability Modifier	Legality Modifier
<i>Weapons</i>			
Blade	90	+1	-1/+1
Staff	100	0	0/0
Archery	100	+1	0/+2
Pistols	80	-1	-1/+2
Rifles	85	-2	-1/+2
SMGs	85	-1	-1/+2
Shotguns	85	0	0/+3
Throwing Weapons	80	+2	0/+3
Support Weapons	110	+1	0/+2
Demolitions	100	+1	0/+3
<i>Weapon Accessories</i>	130	+2	0/+3
<i>Power Pack and Chargers</i>			
Standard	100	-1	-1/0
High-Capacity	120	-1	-1/+1
Rechargers	110	-1	0/0
<i>Armor and Combat Garb</i>			
Flak	150	0	-1/+2
Ablative	160	0	-1/+2
Ablative/Flak	170	0	-1/+2
Ballistic Plate	180	0	-1/+2
Leather	140	+1	0/+2
Misc	160	0	0/+2
Battle Armor	200	0	0/+2
<i>Misc Equipment</i>			
Comms	200	+1	0/+2
Kits	150	-1	0/0
Misc	175	0	0/0
<i>Personal Gear and Expenses</i>			
Clothing	65	+1	0/0
Load bearing equipment	90	0	0/0
Food	95	0	0/0
Housing	60	-1	0/0
Hotels	N/A	N/A	N/A
<i>Personal vehicles</i>			
Civilian	175	+3	0/+2
Military	200	0	0/+2
Weapons & Equipment	250	0	0/+3
<i>Medical and Survival Equipment</i>	90	-1	0/+1
<i>Travel and Entertainment</i>			
Transportation	115	+2	0/+2
Entertainment	100	+1	0/0

THE BLACK MARKET

Clan society places strict limits on the availability of goods. Many items that are considered part of everyday life in the Inner Sphere are luxuries in Clan Space. This does not mean these items are completely unavailable, but rather that they must be acquired through unofficial channels: the black market. This covert trading of goods, the existence of which is strenuously denied by the warrior caste, thrives throughout Clan Space though its heart is in Katyusha City on the Clan capital of Strana Mechty.

The following system provides a rules-based method for dealing with the black market, though players are encouraged to role-play the process.

Finding the Goods

Players should make a Streetwise/Clan Space Skill Check, adding the modifiers from the *Finding the Black Market Table* to the base target number. Characters with appropriate contacts (such as Dark Caste) may subtract the level of the contact from the base target number. Compare the MoS to the *Black Market Contacts Table* below to determine the outcome of the search. Only one search attempt may be made per day.

A failed Streetwise Check indicates the character has wasted a day searching but may try again the following day. However, a fumble result means the searching has offended or angered a major personality (either in the Black Market or the warrior caste) and imposes a +4 penalty on future attempts to contact the black market. This penalty lasts for a base time of 10 days; this time may be adjusted by 1 day per point of MoS or MoF on a CHA Check made by the character.

Negotiating a Price

Once an appropriate lead has been tracked, the characters still must negotiate a price. The starting price for the item(s) should be determined by cross-referencing their legality and availability on the *Black Market Base Cost Table* below. When this has been determined, characters must make a Negotiation Skill Check for their first lead. The base target number is modified by the result of the *Black Market Contacts Table*.

Each point of the MoS reduces the asking price by 5 percent (to a minimum of 25 percent of the original asking price). A failed roll does not increase the price, though a fumble will result in the contact refusing to sell to the players. The players can accept the result and pay the asking price or, if they rolled appropriately, may refuse the deal and try their second or subsequent con-

FINDING THE BLACK MARKET TABLE

Situation	TN Modifier
<i>Clan Space/Dark Caste Contacts:</i>	
1	-1
2	-2
3	-3
Searcher is:	
Warrior Caste	+4
Civilian Caste	0
Dark Caste	-2
Non-Clan	+1
Availability:	
Very Common	-1
Common	0
Uncommon	+1
Rare	+2
Very Rare	+4
Unique	+6

BLACK MARKET CONTACTS TABLE

Margin	Result
+9 or better	2 leads, -2 negotiation target
+7 to +8	2 leads, -1 negotiation target
+5 to +6	1 lead
+3 to +4	2 leads, +1 negotiation target
+1 to +2	1 lead, +2 negotiation target
0	1 lead, +3 negotiation target
-1 or worse	Failed. Day wasted.

BLACK MARKET BASE COST TABLE

Legality	Availability					
	A	B	C	D	E	F
A	0.5	1	1.25	1.5	2	4
B	1	2	2.5	2	3	6
C	2	3	4	3	4	9
D	3	4	5	6	8	14
E	5	6	7	10	15	21
F	7	9	11	13	20	30

tacts. However, doing so adds a +1 penalty to the subsequent Negotiation Check. If players return to a refused contact (for example, if a second contact refuses to sell to them), the original price has increased by 10 percent.

CLAN NONPLAYER CHARACTERS

Nonplayer characters play a major role in any adventure or campaign. Many of them can be sketched out by the gamemaster without the need for statistics or the sample characters presented in *MW3* as was done in the encounter tables. However, there are times when more detailed statistics become necessary. Gamemasters could use the full character generation rules given in the main rulebook, but this is a lengthy process and, while ideal for generating the most important NPCs, is too complex for generating more than the occasional character. The following system provides a means of quickly developing character statistics.

USING NPC TEMPLATES

The first step is to decide on a concept for the NPC and assign a general template. *Everyday* NPCs are ordinary characters who play some role in the game setting. They include non-player technicians and support staff. *Secondary* NPCs are, in many ways, the peers of starting characters, with comparable skill levels and attributes. They include day-to-day "foes" such as rival MechWarriors and Dark Caste renegades. *Primary* NPCs are superior to starting characters, often taking the role of archetypal "bad guys."

Each NPC template has certain points to spend on attributes, skills and traits. These are, however, only guidelines and the gamemaster should increase or decrease these points as necessary.

Attributes are the simplest, with each point buying one point in an attribute. No attribute may be below 2 nor may it be above racial limits unless the Exceptional Attribute Trait is purchased. Not all points need be spent on attributes. They may be saved and added to those used to purchase skills.

The skill part of the template comprises two parts. The first is the usual range for the number of skills possessed by the character. The second is the number of points to be spent on skills. Unlike attributes, the value of 0 counts as a level, so spending two points on a skill results in a +1 bonus. Points not spent on skills may be used to purchase additional positive traits. Skill selection is at the gamemaster's discretion but, as with a player character, care should be taken to diversify the NPC's skill base, helping to round them out.

The traits line of the *NPC Template Table* indicates the number of points available to spend on traits. This is not a limit on the amount that can be spent on Positive Traits; Negative traits may be bought and their value used to purchase additional Positive Traits. The Natural Aptitude Trait adds 2 points to the associated skill.

Trueborn Clan warriors should be assigned the relevant Phenotype Trait (MechWarrior, Elemental or Pilot) and should gain the attendant advantages and disadvantages. Gamemasters may also, at their own discretion, give the Phenotype Traits to members of the scientist and technician castes, reflecting their status as "wash-outs" from the trueborn warrior program. However, most civilians and all freeborn warriors do not gain the benefits of phenotype.

Tasha decides to generate an NPC, a Freeborn tech who will work with the characters. He chooses the Secondary NPC template, which gives 44 points for Attributes, 15 for skills and 3 for traits. Tasha spends the Attribute points as follows: STR 5, BOD 5, DEX 6, RFL 5, INT 7, WIL 5, CHA 4, EDG 5, SOC 2. She spends two points each on Computer, Engineering and Tech/Fusion (resulting in a +1 bonus for each). She also spends three points on Scrounge, Tech/Comms and Tech/Electronics, resulting in a +2 bonus for each. Tasha has three points to spend on traits and chooses Contact, Gregarious and Good hearing, each costing 1 point.

The following NPC characters were created using these rules. Most conform to the "secondary" NPC template, though examples of "everyday" and "primary" characters are included.

NPC TEMPLATE TABLE

	Everyday	Secondary	Primary
Attributes	38	44	50
Skills	5-6 (10)	6-8 (15)	8-10 (20)
Traits	0	3	5

SIBKID (SECONDARY)

They are the future, the next generation of warriors waiting to claim their place in the warrior caste and win glory for the Clan. They can be cocky and arrogant with those they regard as beneath them—the "lesser" castes—but show proper respect to those they deem worthy of it.

Attributes*

STR	6	WIL	4
BOD	5	CHA	4
DEX	7	EDG	3
RFL	6	SOC	5
INT	4	Move	12/22/44

Skills

Acrobatics	+0
Blades	+1
Brawling	+2
Pistols	+2
Protocol/Clan	+1
Survival	+2
Tactics	+0

CLAN CAMPAIGNS

Traits

Good Hearing
Good Vision
*MechWarrior Phenotype
Pain Resistance

* The Sibkid's stats do not include any bonuses for phenotype.

TECHNICIAN (SECONDARY)

Though held in restrained contempt by their masters in the warrior caste, technicians play a vital role in ensuring that the Clan military functions. Most techs maintain equipment, 'Mechs, vehicles and fighters, though a few go "in harm's way" as crew of JumpShips, DropShips and WarShips.

Attributes

STR	4	WIL	7
BOD	4	CHA	4
DEX	7	EDG	3
RFL	5	SOC	4
INT	6	Move	9/18/36

Skills

Bureaucracy	+0
Computer	+0
Engineering	+0
Scrounge	+1
Tech/Electronics	+2
Tech/Fusion	+2
Tech/Ballistics	+1
Tech/Laser	+1

Traits

Good Vision
Well-Equipped

SCIENTIST (SECONDARY)

Only one caste matches the warriors for prestige within the Clans—the scientists who oversee the clan breeding program and the development of new weapons and technologies. Indeed, some scientists believe that they, rather than the warriors, should oversee the destiny of the clans. This heightens tensions between the two groups.

Attributes*

STR	4	WIL	6
BOD	4	CHA	5
DEX	5	EDG	3
RFL	4	SOC	5
INT	7	Move	8/16/32

Skills

Academics	+3
Bureaucracy	+1
Computers	+2

Medtech	+1
Protocol/Clan	+1
Perception	+2

Traits

Fast Learner
Poor Vision
Well-Connected

* Spent only 43 points on Attributes, transferring 1 point to skills.

FREEBORN SOLAHMA (SECONDARY)

Every warrior dreads being judged too old or too weak to serve in a front-line or second-line unit, instead being assigned to a solahma unit and waiting there to die in some glorious but futile battle on behalf of the Clan.

Attributes

STR	5	WIL	3
BOD	4	CHA	5
DEX	5	EDG	4
RFL	7	SOC	6
INT	5	Move	12/22/44

Skills

Brawling	+1
Gunnery/Ballistic/Humanoid	+1
Gunnery/Laser/Humanoid	+1
Gunnery/Missile/Humanoid	+1
Pilot/'Mech	+1
Sensor Operations	+0
Streetwise	+1
Tactics/'Mech	+1

Traits

Good Vision
Night Vision
Stigma/Solahma (2)
Toughness

ELEMENTAL GUARD (PRIMARY)

The clan's genetically engineered foot soldiers are masters of unarmed combat and small-unit tactics, forming the bulk of the Clan infantry. They also play a significant role in securing key sites in Clan Space, council halls, genetic repositories and the like, with none as feared and respected as the Ebon Keshik who guard the Hall of Khans on Strana Mechty.

Attributes

STR	10	WIL	5
BOD	8	CHA	3
DEX	5	EDG	3
RFL	6	SOC	6
INT	4	Move	16/26/52

CLAN CAMPAIGNS

Skills

First Aid	+0
Gunnery/Ballistic/Humanoid	+1
Gunnery/Laser/Humanoid	+2
Martial Arts/Battlesuit	+3
Navigation/Ground	+0
Perception	+0
Protocol/Clan	+0
Rifle	+1
Sensor Operations	+2
Tactics/Infantry	+1

Traits

Addiction/Any (2)
 Ambidextrous
 Exceptional Attribute/Strength
 Toughness

LABORER (EVERYDAY)

Ignored by warriors and scientists alike, the laborers are quite literally the muscle and sinew of the Clans, carrying out the essential work that allows the society to survive.

Attributes

STR	6	WIL	5
BOD	5	CHA	5
DEX	4	EDG	3
RFL	4	SOC	2
INT	4	Move	10/20/40

Skills

Administration	+1
Arts	+0
Career	+2
Pilot/Wheeled	+1
Perception	+1

Traits

None

MERCHANT (EVERYDAY)

Traveling throughout Clan Space and even beyond, the merchant caste is charged with providing the raw materials for the other castes to use. However, their far-reaching contacts, with the Inner Sphere in some cases, risk seducing the merchants from the Way of Kerensky; they are watched closely by the warrior caste, which deals ruthlessly with any deviance.

Attributes

STR	4	WIL	6
BOD	4	CHA	6
DEX	4	EDG	4
RFL	3	SOC	3
INT	4	Move	7/14/28

Skills

Administration	+0
Bureaucracy	+1
Career	+0
Fast Talk	+2
Negotiation	+1
Scrounge	+0

Traits

None

CLAN ENCOUNTERS

Clan space teems with life. Despite the Clans' regimented lifestyle, chance encounters are commonplace. The encounter tables (pp. 99-101) allow gamemasters to generate many such encounters, both friendly and hostile. These encounters may be determined in advance, though the encounter descriptions also contain information and statistics that allows them to be used instantly during an adventure session with minimal interruption.

GENERATING ENCOUNTERS

Gamemasters may generate random encounters when characters are in a locale where such meetings are likely to occur (on the street, in a bar, and so on). The gamemaster should roll 1D10 once per hour of game time. On a result of 6 or more, a random encounter takes place.

Step 1: The gamemaster rolls 1D10 again and adds to this result the Encounter Modifier for the character's current locale (see the *Encounter Modifiers Table*, p. 99).

Step 2: Using this result, the gamemaster consults the *Master Encounters Table* (p. 99); the Encounter Type determines the Encounter Table used to generate the incident. Roll 1D6, add the appropriate Reaction Modifiers from the *Encounter Modifiers Table* (based on the locale and the character's nature: warrior, civilian, nonClan) and the *Master Encounters Table*.

Step 3: Consult the Encounter Table determined in Step 2.

James, the gamemaster, rolls a random encounter for characters using 1D10. A roll of 2 in an industrial area receives a -2 Encounter Modifier, resulting in a 0, a Dark Caste encounter. The characters are Clan warriors in an industrial area, so the Reaction Modifier for location is 0, but a -2 modifier for Warriors encountering the Dark Caste. The net result is a -2 Reaction Modifier. Rolling 1D6, the result is 6, modified to 4, which indicates a Down and Out encounter on the Dark Caste Encounters Table.

CLAN CAMPAIGNS

ENCOUNTER MODIFIERS TABLE

Location	REACTION MODIFIER			
	Encounter Modifier	Clan Warrior	Clan Civilian	Non-Clan
Civilian Residential	-1	+2	0	-1
Military Residential	0	0	-1	-2
Military Facility	+1	0	-2	-2
Governmental	+2	0	-1	-2
Industrial	-2	0	+1	0
Commercial	0	+1	0	+1
Wilderness	-3	0	0	0
Inner Sphere	+3	0	0	0

MASTER ENCOUNTERS TABLE

Mod 1D10	REACTION MODIFIER			
	Encounter	Clan Warrior	Clan Civilian	Non-Clan
0 or less	Dark Caste	-2	0	0
1-2	Laborer	+2	0	0
3-4	Merchant	+1	0	+1
5	Scientist	0	+1	0
6	Technician	+1	0	+1
7-8	Warrior (Freeborn)	-1	-1	-1
9-10	Warrior (Trueborn)	-1	-1	-2
11+	Non-Clan	-1	0	+1

DARK CASTE ENCOUNTERS TABLE

1 or less	Fight! "I do not care who you are, hand it over!" Street toughs attempt to rob you. They will flee if half their number are killed or incapacitated. (1D10 x Thug NPCs, Primary: Pistols, Secondary: Intimidation)
2	Pickpocket! A brush past in a crowd, a deft touch and suddenly something is missing. (Bystander NPC, Primary: Perception, Secondary: Streetwise)
3	Watchers. A group of toughs observes you from a doorway. Are they lookouts for a shady deal, or do they just not like the looks of you? (1D6 x Thug NPCs, Primary: Pistols, Secondary: Intimidation)
4	Down and out. "Spare a Kerensky?" Another of the Clanless, whether born outside the Clan system or a washout from the warrior caste. (Bystander NPC, Primary: Scrounge, Secondary: Streetwise)
5	Propositioned! "Hello, boys. Fancy a bit of the, you know?" Proposition by a "Lady of the Night." (Bystander NPC, Primary: Seduction, Secondary: Streetwise)
6+	Spindler. "Psst, wanna buy a watch?" (Bystander NPC, Primary: Fast Talk, Secondary: Negotiate)

LABORER ENCOUNTERS TABLE

1 or less	Drunk. Merry, belligerent or falling down drunk, this laborer can be an amusement or a threat. (Thug NPC, Primary: Brawling, Secondary: Intimidation)
2	Accident! "Look, you surat, the light was red!" A group of laborers argue about who was responsible for a collision between two delivery vehicles. (1D6 x Bystander NPCs, Primary: Negotiate, Secondary: Drive)
3	Wash Out. "Hey, remember me?" This laborer was once part of the warrior caste but washed out. He remembers you, or thinks he does. (Bystander NPC, Primary: Fast Talk, Secondary: Brawling)
4	Work Crew. Busily maintaining vital equipment, this team blocks your path. (1D6 x Bystander NPCs, Primary: Technician, Secondary: Administration)

- 5 **Directions.** "Know where 92 Kerenky's Path is?" A driver stops and asks you for directions. (1D6 x Bystander NPCs, Primary: Blade, Secondary: Streetwise)
- 6+ **Assembly member.** This senior member of the laborer caste can be a good friend to those he regards as useful, and a bitter enemy to those who oppose him (Elite NPC, Primary: Negotiation, Secondary: Bureaucracy)

MERCHANT ENCOUNTERS TABLE

- 1 or less **Revenge.** "You cost me dearly and now you will pay." Rightly or wrongly, a merchant blames the characters for ruining a business deal and hindering his Clan, and seeks vengeance. (2D6 x Thug NPCs, Primary: Pistols, Secondary: Blade)
- 2 **Watch Agent.** That merchant seems to be paying a lot of attention to what others are doing, and very little to his business ... (Elite NPC, Primary: Perception, Secondary: Disguise)
- 3 **Assignment.** "The Khan's orders." With your superior's approval, a merchant drafts your assistance. (Bystander NPC, Primary: Bureaucracy, Secondary: Streetwise)
- 4 **Trial of Possession.** At a merchant's instigation, the characters find themselves embroiled in a Trial of Possession. (1D6 x Bystander NPCs, Primary: Blade, Secondary: Streetwise)
- 5 **Free Trader.** "This may interest you." Recently arrived from the Inner Sphere, this trader offers a good deal on many hard-to-obtain items. (Thug NPC, Primary: Negotiation, Secondary: Appraisal)
- 6+ **Outsiders!** "Ere mate, I gather you're interested in this?" Dare you believe your eyes? A Spheroid trader and his entourage in Clan territory! (1D6 x Bystander NPCs, Primary: Appraisal, Secondary: Fast Talk)

SCIENTIST ENCOUNTERS TABLE

- 1 or less **Bad report.** "We are very worried about the potential of this gene mix." A scientist's report casts doubt on the viability of your bloodline. (1D6 x Thug NPCs, Primary: MedTech, Secondary: Bureaucracy)
- 2 **Power games.** "Do you doubt my word?" Scientists are the only rivals for the warrior caste as the rulers of the Clans and the characters find themselves caught up in a scheme to advance scientists' interests. (1D6 x Thug NPCs, Primary: Fast Talk, Secondary: Academics)
- 3 **Tests.** "This will not hurt a bit." You are called into the nearest medical compound for "routine tests." Ouch! (2D6 x Bystander NPCs, Primary: Academics, Secondary: MedTech)
- 4 **Lab rats.** "Do not mind us. Carry on as if we are not here." For reasons known only to themselves, a group of scientists takes a close interest in you, following you around and studying your actions. (2D6 x Bystander NPCs, Primary: Perception, Secondary: Academics)
- 5 **Genetics.** "This should be a good pairing." The scientists make plans to incorporate a character's genetic material in the breeding program, either using an iron womb or, in the case of civilians, more ... traditional methods. (1D6 x Bystander NPCs, Primary: MedTech, Secondary: Academics)
- 6+ **Test Drive.** "We need some volunteers to test this equipment." You are selected to trial a piece of new equipment for the good of the Clan. (1D6 x Bystander NPCs, Primary: Engineering, Secondary: Perception)

TECHNICIAN ENCOUNTERS TABLE

- 1 or less **Drunk.** "Those warriors know nothing. If I was Khan ..." Off duty, this technician has taken his liberty too far. (Bystander NPC, Primary: Brawling, Secondary: Fast Talk)
- 2 **Recall.** "The Clan requires that equipment." Acting on orders, a technician demands the return of a key item of equipment to a Clan depot. (Bystander NPC, Primary: Fast Talk, Secondary: Technician)
- 3 **Bondsman.** "It was not like this in the Jade Falcons." Formerly a warrior of another Clan, taken as isorla in one of many clashes, this technician seeks to regain his former glories. (Elite NPC, Primary: Technician, Secondary: Brawling)
- 4 **Ship Crew.** On leave from their DropShip, these pseudo-warriors carouse their way through the underbelly of Clan society (1D6 x Bystander NPCs, Primary: Technician, Secondary: Brawling)
- 5 **Contacts.** "Adam, who works with Trinary Echo, says ..." He may be a talkative surat but this tech knows people throughout the Clan and can get almost any equipment or information. (Bystander NPC, Primary: Scrounge, Secondary: Fast Talk)
- 6+ **Pure genius.** "But you see, if you up the current to the myomers and get the control processors to work in parallel, you will get a 10-percent speed increase." You only understand half of what this technical genius says, but you know you want him assigned to your Star! (Bystander NPC, Primary: Technician, Secondary: Electronics)

WARRIOR (FREEBORN) ENCOUNTERS TABLE

1 or less	Arrest. "For crimes against the Clan ..." Right or wrong, a squad of warriors arrives to arrest one or more of the characters. (2D10 x Thug NPCs, Primary: Pistols, Secondary: Intimidation)
2	Solahma. "I remember when ..." Considered past their prime by the majority of Clan society, these aging warriors may nonetheless be a source of valuable information. (1D6 x Thug NPCs, Primary: Streetwise, Secondary: Brawling)
3	Cordon. "Move along now, there is nothing to see!" Paramilitary police move you along. (1D6 x Thug NPCs, Primary: Intimidation, Secondary: Pistols)
4	New recruits. "We have been assigned to work with you." These new recruits are keen and ready to please, not yet hardened by the realities of life as a freeborn warrior. (2D6 x Bystander NPCs, Primary: Protocol, Secondary: Pistol)
5	Acknowledgement. A nod across a bar or a cursory salute, this warrior acknowledges your presence. (Bystander NPC, Primary: Pistol, Secondary: Streetwise)
6+	Veteran. "On Tukayyid ..." Though getting on in years, this warrior's continued status reflects his skill and determination. (Elite NPC, Primary: Fast Talk, Secondary: Perception)

WARRIOR (TRUEBORN) ENCOUNTERS TABLE

1 or less	Rival. "Hey, surat!" Ever since the sibko, you and this warrior have been butting heads. (Elite NPC, Primary: Pistols, Secondary: Brawling)
2	Trial. "The circle is here, the time is now!" Maybe you said something wrong, or perhaps he just doesn't like how you look, but this warrior demands a Trial of Grievance. (Elite NPC, Primary: Brawling, Secondary: Blade)
3	Sports. Lacrosse, rugby or wrestling, sports play a vital part in the lives of Clan warriors and you are invited to take part in a game. (1D10 x Bystander NPCs, Primary: Running, Secondary: Intimidation)
4	Sibmate. "Hey, it has been a long time!" A member of your sibko wants to catch up on what has happened since you last met. (Thug NPC, Primary: Perception, Secondary: Intimidation)
5	Ristar. "And then I hit him with the PPC blast ..." A rising star, this warrior is arrogant and overbearing, to be reviled—or one to hitch one's own ambitions to. (1D6 x Bystander NPCs, Primary: Blade, Secondary: Streetwise)
6+	Superiors. "You, come here." A senior officer, or perhaps even a Khan, this individual wants you for something. (Elite NPC, Primary: Intimidation, Secondary: Leadership)

NON-CLAN ENCOUNTERS TABLE

1 or less	Diplomats. "The Star League would welcome your input." A curse imposed by the Great Refusal, these surats fight with words rather than bullets. (1D10 x Bystander NPCs, Primary: Negotiation, Secondary: Perception)
2	Arrogant warrior. "We beat you on Tukayyid, on Huntress and on your own capital. What makes you think we can't do it again?" This <i>savashri</i> deserves to be taught a lesson ... (Thug NPC, Primary: Pistol, Secondary: Brawling)
3	Spy. Something about his manner, perhaps his lack of fear at your presence suggests this "trader" is more than he seems. (Bystander NPC, Primary: Perception, Secondary: Pistol)
4	Scientists. "The juxtaposition of Marxism and Fascism is astounding, don't you think?" Why the Khans have allowed these "social scientists" to study Clan society, you don't know. Peace through understanding? Pah! (1D6 x Bystander NPCs, Primary: Perception, Secondary: Academics)
5	Warrior. "Yes, I was there on Huntress." He may be a Spheroid, but he fought the Jaguars and survived and is thus worthy of some respect. (Elite NPC, Primary: Negotiation, Secondary: Intimidation)
6+	Traders. "And from the Draconis Combine we've got ..." Spheroids or Hanseatics from the Deep Periphery, these freebirths seek to make a profit and undermine Clan culture! (2D6 x Bystander NPCs, Primary: Fast Talk, Secondary: Appraisal)

VENDETTAS

WELCOME TO THE LAND OF DREAMS

The marketplace was everything one might have expected back home, an open-air promenade where people from every walk of life gathered to trade. Goods ranged from the basic necessities of life to the grosser trappings of wealth. Save for the escorts assigned him, Captain Oystein Tannerbaum saw few warriors in the square, and those he did recognize from their customary "off-duty" attire came from different Clans. An Ice Hellion Elemental—he recognized the build if not the markings on the woman's off-white jumpsuit—stood only a few meters away, arguing with a clothing merchant whose booth carried the insignia of Clan Snow Raven. Despite her intimidating frame and menacing tone of voice, the shopkeeper seemed unmoved by the Elemental. Tannerbaum wondered for a moment if that came from knowing one's business so well, or forgetting one's place so badly.

"Remarkable, *quiaff?*" the voice of his guide interrupted Tannerbaum's musings. "I would wager that only on sacred Terra or your chaotic Solaris VII would you see citizens from different states living side by side in such a fashion."

The comparison shocked Tannerbaum more than he cared to admit—and disgusted him just as deeply. Despite his best efforts, a sneer curled his lips as he turned back to the Coyote MechWarrior who had been given the "honor" of escorting a Spheroid through the Clans' damnable capital city. *We are nothing like you inbred, soul-starved heathens!* he wanted to say, but instead found a more diplomatic choice of words.

"There is a difference, Star Commander," Tannerbaum said coldly. "On Solaris and Terra, the citizens gather and do business because that is what they choose to do with their lives, not because some testing protocols imposed by generations of test-tube soldiers forced them to."

Star Commander Randall scowled briefly. "I would have expected better of one who has lived among our worlds for the past year, Major," he said. "The way of the Clans is deeply ingrained within us. It defines who we are as your Swedenese language and inherent distrust of the Draconis Combine mark you as a Rasalhagian. We of the Clans purged such cultural identities long ago and replaced them with our way—not out of lust for power, but to survive on our newfound worlds, where the resources are poorer than those of your Inner Sphere."

"Am I now to take pity on you for *that*, Star Commander?" Tannerbaum challenged. "It seems hardly Clanlike to ask for understanding from the enemy."

Randall's exasperated sigh came as a surprise to Tannerbaum. "I would have thought that understanding was the very reason you came to Strana Mechty."

Tannerbaum was still trying to phrase the right retort to the Coyote's remark when a loud bellow, unmistakably directed at him, broke the background noise of the plaza.

"Spheroid freebirth!"

Major Tannerbaum looked up to find a Clansman standing in his path, a warrior at that. The man was impossible to ignore: a giant, rippling with muscles, clad in grey camouflage with shoulder pads in the shape of massive bear claws. Tannerbaum needed to see no insignia to know the warrior was a Ghost Bear, but the blue techno-tattoos covering the warrior's exposed skin came as more of a surprise.

Tannerbaum felt the icy grip of hatred overwhelm him as he met the Bear's defiant gaze.

"Is there a problem, *Clanner?*"

The warrior crossed his arms arrogantly. "So, *this* is the kind of barbarian filth that supposedly tamed the Smoke Jaguars? *These* are the people who so many fear will destroy the Clans?"

Tannerbaum detected a slight slur in the Ghost Bear's speech and made a snort of disgust. "So?" he shot back. "What's that to a drunken surat like yourself?"

"I want to see how tough you Spheroids truly are, *free-birth*," the warrior growled. "I want to see what it is that has the Khans so fearful of your low-born kind."

"That is enough, Warrior," Randall interjected. "Our guests did not come to battle."

"Your guests, Coyote! Not mine, and who does not come where he does not belong, if not to battle?"

The Ghost Bear leaned closer to Tannerbaum, the stench of his alcohol-enriched breath forcing the major to cough. *What in Blake's name do these people drink?* he wondered. *BattleMech lubricant?*

"I am charged with the safe passage of these men, *Ghost Bear*," Randall snapped. "Now, stand aside."

The Ghost Bear glared at Randall. "I take no orders from you!"

"I claim the authority!"

Tannerbaum watched the Bear swing around to face Randall and was impressed at the sheer difference between the two warriors. The Bear was clearly an Elemental, while Randall was a MechWarrior of substantially lighter frame. Tannerbaum mentally placed his bet against Randall, and knew a moment's amusement at the thought of Clanners tearing each other apart for his benefit. *And yet they call us barbarians?*

"I do not recognize that authority!" roared the Bear.

"Then face me and know it first-hand!"

The Bear looked stunned. "You challenge me?"

Randall's eyes narrowed. "I hardly consider you worthy of the word 'challenge'."

The Ghost Bear roared and suddenly Tannerbaum found himself on the outer edge of a circle of bodies. Randall dropped into a defensive stance as the Bear charged without any further preamble. Dodging left, the MechWarrior allowed his opponent's momentum to carry him past, then swung around to land a sharp kick against the back of the



Elemental's knee. The blow made the larger warrior stumble a bit, but failed to drop him outright.

Spinning to face Randall again, the Ghost Bear delivered two hammer blows against the Coyote. One slammed the man's midsection, while the second caught him just below his right eye. Tannerbaum heard one of the other members of his delegation whistle low at the hits, which sent Randall back to the far end of the circle.

"*Mon dieu!*" the delegate muttered. "I imagine he'll be feeling *that* tomorrow!"

Tannerbaum grinned.

Inside the circle, the brawl continued, but Tannerbaum suddenly noticed the crowd seemed calmer than he expected, neither cheering nor jeering the combatants. Instead, the gathered onlookers appeared more interested in watching the fight and maintaining the outline of the circle, like spectators around a dance floor. *I suppose that comes from seeing these 'Trials' fought all the time*, he mused. *Their whole population is desensitized to violence, living only to contribute to it. Surely, these are the barbarians, not us!*

The fight ended almost anticlimactically. After dodging the Ghost Bear and either blocking or making ineffectual strikes in return, Randall stood near the edge of the circle and let his opponent charge him. As the inebriated Ghost Bear obliged, Randall merely stepped aside, allowing the massive Elemental to plow into the crowd behind him. No less than five civilians fell back under the weight of the charging Bear, and Tannerbaum heard more than a few of his entourage laugh.

Randall stepped over to the fallen warrior and placed his hands triumphantly on his hips.

"You have broken the Circle of Equals," he said with icy calm. "This Trial is concluded."

The Ghost Bear rose, using some of the civilians nearby to climb back to his feet. He towered menacingly over the Coyote MechWarrior, his face reddened with rage and twisted into a furious scowl. Tannerbaum half expected him to land another blow out of spite, but instead the Bear nodded.

"Well bid and well won, Coyote," he rumbled. "I stand aside."

As the crowd began to break up and the Elemental departed, Randall dusted off his uniform and turned back to Tannerbaum with a thin smile. One eye was swollen shut, giving him a rather comical look, but Randall affected not to care.

"Now," he said easily. "Where were we?"

MECHWARRIOR RULES

To run *Vendettas*, the gamemaster needs a thorough familiarity with the material in the adventure, as well as a working knowledge of *MechWarrior, Third Edition (MW3)* rules. The *MechWarrior's Guide to Solaris VII* and *Lostech: The MechWarrior Equipment Guide* would also be useful for this adventure. Aside from the clearly marked passages to be read to the players and the fictional prologue, all the information contained in *Vendettas* is for the gamemaster's eyes only.

HOW TO RUN VENDETTAS

Aside from the *MW3* rules, this adventure includes all the information you need to run *Vendettas*. The gamemaster should read through the adventure before attempting to run it. Some important plot developments do not become apparent until well into the adventure, but the gamemaster must lay the groundwork for these developments early on. He or she can only accomplish that by being familiar with the story line in its entirety.

Though *Vendettas* tries to cover all the likely (and even some of the unlikely) ideas that the players might devise, it is impossible to foresee every action the characters might choose. Therefore, the gamemaster must be prepared to improvise if necessary.

Vendettas is not designed to be a stand-alone adventure, but a single chapter in what hopefully will be a long running campaign. For first-time gamemasters (or roleplayers), it is a perfect stepping-stone for adventuring in the *BattleTech* universe. Veteran gamemasters can either adjust the setting to suit their own campaigns, or simply use this adventure as is to introduce players to the wonders and dangers of the Clans.

THE ADVENTURE SECTIONS

The adventure begins with a fictional prologue, *Welcome to the Land of Dreams*, to give the gamemaster a feel for the setting. The *Overview* explains the nature and specific background of the adventure. The adventure itself is broken down into nine chapters or sections, each of which is divided into four parts: *The Situation*, *The Story*, *Behind the Scenes*, and *Troubleshooting*.

The Situation offers a synopsis of the action in that section. The gamemaster may use this as a quick reference and overview. It also tells how a given section connects to the ones before and after it.

The second part, *The Story*, is read aloud to the players. It describes where the player characters are and what is happening to them as though they were actually there. Depending on the player characters' previous choices and/or the point in the adventure at which the section occurs, the gamemaster may need to adapt the text to suit the situation.

Behind the Scenes tells the gamemaster what is really happening in each section and proposes a potential sequence of events. Any maps needed to play a scenario are included in this section. Information the characters can discover and possible consequences of the characters' actions also appear here. Non-player character statistics needed to role-play the section are usually included here as well. *Behind the Scenes* may also contain hints and suggestions for handling a particular scenario.

The final element of each section, *Troubleshooting*, offers suggestions for getting the story back on track if things go too far wrong; for example if the player characters overlook a vital piece of information or if half the team meets an untimely death. The gamemaster need not use any of the suggestions given; if he or she has a better method of redirecting the

game, it should be used. As always, the gamemaster may roll the bones and let fate decide.

At the end of the adventure are three final chapters: *Wrap-Up*, *Research*, and *Cast of Characters*. *Wrap-Up* provides tips on how to complete the adventure, as well as hooks for establishing connections to another set of adventures or campaigns. *Research* contains additional information that the characters may attempt to discover during the course of the game. The *Cast of Characters* includes full game statistics for NPCs who have a major role or impact in the adventure.

OVERVIEW

Strana Mechty, the capital world of Clan space, is an open world where people from all castes of all Clans may cross paths. The player characters, regardless of their origins and allegiances, have all found some down-time in their daily lives and have come to Katyusha, Strana Mechty's capital city. Their first meetings could be tense and suspicious, or they could be over friendly drinks in a local tavern, or they might occur in the bustling marketplace near the center of town. However they meet, they do so just in time to witness a rare visit by delegates from the Inner Sphere garrison on Huntress. There, amid the crowd of fascinated onlookers, the characters will witness a dishonorable bombing attack aimed at the Spheroids—carried out, apparently, by a pair of warriors of the vanquished Clan Smoke Jaguar.

The Jaguars flee into the shocked crowd as the characters give chase, only to be stopped and accused of the brutal attack. Heedless of the characters' explanations, the panicked mob will draw security troops who come to apprehend or kill the characters. Forced to flee into the streets and back alleys of Katyusha as a veritable dragnet is thrown around the city, the characters stumble across the "Jaguars" they noticed earlier, and attempt to catch them in a blazing fire. One of the "Jaguars" falls, while the other manages to elude the characters.

From the fallen terrorist, the characters will learn that the attackers were not Jaguars at all, but warriors from a local garrison commanded by Star Colonel Bispham. Bispham, an honored veteran of the recent homeworld fighting and a once-outspoken Crusader, now commands the Katyusha Keshik—the interClan security force charged with keeping Katyusha secure. Publicly, Bispham expresses embarrassment not only for himself but for all Clans that some lowly surats would dare attempt a terrorist attack on the Spheroids in Katyusha. Bispham will order his troops to shoot the perpetrators on sight and will turn everyone from the lowest laborer to the most hardened warrior against the characters. Left with few options, the characters can try to report the false Jaguars to Bispham in the hopes of clearing their names, or to the Inner Sphere delegates, now whisked to their *ad hoc* "embassy" for their safety. Neither of these groups will listen to their story, however, and the characters will find themselves captured in short order.

The characters' capture will net them a tremendous discovery that could very well be their last. They are dragged along to a clandestine meeting between the Inner Sphere

"ambassador," Bispham, and a known leader of the Bandit Caste. Entered into a conspiracy to bring about tension, hostility and eventually conflict between Inner Sphere and Clan forces once more, the trio plans their next attack—this one against the Master Genetic Repository—while simultaneously preparing to execute the characters. The characters will also realize the conspirators have joined together out of necessity rather than camaraderie, and may be able to appeal to Bispham's sense of honor and challenge him to a duel in the hopes of avoiding their deaths.

Victorious in the duel with Bispham or a battle with their would-be executioners, the characters must race the clock to thwart a bombing attack on the Master Genetic Repository, and may possibly face a final showdown with Bispham in the process. If they succeed and save the repository, they will clear their names, but word that the bandit leader and his Spheroid cohort have escaped Strana Mechty and are at large will taint this victory.

GETTING STARTED

Vendettas is an adventure for three to six players. Because this adventure involves no small amount of combat, at least half the characters should be warriors of some kind. The characters are not required to possess 'Mechs or vehicles to participate in this adventure. Characters who possess technical or social skills may find their talents useful, but are not an absolute necessity to complete this adventure.

Depending on the campaign type you prefer, you may have a mixed party of characters, only a few of which are warriors. This is perfectly acceptable, as a broad range of skills will give the characters their best chance of getting through this adventure in one piece. In fact, there will be little opportunity for vehicular and 'Mech combat in the course of this adventure (though the gamemaster may be able to modify the events in Chapters 7 and 8 (*Honor Duel* and *Desperate Hand*) for players who *really* want to use BattleMechs or other vehicles in combat.

Because this adventure makes few assumptions about the party's makeup, the gamemaster will need to be creative in preparing players for their first encounter in Katyusha. The simplest way to do this is to inform the characters that they are all in the same place when the game starts, whether this is a tavern or in the open market nearby. Characters of opposing Clan factions or castes who want to pick fights may interfere with party unity and hinder their chances of getting through this adventure alive. This is a risk that should be undertaken only by those gamemasters who feel they can keep the characters from actually killing each other's characters.

DOWN-TIME

THE SITUATION

As the capital world of Clan space, Strana Mechty is the hub of almost every Clan's activity, a melting pot where members of all Clans can mingle and do business—or combat—regardless of station. With the recent end of the Clan inva-

sion after the Great Refusal, a series of interClan Trials known collectively as the Wars of Possession ensued, and some still continue.

Surrounded by turmoil and with friendly support almost a thousand light-years away is the Inner Sphere garrison commanded by Sir Paul Masters. It is located in the former Smoke Jaguar capital city on Huntress. Masters knows that without dialogue and alliances in Clan space, his garrison will sooner or later be overrun by the Clans as a natural extension of their grab for resources and personal honor. Thus, he authorized the formation of an embassy on Strana Mechty, to provide his Inner Sphere “enclave” a voice that none of the Clans can easily ignore. A debate raged in the Clan Council over whether or not to allow this, but ultimately the Spheroids prevailed.

The first delegates to take up residence in this new embassy, chosen by Masters personally, have recently landed on Strana Mechty and have been granted a fact-finding tour of Katyusha to familiarize themselves with the city that is to be their home in the coming months. The leader of this delegation, however, is Major Oystein Tannerbaum, a man who harbors a deep-seated hatred of the Clans. Secretly, Tannerbaum would like nothing better than to see hostilities between Clan and Inner Sphere forces flare up again, if only to give Masters reason to abandon the Inner Sphere holdings and return home. His hatred and drive are so strong, in fact, that he is even willing to sacrifice his fellow Spheroids in the delegation with a plan to force such a conflict—and he has managed to forge a temporary alliance with a vehemently Crusader Clansman to do it.

The player characters, having all come to Katyusha’s central marketplace on the day of the delegation’s tour, are simply in the wrong place when these plans reach fruition.

THE STORY

An energy unlike anything you have felt in recent years pervades the marketplace today—an air of tense anticipation, as if before a great storm or a sudden Trial. Since last evening’s reported landing of the DropShip said to contain a Spheroid “diplomatic party,” most of the lesser castes have anticipated seeing the barbarians from the Inner Sphere who so humbled the Clans only recently. That anticipation even touches the off-duty warriors you see around you, regardless of Clan, and it would be only a deception to yourself to say that you do not feel the same way.

Diplomats. The mere word invokes images of the cowardly, back-stabbing ways of the Inner Sphere. You have heard much about such things, about the lies they tell and the secrets they attempt to steal. Now, the Spheroids obviously hope to bring this blight to Strana Mechty, and you cannot fathom that the Grand Council would allow such a thing.

Civilians fill the marketplace—more than usual, in fact. Merchants haggle over their wares in a display of civilian bidding. Technicians and laborers released early from their civilian duties contemplate the products available to their grade, or discuss their day’s work with colleagues at the tables in the

open plaza. You can even see a handful of scientists milling about the marketplace, engrossed in their compads and pocket transcribers, or discussing work silently with one another while observing the gathered masses. Many warriors are here, judging from the array of casual uniforms you see, as well as a good showing of Katyusha’s multi-Clan security force, clad in their own plain white paramilitary garb. Two of these security troopers lean against a solitary Odin light tank. The vehicle is painted flat white with the haloed star insignia of the Katyusha Keshik, and is parked outside of the major traffic lanes of the marketplace.

BEHIND THE SCENES

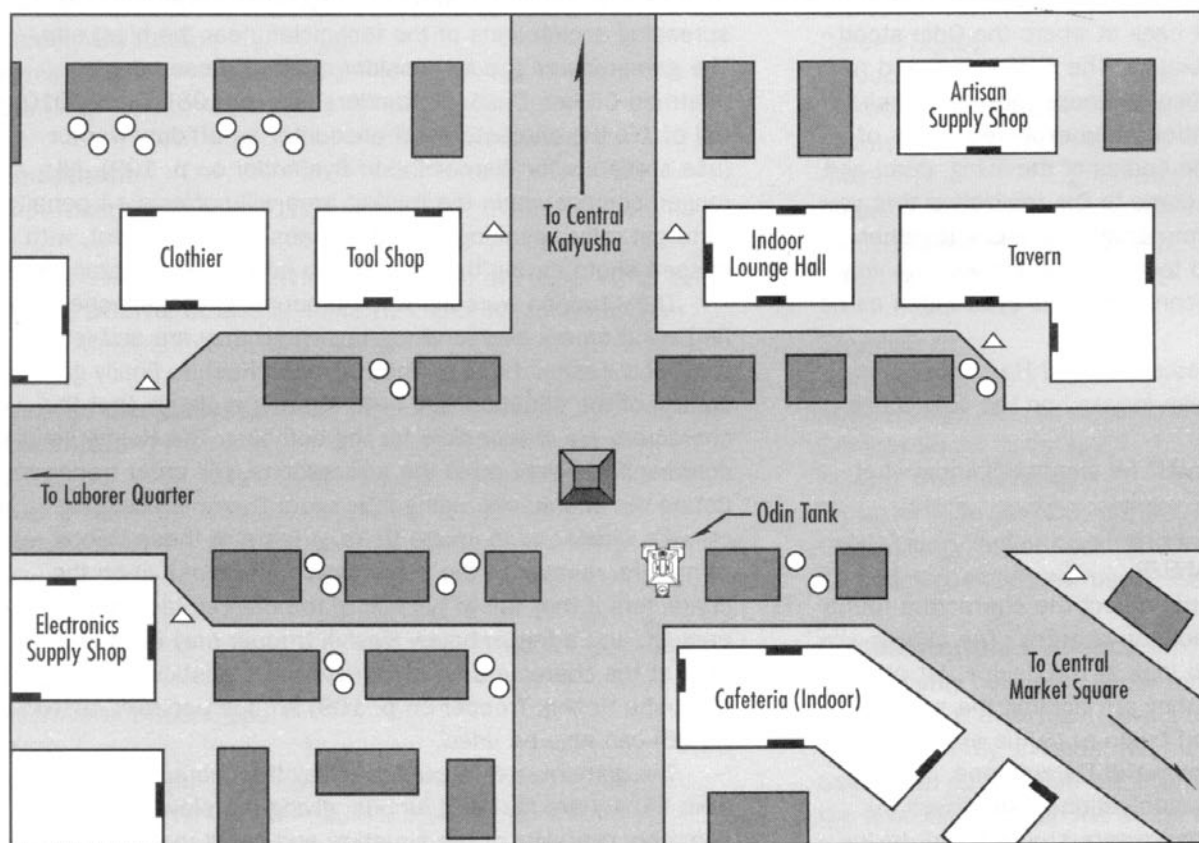
As the characters meander through the market area, they soon find that the crowd has become more agitated and the security forces seem to come to attention. A path is quickly cleared through the busy plaza and the characters are suddenly pressed together behind a wall of people two bodies thick, all whispering anxiously about “the barbarians from the Inner Sphere.” As the delegation—a handful of Spheroid warriors led by a Coyote warrior “guide”—just comes into view, player characters who have the Sixth Sense Trait may feel a sense of something amiss, as though the air has become charged with an electricity that cannot be explained.

Characters who are alert in their surroundings (on a successful Perception Check against a TN of 16) will see two men who seem somehow out of place approaching the back of the Odin, behind and out of sight of both the crowd and the vehicle’s crew. Because of the distance and the thick crowd, the characters are unable to get a good look at them, but if they choose to approach, the characters will see the two men appear to hunch behind the rear wheel of the Odin, momentarily vanishing from their line of sight.

The strangeness of these two men in gray combat fatigues will become evident to any character who succeeds in a Perception Check against a TN of 11. The fatigues are worn and frayed and are clearly those of warriors, but a successful Perception Check will also reveal the darker gray splotch on the warriors’ shoulders, where insignia patches are worn. A MoS of 3 or more will mean the characters also recognize the insignia as that of the defunct Smoke Jaguar Clan. A MoS of 5 or more reveals that one of these warriors is carrying a strange device that looks almost like some form of communicator or possibly a hold-out weapon.

The crowd is rather sparse between the characters and these mystery men, as most of the throng is lined along the main avenue, much more interested in the approach of the Spheroid delegates. As soon as the characters start to approach the strange men, one of the two will take notice of them and alert his partner. The startled “Jaguars” will then try to blend into the crowd, putting as much distance between themselves and the Odin as they can, while simultaneously moving toward a narrow alleyway. If the characters continue to close in, these men will finally decide to bolt, and in so doing will drop the unusual device on the ground as they collide with

Central Katyusha Market Square (First Quad)



- = 10 meters
- △ = Public Access Terminal and Communicator
- = Open-Air Dining Area (Tables, -2 MP)
- = Door
- = Public Address Hologrid Projector
- = Merchant Cart

the corner of an empty market display. The characters will notice this device on a successful Perception Check against a TN of 8.

As soon as a character reaches the fallen device, an explosion rips through the market behind them, destroying the Odin and sending bodies all over.

TROUBLESHOOTING

This chapter is an introductory scene and really should not offer the characters much more than a feel for the city and the current events in Clan space, especially on Strana Mechty. The biggest hurdle the gamemaster may face will likely be the party's own diversity, especially if the characters are a starting group or hail from different Clans and/or castes. To keep the players on their toes, the gamemaster is encouraged to consider a few chance minor encounters before beginning this adventure.

The press of the market's crowd at the arrival of the "barbarian delegates" should serve the dual purpose of forcing the characters together and keeping them far enough away from the delegates to prevent any rabble-rousers from making fools of themselves. It also literally pushes them into position when the mystery men at the back of the Odin go to work.

This chapter also ends in a cliff-hanger, with the characters stunned by the unexpected devastation of the exploding tank. In the chaos of the moment, bodies and debris fly everywhere, but some characters may try to dart after the "Jaguars" immediately. The gamemaster may wish to delay

such an early exit by throwing sudden obstacles in their path, such as a flaming merchant's cart sent flying by the blast.

If any character is too close to the exploding tank, he or she may suffer injuries from the blast. The gamemaster should treat the effects of this explosion as those of a satchel charge, but with twice the effective blast radius.

ACCUSATIONS

THE SITUATION

The bomb blast has actually been ill-timed and poorly placed for its intended purpose (wiping out the Spheroid delegation), and thus only succeeded in killing a large number of civilians and wounding the warrior escort assigned to the diplomats. The characters have inadvertently framed themselves for this failed attack on the Inner Sphere delegates, as the crowd turns to find them in possession of the bomb's detonator. The rampant anarchy of the moment, induced by shock and hysteria that such a thing could happen in Katyusha, has brought the civilians gathered in the marketplace to a panic in short order. The Katyusha Keshik security forces are swept up in the momentum, and the situation deteriorates so rapidly that the characters cannot find anyone willing to believe their innocence. To make matters worse, enough warriors with delusions of glory are in the crowd to make the characters' escape difficult. The characters will have no choice but to flee the scene of the crime for their very lives, and will have to seek another opportunity to clear their names.

THE STORY

Your ears ringing, you look back at where the Odin stood and see only fire, smoke and bodies. The panicked crowd runs in all directions and you see security troops moving in their midst, vainly attempting to control the unexpected chaos of the situation. Wreckage and the bodies of the living, dead and wounded surround you as you come to the realization that you remain mostly unharmed. As you struggle to piece together what has happened, an injured technician stumbles your way, disoriented by the smoke and confusion. His eyes widen as he sees your group.

"Quick!" he cries. "We need medtechs! He ... !"

Just then he gasps, his eyes focused on the device one of the Jaguars dropped.

"By the Great Father's ghost!" he shouts. "I know what that is! *Security!*"

BEHIND THE SCENES

The technician identifies the object the characters found as a detonator trigger for demolition charges. The characters, barely having had time to look at the device, let alone identify it, should realize that they are holding the smoking gun. More Clansmen arrive and begin to chime in with the technician's accusation. A successful Demolitions Technician/Electronics or Communications Skill Check against a TN of 10 will allow characters studying the device to correctly identify it. Apply a -2 modifier if the character attempting to identify the object is using Demolitions Skill or has ever served a tour of duty in the Inner Sphere.

Before the characters can utter any kind of explanation, a warrior nearby will draw a sidearm while other Clansmen—civilian and warrior alike—surround the characters. The warrior will declare the characters "treacherous cowards" as he takes aim. Characters may attempt to reason with him, but neither the warrior nor the crowd is inclined to believe that renegades from a dead Clan planted a bomb in broad daylight on Strana Mechty.

If the characters decide to fight the warrior, they should quickly realize that the chances of a fair fight are nil. They have just been accused of bombing the marketplace and are still surrounded by shocked and angry Clansmen. The warrior's statistics are given on p. 109; use a Warrior Caste Bystander.

The only option left to the characters will be to attempt escape, hoping that some time will give the Katyusha Keshik paramilitary police a chance to clear up the matter and avoid any bloodshed (including the characters). Escape will be difficult with so many people around, but the gamemaster should ultimately allow the characters to break free of the marketplace even as a general dragnet is closed around Katyusha. Use the map layout of the marketplace provided here as a guide.

FLEEING THE SCENE

With the smoke, debris and a mob surrounding them, the characters' movement is reduced to half their normal rates as long as they are in the marketplace. As they try to force their way through the crowd to safety, more and more shocked and

confused people may attempt to stop them, believing the spreading accusations of the technician near the blast site. The gamemaster should consider most of these people unarmed Civilian Caste Bystanders (see p. 108). On a 1D10 roll of 10, the characters will encounter an off-duty warrior (use statistics for Warrior Caste Bystander on p. 109). All ranged combat within the market area will suffer a +4 penalty to target rolls, resulting from the chaos of the moment, with missed shots having the potential to hit innocent bystanders.

The situation worsens when a booming, megaphone-amplified voice orders everyone to stay where they are and let the Katyusha Keshik through. The Katyusha Keshik, finally gaining control of the situation, will have heard the claims that the characters are responsible for the bombing. The Keshik field commander, swept up in the accusations, will order troops to detain the characters, using little more than the accusing crowd's directions to locate them. A team of these troops (up to half the number in the player group) will close in on the characters if they fail to get out of the marketplace quickly enough, and a trigger-happy Keshik trooper may even take a shot at the characters on sight (use the statistics for Katyusha Keshik Trooper on p. 109). An appropriate Clan NPC (p. 96) can also be used.

The gamemaster should role-play the characters' flight from the square fast and furious, giving the players only a summary overview of the situation and using the Merchant Square and Katyusha map as guides. Overzealous warrior bystanders and Katyusha Keshik troopers should close into firing range if the characters dawdle too much. The characters should manage to put more than two city blocks between themselves and the marketplace. Note that any form of bidding will be ignored; the shocked bystanders are stunned and outraged enough to have already judged the characters guilty.

The main roads will be filled with Keshik squads within minutes of the bombing, forcing any characters attempting to flee to take to the alleys in order to avoid these patrols. Wherever the characters choose to hide out is their decision. Characters most familiar with that sector of the city (namely those who hail from the given caste predominant in the area) should then be given full information about their whereabouts.

Civilian Caste Bystander (Caste determined by gamemaster)

Attributes*

STR	4	WIL	4
BOD	5	CHA	4
DEX	5	EDG	4
RFL	4	SOC	3
INT	5	Move	8/18/36

Traits

Ambidextrous (Technician)
Good Vision (Merchant and Scientist)
Toughness (Laborer)

Skills

Career/Any Civilian	+3
Perception	+1
Brawling	+2

Equipment

Improvised Weapon [1•1D6]

* **Note:** Add +1 to BOD and STR for laborer caste; +2 to INT and -1 BOD for scientist; +1 to DEX and INT for technician caste. Merchant caste is as given.

Warrior Caste Bystander

Attributes

STR	7	WIL	5
BOD	7	CHA	4
DEX	6	EDG	5
RFL	7	SOC	6
INT	5	Move	14/24/48

Traits

MechWarrior Phenotype

Brave

Quirk/Clan Honor

Skills

Career/Soldier	+2
Perception	+3
Martial Arts/Military	+2
• Haymaker [Take 1 Fatigue and add 2D6 damage]	
• Sweep [TN to hit +2; if successful, opponent is knocked prone]	
Pistols	+3
Blade	+2

Equipment

Flak Vest [1/5/1/3]

Magnum Revolver [4•5D6; 8/18/45/100; 5 shots; +1 TN]

Magnum Revolver Reloads (2)

Dagger [1•1D6]

Katyusha Keshik Trooper

Attributes

STR	8	WIL	6
BOD	8	CHA	4
DEX	5	EDG	4
RFL	7	SOC	6
INT	4	Move	15/25/50

Traits

Elemental Phenotype

Quirk/Clan Honor

Toughness

Skills

Career/Soldier	+2
Perception	+3
Martial Arts/Military	+4
Pistols	+3
Rifles	+3
Blade	+2
Tactics/Infantry	+2
Tracking	+1

Equipment

Ablative/Flak Jacket [2/4/5/2]

Ablative/Flak Helmet [2/4/5/2]

Combat Boots [2/3/3/1]

Military Communicator

ER Laser Rifle [4•4D6; 90/300/700/1,400; Pwr use 5]

Clan Military Power Pack [300 Pwr ea.]

Stunstick [0•4D6; Pwr use 1; Subduing—do not add STR]

Circumstantial Evidence

Security holocams in the marketplace will pick up the characters in their flight, giving the Katyusha Keshik something to identify and hunt for, but only after the characters have been able to flee the scene. Having failed to focus on the characters' positions at the time of the bombing, however, these holovids will not help clear their names.

Furthermore, became the "Jaguars" who planted the explosives wore gloves, only the fingerprints of the characters who handled the device will be found on the item. This evidence will further prove the characters' guilt in the eyes of the Katyusha Keshik and the public at large. The holocamera footage and declaration of the characters' guilt spreads quickly. As a result, the characters suffer -10 Glory Points.

TROUBLESHOOTING

Up to this point in the adventure, the characters have been pushed along by events and have had no true influence on their circumstances. Particularly stubborn players, however, may force the gamemaster into a position that causes grievous harm to the player characters. Outnumbered and wrongly accused by the panicked crowd, the characters' best choice is to clear out of the market before enough would-be heroes can administer some "instant justice." This is a situation the gamemaster should make difficult, but not too difficult, as the characters must escape if they have any hope of finding the real culprits and establishing their innocence.

Any attempt by the characters to reason their way out of the situation should be rebuked at this time. Fear and paranoia are the order of the day, and fanciful tales of Jaguars in Katyusha after the death of their Clan will be seen as the desperate lies of cowardly murderers. The Clansmen in the marketplace are quick to place blame and have already judged the characters guilty; nothing the characters say at this time will prove their innocence. Even if the characters did *not* pick up the dropped device, someone in the crowd will associate them with the item.

If a player character is rendered unconscious or killed in the course of this event, a few options will allow the gamemaster to make up for the loss. An unconscious character will likely be arrested and badly treated until the Katyusha Keshik gets to the bottom of the bombing, but a character is just as likely to be beaten half to death by the mob before the Keshik gets the chance to make an arrest. A new character may enter as a sympathetic bystander—one who perhaps saw the “Jaguars” and who feels honor-bound to help the characters, or who may even be a contact of one of the characters.

MERRY CHASE

THE SITUATION

The characters manage to escape the market, but the reality of their situation quickly sinks in. Accused of a cowardly bombing attack, their honor has been stained and their only hope for redemption lies in finding out who the bombers were and where they have gone. By chance, their flight through a city now under martial law will bring them across the path of the true assassins.

THE STORY

The holovid PA system said everything you needed to hear, and you are shocked to find that the video feed actually *makes* you look as guilty as the technician in the square claimed. The cruel twist of fate, you realize, comes from the fact that the holocameras did not catch sight of the Jaguar surats who are truly responsible. Instead, they found you in possession of the detonator after the fact. This gross miscarriage of justice has soiled your honor as Clansmen, but how to undo the damage?

Star Colonel Bispham, commander of the Katyusha Keshik, has repeated his address every hour since you evaded his troops in Central Katyusha. His declarations carry the clarity and decisiveness only a Clan warrior can muster:

“People of Katyusha! Fellow Clansmen! A despicable crime has been committed which soils our honor and shames us before our enemies! These individuals, in an act of treachery and cowardice, have attempted to silence the diplomatic party of Inner Sphere warriors within the safety of our great city. Although they failed to accomplish their objective, they run the risk of convincing our former enemies from the Inner Sphere that we of the Clans are as barbaric as they. These cowards have also slain many of our kin. Anyone observing these traitors within our city is hereby commanded, as Clansmen worthy of the name, to report them to the nearest Katyusha Keshik outpost! These people are dangerous, cowardly and savage! Their cancer must be cut from our world lest they attempt once more to soil the reputation of all Clans with their filthy barbarian ways!”

As the last echoes of Bispham’s voice fade, you know that there is little hope of clearing your names now that your images and identities have been broadcast to the city. The only chance you have is to find the true assassins and bring them before the Keshik yourselves.

Read the following after running the characters ragged—preferably in the wake of a narrow brush with a Katyusha Keshik patrol:

You have been hiding and running like a hunter’s prey for what feels like days. Exhaustion and the pain of continual exertion have left you drained, but you dare not stop. As you duck down an alley to evade the last Keshik patrol, two men clad in the plain coveralls of the laborer caste dash past the far end of the alley. Something about them seems odd and you bolt after them. Catching sight of the men, you realize that both are wearing communicator headsets and holstered pistols.

The suspicion you feel toward these men becomes a certainty as one of them glances back and sees you.

“Pavel!” he yells to his partner, drawing his sidearm.

Then—as both men produce their weapons and make a break for another alley across the street—you realize these two are the same men you saw at the merchant square.

BEHIND THE SCENES

The characters should now lie low, as all of Katyusha has been notified of their alleged crime—a crime *no* Clansman can allow to go unavenged. Katyusha Keshik patrols, usually in five-man squads, sweep the main roads and adjacent side streets with increasing frequency. These, or chance encounters with other denizens of Katyusha, could easily lead to combat.

Chance Encounters

The gamemaster should use his or her best judgment when determining the likelihood of an encounter for the characters. By far, Keshik patrols are the most alert, and will be sweeping the primary and secondary streets in an ever-widening circle out from the merchant square. Civilian caste personnel or off-duty warriors are somewhat less likely to lead to direct confrontation, but may dominate the area nonetheless, providing obstacles to be overcome, if only in sneaking past them undetected.

Characters who have the Streetwise Skill can add its bonus to their Stealth Checks when attempting to evade detection. Alternatively, characters may also add their Streetwise Skill bonus to Perception Checks against a TN of 11 when trying to detect the approach of a Keshik patrol nearby. Characters who belong to the dominant caste of the sector where the characters are currently hiding gain an additional –2 to the TNs for these Skill Checks.

Characters who find themselves within thirty meters of a patrol should make Stealth Checks against a TN of 11 to see if they are discovered. Apply a bonus to the TN based on whatever they have available for cover (ranging from a +3 penalty for being in the open street to a –6 bonus for hiding in shadows behind a large obstacle). Each of the Keshik troopers will get a Perception Check against a base TN of 10, using the player characters’ MoS as their penalty. If successful, the trooper in question sees something amiss (or spots the characters outright, if his MoS is greater than 5) and promptly moves to attack, immediately calling the rest of the squad. Use the statistics for the Katyusha Keshik Trooper (see p. 109) for these soldiers.

Katyusha

citizens may also attack the characters on sight, or at the very least report them. The citizens the characters may encounter should be determined by the area of the city they are in,

with each caste more or less keeping to its own quarter. Only limited mixing of castes occurs in each quarter of Katyusha, however, allowing for the chance encounter of a warrior in the Laborer Quarter and so on. The Katyusha Encounters Table offers a quick random encounter generator based on the location in the city where the characters might hide. A random encounter may contain one to three characters at a time. The statistics for civilian caste encounters use the Civilian Caste Bystander (see p. 108), while warrior caste encounters use the Warrior Caste Bystander statistics. If the gamemaster is using the Clan Encounter rules (p. 98), a -3 modifier should be added to the reaction modifier for such events.

These encounters may lead the characters in an unexpected direction, but the gamemaster is encouraged to allow them this leeway. The characters are being hunted, but special care must be taken not to actually capture and defeat them too soon in the adventure. Doing so will virtually guarantee the captured characters' execution, as no evidence yet exists to prove them innocent.

After a few chance encounters, the characters stumble across the path of the two "Jaguars" they noticed earlier—only now, these men are dressed in a fashion more fitting to common laborers. The "Jaguars" will notice the characters at almost the same moment, and will engage them for only a single turn before attempting to escape in the maze of alleys. The characters may pursue these men, but a running gun battle will eventually draw Keshik squads into the area, and the earlier threat still exists of off-duty warriors and civilians looking to make themselves heroes.

"Jaguar" 1: Pavel

Attributes

STR	6	WIL	4
BOD	5	CHA	5
DEX	5	EDG	4
RFL	5	SOC	6
INT	5	Move	11/21/42

Traits

Brave
MechWarrior Phenotype

KATYUSHA ENCOUNTERS TABLE

City Section

Central Sector
Warrior Quarter
Scientist Quarter
Merchant Quarter
Laborer Quarter
Technician Quarter
Old Katyusha

Encounter (2D6 roll)

Laborer (2-5), Technician (6-7), Scientist (8-9), Warrior (10-11), Merchant (12)
Warrior (2-7), Technician (8-9), Laborer (10), Scientist (11), Merchant (12)
Scientist (2-6), Technician (7), Laborer (8-9), Warrior (10), Merchant (11-12)
Merchant (2-7), Laborer (8-9), Technician (10), Merchant (11), Warrior (12)
Laborer (2-8), Merchant (9), Technician (10), Scientist (11), Warrior (12)
Technician (2-7), Laborer (8), Scientist (9), Warrior (10), Merchant (11-12)
Laborer (2-5), Merchant (6-8), Technician (9-10), Warrior (11), Scientist (12)

Quirk/Clan Honor

Skills

Career/Soldier	+3
Perception	+2
Martial Arts/Military	+3
<ul style="list-style-type: none"> • Haymaker [Take 1 Fatigue and add 2D6 damage] • Neck Jab [TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test] • Sweep [TN to hit +2; if successful, opponent is knocked prone] 	
Pistols	+3
Blade	+2
Stealth	+1

Equipment

Ablative/Flak Vest [2/4/5/2]
Communications Headset
Warrior's codex (Clan Star Adder)
Nova Laser Pistol [3•5D6; 8/20/40/100; Pwr use 10]
2 Clan Power Packs [30 Pwr each]
Dagger [1•1D6]

"Jaguar" 2: Emilio

Attributes

STR	6	WIL	5
BOD	6	CHA	4
DEX	5	EDG	4
RFL	7	SOC	6
INT	5	Move	11/21/42

Traits

Brave
Combat Sense
MechWarrior Phenotype

Skills

Career/Soldier	+4
Perception	+3
Martial Arts/Military	+3
<ul style="list-style-type: none"> • Haymaker [Take 1 Fatigue and add 2D6 damage] • Neck Jab [TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test] • Sweep [TN to hit +2; if successful, opponent is knocked prone] 	
Pistols	+4
Blade	+2
Stealth	+2
Demolitions	+1

Equipment

Ablative/Flak Vest [2/4/5/2]
 Communications Headset
 Warrior's codex (Clan Fire Mandrill)
 Sunbeam Laser Pistol [4•4D6; 15/30/65/200; Pwr use 4]
 Clan Power Pack [30 Pwr each]
 Vibroblade [5•2D6; Pwr use 1]

TROUBLESHOOTING

The characters will spend most of this chapter evading capture by Keshik troopers and must keep their heads down if they expect to survive. Chances are good that any fighting will consume ammunition and energy that are running low, and the characters may have sustained injuries. If the characters are taking too much damage, the gamemaster should find a way to give them an out rather than letting the Keshik troopers corner them. This is easily done by throwing in a chance obstacle that slows the Keshik soldiers and gives the characters enough breathing room to escape. A chance passing of a jitney, for example, can stop a Keshik squad dead in its tracks as characters already across the street duck into a convenient alley. A hover transport left running could provide the characters with a vehicle to make a quick getaway (until they must then ditch the vehicle, since all vehicles in Katyusha are traceable). Perhaps even an overzealous would-be hero may stumble on the scene and interfere with the Keshik troopers by mistake, bungling badly enough to permit the characters' escape.

When the characters encounter the "Jaguars" from the marketplace, they see their chance to catch the real culprits in the bombing. These "Jaguars," however, are not willing to risk a fight; they flee for the nearest mass-transit terminal. They should never totally outpace the characters, but will not stop running long enough for a stand-up fight unless cornered. If this somehow occurs, or one of these two men is dropped by a lucky shot, the other man should be allowed to escape, perhaps even by attracting the attention of a nearby Keshik squad.

THE LEAD . . .

THE SITUATION

Hot on the trail of the real assassins from the marketplace, the characters will be led on a chase toward the nearest mass-transit terminal. Katyusha's mass-transit system is useless to the characters, as the system requires riders to produce identification and pass through a checkpoint, but the "Jaguars" are not so restricted. The terminal is somewhat crowded, however, slowing them down, and so cornered, the two men attempt to deal with the characters once and for all—or hope that a security patrol will arrive to do the job for them.

The characters should be able to capture at least one of the would-be assassins, who has in his possession a number of items that prove he is no Jaguar after all, but a member of the Katyusha Keshik. The other culprit will escape, making his way aboard a monorail transport as a Keshik squad arrives, but the characters now have a vital clue to a conspiracy at work.

THE STORY

Through the streets of Katyusha, you race after the men who bombed the marketplace. They are elusive, always turning the next corner just as you round the last, and you can see they are leading you toward the fringes of the city. Where they might be going you can only guess, but you know that if they should escape, then your only hope for cleansing your tarnished honor escapes with them. The Katyusha Keshik will have certainly posted troops at the borders of the city by now, cutting off any flight beyond.

You chase the men for several more blocks, eventually reaching the quarter's outskirts. The rumble of the hanging monorail overhead, followed by the hiss and squeal of the elevated train's braking system, tell you that you are near a mass-transit terminal. As the assassins run for the terminal facility, you suddenly see their plan. They mean to escape on the monorail, giving them access to the entire city while you will be stopped at the checkpoint gates as wanted men.

The terminal is crowded, however, with laborers and technicians eager to get to their destinations. As the cowardly men ascend the ferrocrete stairway to the main platform and checkpoint, you see the sheer volume of traffic has slowed them. Racing after them, you reach the terminal platform to see your quarry have been stopped dead by the mass of people passing through the checkpoint gate.

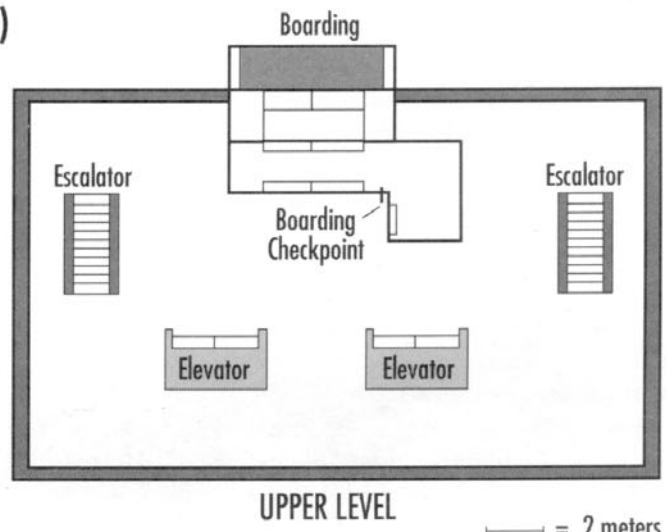
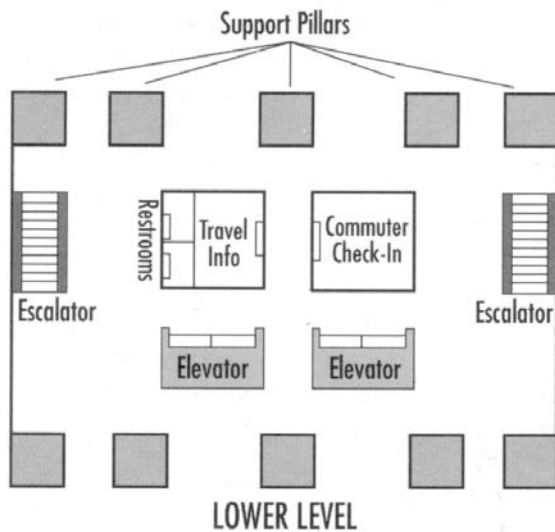
Cornered, the two men spin to face you, their weapons drawn.

"Freebirth assassins!" yells one of them. "Stay back!"

Read the following once the characters have won the battle:

The smoke of battle clears and the last of the panicked civilians has either fled into the waiting monorail or off the platform, leaving you alone with one cowardly assassin. You hear a faint, tinny voice and realize that it comes from the communicator headset one of the assassins was wearing,

Monorail Terminal (Typical)



— = 2 meters

twisted in the battle but still functional. From the headset, you hear two voices, one of which you guess belongs to the second bomber.

"Agent Emilio, report!" shouts a voice.

"Emilio here, Star Commander," another replies breathlessly. "Pavel is down. The people who saw us in the merchant square got him."

"Do they know who you are?"

"Unknown, Star Commander," Emilio says. "They may have Pavel's codex, however."

"Freebirth!" curses the Star Commander. "Where are they now?"

"Platform Epsilon Seven G. A squad en route, quiaff?"

"Aff. Let us hope they will still be there, agent, or you will learn firsthand what it is to be treated as a traitor to the Clans! We are already disappointed in your performance in the marketplace—the Spheroid *surats* were not even scratched by your botched attack. Resume operational silence and report to me at base."

"Aff, Star Commander. Emilio out."

As the comm channel goes dead, you can hardly believe what you just heard. The assassins were Clansmen, but not just any Clansmen. A Star Commander is calling the shots—one who clearly knows where the Katyusha Keshik troops are. The stink of a conspiracy at work turns your stomach, but you know there is little time to dwell on it, if what you heard is true.

BEHIND THE SCENES

Thanks to the presence of so many commuters, the "Jaguars" are unable to board the waiting monorail fast enough to escape the characters. Cornered, they decide to make a stand here against the characters, and they hope that checkpoint security will intervene quickly enough to stop the

players. Though the checkpoint is lightly manned with only four Keshik troopers, they call for back-up the moment a fight breaks out. In the chaos the battle will undoubtedly cause, the "Jaguars" hope to vanish into the crowd and board the train.

The Gun Battle

This firefight is complicated due to the civilian crowd's panic and the intervention of the checkpoint guards. The "Jaguars" will hold their ground until one of them drops. After that, the remaining Jaguar will force his way back into the crowd and dash for the monorail. The checkpoint guards, at first attempting to engage all combatants, will show a marked preference for the characters after a turn or two of combat, when they realize the characters are the accused bombers from the marketplace. For this reason, an escaping "Jaguar" will have an easier time of melting into the background.

The crowd will panic at the first shot fired, with most of them dropping to the ground. The rest attempt to flee the scene. The general chaos this causes will impose a +2 to all ranged-combat TNs for the second through sixth rounds of combat. Shots that miss with an MoF greater than 2 will hit a random bystander. (Burst-mode weapons will hit the bystander with half their fired burst.) All movement rates during this fight are reduced by half due to the panicked crowd.

The checkpoint guards are lower-ranked troopers from the Katyusha Keshik whose primary responsibility is to make certain that everyone boarding the monorail has the proper travel documentation and identification. Their statistics are shown below. They will call for backup just as the fight begins, but the nearest Katyusha Keshik patrol is a full three minutes away. The characters will have only that much time to deal with the checkpoint guards, learn what they can from the fallen gunman, and make their escape.

Terminal Checkpoint Guard

Attributes

STR	6	WIL	6
BOD	6	CHA	4
DEX	5	EDG	4
RFL	6	SOC	6
INT	4	Move	12/22/44

Attributes

Quirk/Clan Honor

Skills

Career/Soldier	+2
Perception	+2
Martial Arts/Military	+3

- Haymaker [Take 1 Fatigue and add 2D6 damage]
- Neck Jab [TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test]
- Sweep [TN to hit +2; if successful, opponent is knocked prone]

Pistols	+2
Rifles	+2
Blade	+2
Tactics/Infantry	+1

Equipment

- Ablative/Flak Jacket [2/4/5/2]
- Combat Boots [2/3/3/1]
- Military Communicator
- ER Laser Pistol [4•3D6: 20/50/125/300; Pwr use 3]
- Two Clan Power Packs [30 power points each]
- Stunstick [0•4D6: Pwr use 1; Subduing—Do not add STR]

Hard Evidence

Once the firefight ends, the characters should have time to quickly search the fallen "Jaguar." The first and most obvious clue will be the communicator headset that fell from the man's head, but additional clues will turn up on a quick search of his possessions. Characters electing to search the man may do so, but regardless of how many people search, only one Perception Check may be made by the character with the highest bonus in that skill. This roll has a base TN of 11, but a bonus of +1 applies for each character aiding in the search.

A successful search turns up the assassin's codex tucked into a concealed pocket inside his coveralls (rather than worn on his wrist). Also in evidence is a map of the Merchant Quarter marketplace and handwritten notes—instructions for rigging an explosive device to the ammunition bin of an *Odin* tank. The characters will not determine this fact, however, unless a successful Engineering or Technician Check is made against a TN of 15, or a Demolitions Check against a TN of 12. Familiarity with armored vehicles, such as a Knowledge Skill, will add a +2 to the roll.)

With the communicator in their possession, the characters should determine that they have a valuable clue. A player character with Technician/Electronics or Comms/Conventional Skill studying the communicator should make an appropriate Skill Check against a TN of 14. Success allows the character to determine that the headset is tuned to a secure channel linked into the city-wide communications grid to boost its effective range. Success by a MoS of 3 or more will further reveal that the secure channel is within the ranges used by the Katyusha Keshik.

Finally, while the characters will be able to recognize the Clan power packs used by the agents' weapon(s), they will recognize on a successful Pistols or Gunsmith Check (TN of 13) that the weapons are not of Clan make. On a MoS higher than 5, they realize that the weapons are common to warriors of the Free Worlds League.

TROUBLESHOOTING

This event is time-sensitive. The platform is a raised structure with few escape routes—each of which can be blocked by arriving Keshik troopers. With all armed resistance eliminated, the characters should be able to obtain evidence from the fallen "Jaguar" that will give them a clue to the identity of the assassins. But they should not be allowed to linger, lest they be found before they make sense of this evidence. The arriving Keshik patrols will not be inclined to listen to explanations after chasing the characters all day.

Some characters may decide to board the monorail before it speeds away, in an effort to nab the other assassin. This is a risky proposition, as doing so places them on an ultra-fast mass-transit system with a predictable route. Characters could capture the second man only to be arrested and shot at the next terminal by a Keshik squad sent ahead of them. The monorails in all but the Warriors' Quarter are elevated more than forty meters above the ground; jumping from the train is not a viable option. The gamemaster is advised to discourage (but not disallow) this option. If you feel they can handle this challenge, allow them to try.

If the characters successfully take down *both* of the fleeing assassins, they obtain the same evidence from each (see the equipment each "Jaguar" carries, p. 111-112). The communicator dialogue, however, will be modified as neither agent is reporting. Instead, the characters will hear the mysterious Keshik commander's voice trying to raise his agents in vain before announcing that his squads are closing in.

PARIAHS

THE SITUATION

The characters have gained valuable information, but the Keshik grunts that keep hounding them certainly will not listen, having been ordered to shoot first and interrogate the survivors later. This leaves the characters with few options: take their evidence directly to the Keshik command center in the north sector of Central Katyusha, or go to the Spheroid



embassy in Central Katyusha's southeast sector and plead their case there. Either route is fraught with peril; if they sneak back into the heart of the city, patrols are more numerous there, and the reception the characters get at either place may be less than friendly.

Regardless of whom they turn to, the characters will be captured and roughed up a bit before being thrown into a detention cell for a while. Around nightfall, the characters will find themselves inexplicably taken from their cell and loaded into a transport bound for parts unknown.

THE STORY

What you have learned about the bombing in the market square is astonishing. Clansmen—most likely members of the Katyusha Keshik itself—attempted to kill the Spheroid delegation in a cowardly act of terrorism. Although you personally have little love for Spheroids, you feel insulted that members of the city's honor guard could stoop so low, and the fact that you still stand accused of the attack renders that insult all the more personal. The Keshik patrols that tail you do not seem interested in listening to your claims, and you cannot help but wonder if those patrols had not been given shoot-on-sight

orders by the mysterious Star Commander you heard speaking on the communicator.

Whom you can trust has become a short list indeed, but you must go *somewhere* to prove your story, and with the knowledge that the Keshik might be corrupted, that leaves few options. The Keshik headquarters in the Central Sector comes to mind, where perhaps you can talk to Star Colonel Bispham and warn him of the corruption in his ranks.

Alternatively, you could seek out the Spheroid delegation; proving your innocence to those who were the intended victims may go a long way toward clearing your names. Again, that means a return to the city's central sector, however, and you are wary of tight security there.

But, you cannot help wondering, is there any other choice?

Read the following if the characters go to the Keshik Headquarters:

Two *UrbanMech* IICs stand a silent vigil outside the Katyusha Keshik headquarters building. Though hardly foreboding to most 'MechWarriors, facing them from the ground without a multi-ton machine of one's own makes them very

intimidating. With thirty tons of armor and firepower, just one could easily wipe out your party before you get close to the gates surrounding the HQ compound. In the darkness of night, a faint red glow in the cockpits of both 'Mechs shows them to be occupied, but that is a secondary concern as you notice the white armored Elemental guards at the gate. Even if the 'Mechs consider your presence beneath their notice, you know the Elementals would not be so indifferent.

One turns to face you, laser leveled and ready, as you approach. The second trooper matches his partner's move an instant later. With your hands raised, the troopers can see that you are no immediate threat, and you get the distinct impression that is all that keeps them from firing.

"Hold!" shouts the first. "Identify yourselves!"

Read the following if the characters go to the Inner Sphere Embassy:

The embassy for the Inner Sphere delegation is a large structure, the likes of which you would expect to see in the housing district of the Laborer Quarter—gray, drab and plain. Only the eight-meter wrought-iron fence that surrounds the building and the banner of the Star League fluttering from a free-standing flagpole indicate its function. Located in the midst of the central sector, facing the Merchant Quarter, you are certain that the Grand Council's choice of locale was intended as a slight toward the Spheroids, but it is likely one that the barbarians missed.

Standing guard at the gate, in a simple glass-windowed post, you see a single infantryman dressed in the uniform standard to the so-called new Star League Defense Force. The trooper cradles an assault rifle in his hands and appears to be paying only half as much attention to his duty as he should. Your suspicions are confirmed by the length of time it takes him to notice your approach, but his reaction is startlingly swift. In a flash, his rifle aligns with your group and he barks something into his helmet mike so fast you cannot be sure what he said.

Floodlights blaze to life and swing on automated mounts until they bathe your party in near-blinding white light. You approach, arms raised in a universal gesture of peaceful intent. You hear the approach of more soldiers within seconds. In all the commotion, you fail to hear the Spheroid trooper's first command.

"I said *halt*, by Blake!" he yells again.

Read the following once the characters are arrested (if at the Keshik HQ):

The Elementals drag you down the corridors of the headquarters detention cells—a small and poorly maintained section of the headquarters building. There, the lot of you are thrown into a plain chamber. The only furniture is a bench nailed to the length of the far wall. After gruffly telling you to sit on the bench and shoving you all toward the middle of the room, the troopers turn away, slamming the solid metal door behind them. Through the tiny, reinforced window in the door,

you see the guards march off, save two who take up positions on either side of the door, outside your field of vision.

You sit in silence for what feels like an hour, the cuffs slowly making your arms go numb behind you. You have no idea what became of the evidence you gathered, or what to expect if and when someone returns for you. The door guards refuse to acknowledge any of your questions, leaving you to ponder your fate.

The monotony ends when suddenly, you hear the door unlatch and open, permitting the entrance of a man who carries himself like a trueborn warrior. You recognize his face and bearing by reputation and the holovid announcements that filled your day: Star Colonel Bispham, commander of the Katyusha Keshik.

"So," he says coldly, "you are the cowardly freebirth trash that has been running amok in my city? You pathetic *surats*? You come to us, charged with terrorism, murder and treason against the Clans. You are either very brave or very foolish. Tell me, freebirth scum, why I should not execute you like the filth you are and declare a Trial of Annihilation against any who claim a part of your tainted genetic heritage?"

Read the following once the characters are arrested (if at the Spheroid embassy):

A squad of armored Inner Sphere soldiers escorts you at gunpoint through a series of corridors and down two flights of stairs. You feel the cold dampness of the subbasement in your bones as you are led down a hall remarkable only for the complex power lines and plumbing conduits that cover its walls. The guards stop at a black metal door that looks just like several others you had taken for utility closets. One of the soldiers opens it to reveal a dank, poorly-lit cell within. The cell—if you can call it that—evidently once served as a storage room for supplies during the embassy's construction, but now only a few work benches remain.

Prodding you with the muzzles of their rifles, two of the guards usher you into the room while other soldiers cover them. Before you can utter a single question, the lead soldier—a sergeant, if you read Inner Sphere rankings correctly—grumbles that someone will be with you "eventually."

"In the meantime, you Clan scum may as well make yourselves comfortable. But I warn you: first sign of trouble any of you give us and we'll shoot the whole batch of you inbred freaks."

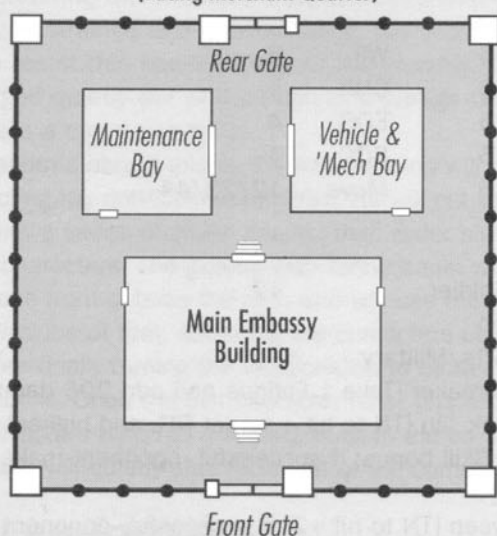
With that, your host slams the door between you and the rest of his squad and is gone.

Time passes slowly, and you can only imagine what the Spheroids have planned. It crosses your minds that you are now at the mercy of people who have come to hate the Clan way of life through a decade of warfare, and you begin to doubt the wisdom of surrendering to such honorless barbarians. Perhaps risking your lives to the corrupted Keshik troops would have been a preferable option, after all.

Your thoughts are interrupted suddenly when you hear the door unlatch. A dark-haired man in the uniform of the

INNER SPHERE EMBASSY

Central Katyusha
(Facing Merchant Quarter)

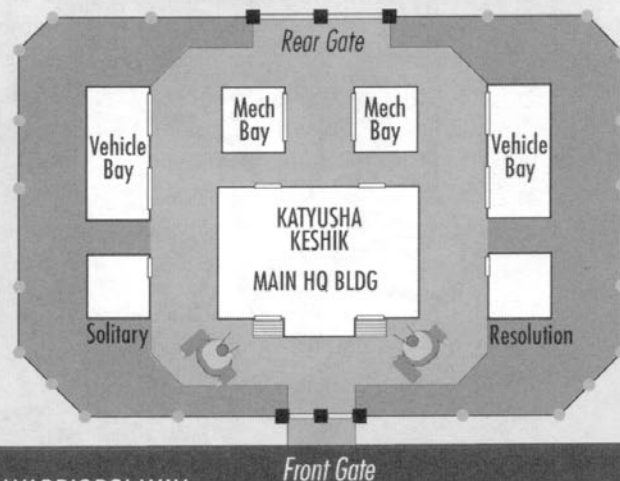


MERCHANTS' WAY

To Market Square

- = 10 meters
- = Manned Guardpost
- = Camera/Fencepost
- ≡ = Stairs

KATYUSHA KESHİK HEADQUARTERS



WARRIORS' WAY

To Parade Square

- = 10 meters
- = Manned Guard Post
- = Automated Sensor Post

a new SLDF enters, accompanied by two guards wielding stun sticks. You catch a glimpse of more guards beyond the door, evidently present to make sure you try nothing that might be considered rash, as if the word of Clansmen cannot be trusted.

The man glares at each of you and strokes his goatee with a gloved hand. For a few moments, he is silent, and then with an animal sneer he begins:

"Clanners! The 'saviors of humanity'! It sickens me just looking at you, let alone even lowering myself to *speak* to you! Your unholy kind should all die horrible, screaming deaths for all I care, and yet I hear you've come here, claiming to know who's behind today's incident in the market? How do you expect me to believe your ridiculous claims when your own people have named *you* the assassins? Clan honor? Hah! Speak, but you will only be wasting your breath!"

BEHIND THE SCENES

There are only two places the characters might hope to clear their names. At this point in the story, whichever choice they make has similar effects. Both the Katyusha Keshik headquarters and the Inner Sphere embassy are located in the heart of Katyusha, though in different parts of the central sector.

Approaching the Central Sector

The characters will have to work their way inward, through patrols that will grow ever more frequent, reaching their greatest concentrations (perhaps even including standing guards)

within the quarter squares. The central sector itself, however, is patrolled only by a handful of Keshik squads per "facing," having already swept the area thoroughly for the characters and other undesirables. The sector facing the Merchant's Quarter (where the Spheroid embassy is located) is more heavily patrolled than the others, both to protect the Spheroid delegates from the Clan populace and to protect the populace from "barbarian encroachment."

Night falls as the characters trace their way toward the Central Sector, making the evasion of patrols easier, but the gamemaster should throw a few "close calls" into the effort, just to keep the characters on their toes. Civilian encounters after dark will be rare, as a general curfew exists after night-fall in Katyusha.

The characters should know not to approach the embassy or the headquarters building with drawn weapons, as such an action will elicit immediate (and deadly) response from the guards. Likewise, they should respond at once to the guards' demands that they stop and identify themselves. Their truthful reply will be met by incredulity and no small amount of malice, but the characters will not be harmed (too much) by the guards. In both cases, the guards will demand that they drop all weapons and submit to arrest. Double the characters' number of guards will then converge on the party and seize their weapons and equipment while restraining them. Once restrained, the characters will be taken into the facility by their "hosts" (who will be none too gentle in the effort) and thrown into a detention cell.



The Guards

The guards at the gate of the Keshik Headquarters are two Elemental troopers in standard Clan BattleArmor. Both possess a +4 Skill Bonus in all BattleArmor Skills and a +3 Skill Bonus in Perception. Their battlesuits are fully armed, mounting a support machine gun for their primary weapon and a needler rifle for their secondary. Backing up these Elementals is a pair of *UrbanMech* IICs whose pilots have a +4 Gunnery/Humanoid/(all) Skill Bonus and a +3 Piloting Skill Bonus. Any back-up the gamemaster chooses to add for these formidable defenders uses the statistics of the Katyusha Keshik Trooper (see p. 109).

The guards at the gates of the Inner Sphere embassy are not quite as fearsome as those in the headquarters, but what they lack in brute force, they make up for in numbers and response time. Though only one guard is visible at first, the characters will find the place crawling with a full platoon's worth of these men within seconds of their discovery. This is due to the presence of two concealed squads watching the compound (a sign of the Spheroids' paranoia) and due to the

remaining troopers on watch within the embassy. Statistics for the embassy guards follow.

Embassy Guards (up to 20)

Attributes

STR	6	WIL	6
BOD	6	CHA	5
DEX	5	EDG	4
RFL	6	SOC	4
INT	5	Move	12/22/44

Skills

Career/Soldier	+2
Perception	+2
Martial Arts/Military	+3
<ul style="list-style-type: none"> • Haymaker [Take 1 Fatigue and add 2D6 damage] • Neck Jab [TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test] • Sweep [TN to hit +2; if successful, opponent is knocked prone] 	
Pistols	+2
Rifles	+3
Blade	+2
Tactics/Infantry	+2

Equipment

Ablative/Flak Vest [2/4/5/2]
 Ablative/Flak Helmet [2/4/5/2]
 Combat Boots [2/3/3/1]
 Military Microcommunicator
 Imperator AX-22 Assault Rifle [4•4D6; 30/80/185/435; 15 shots; Burst (15/3); Jam on a fumble]
 Imperator Reloads (4)
 Hold-Out Pistol [3•3D6; 2/5/8/20; 2 shots]
 Hold-Out Pistol Reloads (2)
 Mini Stunstick [0•3D6; Pwr use 1; Subduing - Do not add STR]

The Interrogation

In both cases, the characters will meet the respective representative of their captors (Tannerbaum for the Inner Sphere embassy and Bispham for the headquarters), who will treat them with contempt and begin a short, interview-style interrogation. The characters will then have a chance to tell what they learned about the real assassins and plead their case. Both Bispham and Tannerbaum will ask similar questions, trying to determine what the characters have learned, how they learned it, and how much is pure conjecture. In both cases, the more facts and evidence they present, the more they will be met with increasing levels of fear and rage from their host. After enough of this, their host will abruptly break off the interrogation, satisfied that their operation has been compromised.

Bispham will call in his guards at that point. Among the guards is the man who eluded the characters in the last chapter (if he survived, that is), but the characters will be

able to identify the man only with a successful Attribute Check against a TN equal to their combined INT and WIL. If recognized, the man will grin arrogantly and join the other guards in rendering the characters unconscious with their stun sticks. Restrained and outnumbered, the characters cannot hope to resist this abuse. Once all are unconscious, they will be dragged quietly out of their cell to a garage below ground, where a cargo van waits.

Tannerbaum's abrupt end to the interrogation will be more brutal, reflecting his anti-Clan sentiments. He will cut the characters short with a series of crude insults, then order his men to subdue the characters. The guards with Tannerbaum will be joined by those from outside the cell, who will use their stunsticks as billyclubs at first, softening the characters up with bruises before finally turning the weapons on to deliver the final, agonizing shocks. Once the last character falls, Tannerbaum will have the characters taken to a waiting truck in the embassy motor pool and will quietly ship them out of the compound.

TROUBLESHOOTING

At this point in the adventure, the characters have been forced (albeit unknowingly) to turn to the very men who orchestrated the attack for which they have been framed. While trying to get to the embassy or headquarters, if the characters stumble into a Keshik patrol and are captured, any survivors will be taken to headquarters, where events will play out as though they had reached the headquarters on their own.

If the characters foolishly try to resist arrest when they arrive at either place, the response will be harsh. They are wanted for murder, attempted murder and treason against the Clans. No resistance will be tolerated. However, even though they are stumbling into one of the men involved in a conspiracy against them, they will be kept alive as both Tannerbaum and Bispham want to know what they have learned and how they learned it. Neither man wants to be exposed before their plans to renew Clan-Inner Sphere hostilities come to fruition—and simply killing people who stumbled across their plan allows no way to cover such a leak in the future.

Any characters in need of immediate medical attention will be tended to at this point, if only to get them conscious and speaking so their captors can learn the most from them. At this point, there is little chance for replacement characters to enter the scene, so the gamemaster should do his best not to kill any player characters in this chapter.

In this chapter, the most dangerous thing the characters can do is blurt out an accusation against their captors. Each man realizes he is out on a limb, and such a blunt accusation will make them jumpy enough to immediately silence anyone who utters it. If any characters attempt to "force the issue" with such an accusation, both Tannerbaum and Bispham will act shocked and horrified, then immediately command their men to beat the offending character senseless. The gamemaster should try to avoid killing any player characters here.

THE CONSPIRACY REVEALED

THE SITUATION

The characters find they have been taken to the warehouse district of the Laborer Quarter, apparently late enough now for witnesses to be minimal. There, they find that the Inner Sphere "ambassador," the Katyusha Keshik commander, and a well-known (and much reviled) Bandit Caste leader are all engaged in a conspiracy aimed at getting hostilities between the Clans and the Inner Sphere to flare up again. Though each of the conspirators despises the others, their collusion shows them all to be desperate men, willing to do whatever is necessary to start a war for their own ends.

THE STORY

The lingering numbness of multiple stunstick jolts and your still-bound wrists give you an uncomfortable pins-and-needles sensation as you regain consciousness. You open your eyes to find yourself in the dark confines of what seems to be a transport vehicle. You hear the sound of the engine and feel the momentum of turns and stops. As your eyes adjust to the darkness, you see the rest of your party as well. You manage to sit up, leaning against the wall of the truck's cargo bay.

Just as the last of the prickling feeling from the stun stick attack wears off, replaced by the more immediate pain of your many bruises, you feel the truck come to a halt. A lurch tells you the driver has dismounted, and outside you hear the rumble of other vehicles pulling up. The doors to the back of the truck swing open and you are staring at the muzzles of several assault rifles. In the glare of headlamps from one of the tailing vehicles, you cannot be certain who these men are, but their meaning is clear.

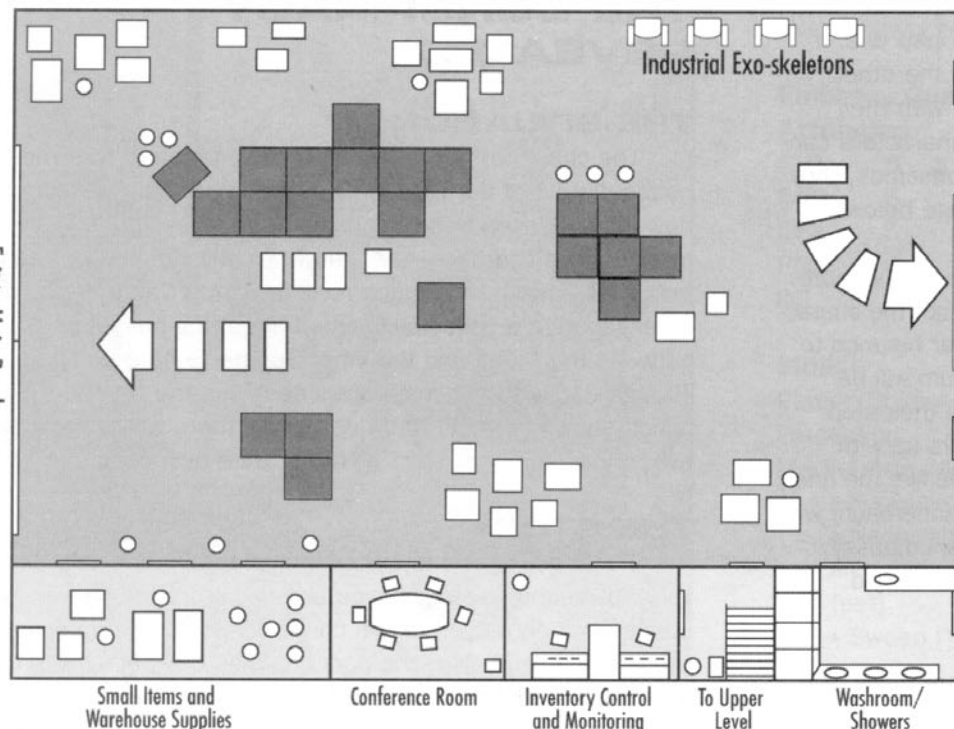
"Come out of there, you derelicts!" one of the men demands. "Unless you would rather die here instead!"

You clamber out of the truck with the rough assistance of some of your captors and discover that you are within a large warehouse filled with crates and light vehicles. A few parked industrial exoskeletons line a distant wall beside a pair of large, flatbed trucks. As your guards prod you along, you pass a second cargo hauler like the one you were aboard. It is being loaded with small crates by a pair of haggard individuals who wear no uniform you can identify. One of the men inside the truck drops a crate and receives immediate admonishment from his partner outside.

"Idiot!" she shouts. "Be careful with those! I don't need to be blown all over this place tonight!" Her vulgar use of contractions makes you wonder where you are.

A quick shove from one of your guards urges you onward before you can hear more.

You are marched to a side office, easily twice the size of the cargo bay you were just inside, and ordered to sit on the floor in one corner. Turning away from the large bay window overlooking the warehouse, your new host eyes you with an expression of unmasked contempt. He looks old by Clan stan-



Warehouse Interior (Typical)

- = Large Crates (2m or Taller)
- = Barrels/Canisters
- = Small Crates (Less Than 2m Tall)
- = 2 meters

NOTE: Upper level replaces showers with a basic bathroom (co-ed), and the Inventory Room becomes an operator's booth for the overhead crane system (Computer skill to run.) A worker's lounge replaces the warehouse supply room on the second level as well.

dards, with his hair and thick beard turning salt-and-pepper. He wears a nondescript jumpsuit and dark glasses in spite of the fact that the sun set hours ago. Despite his efforts to conceal his features, something is familiar about this man. He looks past the guards who brought you in and sneers as Star Colonel Bispham enters the office, along with a man wearing the undress uniform of the new SLDF.

"What is this!?" he demands. "Are you offering me slaves now?"

"Not at all," replies the man in the SLDF uniform. "They are would-be heroes who managed to malf up this morning's operation."

Bispham narrows his eyes. "They did what honor demanded of them, Major Tannerbaum," he snarls. "Nothing more."

"Honor be damned, Star Colonel," Tannerbaum says. "We spent weeks planning this operation and these glory-hounds managed to frag it all in two seconds! So much for your 'reliable agents', eh? What were they thinking, dressing up like Jags, anyway? We wanted the Clans to be blamed for this attack, not some straggling bandits!"

Bispham whirls on Tannerbaum, his face inches from that of the Spheroid. "We chose Jaguar uniforms to avoid any single living Clan bearing the brunt of the blame!" he roars. "And I do not have to put up with your abuse, you freeborn slug!"

"Enough!" yells the man in the jumpsuit. "I do not have to put up with either of you!"

He marches confidently across the room to stand over you and glares down at you, his contempt easily recognizable in spite of the dark glasses and beard.

"You made a very grave mistake today, surat spawn," he tells you. "But fortunately, we can overcome this intrusion. Now, who are you?"

BEHIND THE SCENES

The characters will recognize Varsus, a known and very wanted member of the Bandit Caste, if they succeed an Attribute Check against a TN equal to their combined INT and WIL. Apply a +2 to the Check, as Varsus's reputation as a mastermind of the Katyusha black market is well known.

Varsus will interrogate the characters only briefly, not interested in what they have to say as much as he wishes to intimidate them and learn how they stumbled into his operation. He stops listening abruptly the moment any mention of the fake "Jaguars" comes up, and points accusingly at Bispham, blaming him for the failure of the bombing. Bispham, as insulted by Varsus as he was earlier by Tannerbaum, defends himself by pointing out that his men are true Clan warriors, not cowardly Spheroid assassins and lowly bandits. This sets both Tannerbaum and Varsus against him, and for several minutes, the insults fly like autocannon fire among all three men.

Varsus regains control of the situation with a loud bellow. Declaring that a job still must be done, Varsus brings his cohorts back in line by pointing out that there will be time to fight later, when Bispham and Tannerbaum have gotten back "their precious little war."

Once returned to the present, Varsus details the readiness of their next plan, but the conversation is more hushed as the three men drop to serious, conspiratorial tones. Only if the characters make a series of successful Perception Checks against a TN of 13 will they hear all the details. Each successful roll will give them an additional item of information.

The plan is as simple as it should be effective. Armed with a full truckload of satchel charges provided by Tannerbaum (a shipment he "obtained" from the Inner Sphere garrison on Huntress), the conspirators plan another effort to

terrorize Katyusha and strike a blow that is certain to reignite the Clan-Inner Sphere wars. The truckload of explosives will be sent to the main gates of the Master Genetic Repository in the heart of Katyusha, being driven by one of Bispham's men.

An accomplice in a trailing vehicle will follow the truck in, ready to evacuate the truck driver and whisk them both away before any guards can stop them. Then, using a remote control linked to Katyusha's citywide communications grid, one of Varsus's agents will detonate the explosives, which will produce enough force to destroy the front gates of the repository compound and cause grievous damage to the buildings themselves. With the attackers dressed in Spheroid uniforms (again provided by Tannerbaum), the conspirators hope to create the illusion that the bombing of one of the most sacred institutions in Clan space is the work of Inner Sphere terrorists.

This act will soon have all Clans screaming for blood, even though the blast cannot possibly harm the genetic samples sheltered far below the repository. To assure his own survival in the wake of the attack, Tannerbaum plans to depart aboard a special cargo vessel provided by Varsus. With Bispham keeping most of the Katyusha Keshik forces close to the bombing attack and sending the rest to apprehend the Spheroid delegates at the embassy in retribution for the attack, Tannerbaum plans to make his escape (with Varsus's aid). He will arrive at the Inner Sphere "enclave" on Huntress, where Tannerbaum's report to Paul Masters should create a series of events that will guarantee open conflict between the Clans and the Inner Sphere—hopefully leading to all-out war.

Once the plan is thus reviewed (and the characters have had a chance to hear all of it), the conspirators will move on to the problem of the interlopers. Varsus and Tannerbaum immediately conclude that the characters must be executed, but Bispham hesitates noticeably. Pressed by Tannerbaum, he will be forced to reach the same conclusion, but the characters should see his reluctance clearly. Although Bispham is involved in a conspiracy to attack the Master Repository, his honor as a Clan Warrior conflicts with his goal to revive the Crusades. The characters should see an opportunity in this: the next item the conspirators will debate is the matter of who gets the honor of killing the characters.

TROUBLESHOOTING

As critical as this event is, the characters' best chance for survival is through listening. Heroics such as attempting escape or battling the guards will virtually guarantee their demise, as the warehouse is crawling with troopers loyal to Bispham, Tannerbaum and Varsus.

Varsus's bandits are the most numerous of these soldiers, and most are dressed as laborers to blend into this quarter of the city. These bandits are skilled combatants and use the same statistics as the Warrior Caste Bystander from chapter 2 (*Accusations*), but they lack the Quirk/Clan Honor Trait and carry Magnum Auto-Pistols [3•5D6; 5/20/50/120; 8 shots; +1 TN; jam on a fumble] instead of revolvers. By comparison, Major Tannerbaum and Star Colonel Bispham have only two squads of

"loyal" troopers; these use the statistics given for the Katyusha Keshik Troopers (Bispham's men) and the Embassy Guards (Tannerbaum's). Though none of these three groups will coordinate with the other should the characters make a scene, they will all target the characters if there is any trouble.

The best plan for the characters, apart from keeping silent and absorbing the details of the conspirators' plan, is to try to promote conversation. All three of the captors feel strongly about their goals and will take some degree of pleasure in informing the characters of their intentions. None of these men will overtly gloat, however; they all realize that their chances of being killed are at least as great as the odds of their plan's success. Thus, while the characters may goad them into dropping a few insights into their plans and goals (an easy way for the gamemaster to interject any important points the characters failed to overhear before), the conspirators will not spill their entire life story in this fashion. One of their fellow masterminds might easily interrupt the others to focus on their plan, and the rifts among the trio will surface again, briefly.

If the characters fail to notice the way Bispham's sense of honor keeps getting in his way, by the time the conspirators' discussion turns to the fate of the characters, the gamemaster should drop less-subtle hints. For example, Varsus could eagerly decide that he will have his men carry out the executions, only to have Bispham blurt out a line on the characters' behalf, such as, "They are Clansmen, Bandit! Not vermin like yourself!" In this way, the characters should realize they can potentially play on this sense of honor, and can convince Bispham to be their executioner. This will be their best hope of escape, as Bispham's sense of honor will force him to acquiesce to their "last request" and line up the most favorable conditions for the next chapter (*Honor Duel*). Note that when dealing with Bispham, who knows the truth about the characters, ignore the characters' -10 Glory from *Accusations*.

HONOR DUEL

THE SITUATION

The characters are to be executed, but they can make their escape by either challenging Bispham to single combat and defeating him, or by overpowering their would-be executioners. How they escape this certain death is up to them, but will likely involve words as much as action.

THE STORY

Varsus turns away from his unlikely cohorts and casts a twisted grin your way.

"Then we are agreed," he announces to the others. "And now we can take care of *this* trifling matter. I thank you failed heroes for your diversion, but we've a war to get back to, and there's no reason to linger over such minutiae as yourselves."

As Varsus chuckles and marches off, the Spheroid ambassador approaches you next, his grin somehow even more malignant than the bandit leader's.

"I, too, should thank you," he says. "Though, as you can see, I was never in any real danger. Rest assured as you march to your deaths that soon your glorious Crusade will begin anew—and I will rest assured that I will *never* have to live another day with *your* kind!"

Major Tannerbaum spins away proudly and leaves you alone with Star Colonel Bispham. Unlike his allies, however, Bispham does not smile or gloat. In fact, you almost sense regret in the warrior's gaze.

Read the following if the characters have convinced Bispham to carry out their execution:

After a few tense heartbeats, you hear the engines of many vehicles revving up and the sound of the warehouse doors opening. As the sounds of the trucks and jeeps recede into the night, the Star Colonel remains by the office doorway. His laser pistol is drawn, but not yet leveled against you, and he waits in silence until the last of his allies departs. Once silence again descends upon the warehouse, he returns his attention fully to you.

"It is time," he says flatly. "Rise and approach the door—slowly."

Stepping beyond the doorway, Bispham waves his pistol to underscore his point.

Read the following if the characters have not convinced Bispham to be their executioner:

The last of the conspirators exits the room, but before you can hatch a plan to escape, a trio of men in laborer's coveralls enters the office with auto-pistols leveled. Through the doorway, you hear the engines of all the trucks and jeeps roaring to life. The three men command you to get up with a gesture of their gun muzzles. The engines fade into the distance as you rise awkwardly.

"Alright, burrock food," growls one of the men, "let's get marching. If any of you beg well enough, maybe we'll spare you for last."

The cynical jibe gets the other bandits laughing for a moment, though their weapons never waver.

"Now, *move!*"

BEHIND THE SCENES

In the moments before the conspirators leave, the characters will have their last chance to tip the odds in their favor by getting honor-bound Bispham to undertake their execution. As the only one of the unlikely trio with a shred of dignity, Bispham will rise to almost any bait the characters dangle before him, because deep down, this operation he is involved in has become too great a burden for his Clan ethics to bear. Believing that his direct involvement in the characters' deaths will offer him a chance to reclaim some personal honor, rather than leaving their fate to some bandit or Spheroid "thugs," he will go so far as to allow his "friends" to leave him alone in charge of the grisly task.

If Bispham is not so motivated, Varsus appoints three loyal cronies to assure the characters' demise. They are under orders

not to carry out the task until after everyone else is gone (to minimize the chance of them being linked to such a grisly act). Tannerbaum will not even think about assigning his own people to the task, as he feels good Spheroids—those backing him, of course—are too hard to come by to risk on such nonsense.

Whoever is left behind to carry out the characters' execution, the characters will have a distinct numerical advantage over them—although odds are significantly more favorable if Bispham alone sees to the business. In either case, the characters will be led out of the office and to the rear of the warehouse's main floor, which is shrouded in shadows. It is here that the characters are to be killed, their bodies then placed into the crates for a more orderly disposal at a later time.

Challenging Bispham

If Bispham is to be their killer, the characters will find him hesitant about an act of cold-blooded murder. He will hem and haw before carrying out the execution, attempting to explain once more why this is how it "has to be." The characters will be able to debate him, but after about thirty seconds of this—sooner, if the characters try anything rash—Bispham will begin to execute the characters by turning his laser pistol on each in turn, starting with the character in the lowest caste.

Secretly, however, Bispham really wants the chance to prove his way is right, and he fervently hopes to be challenged to a duel so he can prove the validity of his actions. If the characters pick up on this and issue a challenge, Bispham will virtually leap at the chance. He will select the two strongest and least wounded of the player characters to serve as the characters' champions in an unarmed Trial of Possession, with the prize being the characters' lives. After securing all exits to the warehouse via an emergency lock-down panel in the office for which Bispham has a key card, the Katyusha Keshik commander announces that the entire building will serve as the Circle of Equals for this Trial. Bispham will then release the characters' two champions and battle them until they defeat him or vice versa.

If victorious over Bispham, the characters are allowed to leave the warehouse alive, and Bispham (assuming he is conscious) suggests they move quickly to prevent the attack on the repository if they hope to clear their names. He will not aid their efforts more than that, stating that he has bargained only for their right to live. At best, characters may get Bispham to reveal details of the attack with a successful Attribute Check against a TN equal to the speaking character's combined WIL and CHA. Add the speaking character's Glory (see *Troubleshooting*), including increases gained as a result of beating Bispham, which counts as a significant victory (see p. 90). If the MoS for this roll is greater than Bispham's WIL score, the characters can coerce Bispham to tell them that the attack is planned for an hour past dawn, so that the "Spheroid terrorists" have the best chance of being seen by guards and Katyusha citizens in the morning rush to work. Nearby Keshik patrols have been prearranged to respond slowly, allowing the bombers ample time to make a getaway straight toward the embassy, reinforcing the intended perception.

Defeat by Bispham will merely prove to the Star Colonel that the characters support an inferior position after all. In addition to affirming that his actions in encouraging a Clan-Inner Sphere conflict are justified, the characters have sealed their doom. The Katyusha Keshik commander will promptly execute all remaining player characters once he finishes off their champions.

'Mech Dueling Bispham (Optional)

This adventure makes no presumptions about the party's composition or skills, so the following option for Bispham's trial is offered for characters and gamemasters who want vehicular combat in this adventure.

Bispham is an accomplished MechWarrior and is known to occasionally take his *Cauldron-Born C* OmniMech out on "joy rides" through the streets of Katyusha, just to remind himself of the feel of a BattleMech. Tonight is one such night, though Bispham's "joy ride" this time is a smokescreen to cover the meeting with his collaborators.

Characters confident enough in their BattleMech skills may try to raise the challenge from a mere unaugmented battle inside the warehouse to a 'Mech duel in the countryside beyond the city limits. Bispham will take some convincing to accept such a challenge, but a successful opposed Protocol/Clan Check or Attribute Check against a TN equal to the challenging character's combined SOC and WIL (using Bispham's SOC and WIL as a TN) will mean the Star Colonel accepts.

Bispham will then use his influence to secure a vehicle or 'Mech from the nearby Keshik post in the Laborer Quarter DropPort and give his men instructions not to interfere with a "live fire exercise" between himself and a MechWarrior. This will clear Bispham to take his challenger out to the open plains two kilometers beyond the Katyusha City limits, where the trial may commence.

For this trial, the gamemaster should select no more than two mapsheets (Bispham chooses his venue, since the characters have selected the means by which they fight) and begin the battle with each warrior standing on opposite edges of the map. The character will have a limited choice of 'Mech, as the Laborer Quarter DropPort post has only a Star of 'Mechs and vehicles on hand. A third Star is on active duty at this time of night, and so may not be taken offline for an exercise.

The choice of 'Mech or vehicle (if the characters have vehicle skills instead) are shown in the Available Challenger Elements Table below. Note that the Star of vehicles available includes two each of the listed vehicles, but characters may choose only one. Vehicle-trained player characters must use

their comrades as their tank crew in battle. A vehicle requires one crewman per 15 tons of total weight.

Consult the appropriate *Technical Readout* or *Record Sheets* book for statistics on the selected vehicles. The trial continues until one combatant is destroyed or forced from the map.

Defeating the Thugs

If Bispham is not swayed into killing the characters personally, the task will fall to three of Varsus's most ruthless thugs. Unconcerned with Clan honor and uninterested in explaining why the characters must die, these men simply lead the characters to a dark corner of the warehouse in silence. Because they use ballistic weapons (rather than the laser Bispham favors), these men need to affix silencers before carrying out their duty, to minimize the chance of anyone outside hearing the gunfire in the dead of night. This will provide the characters with their only chance to overwhelm their executioners. Use statistics for the Embassy Guards for the three thugs (see p. 118).

If the characters opt for heroics at this point, they are hampered because their arms are restrained. Apply a +3 to all unarmed combat attack TNs. The characters should be able to disarm their executioners fairly quickly if they wait until the bandits begin to attach their silencers; at that point, attacks against the thugs have the base TN of a surprise attack (lowest of the target's INT or RFL). If attacked at this moment, strikes against the thugs will force them to drop their weapons on a MoS greater than 3.

Characters may attempt to break free of their restraints at any point with a successful Escape Artist Check against a TN of 15, but until they do, all Skill Checks involving STR, DEX or RFL suffer from the +3 TN modifier mentioned above.

One of the bandit thugs carries a key that unlocks the characters' restraints. This thug should be determined at random by the gamemaster before combat begins. A character attempting to search a downed bandit for the key must make a successful Perception Check against a TN of 15 while spending an entire round searching the thug to learn whether the man holds the key. A penalty modifier of +2 applies if combat is going on within 5 meters of the searching character.

Characters may attempt to break free of their restraints at any point with a successful Escape Artist Check against a TN of 15, but until they do, all Skill Checks involving STR, DEX or RFL suffer from the +3 TN modifier mentioned above.

One of the bandit thugs carries a key that unlocks the characters' restraints. This thug should be determined at random by the gamemaster before combat begins. A character attempting to search a downed bandit for the key must make a successful Perception Check against a TN of 15 while spending an entire round searching the thug to learn whether the man holds the key. A penalty modifier of +2 applies if combat is going on within 5 meters of the searching character.

TROUBLESHOOTING

Obviously, things work out best for the characters if they convince Bispham to undertake their execution and they challenge him to a Trial. Any other course of events will likely get the characters seriously wounded or killed. At this stage of the adventure, the stakes have risen too high to give the charac-

AVAILABLE CHALLENGER ELEMENTS

BattleMechs

Thresher
Guillotine IIC
Timber Wolf Prime (Mad Dog)
Mad Dog A (Vulture)
Crossbow Prime

Vehicles

Indra Infantry Transport
Hachiman Fire Support Tank
Ares Medium Tank
Hetzer Wheeled Assault Gun
Ku Wheeled Assault Tank

ters too many second chances, but a compassionate gamemaster may want to drop a few hints along the way for the characters' benefit. Avoid handing them the solution on a silver platter, however; awarding stupidity is hardly good gamemastering, after all.

If the characters are clueless (or simply unfortunate) enough to find themselves with the bandits as their executioners, the gamemaster can tilt the odds slightly in their favor by having a laborer wander in for some late-night work. Drawn to the warehouse by the recent departure of the conspirators' vehicles, this laborer (use the Civilian Caste Bystander, p. 108) will arrive and foolishly draw attention to himself. While this will provide only a few moments' distraction for the bandits, it could be enough for the characters to make an escape attempt.

The characters should survive this encounter in good enough condition to try to stop the attack on the Master Repository, though some are likely to be wounded. Some basic medical supplies, including 2D10 stimpatches and 1D6 Clan LSSUs, may be found among the warehouse crates. These should get unconscious player characters mobile again, at least for a short time.

The characters should learn enough about the upcoming attack on the repository to be able to get there before it happens. This will mean an interrogation of a defeated opponent, if any are alive and the characters have not already learned enough. If the characters have been too thorough in battles with the thugs or Bispham, however, they will have to obtain this information some other way. How they do this is up to the gamemaster, but the characters might discover a communicator on one of their victim's bodies, its channel open as Varsus gives his "Spheroid terrorists" their last instructions.

DESPERATE HAND

THE SITUATION

Once free, the characters must race to stop a second attack that is sure to bring about a call to arms: a terrorist strike against the central Katyusha Master Repository. Though ultimately incapable of causing damage to the genetic material so precious to all Clans, this attack will certainly bring about a Clanwide demand for vengeance for the intent it shows. In the end, the characters can clear their names by presenting evidence about the conspiracy and thwarting this second attack. However, this victory is tainted as word comes that two of the conspirators have escaped.

THE STORY

You have won your freedom for a time, but as you recover from the fatigue of battle, the reality of your situation sinks in. Star Colonel Bispham and his unlikely allies have enacted a plan that will certainly bring about the conflict they seek. Although most Clansmen know the giftakes stored at the Katyusha Master Repository will be safe from so crude an attack, the idea that the Spheroids would make such a strike

will have the Khans of almost every Clan screaming for swift and brutal retribution. To make matters worse, all of you still bear the stain of your accusation—an accusation that cannot be rectified by this small victory in an empty warehouse.

Obviously, none of the Katyusha Keshik may be trusted to stop the bombing attack, and no one else exists who will believe what you have just heard. For the sake of your honor and the future of all Clans, you see only one option. If the Keshik cannot be trusted to stop this travesty, it falls to you.

BEHIND THE SCENES

In this final act, the characters get their opportunity to clear their names by preventing the bombing and bringing the conspiracy to light. Although they may determine any number of ways to do this, only one true option exists—stopping the bombing before it can happen. To accomplish this, the characters must race to Central Katyusha, evading the still-active patrols of the Katyusha Keshik. Because they were taken to the far end of the Laborer Quarter, they must travel a good distance and will find their best option is to secure a personal transport somewhere along the way. The information they have already gathered has only revealed one certain place and time where they will find the truckload of explosives, so the characters must time their arrival in Central Katyusha to coincide with the attack and early morning rush hour. Consult *The Conspiracy Revealed* (p. 119) for details of the conspirators' plans if necessary.

The Approach

By coincidence, the characters liberate themselves one hour before daybreak—two hours before the fateful attack. Varsus's bandit driver and the truckload of explosives has already reached a waypoint near the repository by then, and is merely awaiting the order to proceed. If the characters have obtained a communicator linked to Varsus's frequency (possible if they battled the bandit thugs in the previous scenario or took Bispham's comm from him), they learn that the waypoint is two blocks into the Warrior's Quarter, just across the Andery River and off the Warrior's Way. To get there, the characters must pass through the central sector and the main squares of at least three different quarters. Alternatively, they can travel through the more disorderly side roads of Old Katyusha, where patrols are lightest, but such a route may take more time, especially if they are on foot.

On the way to the bandits' staging point or the north side of the repository (where the attack is set to occur), the characters may encounter or be forced to evade any number of patrols. The gamemaster may wish to employ the same patrol patterns outlined in *Pariahs*. Decrease the frequency of these patrols, however, if the characters have defeated Bispham in the previous chapter; only a command from Varsus's bandit thugs (or lack thereof) will keep the patrols at full strength.

Because they were escorted past the explosives truck in their captivity, the characters may be able to recognize the vehicle from a distance when they see it again. To do so, characters will need to succeed in both a Perception Check

against a TN of 16 and an Attribute Check against a TN equal to their combined INT and WIL to notice and recognize the vehicle. Success in *both* rolls by a MoS 4 points or higher also means they recognize the bandits in the truck and their Spheroid uniforms. A TN modifier of -2 applies if the characters locate the vehicle after sunrise.

Interception

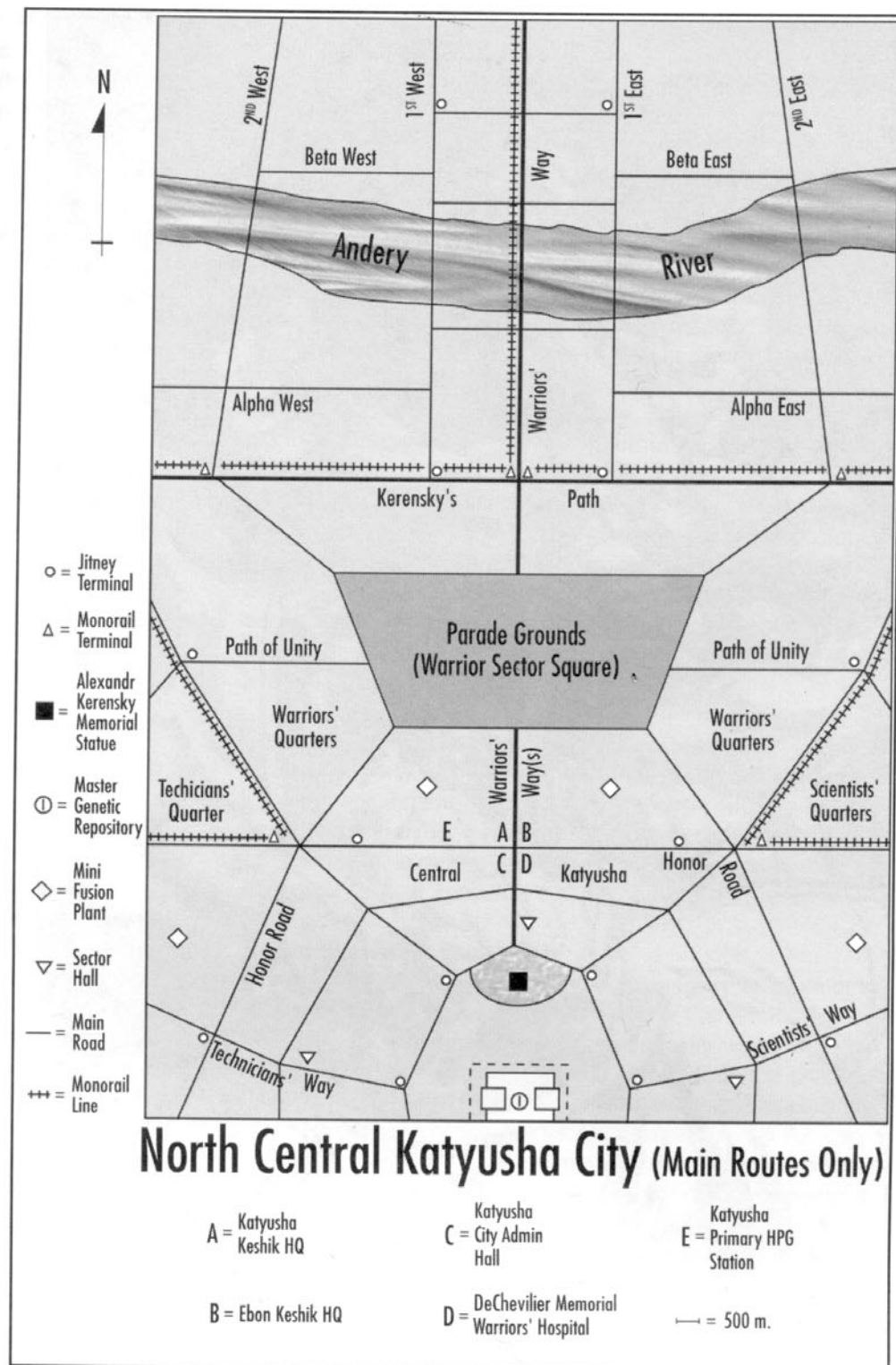
The characters have only two real opportunities to intercept the explosives truck: before it leaves the warehouse and when the attack is made. Attempting to intercept the truck in transit will result in a chase through the streets of Central Katyusha that may lead to Varsus ordering the explosives prematurely detonated once his cronies report this complication. (Varsus, after all, will not risk being exposed by flunkies who can't outrun some would-be heroes.)

If the characters find and intercept the truck before the bandits can attack, the bandit drivers from both the explosives truck and the getaway vehicle will engage them. These bandits have the same statistics as the thugs from the previous chapter, and will fight until one of them drops. If the bandits can hold out more than 3 turns of combat, they may try to contact Varsus about the unexpected interruption. If this happens, Varsus gives his cronies one minute to deal with the characters before deciding to detonate the bombs early to cover his tracks. If he hears nothing from his men before that—presumably because they have been eliminated—Varsus triggers the remote detonation command.

An interception at the time of the attack is much more dramatic and time-sensitive. The characters will have only two minutes to secure the bomb truck once it is brought to the gates—time reserved for Varsus's cronies to make their getaway before detonation. If they engage Varsus's men, they may unwittingly accelerate this clock, but only if the bandits can get a message out. Furthermore, a battle before the repository gates will draw the attention of Keshik troopers on guard, who will reach the scene after the first thirty seconds of combat, blazing away at anyone bearing weapons.

The Bomb

The explosives in the truck are set up crudely; the conspirators wanted raw force, not finesse, when preparing the charges. The explosives are rigged to a simple receiver which



is tuned to the city-wide frequency used mainly by Keshik tactical units. The rarely-used frequency is one that Varsus has his detonator tuned to, allowing him to set off the bombs from the safety of his DropShip in the Merchant Quarter DropPort.

The characters will have only a short time to study the device and decide how to defuse it. Disarming the explosives will require a successful Demolitions Skill Check against a TN of 16. Failing this roll will set off the bombs, which have a combined destructive force equal to ten satchel charges, but



The most heroic thing the characters may attempt—instead of disarming the device—is hijacking the truck and driving it away from the repository compound. Such an act would be pure suicide, but will guarantee the characters' names will be cleared (albeit posthumously).

Challenge Delayed

A final complication awaits the characters if they failed to provoke Star Colonel Bispham into battling them in the last chapter (*Honor Duel*). Star Colonel Bispham—aware by either hunch or a random check on Varsus's thugs in the warehouse—will learn of the characters' escape and will quickly deduce their intentions. Charging off in haste to intercept the characters, Bispham will arrive just as the characters are about to make their move against the explosives truck.

In this case, the detonation frequency of the bombs will be overridden by Bispham, preventing Varsus from setting off the explosives himself, until the characters first get through Bispham—a Clansman to the end, no matter his state of mind. With the final hand in his desperate scheme about to be played, Bispham is no longer thinking rationally. As in the previous chapter, Bispham will face the characters in a trial, vowing to let them avert the disaster if they can defeat him in unaugmented combat first.

Although the sensible thing would be to drop Bispham in a hail of weapons fire, the gamemaster should be prepared to remind the characters that their honor is at stake as well as their lives, and besting Bispham will go a long way toward their honor. See Quirk: Clan Honor (p. 89); Apply a +6 modifier to the TN to resist the quirk's effects.

If his challenge is accepted, Bispham orders any of his troops nearby to clear the area. He gives the characters their choice of champion. No more than two warriors or four civilian caste-men will be allowed to match Bispham, who will threaten to set off the bombs himself if the

characters resort to cowardice and cheat him. Bispham will then attempt to defeat the characters' champions in physical combat.

A defeat at the hands of the Katyusha Keshik commander will result in the Star Colonel nodding grimly to them in salute. He utters a final, ominous remark, "So it shall be until we all fall." Bispham then taps on his communicator and sends the detonation signal himself.

A victory against Bispham will allow the characters to get past the Star Colonel and disarm the device—a process made easier since Bispham keeps the detonator's frequency

a standard-sized blast radius [8•120D6; full blast radius]. Needless to say, this will incinerate the truck and everyone inside, as well as persons standing nearby.

Instead of disarming the device, the characters may find a way to cut off the signal to the explosives. The bomb is not booby trapped to detonate if the signal receiver is cut off, for example, but only a character making a successful Demolitions, Technician/Electronics, or Comms/Conventional Skill Check against a TN of 14 will be able to determine this. (An extra modifier of -1 applies to the TN for each of the listed skills the character possesses in such a case, aside from the skill being used for the roll.)

jammed until the characters succeed. The triumphant characters will then hear the report of a laser weapon discharging after their victory and find Bispham crumpled on the street—dead at his own hand through the ritual of bondsref.

TROUBLESHOOTING

This chapter either clears the player characters' names and honor or destroys them in a blast that will be heard throughout the galaxy. The nature of this chapter makes no assumptions about how the characters will respond to their dilemma, leaving the details of these events up to the gamemaster and the players.

Still, unClanlike play can radically alter the situation and result in a last-minute change in the course of this adventure. The gamemaster should not make a special effort to keep the characters alive, however, but should impress upon them the intensity of the situation and that as Clansmen, the characters must act as such. Attempting to flee Katyusha with their lives, for example, will forever brand the characters as bandits in the eyes of their fellow Clansmen. The attack on the repository will succeed, bringing about renewed hostilities between the Clans and the Inner Sphere—at least within the home worlds—and the resulting warfare will spill a lot of blood that will then be on the characters' hands. This should be food for thought if the characters are considering retreat. Using the Glory and Quirk: Clan Honor rules can help gamemasters keep the players "in character" if they need prodding.

The characters may opt for a number of unlikely paths at this stage. For example, they could try to locate the DropShip where Varsus and Tannerbaum have gone to make their escape, in the hopes of capturing the dishonorable conspirators and forcing them to justice. Doing so will be every bit as dangerous as braving Keshik patrols and intercepting a truckload of explosives, as both Keshik patrols and bandit/Spheroid troopers loyal to Varsus and Tannerbaum will provide obstacles on the way to either man. This course will also fail to prevent the attack on the repository, and will yield the same result as if the characters had run away or otherwise failed to thwart the attack.

WRAP-UP

Successfully completing *Vendettas* does not necessarily grant the characters a total victory. Regardless of the characters' actions, odds are that Varsus and Tannerbaum will escape. As co-architects of the events that stained the characters' honor, they must be hunted down along with the agent who carried out the first bombing attack (who may still be at large if the characters failed to capture him earlier). This gives the gamemaster the chance to provide a nearly seamless segue to an adventure of his or her own design. Several adventure hooks are offered below to give the gamemaster a head start on developing a new adventure.

In the aftermath of preventing the final attack, the characters will be taken into custody by the Katyusha Keshik and brought in for interrogation. With Bispham gone, an officer

from the heretofore uninvolved Ebon Keshik will conduct an investigation of the characters to learn the details of these events and ultimately to clear their names. The characters may learn of some remaining loose ends in the course of this debriefing, providing opportunities for the gamemaster to design adventures of his own (see *Additional Hooks*, p. 128).

If you are looking for complete closure to the adventure, all of the loose ends can be tied up simply and quickly. One method is to assume that Bispham eliminates himself out of guilt and that evidence uncovered on a confessional holodisk in his office exposes the other two conspirators. With a man-hunt throughout Clan space set in motion, the two fugitives are eventually apprehended and executed by the Clans. After some political tensions, things settle down within a year and life in the home worlds returns to normal.

COMMON PROBLEMS

Most of the information the gamemaster needs to successfully run this adventure is included in the text of each episode and event. Of course, Murphy's Law and common sense dictate that problems will occur. The suggestions that follow will assist the gamemaster in overcoming certain problem areas quickly.

Small Party

If your party has less than six characters, the adventure will need adjustment. Each event is designed with six healthy participants in mind. If fewer than six characters are in the game, simply resize the attacking forces or decrease the frequency of random encounters to compensate.

Serious Injury or Death

The characters will have ample opportunity to injure or kill themselves. Clan space is brutal, and few Clansmen who wield a weapon fire warning shots—especially when facing bandits. This adventure is designed to introduce the characters to the *BattleTech* universe, specifically to the ways of the Clans. While none of the events are designed to kill the characters, serious injury or death may occur with a throw of the dice. This is part of any role-playing game; an adventure that involves no such risks is hardly an adventure.

Gamemasters have two basic options available if a character sustains an injury requiring a long stay in the infirmary or is killed. The wound can be ignored, or it can be accepted as a fact of life. If the gamemaster chooses to ignore the "killing stroke," the blow or weapon attack should still cause damage in some way. In such a case, the character who survived such a near-death experience should spend all of his or her remaining EDG (to gain it back only at the gamemaster's discretion).

Alternatively, the gamemaster may choose to move on. The player can simply design a new character to replace the loss and bring this "newcomer" into the adventure in mid-stream. In such a case, the most plausible explanation is that the newcomer is a Katyusha citizen who feels the characters are innocent and wants to help clear their names by taking up

their cause. Such a samaritan can also enter the game with a critical piece of gamemaster-granted information that can put the adventure on track if such a boost is needed.

Replacement Equipment

The characters could easily lose or run out of supplies and equipment while running through the streets of Katyusha. This eventuality is much easier to deal with than a character's death. Katyusha is plagued with a black market, which characters "in the know" can locate and contact for new equipment. Doing so, however, requires a Streetwise Skill Check against a TN of 16, with every failed roll resulting in a number of hours equal to the MoF wasted looking for a contact. Success means that the characters locate a contact in the black market who leads them to a dealer willing to make a trade of weapons—for a price. This can also be an interesting subplot for gamemasters looking for a new twist—the black marketeers may consider the value of turning in the characters every bit as enticing as dealing with them.

Alternatively, characters short on Streetwise Skill or unwilling to risk exposing themselves in such a search may make periodic Attribute Checks against their current EDG and WIL scores. A MoS higher than 5 will mean they literally stumble across the needed supplies left lying around by a careless owner. How close to exactly what the character wants, however, should be based on how successful this roll is. A MoS of 6, for example, should net the characters a hold-out pistol with no reloads discarded in an alley. A MoS of 10, on the other hand, gives the characters that anomalous Clan ER Laser Pistol and a Clan Power Pack, left untended by a Keshik trooper who was cleaning the weapon but was distracted by a noise long enough for the characters to make the grab.

ADDITIONAL HOOKS

Of course, not every loose end is tied up neatly at the end of *Vendettas*. This gives the gamemaster the perfect opportunity to craft an adventure around a plot that has already been introduced. The most obvious plots are listed below along with several suggestions for how to proceed with these adventures.

The Escape

Varsus and Tannerbaum slip into the background the moment the final attack against the repository is carried out. Expecting a brutal backlash, these collaborators have arranged to get off Strana Mechty amid the confusion of the bombing and its aftermath. To that end, Varsus has prepared a Long-Range Shuttle for the two of them which will depart Katyusha virtually unnoticed in the wake of the attack. Arrangements made with Bispham ensure that they escape with minimal resistance, allowing them to leave Strana Mechty and link up with a bandit JumpShip holding station at a pirate point nearby.

Depending on the success of the bombing attack, the collaborators will either journey to Huntress so Tannerbaum can

report the situation to Paul Masters and whip up some anti-Clan paranoia, or they will arrive at the bandit enclaves throughout Clan space. If the bombing attack failed, Varsus and Tannerbaum will realize that they have likely been exposed and will attempt to lie low in the periphery of Clan space. Eventually, in order to keep himself alive among hostile Clansmen, Tannerbaum will strike a deal with Varsus to smuggle himself back into the Inner Sphere, where he hopes to vanish among the populous worlds of home. Varsus, sensing new opportunities for wealth and power, will agree to that plan and together they will take a small force of bandit ships to the Inner Sphere.

The six-month-long journey will provide many chances for them to encounter the characters in pursuit if the characters can convince their superiors that they must remove the stain upon their honor and bring the cowardly surats to justice.

Urban Bandit Hunting

Varsus and Tannerbaum are not the only conspirators to escape the wrath of the Katyusha Keshik after the failed attack on the repository. One of the bombers from the marketplace attack (Pavel or Emilio) may still be at large, with contacts still active among the Katyusha Keshik. His fortunes will have reversed in the aftermath of the failed attack, however, if exposed. This will lead to the bomber hiding in the streets of Katyusha just as the characters had, and the characters could lead the hunt to capture him. Once taken in, the characters may learn of Varsus and Tannerbaum's plans or of more corruption within the Katyusha Keshik, from which they could be further mired in the dirty business of inner city bandit hunting.

Ambassadors of Good Will

The characters' actions will quickly bring them into the limelight as the heroes of a new Clan and Inner Sphere understanding. Though motivated by personal honor, they have prevented a new conflict that could have escalated to a new Clan-Inner Sphere war. This act will prompt many within the Grand Council to consider the characters for a posting as ambassadors on the Clans' behalf, a great honor that will apply to all the characters.

If the characters accept this honor, they will find that their recent actions have indeed sparked an interest in activating a Clan embassy in Looter as a reflection of the Inner Sphere embassy in Katyusha. The characters will be assigned to that embassy with the title of ilChi—a designation never before used outside the Blood Spirit Clan. Though the Blood Spirits themselves will be insulted by such an unsanctioned use of the title, they will do nothing about it. However, an interesting subplot could address the Spirits' reaction to the player characters wearing "their" title.

The new ilChis will be charged with the daunting task of playing ambassadors among an enclave of Spheroids—many of whom still harbor a deep resentment and distrust of Clanners. Such a thread can lead to numerous intrigues as

the characters get a taste of Spheroid political business, as the characters will become the targets of spies or even warriors looking to settle a personal score from the Clan wars.

REWARDS

The characters should be rewarded with experience points for specific actions taken during the adventure and various goals accomplished at the gamemaster's discretion. The *Reward* rules on p. 208, *MW3*, should serve as guidelines.

In addition, the characters each gain the Good Reputation (2): Strana Mechty Trait and +2 Glory Points if they successfully prevented the attack on the repository. However, an escaped Varsus and Tannerbaum should each count among the characters' Enemy Traits—each as a level 1 Enemy. If the characters decided to pursue the fugitive collaborators, the characters should also acquire the Quirk (2): Vow of Revenge, which cannot be erased until they have brought Varsus and Tannerbaum to justice in true Clan fashion.

RESEARCH

This section provides all of the background information for the characters' surroundings and recent events they may need to know about to succeed in this adventure. As natives of the Clan home worlds currently residing on Strana Mechty, a good deal of this information should be known to the characters (such as the layout of Katyusha City, its central areas, and the quarters appropriate to the castes in Clan society). Other information that should be known to the characters should be given to the players as they require it.

KATYUSHA CITY

Katyusha is the gem of Clan space, a "planned city" that rivals any Inner Sphere capital city while simultaneously demonstrating the order of Clan society as a whole. Arranged to epitomize the tenets set down by Nicholas Kerensky, the city extends outward in five arms, each more than thirty kilometers long, with each such arm devoted to the residences and functions of a single caste in Clan society. Called quarters for this reason, these large districts surround a pentagonal central area which forms "Central Katyusha," the very core of which is the Master Genetic Repository of the Clans, where samples of all the Bloodrights of all Clans are kept.

The central area measures ten kilometers on each side and features five large public squares where all Clansmen may gather, irrespective of caste or Clan. Each square is dominated by the activities of the caste whose quarter it links to the rest of the city, so is often associated with the nearest quarter as well. Each quarter ends in a large circular field that serves as a DropPort and outer defense command post. The only exception to this is the Warrior Quarter, which reaches the edge of Svoboda Zemylya park, at the heart of which stands the Hall of Khans.

Present-day Katyusha actually stands on the site of the original Katyusha settlement founded during the first wave of colonization by the original explorers who founded Strana

Mechty. Parts of this original settlement still remain beyond the strictly-defined borders of the new city, but the contrast between these "Old Katyusha" suburbs and Katyusha City is striking indeed. Viewed from orbit, the five-pointed star that represents the largest city in Clan space and a testament to the ideals that bind all Clans can easily be seen, with the "halo" of Svoboda Zemylya and the Hall of Khans to its north.

The Central Sector

At the very heart of Katyusha City stands the Master Genetic Repository, where all the Bloodrights of every Clan warrior who ever lived (save those expunged through the Trial of Annihilation) are maintained. The repository is a massive Gothic edifice dominated by a pair of 200-meter towers. These towers contain administrative facilities and laboratories; the genetic samples are kept in cold storage, buried in vaults far enough below ground to withstand a nuclear strike, it is said. Though copies exist both in the Clan chapels of the Svoboda Zemylya and on the various Clan enclaves throughout the home worlds, the samples kept in Katyusha are considered the most sacred by the Clans and are heavily guarded by the Katyusha Keshik, the city's interClan paramilitary police.

Outside the repository complex are numerous city administration buildings, including a City Hall for each quarter. These tend to the needs of the dependent castes and serve to mediate disputes, as well as headquarter facilities maintained for the Katyusha Keshik and the city's primary hyper-pulse generator complex. Mass-transit terminals (jitney and hover-train) form the outer pentagon of the Inner City, bordering the central area and each quarter's public square. Miniature fusion plants, two in each sector, provide power to the city in a network of overlapping systems that virtually guarantees uninterrupted service even in the event of disaster.

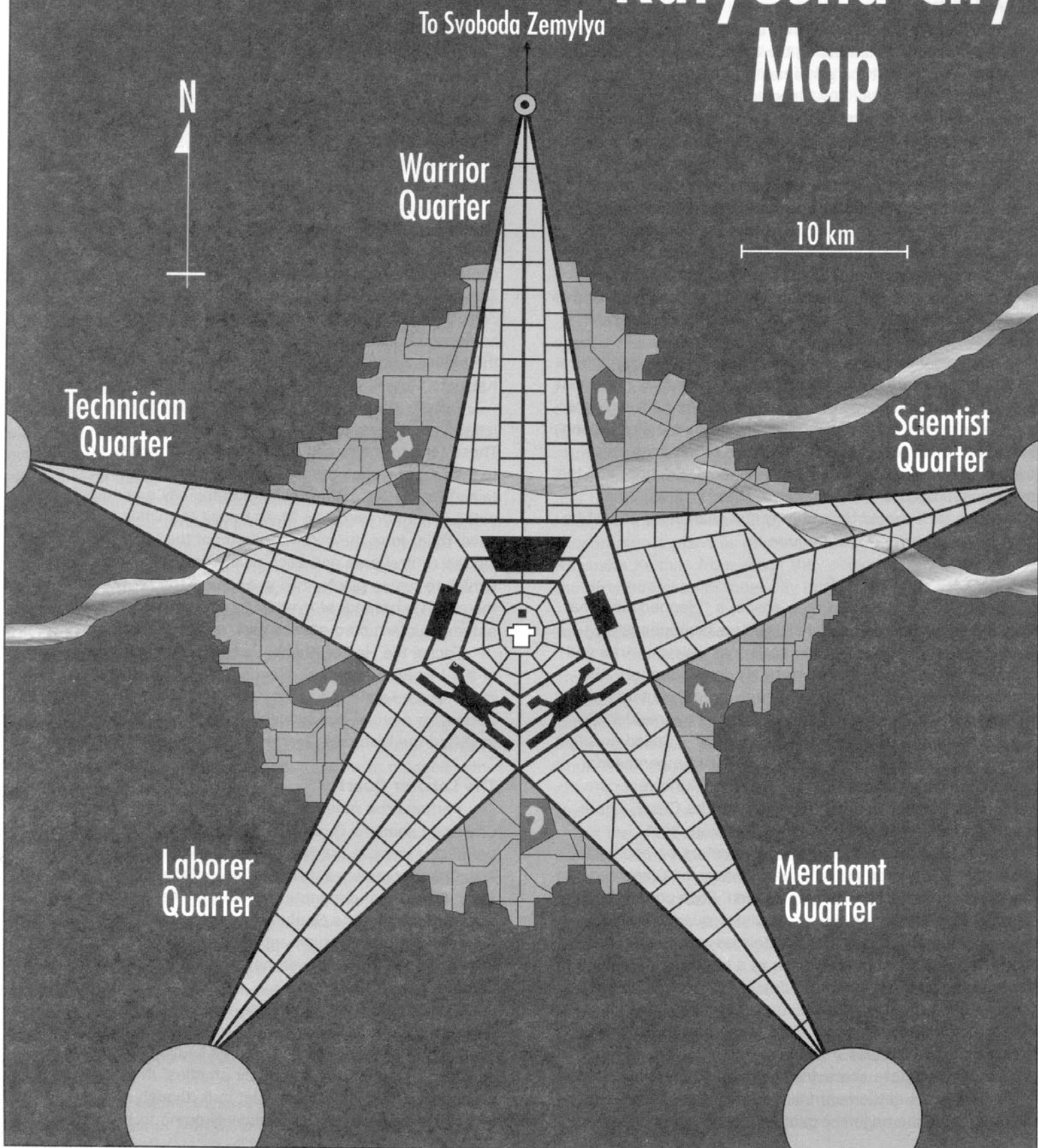
Facing the Hall of Khans, just outside the front entrance of the Master Repository, stands a 'Mech-sized marble statue of the Great Father, Alexandr Kerensky. The statue depicts the General in a proud and thoughtful pose, staring down the length of the Warrior's Quarter to the Hall of Khans beyond.

The Laborer Quarter

Perhaps the most densely populated part of Katyusha City, the Laborer's Quarter is also most similar to a residential sector in most major cities in the Inner Sphere. Apartment complexes, arranged in orderly blocks and divided along Clan lines, dominate this quarter as it stretches toward the Laborer's Square. In the outward-most end, warehouses and heavy equipment shops dominate, ultimately leading to the massive warehouses and cargo centers of the Laborer Quarter DropPort.

The DropPort in this quarter, as in all quarters, serves as a relay station for the city's mass-transit systems but also contains an allotment of heavy cargo-hauling equipment, including a fleet of ground and air shuttles. In many ways, this area has an "old waterfront" feel to it (though no large bodies of water exist here) and is commonly prone to Katyusha

Katyusha City Map



Keshik security sweeps for the suspected black market activities that are said to take place here.

The Laborer Quarter's Square (the outer sector of Central Katyusha where the quarter and central city meet) is designed to reflect the needs of the laborer caste. Food courts and athletic fields dominate, with indoor gymnasiums and medical facilities filling the rest of the area. A public address holoivid system forms the centerpiece of this and all other squares, allowing for important announcements and addresses to be delivered to the citizenry during public gatherings and celebrations. Guidepost terminals are also featured (again, as in all other squares) at convenient points in the square for the benefit of visitors from other enclaves. These terminals serve as a city directory—a combined map and address book for all major facilities and registered residences in the city.

The Merchant Quarter

The Merchant Quarter differs from other quarters in the less organized fashion it adopts as home to the merchant caste's niche. Though also featuring residences in the "inner" portion of the quarter, these residences also incorporate shops, mixing business with home life for many of this caste. Shops dominate the outer edge of this quarter, as do warehouses similar to those found in the Laborer Quarter. However, where the Laborer Quarter tends to handle large equipment and bulk cargo, the Merchant Quarter serves an exporting and distribution function, dividing and trading materials between castes and Clans with each day's business. Banks and trade-houses litter the mass transit route that runs through the center of this quarter, giving this part of Katyusha a "downtown" feel.

The DropPort in the Merchant Quarter caters more personnel transport and smaller goods than the Laborer Quarter equivalent, and features fewer examples of heavy machinery. A Katyusha Keshik contingent is often assigned here, however, as the black market is suspected of being highly active in this region, and the prices in the Merchant Quarter tend to be higher than the traditional charges of the laborers.

The Merchant Quarter Square is often the busiest square in Katyusha, with daily trade and distribution to the other castes comprising a full-time activity. A single main square, with four secondary marketplaces linked together, gives this part of Katyusha the look of a large, open-air plaza. Only a handful of structures in this square are permanent (most of them bars and restaurants), the rest being trade carts.

Because the business here is so continuous, five public-address holoivid systems (rather than one) are placed in this square and twice as many guidepost terminals are provided for the same reason. Perhaps because of the liveliness of this sector, the Merchant Quarter Square is the favored meeting place for off-duty civilians and warriors alike.

The Technician Quarter

The Technician Quarter of Katyusha City is rather drab and utilitarian in nature, and almost rivals the Laborer's

Quarter in terms of population density. On either side of the mass transit route that runs through the center of this quarter are various kinds of repair bays, capable of handling everything from small appliances and communications gear to BattleMechs. Tool shops and raw material storehouses are interspersed among these facilities, allowing the technician caste ready access to needed materials for their tasks. Merchant caste facilitators oversee the distribution of these materials as needed, and laborers constantly commute here from their quarter to aid in the daily operations overseen by the technicians. Residences for the technician caste run along the outer edges of this quarter and are divided by work grade and Clan, with the higher grades maintaining somewhat more luxurious and spacious apartments closer to the city center than lower grades.

The DropPort associated with this quarter serves as a dry dock for naval traffic to and from Strana Mechty. One of the best-equipped and most flexible of all ground-based repair and maintenance centers in the Clan home worlds, this Port is linked to the rest of Katyusha by the same mass transit system that runs through all other quarters, allowing the transportation of large equipment and damaged heavy machinery (including 'Mechs) with ease. However, aside from some maintenance hangars for everything from conventional vehicles to mid-size DropShips, the Technician Quarter's Port maintains no permanent storehouses. A small Katyusha Keshik garrison nevertheless guards this area against unauthorized intruders.

The Technician Quarter Square boasts the same open grounds as the other quarter squares, most of which is used for temporary parking of vehicles undergoing maintenance. A series of repair hangars, tool supply outlets, and even a "public use" computer lab make up the main structures surrounding the outskirts of this square. Even a couple of office towers are found here, where technicians and members of the engineering subcaste can meet and exchange ideas in the development and use of new technologies. Though in theory all Clan technicians can make use of these information banks and office centers, all of these systems require access codes and clearances from appropriate sources within the participating technicians' Clan. This is done to maintain control of the data and to prevent critical information from falling into the hands of rival Clans. Warrior caste personnel often accompany these technicians as an additional level of security for the sake of their respective Clans' secrets, but the dominance of Clan honor and honesty reduce the actual need for such measures.

The Scientist Quarter

The scientist caste's quarter in Katyusha is a very metropolitan sector. It maintains a large number of office and administrative complexes that dominate the inward end of this quarter. Each of these high rises—many of which are linked together through skyways and open pedestrian bridges—contains extensive laboratories, computer centers, and administrative offices where the scientists conduct daily research and experimentation, often with the assistance of technicians and

a few laborers. The outer half of this quarter, heading toward the scientist quarter's DropPort, contains the residences of those scientists who dwell in Katyusha. Laid out in a complicated strata dividing subcastes, these residences are luxurious as Clan accommodations go, but are designed with temporary living in mind, as few Clans assign their scientists permanently to live in Katyusha.

The DropPort attached to the Scientist Quarter is designed with smaller DropShips and shuttles in mind, based on the fact that more people than heavy equipment or goods enter or leave through this part of the city. A lack of Katyusha Keshik presence is noticeable in this part of the city, in part because many in the scientist caste consider them an interruption and a distraction to their daily routines. The Keshik troops stationed in this quarter tend to act as customs agents. The paramilitary police force also maintains a kind of forensics lab in this area, tended to by scientist caste personnel.

The Scientist Quarter Square reflects a layout similar to that of the Merchant Quarter, in that a single open area is available for public gatherings. The holoivid public address system erected in the center of this plaza is also tied into a permanent podium and stage that faces out along the length of the quarter. From here, representatives of the scientist caste may unveil and discuss new developments of importance to all Clans. The permanent structures in this square are predominantly indoor lecture halls and public access laboratories. A more extensive data bank than the one in the Merchant Quarter Square allows any scientist with the proper access level to gather and research data gleaned by all Clans, and includes secured links to the ChatterWeb, allowing for quick and easy correspondence with colleagues in other settlements on Strana Mechty or elsewhere in Clan-held space.

The Warrior Quarter

The Warrior Quarter in Katyusha City is designed to demonstrate the dominance of the warrior caste and celebrate the aspect of Clan society which all other aspects serve. The Warrior Quarter's residences are almost all designed for temporary visits, though the Katyusha and Ebon Keshiks each maintain permanent residences in this part of the city. All of these homes and barracks line the outer edges of the quarter, hidden from the length of The Warrior's Way (a combined mass transit route and parade avenue running through the centerline of this quarter). Along this main road stands a series of monuments and gathering halls for each Clan. Moreover, extensive simulator facilities, gymnasiums, and self-contained combat ranges (also one for each Clan) allow warriors to hone their skills and study all aspects of combat from small-scale personal warfare to strategic interplanetary-level campaigns.

No DropPort is attached to the Warrior Quarter of Katyusha. Instead, the apex of this part of Katyusha ends in a monument to Nicholas Kerensky, posed to face his father's monument in Central Katyusha. Standing just over 10 meters tall, this statue depicts the Clan's founder at parade rest, his

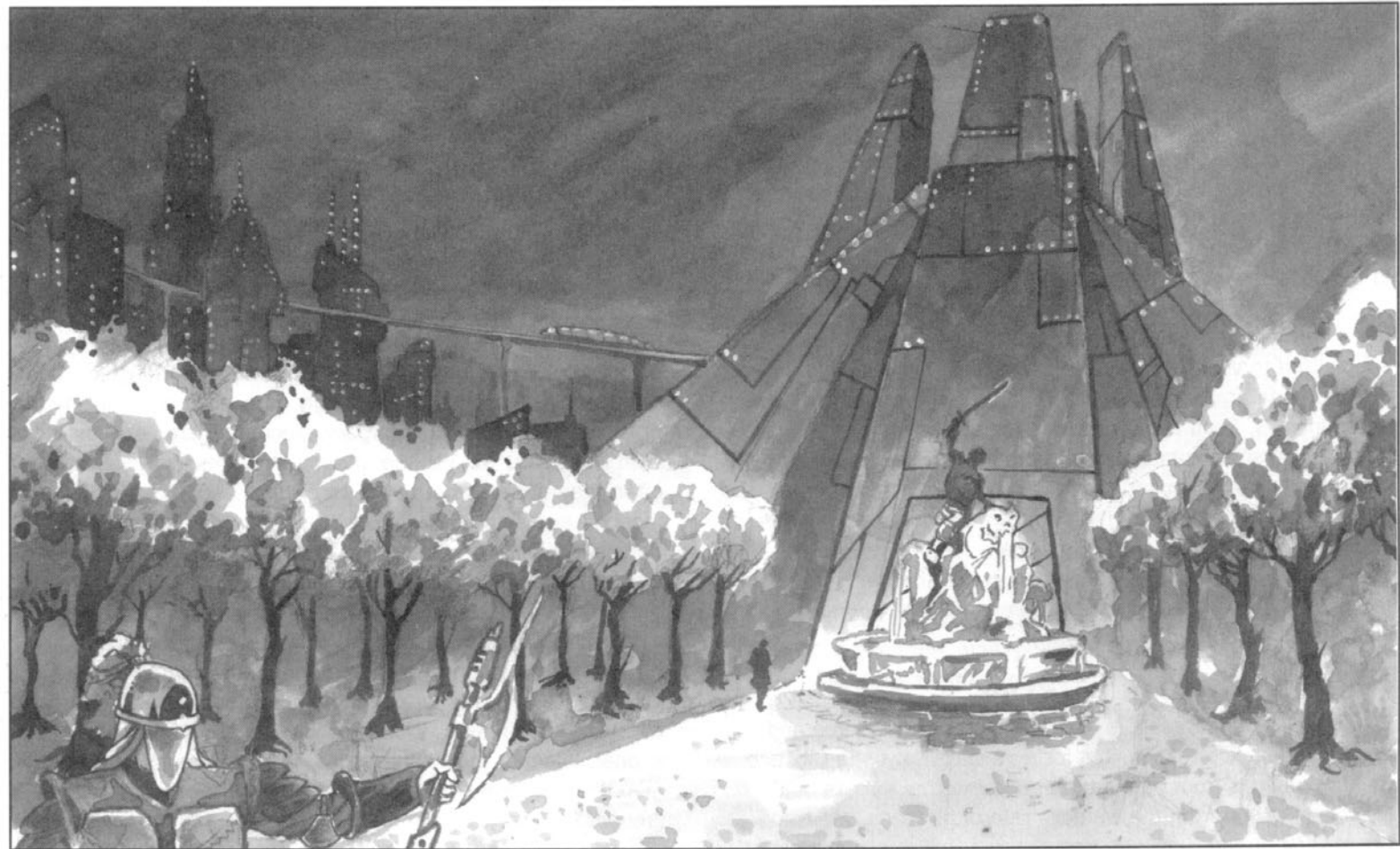
hands clasped behind his back and eyes cast down as if surveying the city. This monument marks the northernmost boundary of Katyusha City and the beginning of the Svoboda Zemylya, the great park which extends almost fifteen kilometers from the Hall of Khans. The Warrior's Way branches off and around the Nicholas Kerensky monument before entering the Svoboda Zemylya, where a checkpoint manned by members of the Ebon Keshik sees to it that only authorized personnel may enter the Svoboda Zemylya, and follows the Warrior's Way all the way to the Hall of Khans.

The Warrior's Quarter square has the largest parcel of open ground of all the quarter squares—large enough, in fact, to serve as the parade review grounds during Founding Day celebrations. Two holoivid public address systems and a formal dais stand along the south edge of this parade ground, so warriors in review can see the Master Repository of Katyusha (and the Great Father's monument) behind the speaker. Permanent structures in this square are small, house-sized buildings, each dedicated to a particular Clan for purposes of small gatherings and minor Trials. These structures, unlike the halls in the rest of the quarter or the Clan halls in Svoboda Zemylya, are simply designed, with only their respective Clan's standard to identify their owners. This simplicity is intended to prevent these buildings from detracting from the rest of the square's majesty and to offer solemn reminder to all Clans that they arose from the same origins in the Kerenskys' dreams.

The main purpose the Warrior Quarter actually serves is the annual Founding Day celebrations. The highlight of these celebrations, the parade of forces from each Clan's elite, begins in this square where Clan Loremasters broadcast a moving speech or passage from the Remembrance to all sectors. The procession then moves through each square in turn, following the Path of Unity (the main road that passes through the center of all quarter squares and forms a pentagonal ring around the center of Katyusha) before following the Warrior's Way to the Hall of Khans. The holoivid public address system allows all Katyusha citizens to watch the events while gathered in their own squares.

Old Katyusha (The Katyusha Periphery)

The outlying reaches of original Katyusha still stand beyond the sharp outline of the main city itself. Designed by settlers from the Star League in Exile during the first wave of colonial expansion, these suburbs of Katyusha have no true organization. Rather than bulldoze the remains of the original city, however, the Clans decided to integrate this "Old Katyusha" as a supporting region for the newer city that replaced it. Leaving much of its jumbled arrangement also served a symbolic purpose, showing the domination of the Clan way of life over the old ways of the Inner Sphere by contrasting the old city remains against the order of Katyusha proper which now supplants it. Recreational parks and athletic fields, as well as a wide array of minimarkets and small residences make up this area. Most of these buildings are inhabited by Clansmen either from the same caste or the



same Clan as the nearest parts of Katyusha proper. City utilities, including water purification plants and disaster-relief departments, also base themselves in Old Katyusha, freeing space within the main city for administrative, business and residential facilities.

To maintain social order in this less formal part of Katyusha City, the Katyusha Keshik maintains substations throughout the area and runs regular patrols to keep things quiet, especially since this less-organized region tends to attract black marketeers and elements of the bandit caste.

Svoboda Zemylya

More a city unto itself than a part of Katyusha, the Svoboda Zemylya is actually an enormous park that surrounds the Hall of Khans, capitol building of all Clans. The park grounds are carefully tended by highly skilled laborers and technicians who maintain not only the terrain, but the Bloodname Chapels of all Clans and their respective Clan Halls. These structures, all ornately decorated in the style of their parent Clan, represent the administrative and genetic core of the Clans, but they are dwarfed in comparison to the massive Master Repository or the Hall of Khans that is the heart of Svoboda Zemylya.

These buildings and the park grounds of the Svoboda Zemylya are considered to be the Clans' holiest sites, and no combat of any kind is permitted within the bounds of the park.

The Ebon Keshik, black-clad Elementals raised from the elite ranks of all Clans, maintains order and protects the park grounds and the facilities within from intrusion. Posting to the Ebon Keshik is considered a high honor, as these troops form a combined bodyguard for the Khans of the Clans who gather here and for the genetic samples of all warriors who ever lived in service to the Clans. The Katyusha Keshik has no jurisdiction within the Svoboda Zemylya, and the Ebon Keshik has none within Katyusha City, but both agencies have been known to work alongside one another from time to time.

Transportation in Katyusha

Most transportation within the boundaries of Katyusha is handled by the citywide mass-transit lines, centered on a regular route of jitney transports and hanging monorail trains. The hoverbus transport system is separate for each quarter, and parallels the main thoroughfare from the inner sections of the quarter to the outer apex. The route is plotted to run through all of the quarter's major streets in a continuous loop starting with the outward edge of the quarter's square.

The hanging monorail system is more efficient, allowing for the transport of large numbers of people as well as heavy equipment in special "crane cars." This system rises above the outer avenues of all quarters save the Warrior's Quarter, and runs the length of the quarter to the DropPort before looping back to the Central Katyusha complex. At regular intervals,

these hanging trains stop alongside elevated terminals where passengers may disembark. Every third such station can also accommodate the off-loading of heavy cargo.

In the Warrior's Quarter, the hanging monorail system is replaced by a conventional maglev rail that runs along the outline of the quarter but dips underground before reaching the apex and looping back. The primary reason for the difference in the mass-transit system here is to keep the Warrior's Quarter free of the "eyesore" that the elevated system causes in the outskirts of the other quarters.

The rest of the transportation systems within Katyusha are conventional road vehicles, most of them cargo trucks specialized to various sizes and cargo types, and simple, low cost personal transports similar to Inner Sphere economy cars and minivans. Each such vehicle is registered to an authorized user (for personal transports) or authorized work groups (for cargo haulers and similar trucks), and is allowed to operate only within the confines of their quarter without special clearance. The main reasons for this system are to keep traffic flow to a minimum and to encourage use of the mass-transit facilities, an effort that ultimately keeps Katyusha running in a clean, smooth and orderly fashion.

THE KATYUSHA KESHIK

The Katyusha Keshik is the combined defense force and paramilitary police responsible for protecting Katyusha City and its surroundings from both internal and external threats. With personnel raised from the warrior caste of all Clans, the troopers making up the Katyusha Keshik are a truly international force. Command-ranked members of the Keshik are often hand-picked for the honor by the Clan Councils who nominate them to their posts, but their positions are granted only at the approval of the Katyusha City Grand Council (an administrative body comprised of the current leaders of each city quarter).

Though posting to the Katyusha Keshik is openly touted as a great honor, many actually feel the exact opposite is true. Warriors past their prime but with exemplary service records dominate the ranks of the Keshik officer corps, nominated to their positions by well-meaning superiors. Too honored for solahma duty yet too old to do their Clans much good, these faded *ristars* find their new postings a virtual purgatory and many succumb to abuse of drugs and alcohol to cope. Equal numbers vent their aggressions on their subordinates. (In this way, Star Colonel Bispham's demeanor is almost textbook.)

The Katyusha Keshik's main forces are divided into two basic branches of service: the city defense force (known as the Katyusha Guard), and the paramilitary police (known as the Katyusha Keshik Troopers). Both of these branches answer to the Keshik's commander—traditionally, a Star Colonel chosen for his post by majority vote in the Katyusha Grand Council after a similar referendum is held in the Clan Grand Council. The Katyusha Guard is a five-Trinary strong Cluster of mixed vehicle and BattleMech elements. Four of these Trinaries are based near the DropPorts set at the end of each of the city quarters, while the fifth Trinary (usually the Keshik Guard

Command Trinary) is stationed in the Central Sector, defending the repository, hyperpulse generator, and Keshik headquarters buildings. The paramilitary police, composed mainly of Elemental troops and conventional infantry, form a support unit approximately ten more Trinaries in strength, and have outposts throughout each quarter and in each sector of "Old Katyusha." Often seen patrolling the city on foot, clad in the white field uniforms of the Keshik and bearing only the markings of their "precinct," these troopers are the most visible of the Keshik by far.

Katyusha Keshik personnel have broad discretionary power when maintaining order within the city—often to the point of acting as judge, jury and executioner. Though in theory they should use lethal force only as a last resort, incidents of Keshik brutality and summary executions are not unheard of in Katyusha. The volume of such incidents, however, more often than not reflects the views of the Keshik's standing commander, and since Star Colonel Bispham took charge of the Katyusha Keshik a year ago, many citizens of the city have seen a remarkable decrease in Keshik excesses.

Much of the Katyusha Keshik's activities center on hunting and crushing the black market activities that plague Katyusha City, and providing additional security to visiting VIPs. Unlike Inner Sphere security agencies and police forces, the Keshik maintains virtually no investigative facilities or personnel. Instead, the Keshik relies on its efficiency and brutality to keep order by forcing the undesirable elements underground. With the Clans' pervasive honesty and intense aversion to deceptive tactics, it is little surprise that the Katyusha Keshik almost never resorts to the use of "undercover agents." Instead, whenever the Keshik wants information, they are more inclined to seize anyone suspicious and force them to expose a suspected criminal operation through a series of brutal interrogations.

Due process (the act of finding probable cause before making an arrest) simply does not exist in the Keshik's operational manual, but in spite of this, the unexplained arrest of suspects is not all that common. As with all those raised in the Clans, the Katyusha Keshik abhors waste, and unnecessarily abducting civilians for petty crimes or suspected crimes is considered a waste of resources better spent elsewhere. Furthermore, a grievance system is in place that allows citizens of Katyusha to protest what they may see as unwarranted abuse of the Keshik's power. Oversight by the Katyusha City Council (which has authority to demand punishment of any Keshik member proven wrong) keeps the Keshik troopers from running roughshod over the populace they are charged to protect.

THE EBON KESHIK

The Ebon Keshik shares a similar mandate with the Katyusha Keshik, but covers a different and more fundamental jurisdiction: the Svoboda Zemylya. Named so for their black uniforms and armor, each adorned with the same "haloed star" used by the Katyusha Keshik, the personnel of the Ebon

Keshik are almost entirely trueborn Elementals. They are charged with the defense and maintenance of order within the Svoboda Zemylya park, including all the Clan Halls and Bloodhouse Chapels within it.

Service within the Ebon Keshik is considered even a higher honor than that of the Katyusha Keshik, although the duties tend to offer far less opportunity for challenge and combat. This is because the Ebon Keshik is far more often responsible for the lives of Khans during interClan conclaves, as well as for the giftakes stored in the Bloodhouse Chapels of all Clans. To say that the Ebon Keshik warriors are merely honor guards, however, would be grossly underestimating their capabilities. Ebon Keshik troopers are among the most elite of all Clans, with only those warriors who possess the most exemplary records chosen for the duty. Regular training exercises keep the Ebon Keshik at its sharpest, and though no member of the Ebon Keshik possesses a rank higher than Star Colonel, these troops may police the actions of Khans within the bounds of their mandate.

The Ebon Keshik is purely an infantry force, with only a few vehicles at their disposal for the purpose of transporting troops. However, they have access to the Katyusha Keshik for "support purposes," but only in times of extreme emergency (such as an attack against the Clan Halls they must protect—an occurrence that has *never* happened in Clan history). In this case, the Ebon Keshik theoretically holds command superiority over the Katyusha Keshik.

However, the Katyusha Keshik has been known to employ members of the Ebon Keshik for its own needs. Usually, such occurrences are rare and occur either to add more patrols to the streets during times of relative civil unrest, or to serve as an OpFor during tactical exercises. The intimidation factor Ebon Keshik troopers bring by virtue of their position in Clan society also makes them excellent interrogators when normal Katyusha Keshik means of persuasion fail to gain the desired information from a suspect.

THE INNER SPHERE EMBASSY

Newly established in Central Katyusha, the Inner Sphere embassy is the result of an ongoing effort by Sir Paul Masters of the Knights of the Inner Sphere. All too aware that he is a half year's travel and more from the safety and support of the Inner Sphere and the rest of the SLDF, Masters conceived the embassy in the hopes of strengthening ties to his Clan neighbors. A strong line of communication between the Clans and his Inner Sphere garrison on Huntress, he hopes, will provide his best chance to keep relations civilized.

After a year of hashing out the details with the Clan Grand Council, Masters finally got his embassy placed within the Central Sector of Katyusha. In a slight against the Spheroids that Masters has chosen to ignore, the Grand Council chose to set the embassy in the midst of the Central Sector, facing the Merchant Quarter.

Masters then chose to staff the embassy with some of his best officers, those who he felt realized as he did the pre-

carious military and political situation of his "enclave" in Lootera. Knowing that the Clans would respect only the views of true warriors, Masters also chose ambassadors who had at least a veteran combat rating and could account for five "kills" of Clan 'Mechs in combat. In addition to this ambassadorial entourage, Masters added two full platoons of experienced infantry to serve as the embassy's honor guard. These combat personnel, coupled with the administrative support staff, total a full eighty inhabitants of the embassy.

The Clans' isolationist nature prompted them to design the embassy as an island for the Spheroids where the ambassadors are expected to stay and make minimal contact with the Clans. Fearing a spread of "corrupting influence" from the barbarians, the Grand Council decreed that Katyusha Keshik patrols in the area surrounding the embassy would be double the standard numbers to keep an ever-watchful eye on the Spheroids.

The embassy itself includes the main building, which stands five stories tall and has two basement levels. Two more structures, which serve as a garage and maintenance center for the vehicles used by the embassy staff—including any 'Mechs the ambassadors may be permitted to bring—stand behind this main building.

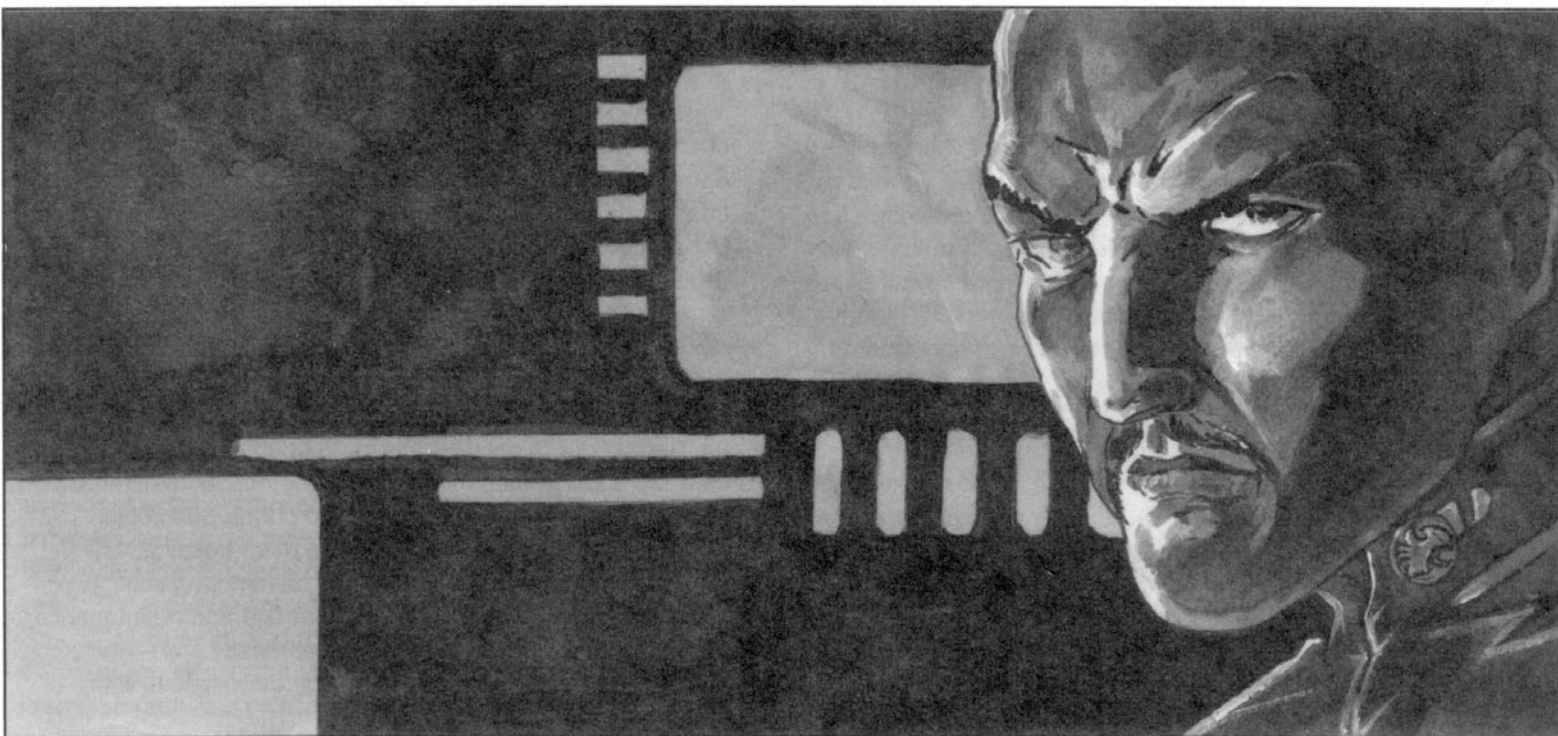
The subbasement of the main building is where all utilities such as electricity and water supply are maintained. Numerous small rooms here serve as *ad hoc* cells and storage closets. Guards are infrequently posted on this level, which may only be accessed by a single elevator running along the center of the embassy's main building. The basement level houses a computer center and numerous offices where much of the embassy's support staff spends their time. Security on this level is moderate, with guards posted at all entrances to the level.

The ground floor of the main building consists of a large lobby and several meeting halls where delegates often confer with their Clan counterparts. A security substation is located near the back of this level, which also is adjacent to a small indoor motor pool. The second floor contains the main security office as well as the offices for all the ambassadors. Each ambassador's office contains a secretary's office, the ambassador's chamber, and amenities such as a personal bathroom and wet bar.

The second floor consists of a kitchen, cafeteria and entertainment rooms. A pair of 'Mech simulator pods and a holotank are also on this level, allowing for tactical and strategic exercises. A basic gymnasium is available for physical exercise, but most of the embassy staff prefer the outdoor exercise yard between the two support buildings behind the embassy main building.

The third through fifth floors of the main embassy building are private quarters for each of the embassy staff members. Though hardly luxurious, enough space has been provided to accommodate one hundred dignitaries in their own private, three-room apartments. Security is tightest on the third floor, where these apartments house the ambassadors themselves.

The outer compound of the embassy is mostly paved and



crudely landscaped, providing a full fifteen meters of open ferrocrete on all sides of the embassy buildings and little obvious cover. This area is surrounded by an eight-meter-high wrought-iron fence. Video cameras are secreted in the stone fence-posts ten meters apart. Single-man guard posts stand at each corner and the gates (front and back) of the embassy provide a "picket defense" for the facility. These guards are not alone, however, as a regular interior patrol plus on-call troops within the building can move in a matter of minutes in an emergency.

CAST OF CHARACTERS

This section provides background information and MW3 statistics for each of the major non-player characters.

STAR COLONEL BISPHAM, COMMANDER OF THE KATYUSHA KESHIK

Bispham is a Trueborn MechWarrior from the prestigious Lienet Bloodline of Clan Ice Hellion, and a credit to generations of selective breeding. Although his early years in the crèche did not demonstrate his true potential, Bispham shocked his trainers when he bested three opponents during his Trial of Position. Many came to see Bispham as a *ristar* after that, and he served in several victorious Trials against neighboring home Clans during the Hellions' Fury campaign.

Despite all the victories, Bispham never found any sense of satisfaction. Operation Revival began without his Clan, and the triumphs of the Fury felt like hollow victories. As he entered his third decade of life, Bispham found himself assigned to a Tertiary command in the Second Assault Cavaliers in Clan Ice Hellion's Delta Galaxy. Under the command of Galaxy Commander Drew Norizuchi, perhaps the oldest of his Clan still in front-line service, Bispham saw for him-

self a future he could not abide. With typical Hellion bravado, he challenged his commander, hoping either to destroy what he perceived as his future self or die in the attempt as a warrior. Instead, his passionate yet futile battle brought him praise from the older warrior, who rewarded Bispham's "initiative" by sponsoring his transfer to Alpha Galaxy as an aide to Khan Asa Taney himself.

Taney also saw potential in this warrior. In recognition for Bispham's meritorious service in the 150th Hellion Lancers, the Hellion Khan nominated him for the command of the Katyusha Keshik on Strana Mechty as soon as the post opened in late 3061. Unfortunately, the newly assigned Star Colonel quickly decided that the Katyusha Keshik command was hardly the high honor his superiors claimed it to be. Disillusioned, the aging Hellion turned to drink, ever dreaming about the glories that had passed him and his Clan by, especially in the wake of the disastrous Great Refusal. His devotion to Clan honor weakened after his assignment as he saw his chances for glory diminish, until he met Kapten Oystein Tannerbaum—an enemy and an unlikely ally.

Bispham is a lean, muscular warrior in his mid-thirties. He keeps his head shaved, allegedly for better contact with his neurohelmet sensors, but really to hide the fact that he is graying prematurely. The jagged scar that runs from the left corner of his mouth up to his left ear is the result of a narrow brush with death when a Clan Coyote autocannon burst penetrated his cockpit during the Fury campaign.

Bispham maintains an air of martial superiority at all times and tends to keep his face in a permanent, disapproving scowl unless the subject of aging arises. Then—for only the briefest of flashes, it is said—a terror will grip the Hellion warrior so tightly one can see the panic in his otherwise cold green eyes.

Attributes

STR	7	WIL	5
BOD	6	CHA	5
DEX	6	EDG	4
RFL	8	SOC	7
INT	6	Move	15/25/50

Traits

Addiction: Alcohol
 Glass Jaw
 Glory 15
 MechWarrior Phenotype
 Quirk: Clan Honor
 Quirk (2): Fear of Aging
 Quirk (2): Rash Behavior
 Stigma: Past Prime
 Unattractive

Skills

Academic/Clan Ice Hellion History	+1
Blade	+2
Career/Soldier	+3
First Aid	+0
Gunnery/Humanoid/Ballistic	+4*
Gunnery/Humanoid/Laser	+4*
Gunnery/Humanoid/Missile	+5*
Interest/Remembrance (CIH)	+2
Language/English	+1
Leadership	+5*
Martial Arts/Military	+3
<ul style="list-style-type: none"> • Haymaker [Take 1 Fatigue and add 2D6 damage] • Neck Jab [TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test] • Sweep [TN to hit +2; if successful, opponent is knocked prone] 	
Navigation/Ground	+0
Perception	+3
Pilot/BattleMech	+4*
Pistols	+3
Sensor Operations	+4*
Staff	+2
Streetwise/Strana Mechty	+2
Survival	+1
Swimming	+0
Tactics/'Mech	+4*
Tactics/Infantry	+3
* Natural Aptitude	

Personal Equipment

Sword [1•2D6]
 2 Vibroblades [5•2D6; Pwr use 1]
 2 Magnum Auto-Pistols [3•5D6; 5/20/50/±20; 8 shots; +1 TN; Jam on a fumble]
 Magnum Auto-Pistol Reloads (4)

ER Laser Pistol [4•3D6; 20/50/125/300; Pwr use 3]
 2 Clan Power Packs [30 Pwr each]
 Military Communicator [Pwr use: 1/hr; range: 10 km, boosted by Katyusha comm-net to cover entire city]
 Telescan [Pwr use: .1/hr]
 Holomap chips
 Heavy OmniMech: Cauldron-Born C

KAPTEN OYSTEIN TANNERBAUM

Oystein Tannerbaum was born in 3028 on the then-Combine world of New Oslo. His father, Lars Tannerbaum, was a highly placed executive for Groton, Kingsley and Thorpe Enterprises, a major BattleMech producer for the Draconis Combine (and later the Free Rasalhague Republic). Oystein thus enjoyed a life of luxury during his youth, but rather than let his son turn out to be a spoiled brat, the elder Tannerbaum sent him off to military school, intending to teach the boy discipline.

Oystein took to his military schooling better than his father had dreamed, and eventually went on to apply for MechWarrior training at the Radstadt Academy. At the Academy, he not only qualified for 'Mech training, but even received supplemental training in conventional armor units and qualified for Officer Candidate Schooling. By the time he was twentyone, Oystein Tannerbaum was a newly-minted Löjtnant for the Rasalhague Kungsarmé, and received his first assignment in the Second Drakøns.

Then the Clans came.

In his first battle with the Second Drakøns, Tannerbaum found himself plunged into the horrors of the Clan Invasion and watched as half his unit was systematically destroyed by Wolf Clan forces on New Caledonia. Later, in the defense of Rasalhague, Tannerbaum was wounded in combat near the city of Asgard, again while fighting Clan Wolf. He was evacuated off-world before the final assault, only to hear of the defeat of his comrades in the days that followed. Worse would come less than a month later, when word reached him that his homeworld of New Oslo had fallen to Clan Wolf forces, and that his parents were not among the refugees.

Hatred of the Clans festered within Tannerbaum and translated into brutal efficiency on the field. His effectiveness earned him a place in the Fourth Drakøns, but the nearly single-minded ruthlessness he often showed to the Clan enemy also became the subject of numerous reprimands from his superiors. Even Överste Carl Sleipness, commander of the Fourth, found Oystein's personal vendetta against the Clans detrimental to his command, and twice passed Tannerbaum over for promotion.

By the time the new Star League was formed, Tannerbaum appeared to have conquered his inner demons and was a model officer once more. As such, he went with the Fourth to the Clan homeworlds as part of the new Star League Defense Force, and took part in the bitter fighting to destroy Clan Smoke Jaguar. There, his anti-Clan fury was unleashed again and his command savaged many Jaguar units in a series of nearly suicidal strikes. As the fighting ended on

Huntress, however, the SLDF command declared the Fourth Drakøns too heavily damaged to continue. The unit was disbanded and many of its officers—Tannerbaum included—went on to serve as part of Sir Paul Masters's garrison force in Looteria, ostensibly as reward for their meritorious service.

Ironically, it was Tannerbaum's hatred of the Clans that led to his posting as part of the Inner Sphere delegation on Strana Mechty. Sir Paul Masters himself approved the assignment in an effort to "teach the man a lesson in acceptance," not realizing the error he had committed. Motivated by deep antiClan hatred, Tannerbaum saw in his assignment the opportunity to destroy the enemy. He swallowed just enough of his pride to seek the perfect allies for his scheme.

Oystein Tannerbaum is in his mid-thirties. Dark-haired with a well-trimmed goatee and deep brown eyes, he never seems to smile, and at best looks only thoughtful. He stands just shy of 1.8 meters tall and has an average build. His most distinguishing feature is the heavy scarring on his right hand, which is always clenched into a fist, the result of nerve and muscle damage sustained during the battle for Rasalhague. The damage impairs the use of this hand, but not enough to keep him from the cockpit. To cover this injury, Tannerbaum tends to keep his hand hidden behind his back as much as possible, and further conceals it in a black leather glove.

Attributes

STR	6	WIL	7
BOD	5	CHA	5
DEX	6	SOC	4
RFL	7	EDG	5
INT	7	Move	13/23/46

Traits

Disability: Muscle/Nerve Damage in Right Hand (50% function)

Quirk: Hatred of Clans

Quirk (2): Vengeful

Skills

Academic/Military History	+1
Academic/Sociology	+0
Administration	+1
Art/Painting	+0
Artillery	+1
Bureaucracy/FRR	+1
Career/Soldier	+2
Computers	+1
First Aid	+1
Gunnery/Conv./Ballistic	+1
Gunnery/Conv./Laser	+1
Gunnery/Conv./Missile	+1
Gunnery/Humanoid/Ballistic	+4
Gunnery/Humanoid/Laser	+3
Gunnery/Humanoid/Missile	+3
Interest/Politics	+2
Language/English	+1

Language/German	+0
Language/Swedish	+1
Leadership	+4
Martial Arts/Military	+3
• Haymaker [Take 1 Fatigue and add 2D6 damage]	
• Neck Jab [TN to hit + target RFL and highest Martial Arts Skill bonus; if successful, opponent makes Knockout Test]	
• Sweep [TN to hit +2; if successful, opponent is knocked prone]	
Navigation/Ground	+1
Negotiation	+2
Perception	+2
Piloting/'Mech	+4
Piloting/Wheeled	+1
Pistols	+4
Protocol/Clan	+2
Protocol/FRR	+2
Rifles	+2
Sensor Operations	+3
Stealth	+2
Swimming	+0
Tactics/'Mech	+4
Technician/Mechanics	+1
Training	+1

Equipment

Gauss Pistol [4•5D6; 5/20/60/150; 4 shots, Pwr use 1]
 2 M&G Service Automatics [3•4D6; 5/20/40/85; 8 shots]
 Hold-Out Needler [1•5D6; 2/4/6/12; 5 shots; Splash, AP 0 vs. barriers]
 Gauss Pistol Reloads (2)
 M&G Autopistol Reloads (4)
 Needler Reloads (2)
 Ablative/Flak Vest [2/4/5/2]
 Descartes Mk XXI Computer [Pwr use: 2/hr]
 Telescan [Pwr use: .1/hr]
 White Noise Generator [Pwr use: .1/minute]
 Bug-Scanner [Pwr use: 1/hr]
 Military Communicator [Pwr use: 1/hr; range: 10km]
 Jeep [483 km range; 75 kph cruise, 120 km flank]

VARSUS

Varsus is the freeborn son of two Diamond Shark merchants who were captured during a Dark Caste raid around the turn of the century. Raised in the squalor of the barely habitable and ever transient outposts maintained by his adoptive bandit sect, Varsus became adept at eking out a living and scrounging up items many of his fellow renegades could not obtain. Along with his parents, young Varsus was thrust into service to their masters as "free traders," dealing mostly with other bandit sects throughout the fringes of Clan space. Here, he first cut his teeth on a more ruthless version of the practice for which his birth Clan is so well known.

In a deal gone bad between bandit sects, Varsus—now reaching adulthood—lost his parents and was absorbed into another, more powerful bandit group, which saw great potential in his abilities. Varsus soon found himself indoctrinated into a trade “guild” that coordinated much of the trade relations between several bandit sects. Run much like an Inner Sphere organized crime cartel, Varsus rose through the ranks by a combination of luck, brute force and iron will.

By the time he was thirty, Varsus was a powerful bandit trader in his own right and even made inroads into the Katyusha black markets on Strana Mechty and the Burrock-bandit alliance. These inroads allowed Varsus to obtain shipments of small arms and other vital military supplies to help arm the bandit sects against Clan predation.

On several occasions, Clan authorities nearly captured Varsus, and it was not long before he was identified as the ringleader of several gun-running operations throughout Clan space. When the Burrock-bandit caste association was exposed and the Burrock Clan absorbed into Clan Star Adder, Varsus was forced into hiding for a year. The Clans’ preoccupation with the invasion of the Inner Sphere soon resurfaced, however, and allowed him to return to his lucrative business, picking up the pieces left from the Burrocks’ fall. Varsus’s operations boomed when Task Force Serpent arrived to smash the Jaguars, and the resultant shifts in the home worlds set almost every Clan against one another in the Wars of Possession, but as those conflicts began to die down—though they still continue, to some extent—anti-bandit operations once more began to cut into his profits.

Now in his midforties—advanced age for a member of the Dark Caste—Varsus looks for any opportunity to advance the goals of his “guild.” The black markets on Strana Mechty are a primary source of his profits, so Varsus often lurks in the shadows of Katyusha. He has contacts who can spirit him away in times of imminent danger.

Varsus is ever looking over his shoulder, and is never seen in broad daylight. His skin is pale and his hair is a salt-and-pepper gray. He wears a beard that is thick but not entirely untamed, and has a preference for dark glasses. To maintain his anonymity, he often wears plain gray coveralls similar to the common attire of the laborer caste, but his uniform also contains concealed pockets and holsters for various sidearms and weapons that Varsus carries at all times. For added security, Varsus rarely travels alone and usually has 1D6 henchmen in close proximity.

Attributes

STR	6	WIL	8
BOD	5	CHA	5
DEX	6	SOC	1
RFL	7	EDG	6
INT	6	Move	13/24/48

Traits

Bad Reputation (4): Clan Space
 Contact: Larren (Bandit Sect leader)
 Contact (2): Irsol (Merchant Guild leader of Katyusha)
 Disabled: Trouble digesting food
 Enemy: Ari (Bandit Caste Merchant)
 Enemy: Eniko (Bandit Caste Merchant)
 Enemy: Brant (Bandit Sect leader)
 Enemy (3): The Clans
 In For Life: Bandit Caste “Trade Guild”
 Stigma: Bandit Caste

Skills

Administration	+2
Appraisal	+3
Blade	+3
Brawling	+2
• Haymaker [Take 1 Fatigue and add 2D6 damage]	
• Eye Gouge [TN to hit + 5; if Fatigue is inflicted, opponent has +5 to all TN attacks for 1D6 turns]	
Bureaucracy/Clan	+2
Career/Merchant	+1
Fast Talk	+3
Language/English	+1
Leadership	+4
Negotiation	+4
Perception	+1
Pistols	+3
Protocol/Clan	+3
Quickdraw	+2
Running	+1
Scrounge	+3
Stealth	+1
Streetwise/Clan	+3
Zero-G Operation	+2

Equipment

Ablative/Flak Jacket [2/4/5/2]
 Advanced Field Kit
 Blazer Pistol [5•3D6; 15/40/90/240; Powr use 8]
 Clan Vibrosword [6•3D6; Pwr use 2]
 4 Clan Power Packs [30 Pwr each; quick-charge]
 Communications Headset [Pwr use: 1/week; range: 100m]
 Electronic Compass [Pwr use: .1/hr]
 Gauss Pistol [4•5D6; 5/20/60/150; 4 shots, Pwr use 1]*
 Mydron [3•2D6; 6/22/40/90; 20 shots; Burst (5/1); Jam on fumble]*
 2 Laser Sights [−1 TN; Pwr use: .1]*
 Noteputer [Pwr use: .1/hr]
 Sonic Stunner [0•4D6; 2/5/7/10; Pwr use 1; Subduing]
 Standard Recharger [50 points per hour]


*The Gauss Pistol and Mydron each have a Laser Sight attached.





Overall Feel of Games


Come Get Some


Title
Case Study of Game Lines
Company
FASA Corporation
Job #
78

Game Line	Description	
BattleTech	Armored Combat in the 31 st Century	
	Stock #	Titles
	1725	MechWarrior's Guide to the Clans
	1725	Field Manual: Periphery
	1707	Master Rules Revised Edition

Game Line	Description	
Shadowrun	Where Man Meets Magic and Machine	
	Stock #	Titles
	7910	Rigger 3
	7127	Year of the Comet
	7217	Target: Awakened Lands

Game Line	Description	
Crimson Skies	Air Combat in a Shattered America	
	Stock #	Titles
	8008	Airman's Gazetteer
	8005	Tinseltown Expose
	8009	Bombers & Zeppelins

Game Line	Description	
VOR: The Maelstrom	Extraordinary Races Clash in a War for Survival	
	Stock #	Titles
	4106	Shard Forcebook
	4107	Pharon Forcebook
	4108	Scratchforce Manual

Game Line	Description	
Crucible	Mass Fantasy Combat Where Victory and Glory are Yours	
	Stock #	Titles
	9002	Orcs Faction Book
	9003	Royal Elves Faction Book
	9004	Witches Faction Book

Comments
FASA/Ral Partha – We've got your gaming covered!

FASA CORPORATION	Street	City	State	Zip	Web Site
	1100 W. Cermak B-305	Chicago	IL	60608	www.fasa.com


BattleTech® and Shadowrun® are registered trademarks of FASA Corp. VOR: The Maelstrom™ and Crucible™; Conquest of the Final Realm are trademarks of FASA Corp. Crimson Skies™ is a trademark of Microsoft Inc. used under license.




Overall Feel of Miniatures


**High-quality miniatures
at affordable prices**


Title
Case Study of Miniatures
Company
Ral Partha Enterprises
Job #
79

Game Line	Description
BattleTech	Armored Combat in the 31 st Century
	Stock # 10-101
	Museum Scale Atlas
	Stock # 20-942
	Regular Atlas


Game Line	Description
Shadowrun	Where Man Meets Magic and Machine
	Stock # 10-100
	Shadowrun Troll
	Stock # 10-403
	Shadowrunner Box Set

Game Line	Description
Crimson Skies	Air Combat in a Shattered America
	Stock # 10-105
	Museum Scale Fury
	Stock # 20-101
	Regular Fury

Game Line	Description
VOR: The Maelstrom	Extraordinary Races Clash in a War for Survival
	Stock # 45-109
	Razorfang
	Stock # 10-403
	Neo-Soviet Power Armor

Game Line	Description
Crucible	Mass Fantasy Combat Where Victory and Glory are Yours
	Stock # 10-100
	Graveyard Dragon
	Stock # 10-403
	Principate Duke
	Stock # 10-403
	Orc Chieftain

Comments
Prepare your forces for combat today!

	Street	City	State	Zip	Web Site
	5938 Carthage Court	Cincinnati	OH	45121	www.ralpartha.com
BattleTech® and Shadowrun® are registered trademarks of FASA Corp. VOR: The Maelstrom™ and Crucible™: Conquest of the Final Realm are trademarks of FASA Corp. Crimson Skies™ is a trademark of Microsoft Inc. used under license.					

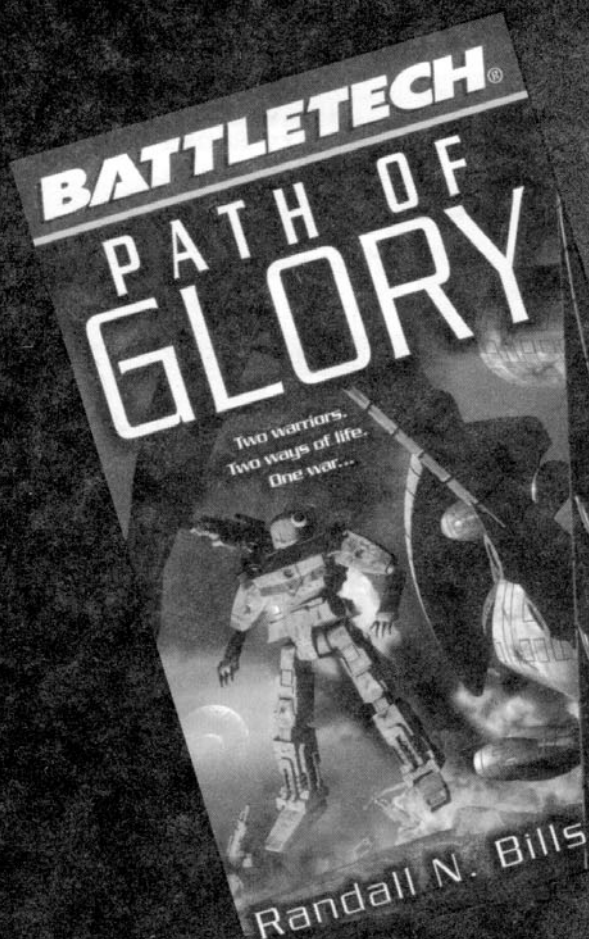
Ral Partha Enterprises

6
L

BATTLETECH®

★ NOVELS ★

STRIDE THE
BATTLEFIELDS
OF A THOUSAND
WORLDS AND
LEARN THE PRICE
OF HONOR AND
AMBITION.



AVAILABLE FROM
BETTER GAME, COMIC
AND BOOK STORES.
TO FIND THE STORE
NEAREST YOU USE
OUR RETAILER
LOCATOR AT
WWW.FASA.COM

THE STAR LEAGUE WANTS YOU

FASA
CORPORATION

Do you know
BattleTech® history
better than the history of
your own country?

Have you taught all your friends to
play BattleTech?

Would you like to get the inside scoop on
what's going on with the game?

**Then we want you in the Marauders,
FASA's official demo group.**

If you're a fan of **BattleTech** and want to become part of
this elite team, check out our website at www.fasa.com
for complete details on how to enlist.





END?

CREATE YOUR OWN IMMORTALITY!

For two centuries, the Clans have genetically bred their warriors. Clansmen are evaluated from birth, with their entire lives revolving around Trials of might-makes-right that whittle away the chaff and create the ultimate soldiers. Dive into this unique warrior culture and battle your way to glory to gain a Bloodname and pass your superior genetic legacy to the next generation.

The MechWarrior's Guide to the Clans is the second volume in the *MechWarrior's Guide* series for *MechWarrior, Third Edition*. It provides you with all the material you need to launch your own Clan campaigns. This volume contains seventeen new affiliations, as well as more than a dozen new Life Paths unique to each Clan, complete information for campaigning among the Clans and a full-length adventure.

FOR USE WITH MECHWARRIOR®



FASA
CORPORATION

OFFICIAL PRODUCT
BATTLETECH
UNIVERSE

MECHWARRIOR®
T H I R D E D I T I O N

BATTLETECH®, BATTLEMECH®, MECHWARRIOR® and 'MECH® are Registered Trademarks of FASA Corp.
MECHWARRIOR'S GUIDE TO THE CLANS™ is a Trademark of FASA Corp.
Copyright © 2001 FASA Corp. All Rights Reserved. Printed in the USA.



9 781555 604356

ISBN# 1-55560-435-8 \$ 20.00