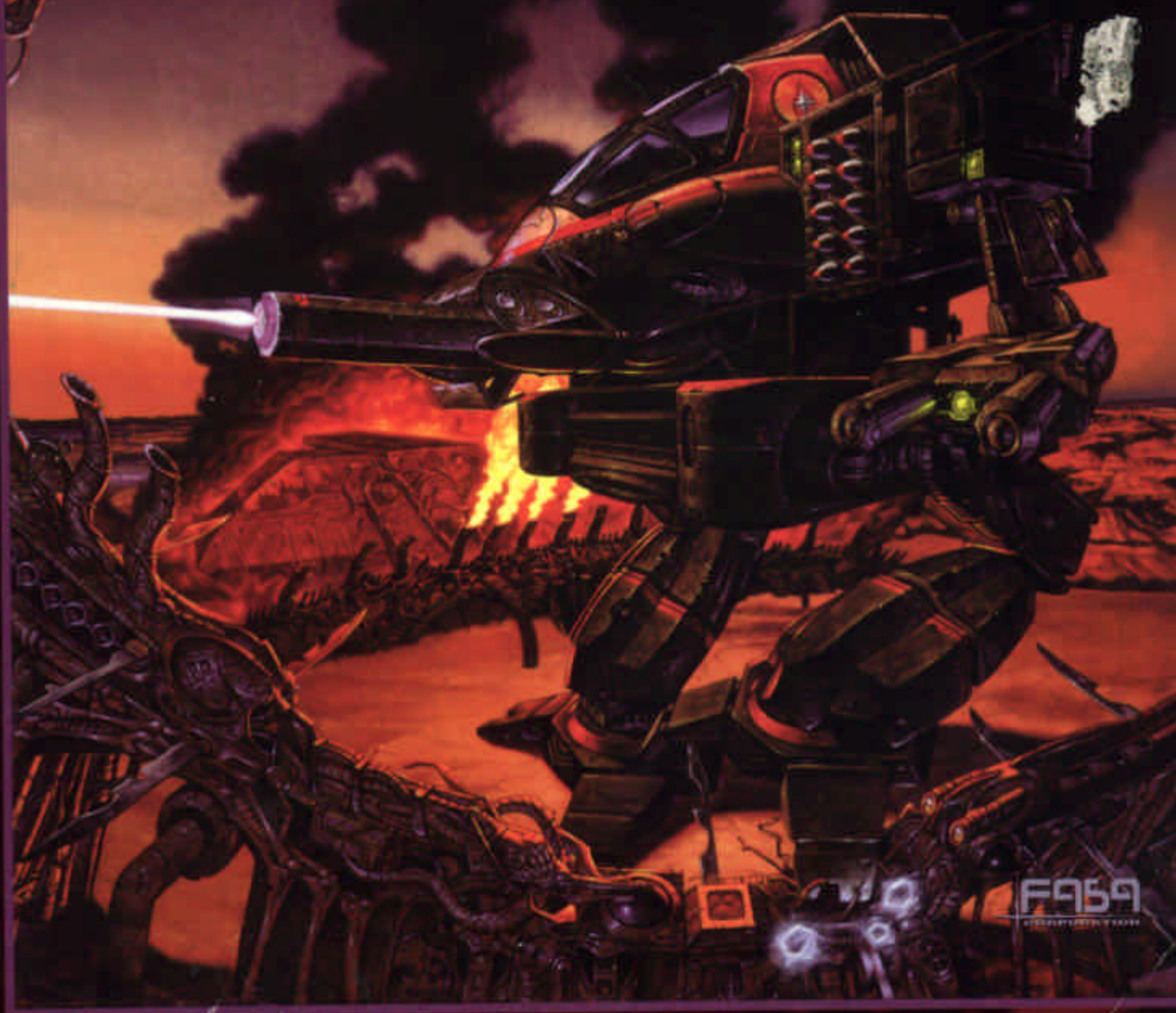


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Published by FASA Corporation
1100 W. Cermak Road • Suite B305
Chicago, IL 60608

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Special Thanks

To the authors of the original Clan sourcebooks: Brent Carter, Evan Jameson, Sam Lewis, Blaine Pardoe, Michael Pellicciotti, Boy F. Peterson Jr., Diane Piron-Gelman, Sharon Turner Mulvihill, the Adventure Architects.
The BattleTech developer would also like to thank the authors of this book for all the extra work they put into making each of their Clans fit together nicely with the others. All the e-mails paid off, guys! (Over 400 messages and counting ...)

CREDITS

Writing

Introduction

Loren Coleman
Clan Blood Spirit
Randall N. Bills
Clan Fire Mandrill
Loren Coleman
Clan Hell's Horses
Herbert A. Beas II
Clan Ice Hellion
Christopher Hussey
Clan Jade Falcon
Chris Hartford
Clan Star Adder
Christopher Trossen
Clan Wolf
Loren Coleman

Project Development

Bryan Nystul
Development Assistance
Randall N. Bills

Project Editing

Robert Boyle
Diane Piron-Gelman
Sharon Turner Mulvihill

BattleTech Line Developer

Bryan Nystul

Editorial Staff

Editorial Director
Donna Ippolito
Managing Editor
Sharon Turner Mulvihill
Associate Editor
Diane Piron-Gelman
Assistant Editors
Robert Boyle
Tara Gallagher

Production Staff

Art Director
Jim Nelson
Cover Art
Mike Sutfin
Cover Design
"Groovy" Fred Hooper
Illustrations
Joel Biske
Scott James
Lewis Larosa
Dave Martin
Brad McDevitt
Jim Nelson
Loston Wallace
Sam Wood
Layout
John Bridegroom



THE CALL OF GLORY

Electric white-blue discharges from particle projection cannons lanced across the battlefield, lighting up the night in false twilight. The coruscating beams and staccato pulses of laser fire—ruby, emerald, sapphire—ionized the air and added color to a world of grays. Almost invisible but just as deadly were the missiles, backlit for a few seconds by their own exhaust, and the Gauss and autocannon slugs that tore into each side's machines without warning.

Star Commander Valerie Sender of the Wolf Clan Fourth Striker Cluster broke from her Trinary's formation and walked her *Warhawk* forward into the no-man's-land that separated the forces of Clan Wolf and Clan Goliath Scorpion, alternating the firing of her PPCs and large pulse lasers. The Wolves enjoyed an advantage in this Harvest Trial, fielding superior machines and elite warriors. They were meant to win, accepting the "tribute" of Clan Goliath Scorpion, which had bid possession of its Trinary to the victor. The honor came in being selected by Khan Ward to bring in the new warriors, thereby increasing the strength of the Wolf Clan.

But for Valerie, that was no longer enough.

After seven years of constraint under the Truce of Tukayyid, Valerie's Crusader blood boiled for action against the Inner Sphere. Not even the Refusal War, though it had come close to destroying the Wolves, had quelled her desire. She knew it was vital to rebuild Clan Wolf, but she also wanted personal honor and glory. Such desires were bred into her; they would not be stilled. When the invasion began again, she would face it with her own command or die in the attempt to gain it. To her, there were no other options.

She advanced on the Goliath Scorpion line. Her opponent, in a *Gargoyle*, stepped forward as he became aware of her attack. His mistake. Sporting missiles and a single Gauss rifle, the *Gargoyle* was ill-configured for such close-range fighting. And in moving forward, the other MechWarrior had abandoned the grove of trees that had offered slight protection. Valerie Sender thrust both of her 'Mech's arms forward and triggered all of the massive machine's weapons, targeting the *Gargoyle*'s already-damaged torso. Her PPCs flayed away the last of the *Gargoyle*'s armor and carved fissures in its internal structure. The scarlet pulses of the *Warhawk*'s large lasers ate away at the rest, destroying the gyro required to hold the eighty tons of metal upright. The *Gargoyle* fell backward into the trees, crippled and out of the battle.

Howling a wolf-call in victory, Valerie Sender realized that she stood unopposed in the middle of the Goliath Scorpion line. Calling her Star forward into the breach she had created, the Star Commander flung her 'Mech's arms wide and sighted down both sides. To the left, the silhouette of an enemy *Summoner* appeared under her targeting reticule. She unleashed a barrage of PPC fire that cored into its side. Then, scanning quickly to the right, she located the Scorpion Trinary commander's *Dire Wolf* and fired both large pulse lasers at it. Her targeting computer showed the *Summoner* fallen, but still active. She left the *Summoner* and the Scorpions' right flank to her Starmates while she rounded on the *Dire Wolf*.

Too late, the Scorpions spotted the Wolf among them. Valerie Sender drove forward to pointblank range, targeting the *Dire Wolf*. Ignoring her 'Mech's dangerous heat levels, she triggered her entire weapons array for the third time, relying on her targeting computer to strike the *Dire Wolf*'s right leg. Three of the large energy weapons hit, boiling away armor and laying bare the leg's internal skeleton. The *Dire Wolf*'s backlash of missiles and lasers shook Valerie's *Warhawk* and nearly threw it to the ground, but she managed to keep her machine upright and slapped the override a split second before losing her engine to a heat-induced shutdown. As the Scorpion commander attempted to back away from the ferocious onslaught, the Wolf Star Commander held her place and took advantage of her enemy's delay, firing large pulse lasers at the *Dire Wolf*'s vulnerable right leg. The leg snapped in two places where the lasers burned through it, sending the huge machine crashing to the ground.

As swiftly as that, the battle was over. Sender's Star had broken the right flank of the Goliath Scorpion line and the Star Captain of her Trinary, sensing the shift in battle, had pressed forward against the Scorpion left flank until it, too, gave way. Star Commander Sender accepted the Star Captain's praise graciously, then claimed the downed *Dire Wolf* as her *isorla*. With the adrenaline rush of combat still surging through her veins and the cockpit's residual heat flushing her skin, Valerie felt nearly invincible. Soon she would see battle against the Inner Sphere. When the invasion resumed, she would lead the way. The Inner Sphere belonged to the Clans. To the Wolves.

To her.



INTRODUCTION

"I salute those who remain behind, and I hope they might make some difference in the dark times I see ahead. As for us, we shall never see our birthplace again. But we shall prepare, and perhaps our children, or our children's children, will once more know the cradle of human civilization. When we are most needed, we shall return."

—Aleksandr Kerensky, 5 November 2784

"We shall grow stronger with each generation, awaiting the day when we return to the Inner Sphere. We are forever their salvation."

—Nicholas Kerensky, 10 December 2822

As promised to us by the Kerenskys, the Clans have returned to the Inner Sphere. It is our task to restore the order that humanity once knew under the Star League—not this sham of a League, created by politicians in an attempt to undermine our confidence and the righteousness of our goal, but a genuinely ordered society in which everyone will benefit. It is our destiny, our reason for being.

It is the Way of the Clans.

Destiny, however, does not win battles or guarantee our eventual triumph. Victory will depend on our strength of arms and indomitable will; fighting the Inner Sphere has taught us that. We have also learned the folly of underestimating our opponent, first at Tukayyid and more recently with the destruction of the Smoke Jaguar Occupation Zone. This is the value of the enemy; he shows us where we are weak. Now we must learn from our mistakes or else forever repeat them.

At the request of ilKhan Lincoln Osis, and with the approval of the appropriate Clan Khans, we have therefore compiled the following reports on the military strength and readiness of each Crusader Clan. (Naturally, ilKhan Osis is completely conversant with the current strength and readiness of his own Clan, the Smoke Jaguars, and so they are not included in this report.) This document will strengthen the Crusaders and help us reach our common goal—the liberation of the Inner Sphere. When the invasion resumes, we will be stronger and more united than ever before.

This work is divided into several sections. The first two, **Warriors of the Righteous** and **Cadets in Review**, are general examinations of the military infrastructure common to our respective Clans. To this general review, each Clan has appended an appraisal of its own military. By studying each other's strengths, we will all grow stronger, until none can stand against us.

Terra awaits, Crusaders. No one can deter us from the sacred goal of raising the Star League banner once again on its soil. Use this document wisely; learn from each other. From our strength and unity, the true Star League will yet be reborn.

—Kael Pershaw, 19 November 3059





WARRIORS OF THE RIGHTEOUS

Whoever first said, "Might does not make right" obviously was on the losing side.

—Khan Jerome Winson, Clan Wolf, 2825

Strength, more than anything, defines the Clans: strength through identity, strength of arms, strength of purpose. From warrior to common laborer, every member of each Clan works within his or her caste to benefit his individual Clan and thereby strengthen Clan society as a whole. Thriving as the Clans have in previously unknown regions of space and preparing for the tasks that lie ahead has never been an easy life; not for nothing did Aleksandr Kerensky call it the Great Challenge. But at the end of this hard path lies a glorious vision. Forgotten by many Clans in their weakness, this vision is remembered by the Crusaders, who strive to seize the future that once belonged to all the Clans.

The Crusader Clans recognize the Trials still to be faced; we must yet contend with Inner Sphere treachery and the foolish opposition of the Warden Clans to our glorious forefathers' true designs. But the hotter the forge, the keener the blade that emerges from it. Crusaders do not shirk from confrontation; they embrace it, and turn adversity to victory. That is the Way of the Clans, and of the Crusaders' one immutable law: only the strong may lead.

KERENSKY'S VISION

*With stern compassion, he spoke and all was revealed;
How their destiny was the Hidden Hope
Of all mankind, and how their sons' sons
Would one day return to the Inner Sphere,
Bringing back the enlightenment of the Star League
To those unfortunates they had left behind.
Such was their right; such is our legacy of blood.*

—*The Remembrance* (Clan Wolf), Passage 3, Verse 22, Lines 12–18

In the noble words of *The Remembrance*, Aleksandr Kerensky instilled into generations as yet unborn the promise and conviction that lie behind the Crusader cause. With his doctrine of Hidden Hope—that one day the Clans would return to redeem the Inner Sphere from its evils—he gave us the vision that sustains us to this day. His son, our Founder Nicholas Kerensky, gave us still more. When the old hatreds, which had followed us into the void, threatened to tear apart what our forebears had established, Nicholas led his most faithful followers on a second Exodus, where he created a new society free of humanity's ancient evils.

The birth of the Clans was the first step on the long road to the reclamation of the Inner Sphere and the restoration of the Star League. Nicholas held that goal before the Clans as their

destiny, to be accomplished, "in the time of our great-grandchildren when, united and strong, they return to the Inner Sphere."

Just more than two hundred and fifty years later, the Clans finally kept that promise.

THE CRUSADE

Late in the thirtieth century, growing debate over the Return inspired the warriors truest to Kerensky's visions to step forward and lead the way. Calling themselves Crusaders, they championed a swift return to the Inner Sphere. The Clans in which a majority embraced this philosophy began calling themselves Crusader Clans, and were soon opposed by self-styled Warden Clans. These misguided individuals believed that the Clans' primary duty was not to reclaim the Inner Sphere, but to preserve it from an undefined external or internal threat.

After several generations of delay engineered by Warden sympathizers, the Crusaders—the true warriors of Kerensky—won out and led the Clans back to the Inner Sphere. Proof of Clan and therefore Crusader superiority can be seen in the Clans' initial drive, spearheaded largely by Crusader forces. Heading toward Terra, the invading Clans swept aside the Successor States' pitiable defenses across a front that stretched well over four hundred light-years in width. Unfortunately, chance intervened to halt the Clan juggernaut in its drive toward humanity's birthplace. Near the world of Rasalhague, an Inner Sphere aerospace pilot rammed her fighter into the Clan flagship *Dire Wolf* and killed ilKhan Leo Showers, a valiant Crusader from Clan Smoke Jaguar who had been chosen to lead the entire invasion. Ulric Kerensky, the notorious Warden elected to succeed him, ultimately engineered the Clans' overwhelming defeat just a year and a half later on the planet Tukayyid and imposed a dishonorable truce over a people bred for war. Later, in the face of accusations that the truce had deprived younger Clan generations of battlefield experience and thus condemned them to death, Ulric once more attempted to thwart the Clans' destiny through the Wolf-Falcon Refusal War. By battling Clan Jade Falcon to the death, Ulric hoped to cripple the Crusader cause by decimating what was then the strongest of the Crusader Clans.

Recent events—the Absorption of one Crusader Clan and the significant troop losses of another—may raise Warden hopes that the Crusader faction is weakening. The truth is otherwise. Such trials only hone Crusader strength, and the Crusader Clans remain resolute champions of Kerensky's true vision.

A CALL TO ARMS

The following Clans each possess individual identities and separate strengths. Though some contain a significant Warden faction, each still supports the Crusader cause through their Khans and most members of their warrior castes.



CLAN BLOOD SPIRIT

Strongly isolationist, the Blood Spirits maintain minimal contact with only a few other Clans. In general, they regard their fellow Clans as having deviated from the true fulfillment of Nicholas Kerensky's vision, in everything from inter-Clan cooperation to the organization of military units—none of which kept them from staunchly espousing the Crusader cause.

CLAN FIRE MANDRILL

A microcosm of the Clans as a whole, the Fire Mandrills compete for resources, honor and political power between rival Bloodlines known as kindraa. While most other Clans consider the Fire Mandrills too riven by factions to become strong leaders within Clan society, few deny their tenacity in battle or their utter devotion to their Clan.

CLAN HELL'S HORSES

An oddity among the Clans, the Hell's Horses favor conventional vehicles as much as 'Mechs on the battlefield. In their own words, "the worth of the warrior lies in his own heart, not in his machine." Contrary to expectations, their emphasis on armor has not made them an appreciably less effective fighting force; the Horses' failure to win a place in the initial Inner Sphere invasion force had more to do with the large number of Wardens among them than with their fighting ability.

CLAN ICE HELLION

Tenacious fighters, the warriors of Clan Ice Hellion rely on the speed of their lighter 'Mechs rather than brute strength for their victories. Fiercely proud and quarrelsome by nature, they count few friends among their fellow Clans. Though they largely espouse the Crusader philosophy, increasing numbers of them seem willing to settle for conquests of other Clans' holdings in lieu of earning battlefield glory in a return to the Inner Sphere.

CLAN JADE FALCON

Mauled in the recent Trial of Refusal against their longtime rivals, Clan Wolf, the Falcons faced the possibility that the Clan Council would call into question their strength, and therefore their usefulness. Khan Marthe Pryde forestalled this catastrophe with bold action that proved the Falcons' battle-worthiness. She led her warriors in an assault on the Lyran Alliance, driving through more than one hundred and thirty light years of Alliance space and clearly proving that the Jade Falcons had not lost their edge.

CLAN STAR ADDER

Other than voting to invade the Inner Sphere, the Star Adders have done little to further the Crusader movement. In fact, they have consistently displayed a certain disdain toward the other Clans, including their fellow Crusaders. Until recently, the Star Adders lacked sufficient strength for their attitude to be anything more than a nuisance. With their swift and sudden Absorption of Clan Burrock, however, this Clan has changed from an obscure annoyance to a potentially powerful ally—or threat.

CLAN WOLF

Wounded in the Refusal War against the Jade Falcons and further weakened by Phelan Ward's treachery in leading a third of the Wolves' warriors to the Inner Sphere, Clan Wolf came close to Absorption by the victorious Jade Falcon Clan. One true Wolf warrior, however, refused to let his Clan die. First engineering the deaths of both Jade Falcon Khans and then leading his warriors by example, Khan Vlad Ward has transformed the Wolves into a fierce, fighting Crusader Clan.

MARTIAL ASSETS

Though every Clan differs in its number of available warriors and their range of expertise, its available resources, logistics network and factory production, certain generalities are common to them all. Broad similarities exist in the Clans' use of their warriors and various military machines, their organizational doctrine and general troop strength.

THE FALL OF TWO CLANS

The end of a Clan is a serious event, no matter what its cause. Twice before in our history, we have seen weaker Clans Absorbed by stronger, their identity forever lost. And once has a Clan been Annihilated. Yet within the past Terran-standard year alone, we have seen two more Clans fall—one into oblivion, the other into a decline from which it will never recover.

The first case, though shocking in its suddenness, ultimately benefits the Clans. In February of 3059, the Grand Council officially presided over the Absorption of Clan Burrock by Clan Star Adder, in rightful punishment of the Burrock Khans' secret dealings with the traitors and bandits in the so-called Dark Caste. Clan Star Adder, ever staunch Crusaders, have grown stronger while removing the Burrock taint from us all. As for those Burrock Bloodlines still fit to be numbered among us, they will continue as part of a new, strong and honorable Clan.

The fate of the Smoke Jaguars, however, should give us pause. The Inner Sphere, whose armies we swept through like so much chaff a decade ago, by August of 3059 smashed most of the Smoke Jaguar military in a lightning strike against the Jaguar Occupation Zone—a feat they should never have managed to accomplish. Clearly, the Jaguars' apparent strength must have been a sham. Though Lincoln Osis of the Jaguars remains ilKhan, he presides over a Clan that will soon be dead. These developments should lead us all to re-examine our own forces and assumptions, lest we find the Inner Sphere barbarians at our own gates.

—From the journals of Marthe Pryde, Khan of Clan Jade Falcon, October 3059



WARRIORS

Eight hundred soldiers originally made up the foundation of the Clans, and gave their names and genes to establish the Bloodheritages from which the first trueborn warriors came. Created through an extensive genetics program involving recombinant DNA technology, gestated in iron wombs and raised in groups called sibling companies, or sibkos, trueborn warriors exemplify the most valued traits of the genetic inheritances from which they stem. Various Clan Bloodheritages are associated with different branches of Clan military service and confer upon many of their members certain traits that fit them for those positions: immense physical strength for the battle-armored infantry known as Elementals, smaller size and quick reflexes for aerospace pilots and so on.

The Clans in general regard trueborns as innately superior fighters because their genetic makeup predisposes them to excel. Every warrior whose genes are added to a Clan's available pool must have first proved him or herself worthy of the honor; inferior warriors never achieve such status, and thus cannot pass on their weaknesses to future generations. Over time, some Bloodheritages and the Bloodnames associated with them have weakened; these are inevitably purged, giving way to the superior genes of those that remain.

Though trueborns dominate the order of battle, most Clans also allow so-called freeborns to serve as warriors, though most often only in second-line or garrison units. Freeborns, conceived and raised in what humanity long accepted as "the natural way," are considered inherently inferior to trueborns; those who prove themselves worthy, however, can become members of the warrior caste. Freeborn warriors who serve in second-line Galaxies can advance to the rank of Star Captain or, for the truly exceptional, even Star Colonel. A very few receive front-line assignments, but up against the best of the trueborn, they rarely distinguish themselves or advance in rank.

'MECH ASSETS

The Clan OmniMech is the pinnacle of military technology, the ultimate war machine. Aerospace and powered infantry have their advantages, but a Clan that relies too heavily on either one clearly cannot hope to compete on equal footing with the other Clans.

As a rule, Clan MechWarriors begin their careers in lighter-weight OmniMechs. Those who fail to demonstrate their worth to the Clan fall quickly into second-line or garrison ranks, where they can expect to pilot standard BattleMechs. Those who prove their value, by contrast, receive heavier and better OmniMechs as their achievements merit. At some point, most warriors discover an affinity with a single 'Mech design or weight class, developing a particular expertise with it. Such affinities sometimes lead Cluster or Galaxy commanders to pilot light 'Mechs, though heavy or assault Omnis are far more common choices.

The average Clan fighting machine is a heavy OmniMech, most often bristling with energy weapons. The Clans prefer to

keep 'Mechs of similar capabilities together, at least at the Star level of unit organization. Grouping together machines of widely varying weights and speeds is an invitation to the enemy to split a unit in the field, as is placing dedicated missile-carriers in the same Star with 'Mechs built for close-range fighting. Some Clans also organize Binaries and Trinaries in uniform weight classes, though just as often these units are of mixed weight. Units larger than Stars frequently also consist of mixed types of forces; many Clans combine OmniMechs and Elemental infantry in their Binaries and Trinaries. A OmniMech-only Cluster is rare among the Clans.

STANDARD CLAN 'MECH ORGANIZATION

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

AEROSPACE ASSETS

Though the Clans have virtually abandoned armor for the more versatile and deadly OmniMech, they highly value air support for its tactical and strategic importance. Just as OmniMechs rule the field, Clan OmniFighters rule the skies.

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

Medium fighters dominate the rosters, though not to the exclusion of lighter or heavier designs. Like 'Mechs, fighters are organized in Points, Stars, Binaries and Trinaries. A Point always consists of two fighters of the same design, though the configurations of OmniFighters in the same Point may vary slightly. At Star level and above, mixed designs and weight classes are common. Dedicated fighter Clusters are typically formed only for naval escort duty, though a few Clans occasionally organize a fighter Cluster as part of a front-line Galaxy. To cope with the fast-paced, fluid nature of aerospace warfare, a Cluster may be assigned an independent command Star of fighters.

The Clans take great pride in their WarShips. Nowhere else is so much raw military might concentrated in a single war machine. Though the nature of WarShip combat makes it difficult for individual warriors to distinguish themselves, such fighting remains the calling of a specialized few. Each Clan has its preferred WarShip, more often a workhorse destroyer or cruiser rather than a larger but less versatile heavy cruiser or battleship.



STANDARD CLAN AEROSPACE ORGANIZATION

Unit	Component Units	Total Strength	Naval Equivalents
Point	—	2 fighters	1 vessel*
Star	5 Points	10 fighters	5–6 vessels**
Binary	2 Stars	20 fighters	10–12 vessels
Trinary	3 Stars	30 fighters	15–18 vessels
Cluster	3–5 Trinaries/Binaries + 1 command star	50–100 fighters	

*DropShip, JumpShip or WarShip

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

ARMOR ASSETS

Virtually ignored by most Clans, armor has advanced less than any other type of military machine in technological upgrades or warrior skill. Those armored vehicles still in use are mostly vintage Star League designs brought long ago from the Inner Sphere. The Clans consider Omni technology wasted on such machines, and among the Clans, armor training is almost always inferior to Inner Sphere standards.

Armored vehicles tend to appear in solahma units, where warriors past their prime serve out their days. More rarely, armor turns up in garrison Clusters. They tend to be deployed as sacrificial units or in even less honorable tasks such as crowd control or bandit-hunting. Most Clans that bother with armor prefer light and heavy vehicles; medium-weight armor is a rarity in any Clan roster.

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

STANDARD CLAN ARMOR ORGANIZATION

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

INFANTRY ASSETS

The Clans employ conventional as well as powered infantry, though usually only in solahma units or units composed solely of freeborns. Conventional infantry is rarely part of a Clan's standard order of battle. Clan Elementals, however, with their suits of powered armor, transformed infantry from cannon fodder to an

essential battlefield force. The suits are a natural extension of each Elemental warrior, enhancing the wearer's strength and effectiveness in the field. Powered battle armor enables Clan Elementals to threaten OmniMechs and makes them infinitely superior to regular infantry.

Elementals serve in a variety of roles. They often safeguard important officers and locations, acting as the perfect compromise between a typical bodyguard and a 'Mech escort. Their speed and stealth enable them to perform scouting missions, and their immense, armor-augmented strength lets them attack without awaiting reinforcements. On the battlefield, they complement OmniMech forces as no regular infantry unit can, often riding into battle on an OmniMech and then throwing themselves

against the enemy line. A few Clans have tried altering Elemental suits for more specialized assignments, but rarely with much success. The versatility of the standard Elemental warrior is too useful an edge to throw away.

Elemental Stars are formed of five Points, each Point representing five warriors in powered suits. To maximize their lethality, Elementals rarely are deployed in any grouping smaller than a Point. They are regularly organized as a part of a Trinary with two OmniMech Stars, though many Clans also deploy pure Elemental Binaries and Trinaries. Elemental Clusters are extremely rare, usually short-term formations for special assignments, to which an independent command Star is attached. Some Clans assign a single OmniMech to an Elemental Cluster command Star for transportation and added protection on the field.

Conventional infantry begins with squads of five soldiers. Such units follow standard Clan organizational doctrine from Point to Binary level. Few Clans have ever deployed conventional infantry in units larger than a binary; command units are an integrated part of any force larger than a squad.

STANDARD CLAN ELEMENTAL/ INFANTRY ORGANIZATION

Unit	Component Units	Total Strength
Squad	—	5 infantry
Point	—	5 Elementals or 25 infantry
Star	5 Points	25 Elementals or 125 infantry
Binary	2 Stars	50 Elementals or 250 infantry
Trinary	3 Stars	75 Elementals
Cluster	2 Trinaries +1 command star	155 Elementals

ORGANIZATIONAL DOCTRINE

Nicholas Kerensky created the basic Clan formations of the Point, Star, Binary and Trinary, Cluster and Galaxy. He considered the Point—one OmniMech, two OmniFighters or vehicles, or



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five Elementals—the smallest effective deployment of any military asset. In a testament to Kerensky's wisdom, this same organizational scheme remains standard Clan doctrine to this day.

Five Points working as a single unit, or Star, provide maximum destructive power with minimum logistical demands. In general, Clans that experimented with mixed Points in a Star found such Stars' combat effectiveness severely weakened. Only Clan Wolf's preferred formation of a strategic command Star—four OmniMech or Elemental Points and a single Point of aerospace fighters for escort and reconnaissance—has proven itself of lasting value. Several Clans have adopted this formation, but only in limited numbers.

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

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

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

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

RAW STRENGTH

The initial four invading Clans each fielded three to five front-line Galaxies, from the five-Cluster Galaxies common

among the Jade Falcons to the four-Cluster Ghost Bear Galaxies. Despite their variations in numbers, all of the principal invading forces were roughly equal in ability, edging out the three supporting Clans later added to the invasion roster. The Clans not chosen to participate in the invasion are weaker still. These Clans typically can muster only two to four front-line Galaxies that average three to four Clusters each.

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

Finally, each Clan also possesses planetary militia forces. These units are the proverbial bottom of the barrel, consisting of solahma, less-talented freeborn and failed trueborn troops poorly equipped with conventional vehicles and weapons. No Clan has ever called upon such standing militia forces for real battle; instead, these units are assigned the thankless task of controlling the lower castes. Their military strength, therefore, is irrelevant to the purposes of this document.

MARTIAL AESTHETICS

The rank structure used by all the Clans remains as Nicholas Kerensky set it down shortly after the formation of Clan society. While military accouterments for each Clan may vary in style and design, they are all based on the standards described below.

RANKS AND INSIGNIA

The basic ranking system has existed unchanged for more than two centuries. Clan ranks clearly indicate a warrior's authority, the challenges he or she has overcome and the additional warriors under his or her command.

The Clan military does not distinguish between "enlisted personnel" and "officers." Warriors simply *are*. Also, in one of Kerensky's finest improvements on the old Star League military, no warrior advances in rank simply because of time spent in service or a test of memory. Clan warriors attain new ranks with each elevation in command authority, fought for and won properly in Trial combat. Each warrior earns respect through this show of strength and, later, by his or her performance on the battlefield.



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

Khan

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

A Khan commands the first of a Clan's two elite forces known as keshiks, which may be anything from a Binary to a Cluster. This keshik typically serves as the command element of a particular Galaxy, bringing that Galaxy great honor. In some Clans, the keshik is an independent unit, capable of assuming command over any Galaxy as needed.

A largely undefined position in many Clans, the saKhan serves as one of a Clan's two leaders and also represents his or her Clan at the Grand Council. Also elected by majority vote, the saKhan aids the Khan in whatever way the Khan may require and will become the senior Khan if he or she is killed or steps down. A saKhan commands the second of a Clan's two elite keshiks, which most often serves as the command unit of a single Galaxy. In some Clans, this keshik can assume command over any Galaxy as necessary.

The ilKhan is the Khan of Khans, supreme leader of all the Clan militaries and ruler of all the Clans. This position is filled only when the Clans face some great internal or external threat, or must coordinate their efforts for a major task such as the invasion of the Inner Sphere. The ilKhan is elected from among all Clan Khans by a simple majority vote of the Grand Council.

Galaxy Commander/Star Admiral

The Galaxy Commander, or Star Admiral in the case of naval forces, is a powerful and influential warrior. Winning command of a Galaxy or a Star of WarShips requires great skill both on and off the battlefield; such a warrior must often excel in politics as well as in combat, and must be capable of inspiring the troops under his or her command. The resources available to a

Galaxy Commander can amount to roughly a quarter or even a third of a Clan's military and support strength. Both Galaxy Commanders and Star Admirals report directly to their Khans.

Star Colonel/Star Commodore

Star Colonels command a Cluster made up of several Binaries and/or Trinaries, generally of mixed forces. A Star Commodore, or Naval Star Colonel in some Clans, commands a single JumpShip or WarShip, or a Star of DropShips or JumpShips.

Star Captain

A Star Captain commands either a Binary or a Trinary, including Supernova formations. Many, though not all, Binaries and Trinaries consist of mixed forces, meaning that the average Star Captain has combined-arms expertise. An aerospace Star Captain commands a Trinary of thirty fighters; a naval Star Captain serves on a WarShip as a senior officer, such as a first officer or a chief engineer, and commands a single DropShip or JumpShip.

In a Nova, both Stars are led by a Star (Nova) Commander, one of whom is considered senior to the other. The senior officer goes by the rank of Nova Captain. Though the two warriors' rank devices are the same, a Nova Captain typically also wears a daggerstar enameled at four of its tips with the insignia color of his or her field—MechWarrior, aerospace pilot or elemental.

Star Commander

Warriors of this rank command a single Star. MechWarriors command five OmniMechs, aerospace pilots ten fighter craft and Elementals twenty-five men. On DropShips and JumpShips, Star Commanders generally serve as department heads. The commander of a Nova unit is often referred to as a Nova Commander and holds somewhat more command authority than a standard Star Commander.

Point Commander

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

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

Warrior

The lowest official rank in any Clan military is the warrior or pilot: MechWarrior, aerospace pilot or Elemental. Those who test out of their sibkos and meet the minimum qualifications for combat are referred to by this title until they earn higher rank in a Trial



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of Position. Warriors command none but themselves, but still claim greater rights than members of other castes. The device for this rank is a daggerstar, worn in place of rank insignia.

Most freeborn warriors, in Clans that allow freeborns to serve in their militaries, rarely rise above warrior rank. Freeborns are almost never treated as equals by trueborns, even when they share equal rank. In effect, a freeborn warrior represents the bottom rung of the Clan military structure.

CLAN COMMAND STRUCTURE

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

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

UNIFORMS

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

DECORATIONS AND AWARDS

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

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

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

FORMAL RITUALS

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

Adoption

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

MARTIAL PRACTICES

The Inner Sphere assumes, in its ignorance, that the Clans are a stagnant society because we have adhered to the words of Nicholas Kerensky throughout our history and thereby survived the evils that led to the downfall of the Star League. In truth, the Clans have evolved over time, but change lies lightly upon us because we have held close the ideals to which we were born. Time and again we have seen proof of Nicholas Kerensky's wisdom. Most recently, our victories against the Inner Sphere have proved the validity of the Way of the Clans.

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

BIDDING

Combat begins long before armed forces clash on the battlefield.

—Nicholas Kerensky

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



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

Batchall

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

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

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

Cutdown

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

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

Bidding Strategies

Once the defenders have set their force strength, the challengers bid between themselves for the right to attack. Opposing commanders generally begin with whatever strength they personally command, though they may enter into a contract with another unit in order to field a combined-unit force. These commanders then bid away units, individual warriors or even specific weapons in order to outmaneuver their bidding opponent. The warrior who can take an objective while risking the fewest resources wins great honor. To win a substantial victory or one

with supposedly inadequate forces as established by the cutdown confers even greater glory. In many bidding sessions, therefore, commanders tread a fine line between enough resources to win the battle and a small enough force to assure that the victory will be hard-won.

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

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

Bidding, though a strategic strength, has proved something of a tactical weakness for the Clans. It admirably conserves resources and promotes individual achievement, but some commanders easily get carried away and forget that the ultimate objective is victory. Against the Inner Sphere, such lapses cost the Clans dearly when opposing Clans bid too hard or did not properly assess the defenders' strength. The debacle at Tukayyid offers an example of the way in which then-ilKhan Ulric Kerensky used Clan practices against his own people, permitting them to bid away their strength and thereby ensuring defeat at the hands of the Com Guard. When the invasion resumes, the Clans will not make that mistake again.

TRIALS

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

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

Trial of Position

The Trial of Position, in which a cadet attempts to test out of his or her sibko, is the first official Trial that a Clan warrior faces. Trials fought prior to this are generally considered training episodes, and in most Clans are not recorded in a warrior's *códex*. (A true Clan warrior need not accept any challenge from a cadet,



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though most will hardly refuse and rarely lose one.) A Trial of Position may be required again at any time during a warrior's career whenever his or her ability to command is in question.

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

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

Trial of Bloodright

A Bloodname, among the greatest honors a Clan warrior can win, ensures that the warrior's genes will be added to the gene pool for the next generation. It also makes the warrior eligible for high military and political positions. Only twenty-five living Clan warriors may hold the same Bloodname at one time. When one of them dies, a Trial of Bloodright is held among all potential candidates. Candidates must be able to trace their heritage matrilineally to the Bloodname's original progenitor.

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

Trial of Grievance

Trials of Grievance settle matters of honor. Because this Trial usually involves a charge of dishonorable conduct against another Clan warrior, it is usually supervised by the Clan Council, or the Grand Council in the case of Bloodnamed warriors or those holding high rank. Strict rules govern Trials of Grievance to make sure the fight is evenly matched. Warriors of equal rank (and therefore supposedly equal skill) can fight in similar machines. Otherwise, the council must mediate a fair arrangement. Losing a Trial of Grievance often brings with it a taint difficult to erase; often, the losing warrior cannot be nominated for a

Bloodname until the stain on his or her honor is purged. For a Bloodnamed warrior, the dishonor of losing affects all of that warrior's Bloodname and Bloodheritage, making the Bloodname less worthy in the eyes of the Clans.

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

Trial of Possession

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

Trial of Refusal

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

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

Trial of Annihilation

This Trial, by far the most severe punishment designed by Nicholas Kerensky, is meted out only by a Clan Council for internal crimes and by the Grand Council for crimes that affect the Clans as a whole. Individual warriors, military units and entire Bloodnames are all viable targets for a Trial of Annihilation. The



Not-Named Clan perished long ago in such a Trial, in one of the most traumatic moments of Clan history. It is a testament to Clan justice that a Trial of Annihilation has never been declared for anything less than the most heinous crimes against Clan society.

TACTICS

Shaped by bidding and the Trial system, Clan combat usually proceeds in a straightforward fashion. Both sides tend to know each other's strength up front, along with the battle history of any warrior whose achievements are significant enough to matter. Only against the Inner Sphere did Clan tactics falter, and then only in the face of treachery. We have since corrected our errors.

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

Zellbrigen

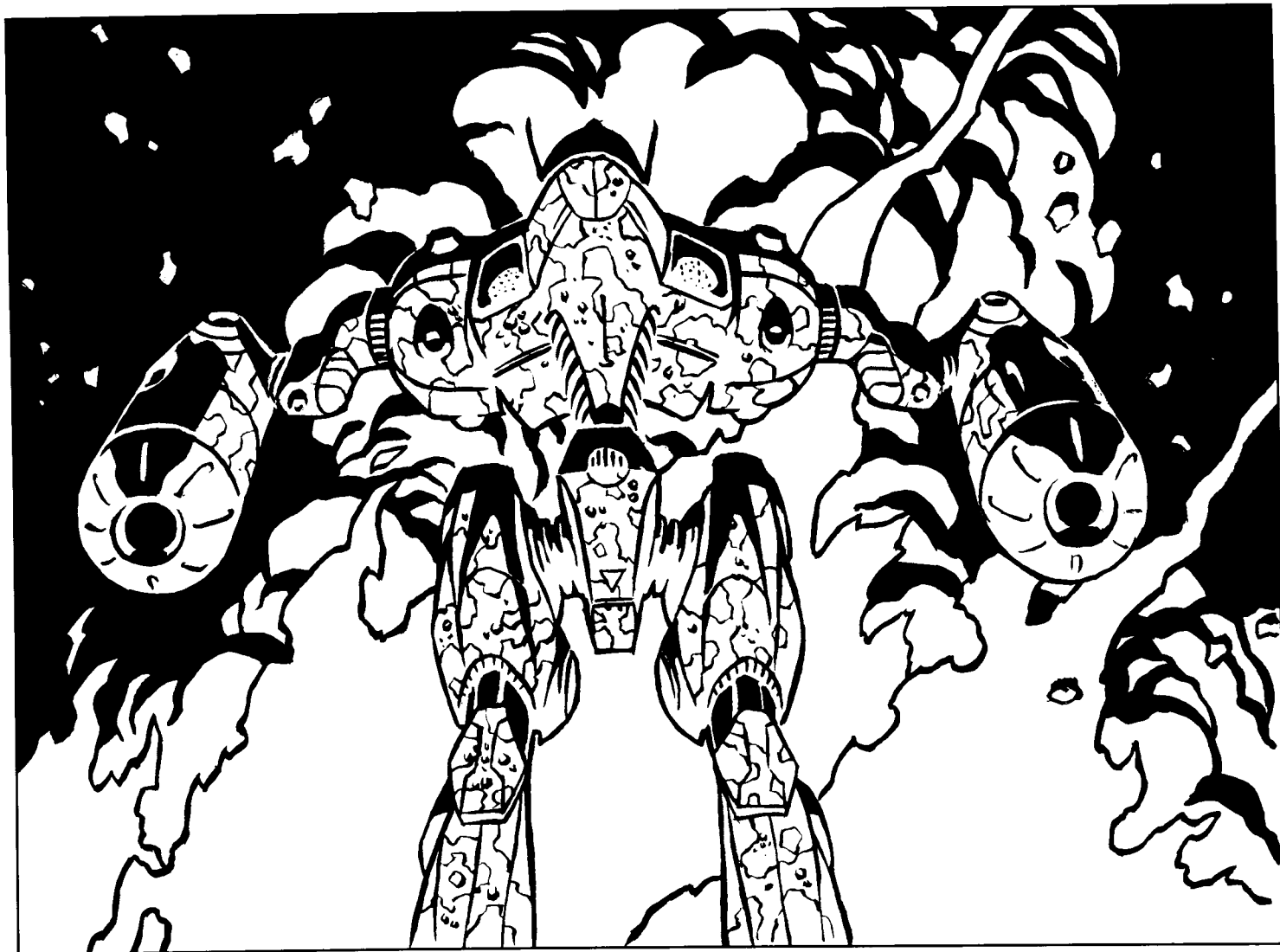
Until the invasion of the Inner Sphere, Clan tactical doctrine revolved around the concept of *zellbrigen*, or formal dueling. In early Clan history, this meant that all combat was conducted in one-on-one battles, with supernumerary warriors waiting until an opponent was free to attack. It later evolved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

The Clan dueling code lapsed during the invasion because of the lack of honor shown on the battlefield by Inner Sphere troops. The Clans soon learned to offer single combat only on those rare occasions when the opposing force was worthy of such an honor, and by the end of the campaign several Clans had abandoned the concept completely. Zellbrigen has all but died out in many of the more liberal Clans, though the Crusaders continue to promote and practice it as a pillar of Clan identity.





CADETS IN REVIEW



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

—Nicholas Kerensky, Strana Mechty, 2819

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

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

SIBKOS

Clan *sibkos*, or sibling companies, are groups of children produced from the same geneparents in the warrior caste eugenics program. A complete discourse on the eugenics program is beyond the scope of this document; suffice it to say that this method of reproduction assures a certain minimum level of quality among trueborn Clan soldiers. Through selective breeding for the best warrior traits, each new generation validates the exploits and honors of their ancestors. Born of heroes and legends, each cadet carries with him or her the legacy of those war-



riors who earned the right to propagate. Each new warrior's successes reflect directly on the value of his or her Bloodname and Bloodheritage; success can also earn for them the position of warrior and the immortality conferred by adding their genes to their Clan's genetic pool.

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

TESTING

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

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

Trial of Position

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

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

TRAINING FACILITIES

The Clans typically maintain several training facilities, their exact number, size and use depending on each

Clan's resources and its need for new warriors. Because of different testing practices and the variance in sibko performance from Clan to Clan, there is no general number or quality of warriors turned out by each facility in a given year. Clans with numerous large training facilities may hold a numerical edge over

Clans that cannot train and test as many potential warriors, but those Clans that intentionally limit themselves to fewer warriors with more difficult qualifications may end up with better-quality troops. Only time and combat can truly tell.

PRIMARY FACILITIES

A primary facility is capable of training all warrior types intended for a Clan's front-line units:

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

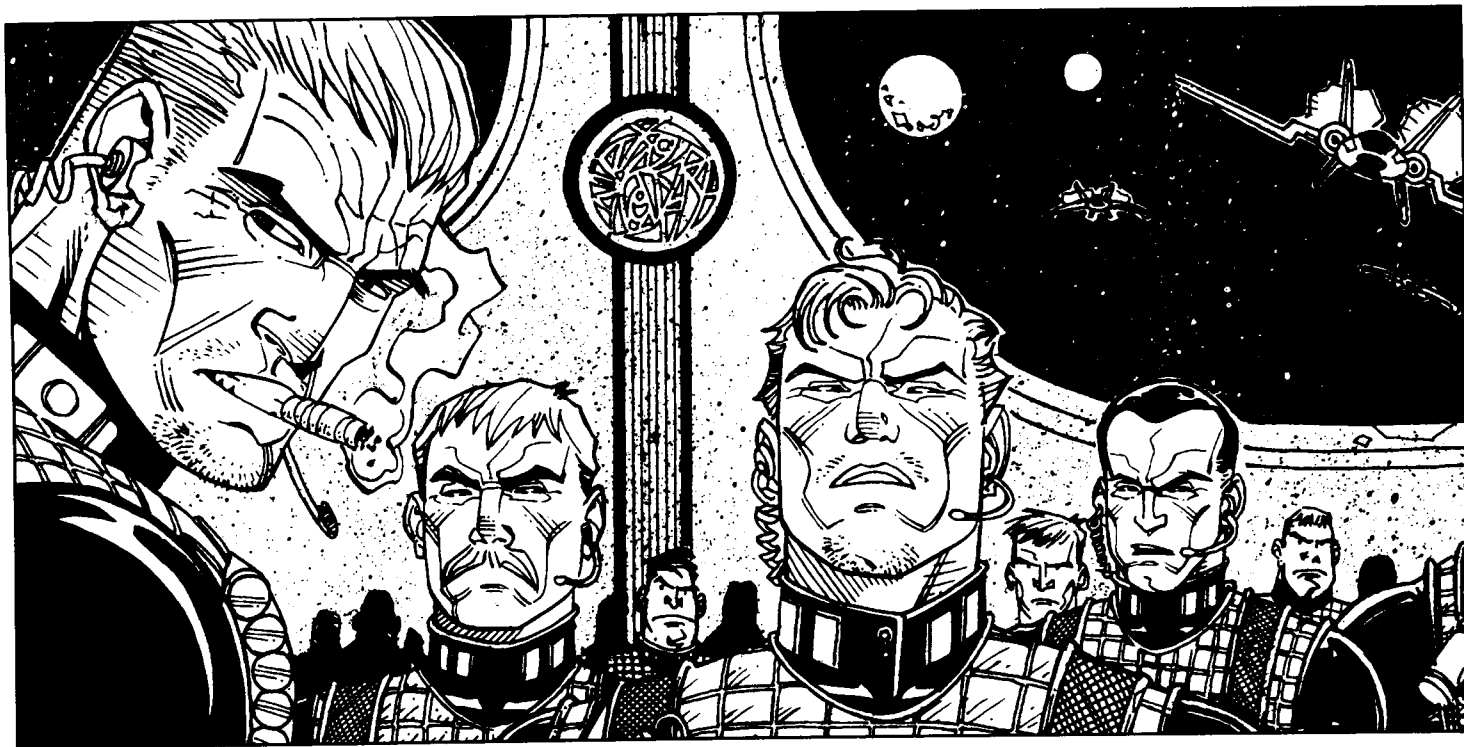
SECONDARY FACILITIES

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



STRENGTH OF THE CLANS

STRENGTH OF THE CLANS



The following sections provide the military histories and current military status of each Crusader Clan, including common practices, force strength and inter-Clan relations. For every Galaxy under arms, these reports include significant historical engagements, data on officers or ristsars within the unit, tactics where appropriate and the unit's strength and organization. All Galaxies conform to the general standards described in **Warriors of the Righteous**, p.6, unless otherwise noted.

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



'MECH



AEROSPACE



ARMOR



SPECIAL



INFANTRY

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

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

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

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



CLAN BLOOD SPIRIT

*The Grand Council, in arrogance, gave their decree:
Blood Spirit, you must conform to the Way of the Clans.
You have strayed from the Path; we will lead you back.
The flash of the blade, the striking knife, the traitor's stab!
On the Path our step is true—while other Clans falter.
We held out our hands, in the spirit of Kerensky's Dream,
And our brethren chose to treat the gesture as folly.
In isolation's embrace, we forsake all and live for the future.*
—The Remembrance (Clan Blood Spirit), Passage 42,
Verse 7, Lines 5–12

Per the request of the Grand Council of the Clans of Kerensky, the Blood Spirits have taken account of themselves and prepared this report by which you may judge us. That is the true reason for this report. Regardless of what the ilKhan mouths about “preparing for a resumption of the invasion,” and “to see if those Clans that did not initially take part in the invasion might be deemed worthy to join our Crusade,” we know that those of us who did not join the original trek back along the Exodus Road hold no chance to do so now. For truly, there exists a vast difference between those who have laid eyes upon the worlds of paradise and those who have been—at least for now—denied that blessing.

The Blood Spirits have not felt excluded, however. As the Grand Council will remember, though the Blood Spirits entered into the bidding to decide which Clans would return to the cradle of humanity from which we departed centuries ago, we did not bid low enough and so were the only Crusader Clan to fall out of the running before actual fighting took place. The other Clans heaped scorn upon us for what they termed “this unClan-like behavior,” despite the fact that we have always held to the Crusader side of the Warden/Crusader philosophical split. We simply knew that the time to act had not yet arrived. Undoubtedly, if not for the continued low regard in which all the Clans hold us—the “weak and wayward Clan,” not worthy of their attention—the Grand Council might have finally listened to our enemies, the stravag Burrocks, and come in force against us. However, destiny smiles upon us. Clan Burrock—which strove so mightily for centuries to see us annihilated—has fallen and been Absorbed. We remain a viable Clan, thereby proving our superiority.

We agree with the Crusader view that the Clans are destined to return and resurrect the new Star League. However, the invasion occurred too soon. It is true that the Inner Sphere dogs have shown their ignorance and folly in their attempts to rebuild what they tore down. They do not have that right. But their time of reckoning will come in the not-too-distant future, when it will be right for a new invasion to be launched. And the Blood Spirits, true followers of Kerensky—the only ones who have striven to keep to the Path upon which the Great Father set us—will lead the way to blessed Terra.

So read, and learn. For the first and only time, the Blood Spirits here bare their souls to the rest of the Clans. All know why we have kept ourselves apart from those who betrayed the Kerenskys' vision. Here, amid the pages of history, military practices and a listing of our current strengths and weaknesses, you will discover why we have removed our shell—if only briefly.

By command and on behalf of Khan Karianna Schmitt, I entrust you with this report—use it wisely.

—Bayle Campbell, Loremaster, Clan Blood Spirit

THE TRUE PATH: HISTORY OF CLAN BLOOD SPIRIT

Though this report focuses on military readiness, it is necessary to know of the founding and history of the Blood Spirits in order to truly understand our Clan and its unique perspective. The following is a brief account of how Clan Blood Spirit came to be, and how the crucible of adversity forged us into the one True Clan.

INCEPTION (2756–2822)

The essence of what it means to be a Blood Spirit warrior is linked with our first Khan, Colleen Schmitt. She was the granddaughter of Colonel Hanni Schmitt, the last commander of the Royal Black Watch Regiment—the personal regiment of the First Lord of the Star League. Khan Schmitt held fond memories of her childhood, especially the stories told by the aging veteran about the sense of family she had felt among her troops in the Black Watch, and among the rest of the Star League Defense Forces as well. Hanni Schmitt's endless talks, with Colleen on her knee, inevitably centered around that sense of community and mutual commitment, or the virtues of bridging the gaps between people. When young, Colleen often had difficulty comprehending these feelings. However, she knew that Colonel Schmitt had always found satisfaction in the knowledge that she belonged to something much greater than herself, and in being a valued member of a group.

Having idolized her grandmother for years, Colleen's main ambition was to become like her. Up into her early teens, she yearned to know the “sense of greatness” upon which her grandmother had expounded countless times. The idea of participating in a new and special family by joining the SLDF greatly appealed to her, and she enlisted without her parents' knowledge. Upon realizing this dream, she integrated herself into the Star League military and ultimately found the sense of belonging for which she had been yearning. She looked forward to sharing these feelings with her grandmother, but never had the chance. Colonel Schmitt was killed along with her Black Watch as they fought valiantly to stop the traitor Stefan Amaris from taking the Star League throne.

Despair

The resulting conflict, the Amaris Civil War, destroyed the Star League. The subsequent departure of more than 80 percent of the remaining SLDF—the Exodus led by Kerensky—placed



CLAN BLOOD SPIRIT

EXCLUSIVE BLOODNAMES: CLAN BLOOD SPIRIT

General Bloodnames

Boques
Campbell

MechWarriors

Schmitt
Church
Lewis
Keller

Elementals

Yanez
Pitcher
Cluff

Aerospace Pilots

Johns
McFadden

severe psychological strain on Colleen, who had agonized for some time before finally deciding to go. Landfall and colonization of the Pentagon Worlds did much to restore her shaken faith in her chosen profession, at least for the short time in which our ancestors found peace, prosperity and stability in their new home. Before long, however, the stresses of colonizing new worlds and attempting to adapt to a non-military life became too great to bear. Violence erupted across the Pentagon as old hatreds flared, remembered from former allegiances to different Houses, and soon all of the Pentagon Worlds were swept away in combat. With animal-like ferocity, different forces set upon one another, with no quarter asked or given.

The fighting spared no one, not even the Kerenskys; the great general Aleksandr Kerensky died in the first phases of the conflict. Following his father's death, Nicholas Kerensky formed a plan to save a remnant of the once-glorious Star League Defense Force. He gathered a small cadre of loyal followers—who would become the eight hundred Bloodnamed warriors of the Clans—and led them on a second Exodus to the planet of Strana Mechty.

As with the collapse of the Star League and the first Exodus, these traumatic events nearly shattered Colleen Schmitt. Grieving for the death of the military that she had called home and family for so many years, she held on to the only constant thing she knew—her training. From the time of the Amaris Civil War until the Second Exodus, she moved through life without actively participating in it. Her will and drive to succeed had been crushed by so much unrelenting loss.

Rekindling

During the twenty years spent by Nicholas and his chosen on Strana Mechty, Colleen found a way to reawaken the fires of her own inner faith. As Nicholas Kerensky unveiled his plans for a new society that would cast off the corrupted ideologies of the Inner Sphere, the sense of belonging to a greater whole came

back to her more strongly than ever. Throwing off the years of lassitude, she drove herself as if possessed to be worthy to command one of the newly forming Clans. After proving her worth in combat, Colleen Schmitt was named Khan of the newly christened Blood Spirits. Upon forming this Clan, Nicholas Kerensky said, "I name this Clan Blood Spirit, to honor the esprit de corps that held together the eight hundred warriors during the horrors of the Exodus Civil War." Khan Schmitt and the warriors who made up the Blood Spirit Clan remembered the nightmares of that war all too well, and as their first act made a pledge together. In Kerensky's name, they vowed to remember the trust, honor and spirit of those times, and always to carry within them that fire of belonging—the sacred sense of being part of something so much greater than themselves.

After their initial organization, each Clan immediately began military exercises to prepare them for retaking the Pentagon Worlds. The Blood Spirit warriors trained and challenged each other as aggressively as any other Clan. However, unlike the leaders of the other nineteen Clans, Khan Schmitt refrained from choosing a saKhan at this time. Instead, she announced her decision to use the upcoming war of liberation as a proving ground. She would evaluate each of the new Star Captains of the Blood Spirits for their efforts and choose a saKhan from among them. Khan Schmitt later revealed that, though she fully believed in Nicholas's new martial society, she also wanted to choose a saKhan who could work well with not only the Blood Spirits' own troops, but also with the other Clans.

Reclamation

When the time came to retake the Pentagon Worlds, the Blood Spirits fought alongside the Ghost Bear, Star Adder and Steel Viper Clans to reclaim the planet Arcadia. The fighting was bitter and fierce as the defenders tried desperately to drive the invaders off. Resistance to the zeal and might of the new Clans was futile, however, and soon the Clans had conquered their assigned worlds. Upon completion of the Pentagon crusade, Kerensky completed his shaping of the Clans, and Khan Schmitt set about solidifying her own Clan's views and practices. She also chose Devin Boques as her saKhan.

In battle, Devin Boques had shown himself to be an adequate but unremarkable warrior. In fact, when Khan Schmitt announced her choice, several Blood Spirit warriors murmured against it—Khan Schmitt was a MechWarrior of unparalleled gifts, and some warriors felt the saKhan should be as well. However, despite his lack of martial prowess, Devin Boques had shown phenomenal leadership capability, especially when dealing with other Clans. Not only had he earned the respect of the troops under his command during the Arcadia campaign, but he also negotiated and executed one of the only joint-Clan offensives that occurred during the Pentagon war. By allying his 'Mechs with Clan Steel Viper Trinaries to capture Arcadia's largest city, Devin Boques had seized a difficult objective and saved the Viper force from a loss of prestige. This victory brought honor to the Blood Spirits in the eyes of the Clans. Khan Schmitt, upon hearing of the incident, immediately realized that she had found the perfect leader to complement her own ideas about what the Blood Spirit Clan would embody.



A Unique View

In these early years, Clan Blood Spirit unceasingly aided any Clan that needed help. In addition to assisting the three other Clans with whom they shared Arcadia, they also tirelessly traversed Clan space in an effort to aid other Clans. Through these efforts, Khan Schmitt and saKhan Boques hoped to keep the esprit de corps of all the Clans alive. Khan Schmitt's impassioned speeches to her own warriors soon convinced them that her views were correct. Though she believed completely in Kerensky's martial society, she also understood that fighting among the Clans should be like that of two brothers who try to out-do one another, but who also still respect and honor each other.

To further the cause of maintaining camaraderie between all the Clans, Khan Schmitt instituted the office of ilChi, or State Messenger. The Khan chose one ilChi to represent the Blood Spirits for each of the other nineteen Clans. The first State Messenger to be chosen was saKhan Devin Boques. Named Steel Viper ilChi, he was given the task of forging stronger ties with that Clan. Khan Schmitt swiftly chose eighteen other ilChis, all of whom were charged with maintaining open relations and establishing mutual aid between each Clan and the Blood Spirits.

During this early time, when each Clan was developing its own unique society, Clan Blood Spirit taught each generation of warriors the importance of keeping alive the spirit that had forged the warrior society of all the Clans. Nothing and no one was more important than a fellow warrior. However, Clan Blood Spirit soon learned that they held a unique understanding of Kerensky's vision.

As the years passed, the Clans grew further and further away from their brother Clans. Hatreds and enmities were sparked that still flourish today, and the sense of belonging to a whole society gave way to a sense of belonging only to a single Clan. Over time, each Clan became more entrenched in its misinterpretation of the Way of the Clans, and they began to rebuff Clan Blood Spirit at every turn. The Blood Spirits had stretched out their hands in aid to all for years, and now the other Clans cut off those same helping hands without a second thought. Debts owed the Blood Spirits were ignored. Offers of help made in good faith were dismissed. Warriors and ilChis who had been well received in past years were mocked and derided as "unClanlike." All too soon, a few Clans began to mutter that Clan Blood Spirit was growing soft and deviating from the Way of the Clans.

"You, all of you, voted with one mind to cut off the dead meat that was rotting at our heart. We did this to purify our society and wash the stain of the Inner Sphere's greed and selfishness from us. However, when a surgeon cuts away a malignant tumor with his scalpel, he must spend long hours assuring himself that every last portion has been removed, or it will grow and fester once more. As we have removed one malignancy from our society, so must we remove another. Clan Blood Spirit is that malignant tumor. They flaunt their unClanlike ways in front of us all. They even expressed sympathy for the Not-Named Clan, and spoke to us about finding another way to deal with them! Do we need more proof of their perfidy?"

—Khan Seth Van Houten of Clan Burrock, in a Grand Council meeting, December 2824

AWAKENING (2823-2834)

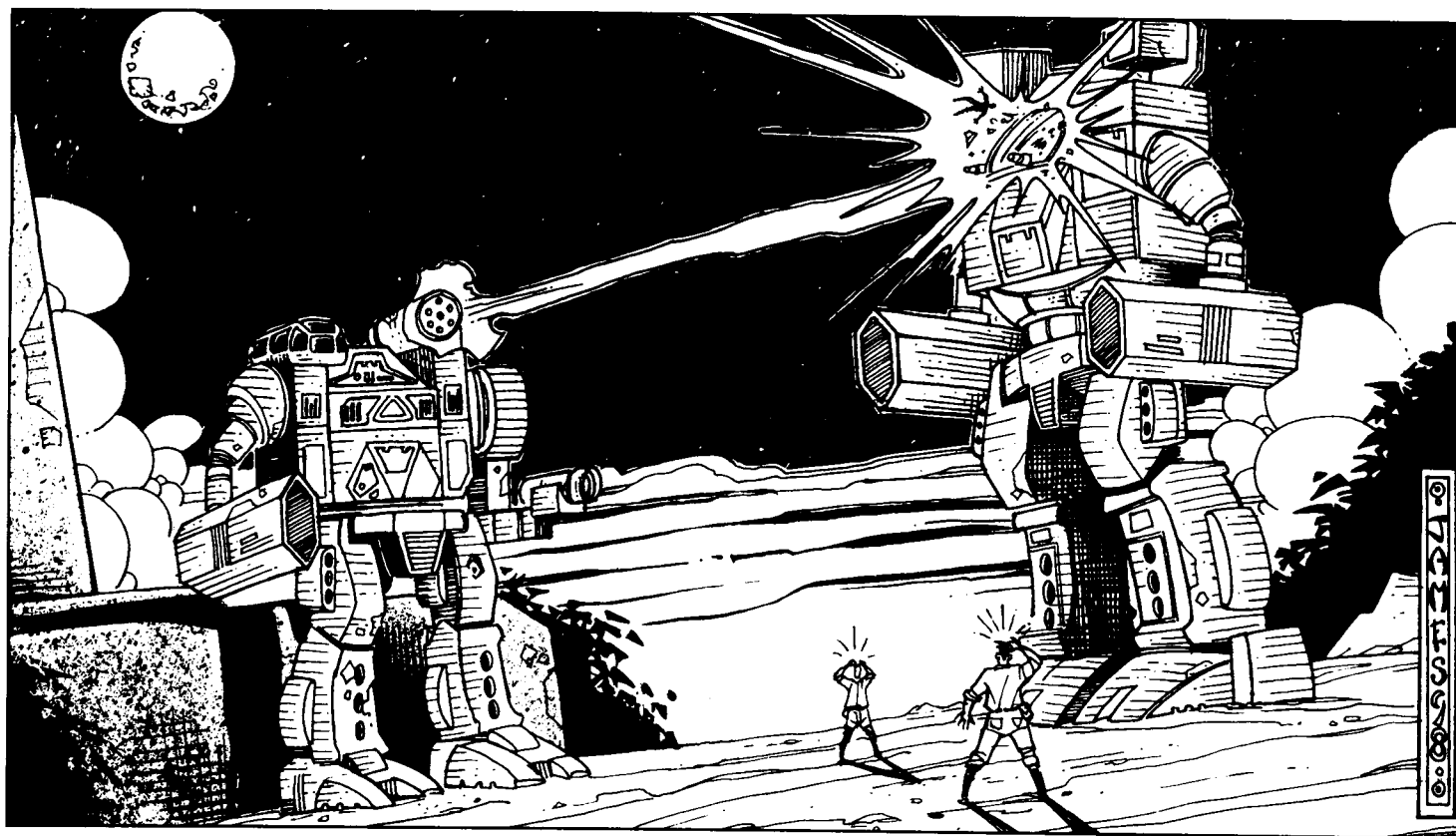
In 2823, the Not-Named Clan rejected an edict by the Grand Council on the division of equipment found in a Brian Cache in their territory. Claiming that the cache belonged to their Clan alone, they invoked a Trial of Refusal and lost. Shocking the rest of the Clans, they repudiated the ruling and declared their Clan independent. This act of heresy led to their annihilation. Kerensky himself called them irredeemably tainted by the power-lust and greed of the decadent Houses of the Inner Sphere. Though it pained them to condemn those they had once called brothers, the Blood Spirits joined the other Clans in voting against the Not-Named Clan. Soon after that Clan's demise, many eyes turned toward the Blood Spirits. Those caught up in the fanatical frenzy of the recent Annihilation saw Clan Blood Spirit as an outsider, dangerously close to violating Kerensky's vision just as the Not-Named Clan had. Whipping these suspicions to a fever pitch, Clan Burrock stepped forward and called for a Trial of Annihilation against Clan Blood Spirit.

The Grand Council, wiser than the fanatics, refused to believe that the actions of Clan Blood Spirit warranted Annihilation. However, they reprimanded the Blood Spirits like unruly children, warning them to remember the Way of the Clans or suffer the consequences.

Khan Colleen Schmitt and saKhan Devin Boques walked away from the Grand Council meeting shocked and horrified, realizing that the respect each Clan had initially held for the others was gone. Despite the support the Blood Spirits had given their fellow Clans for so many years, the time of cooperation had passed. Reluctantly, Khan Schmitt canceled her ilChi program.

The Spurning

After all these tumultuous events, Khan Schmitt began to show signs of doubt and listlessness. Though we have no written accounts of her thoughts from her or from anyone close to her, it is likely that she felt betrayed once again. Even the great Nicholas Kerensky had voted with the Grand Council to chastise her Clan. She may even have begun to feel that Kerensky himself had departed from the ideals he had originally laid down. Clearly, the Blood Spirits had stayed true to the words first spoken by Nicholas when he created the Clans, but now even he seemed to have been seduced by the other Clans' selfish and antagonistic ways. Only such a change in him could have explained his joining the Grand Council in censuring Clan Blood Spirit.



Soon after the Grand Council's chastisement of Clan Blood Spirit, several other Clans began incessantly raiding Blood Spirit worlds. Clan Burrock conducted the most frequent and heavy raiding. If sufficient proof of Clan Blood Spirit's unClanlike behavior did not yet exist, then Clan Burrock and others that felt the same way were all too willing to provide the evidence needed by showing the Blood Spirits as weak and unworthy. Unfortunately, the Blood Spirits had given so freely to other Clans for so long that they could not build up their military forces as quickly as their attackers. This numerical inferiority made the heavy raids devastating. Worse yet, in every battle the Blood Spirit warriors fought with an eye toward defeating their opponents without killing them—a commendable and noble effort, but one that almost ensured the Blood Spirits' destruction. The raiding Clans, particularly Clans Burrock and Mongoose, wanted only to kill every warrior of Clan Blood Spirit. As the conflicts grew fiercer, the Blood Spirits were forced off of two worlds in the Kerensky Cluster: Albion and Homer. This left them with only their holdings on York, which they jointly shared with a small contingent from Clans Jade Falcon and Snow Raven, and their enclave on Arcadia. During this desperate and terrible time, the Blood Spirits' sense of unity with the other Clans died. In its place grew a hatred for the raiding Clans and for all the others who had spurned the Blood Spirits' good intentions.

Final Blows

During this same time, Nicholas Kerensky was killed while overseeing a Trial of Refusal between Clan Wolf and Clan Widowmaker. Treachery on the part of several Widowmaker warriors required the intervention of the Grand Council members watching the Trial, Nicholas among them. To this day, no one knows whether Widowmaker Khan Cal Jorgensson fired his 'Mech's large laser at Kerensky's 'Mech intentionally or accidentally. Whatever the case, he struck the cockpit of Kerensky's 'Mech, killing him instantly.

This dreadful blow was the final stake in the heart of all that the Blood Spirits, and especially Khan Schmitt, held dear. Despite Nicholas's betrayal of her Clan in Council, he was still the Clans' founding father. Without him, the Clans would never have existed; the people of the Exodus would have been nothing but ash, blown away on the winds of the Pentagon Civil War.

Clan Wolf hunted down and destroyed or Absorbed every warrior and asset that Clan Widowmaker possessed, but even this was not enough to avenge the Widowmaker Khan's terrible act. Khan Schmitt soon came to believe, and told her warriors, that all the Clans were responsible for Kerensky's death. After all, had not their wrong-headed ways created the conflict in which Kerensky had felt compelled to intervene, and thereby lost his life? This was all that the warriors of Clan Blood Spirit needed to hear. Blaming the other Clans for the Great Father's death, they began fighting the raiders and others with a savage vengeance.



In one particularly brutal encounter on the Horse Plains of York's northern continent, Khan Schmitt was slain while shouting curses at the raiding Burrocks for their selfish destruction of the true Path. Soon after that battle, the raiding tapered off, as the price of the attacks became too high for the participating Clans. Despite this reprieve, however, the damage had been done. Khan Devin Boques assumed control of a pitiful remnant where a thriving Clan had once existed. If not for the ferocity with which they defended their last holdings, the Blood Spirits would surely have been Absorbed by another Clan.

FOOL'S GOLD (2835-2865)

The so-called Golden Century that followed saw unparalleled growth among the Clans, except for Clan Blood Spirit. The Blood Spirits knew no golden age—only hardship. In Khan Colleen Schmitt's time, new warriors had been taught to keep alive the esprit de corps among all the Clans; Khan Devin Boques, reflecting the realities of the new age, began a training regime that emphasized for every warrior the other Clans' betrayal of Kerensky and Clan Blood Spirit. His successor, Khan Ceana Boques, continued this program and severed most contact with the other Clans. Only when called to a Grand Council did the Blood Spirit Khans communicate in person with their counterparts—and even then, the Khans openly displayed distrust and hatred toward them. Barely civil during the Council meeting, they made a point of leaving quickly once the Council had finished its business. Though insulted by these actions, most of the other Clans regarded Clan Blood Spirit as too insignificant to warrant raiding or other punishment. Clan Burrock, however, nursed a grudge. They had been hurt badly during their previous attempts to destroy Clan Blood Spirit, and itched to continue as soon as they were strong enough. Eventually, the mutual hatred between the two Clans could not be contained, and they began raiding each other. By this time, the Blood Spirits believed that they alone held true to the Way of the Clans as Kerensky had meant, and despised all the other Clans for having destroyed Kerensky's dream. For Clan Burrock, they reserved a special loathing that soon began to unbalance them.

Unwilling to deal with any other Clans during the first part of the Golden Century, and only able to launch sporadic raids, the Blood Spirits took years to recover from the deep wounds they had suffered. When Clan Coyote unveiled the new technological marvel of the OmniMech in 2854, the Blood Spirits were deeply troubled. They knew that their extreme military weakness, a consequence of the incessant raiding of years before, would keep them from capturing this new and badly needed technology. Recognizing the OmniMech's superiority to anything Clan Blood Spirit could field, Khan Ceana Boques initiated several programs that she hoped would counterbalance the OmniMech.

Preparations

Khan Boques' first step was a training program designed to produce exceptional warriors, no matter the cost. Where the

Jade Falcon and Steel Viper Clans had initiated training programs that produced two to four warriors from a sibko of a hundred, the new Blood Spirit training program often eliminated the sibko entirely—not because the Clan's Bloodheritages were non-viable, but from the brutal training that demanded perfection or promised death. However, because the Blood Spirits had such limited 'Mech production capability, the draconian training served another purpose. It ensured that the few warriors who did graduate had BattleMechs waiting for them.

The second measure was a program to train every member of Blood Spirit society as a warrior. In the wake of betrayal by all other Clans and decades of continual raiding, the Khans were convinced that the other Clans were simply waiting for the appropriate moment to strike. To face this threat, Clan Blood Spirit began training its merchant and laborer castes in the rudiments of weapon use. Should another Clan move against them in force, every single individual could help to defend the Blood Spirits' homeworld. Though this practice violated standard Clan doctrine, Khan Ceana Boques managed to convince her own warrior caste to allow it. The Blood Spirit warrior remained the best that the Clan could produce, but the complete betrayal they had suffered at the hands of the other Clans required a stronger defense than even the finest warrior caste could give. According to this view, the Blood Spirits' own deviation from Clan ways was the other Clans' fault.

Third, Khan Ceana Boques revitalized the technician caste. Because of the excessively harsh requirements to become a warrior, Khan Boques knew that most of those who joined the technician caste had excellent fighting skills. She therefore set in motion plans to mold the technician caste along warrior-like lines. She created a system in which technicians could train and fight, with the ultimate goal of joining a Grand Melee once a year. The winner of this combat would get a second chance at a Trial of Position. The state of repair in which he kept the hardware under his command often determined the amount of training time a technician received during the year leading up to the Grand Melee.

Fourth, Khan Boques launched exploration and colonization missions. Knowing that having holdings on just two worlds had hampered the Blood Spirits' growth, Khan Boques opened the way to begin settling new worlds once again. The first of these was the planet Foster, located some distance from York but containing the raw resources that Clan Blood Spirit desperately needed. Almost immediately after the establishment of the first Blood Spirit colony, Clan Burrock began raiding the convoys that traveled to Foster and back.

Khan Boques' fifth and final program dealt with the scientist caste. Having seen lackluster results so far in technological design and genetics, she instituted stringent measures to increase the quality of the genetics program and to force the Scientist caste to maximize the usage of existing technology in new 'Mech designs.

With these five innovations in place, Khan Ceana Boques was prepared for the expected attack when the completely unexpected occurred—aid from another Clan.



CLAN BLOOD SPIRIT

FIRE FROM HEAVEN (2865-2974)

The very notion that another Clan would offer them anything but scorn or violence had become unthinkable to the Blood Spirits. However, when the Kindraa Smythe-Jewel of Clan Fire Mandrill proposed a way to give OmniMech technology to Clan Blood Spirit while benefiting their own Clan, the Blood Spirit Khans were taken aback. Clan Fire Mandrill proposed that Blood Spirit concede territory on the world of Foster. In exchange, the Mandrills would engage the Blood Spirits in a series of Trials of Possession, with a few minor Blood Spirit genetic legacies offered up against OmniMech technology. The Fire Mandrills would intentionally pit inferior warriors against the best of the Blood Spirits, ensuring that even though the battles would be real and warriors on both sides might die, the Spirits would walk away with the new technology. This arrangement would allow the Blood Spirits to obtain OmniMech technology with no loss of honor.

Suspecting a trick, the Khans sent a harshly worded reply, threatening to move in force against the Fire Mandrills if that Clan entered any Blood Spirit territories on Foster. The Kindraa Smythe-Jewel, understanding the Blood Spirits' almost instinctive distrust of other Clans, repeated their offer. Gradually Khan Boques realized that the Fire Mandrills were sincere. They did not want an official alliance, merely a simple pact between two Clans who wanted certain dealings to take place away from the prying eyes of the other Clans. In the end, the warriors of Clan Blood Spirit overcame their distrust and participated in the trials. They left the field with the OmniMech technology and something far more important—a glimmer of trust. A hand had been held out to them, however briefly, and they had accepted it.

Shortly after this exchange, the Blood Spirits were forced to give up their holdings on Foster. Increased raids on the transport route between York and Foster by Clan Burrock had made the colony unsupportable. In a gesture of good faith, the warriors of Sigma Galaxy bequeathed the holdings to the Kindraa Smythe-Jewel of Clan Fire Mandrill. In return, they received a wholly unexpected gift: an armored battlesuit and the breeding protocols acquired from Clan Hell's Horses with which to breed Elemental warriors.

The Kindraa moved its entire enclave to Foster, though it would not last long in its new home. In 2872, the Kindraa Smythe-Jewel was destroyed by a joint force from Clans Hell's Horses and Coyote. In an unexpected move, Clan Blood Spirit sent a warrior with the title of Fire Mandrill ilChi to the remaining Fire Mandrill Kindraa, asking whether they needed any military assistance. Though the Fire Mandrills declined the offer, the resurrection of the ilChi office and the offer of aid further cemented the tentative ties between the two Clans.

Khan Ceana Boques made one other connection to a fellow Clan during these years, prompted by the positive outcome of the overtures from Clan Fire Mandrill and the Blood Spirits' desperate need for resources. In the latter 29th century, Clan Sea Fox (later to become Clan Diamond Shark) made several tenta-

tive offers of trade to the Blood Spirits, to which Khan Boques eventually responded in the affirmative. Though reluctant to deal with a Clan in which mere merchants had gained so much power, the Blood Spirits were badly in need of raw materials after the loss of the Clan's Foster holdings, and also needed all kinds of goods in order to keep up the colonization program. The Sea Foxes' willingness to sell anything to anyone, coupled with what the Blood Spirits saw as the relative weakness of the Foxes' warrior caste, convinced Khan Boques that establishing limited trade with them could only benefit her people.

ENTER THE RAVEN (2975-3010)

In 2975, a new Khan came to power in Clan Blood Spirit who realized that the winds of fate were changing. Having heard the first whispers from other Clans about the possibility of a return to the Inner Sphere, Khan Fara Church recognized that if the call to return did come, the Blood Spirits would be unable to take their rightful place in the vanguard because they could only field a small Touman. Occupying only meager amounts of land compared to other Clans, the Blood Spirits had found it difficult to increase the size of their military. For decades, they had been attempting to build their Touman up to a par with other Clans, but to no avail. Limited trade with Clans Fire Mandrill and Sea Fox had existed for almost a century, but was not sufficient to bolster their production efforts, and increasing Burrock predations had largely undermined what progress the Blood Spirits were able to make. Khan Church knew that something had to be done or his Spirits would be left behind while other, more powerful Clans returned to the Eden of the Inner Sphere.

In 2977, after discussions with their Clan Council, the Blood Spirits made an unprecedented move. They resurrected the office of Snow Raven ilChi and contacted the Snow Raven enclave on York, choosing the Ravens because that Clan had never warred against them despite holding an enclave near theirs on York for more than a hundred years. This complete lack of interest in Blood Spirit activities, and respect for the Spirits' privacy, had fostered grudging respect among the Spirits for the Ravens. The Spirits also believed they had something that the Ravens would want—excess WarShips that the Spirits no longer needed for defense. They hoped to strike up negotiations with the Snow Ravens and potentially forge lasting ties with them.

The Ravens, initially stunned by the offer after a century and a half of silence from the Blood Spirits on York, were pleased nonetheless. The Blood Spirits had shown them honor by re-establishing the Snow Raven ilChi office, and the direction of the discussions was altogether to the Snow Ravens' satisfaction.

Together, the two Clans crafted a plan both simple and elegant in its execution. The Blood Spirits would trade a select number of their WarShips to the Snow Ravens. In return, the Snow Ravens would supply the Blood Spirits with large quantities of their older, second-line 'Mechs. The deal allowed the Snow Ravens to increase the size of their WarShip fleet—a prospect appealing to a Clan so obsessed with naval assets—while the



Blood Spirits built up their Touman by an order of magnitude in a relatively short period. Knowing that other Clans, most notably the Burrocks, might object and interfere, the two Clans kept the plan secret. The first 'Mech shipments began arriving on York in 2980, the same year that the Jade Falcons presented before the Grand Council their petition to return to the Inner Sphere. In light of the real possibility of return, the deal with the Ravens seemed especially fortuitous. In subsequent years, dozens of shipments continued to flow from the Raven Touman into Blood Spirit hands. The final shipment, used to create the Omicron Galaxy, arrived in the York system on December 9th, 3010.

A FATEFUL ERROR (3011-3059)

By the time the ComStar JumpShip *Outbound Light* began its fateful voyage to Clan space, Clan Blood Spirit had remained aloof from all aspects of the Grand Council and most other Clan interactions for several decades. No other Clans had raided them, nor had they attacked others, for some years. If not for the frequent missions of their Fire Mandrill and Snow Raven ilChis, many might have believed that Clan Blood Spirit no longer existed.

This complete isolationism abruptly halted when Clan Star Adder brought evidence before the Grand Council of Clan Burrock's illicit dealings with the Clan outcasts in the so-called bandit caste. Eagerly supported by the Cloud Cobras, Clan Star Adder put forth a resolution to Absorb Clan Burrock. The sudden appearance of both Blood Spirit Khans to throw their support behind the resolution shocked the other Khans. Decades had passed since a Blood Spirit Khan had arrived at a Grand Council without an official demand for his or her attendance. The Blood Spirit votes ultimately enabled the Absorption resolution to pass, but in a way that shocked the Spirit Khans; the Council gave the Right of Absorption not to their Clan, but to Clan Star Adder.

Rightfully enraged by this miscarriage of true justice, the Blood Spirit Khans took immediate leave of the Council. The Blood Spirits had been feuding with Clan Burrock for more than two hundred years, and believed that the Right of Absorption was theirs. Furious beyond all bounds for what the Khans saw as a blatant snub to their Clan's honor, they embarked upon a bold course of action.

As Clan Star Adder launched its attacks against Burrock targets, Clan Blood Spirit launched an unsanctioned attack of its own, dropping onto the Burrock worlds of Priori and Albion with more than seventy percent of the Clan's available forces, including two second-line Galaxies. In retaliation for their surprise attack on Burrock holdings, Star Adder warriors attacked Blood Spirit forces on Arcadia, drawing even more Blood Spirits into the conflict. Despite the odds they faced, Clan Blood Spirit was confident of success. Their secret deal with Clan Snow Raven had enabled them to field a much larger Touman than any other Clan knew they possessed, giving them the advantage of surprise. Additionally, they anticipated that the enmity between most Clans would enable them to turn three-way battles into victory. However, Khans Karianna Schmitt and Daryl Keller made one

fateful error. In their blind desire to destroy Clan Burrock, they had forgotten that the Burrocks returned the Blood Spirits' hatred in full. Because of this, rather than the three-way battles they had expected, Star Adder and Burrock warriors joined forces more often than not to destroy the Blood Spirit units. The Blood Spirits' rage lent them the strength to fight ferociously, destroying the three Galaxies that were Clan Star Adder's only losses in the conflict. In the end, however, the might of two Clans proved too great for Clan Blood Spirit to withstand. They retreated, having lost almost five full Galaxies. As they left the field, Khan Schmitt and her warriors vowed to make Clan Star Adder pay for its transgression in Absorbing the Blood Spirits' enemy. The beaten warriors of Clan Blood Spirit had transferred their age-long hatred of the Burrocks to a new foe.

FUTURE PLANS (3059 AND BEYOND)

Sickened at what she saw as the final and ultimate betrayal of her Clan, Khan Karianna called for a vote to withdraw from Arcadia to York, so that the Blood Spirits might isolate themselves utterly from the corrupting influence of the other Clans. The Snow Raven and Fire Mandrill ilChis, the trade agreement with Clan Diamond Shark and the forces stationed at the Blood Spirits' enclave on Strana Mechty would be the only contacts allowed to remain—the former because 'Mechs and trade goods remained vital to the Spirits' survival, the latter because the Spirits refused to leave the Clans' birthworld wholly in the hands of traitors to Kerensky's true vision.

With the vote unanimously in favor of withdrawal, Khan Karianna sent a terse announcement to the Grand Council informing them of her Clan's decision. The Grand Council, though clearly disturbed at a Clan taking the unprecedented move of releasing their Pentagon holdings, was distracted by the more serious matter of the Inner Sphere's massive assault on Clan Smoke Jaguar, and so allowed the Spirits to accomplish their severance without interference or reprisals.

Safely walled away from the other Clans, the Blood Spirits wait until the right moment to rise from the ashes and strike again.

WAYS OF THE SPIRIT

Though other Clans may pay lip service to the teachings and traditions of the Kerenskys, only the Blood Spirits have followed the Founders' doctrine in deed. Where other Clans have deviated significantly from the military structure established by the Great Father, and later his son, we of Clan Blood Spirit remain true to the old ways.

UNIT STRUCTURE

According to the doctrine of military deployment as set forth by Nicholas Kerensky, one Cluster equals five Trinaries—three 'Mech, one vehicle and one infantry. Aerospace forces were not integrated directly into the units, but were kept separate, to be attached to other forces when needed. Clan Blood Spirit has taken this organizational structure not as a mere suggestion, but as a mandate for all time.



CLAN BLOOD SPIRIT

THE TRUE CLAN AND ITS RELATIONS WITH OTHER CLANS

—Excerpted from the diary of Loremaster
Bayle Campbell

Clan Cloud Cobra

Their dealings with the hated Star Adders
condemn them.

Clan Coyote

We remember their part in the destruction
of the Kindraa Smythe-Jewel, who treated us
with honor. For this, the Coyotes will always be
our enemies.

Clan Diamond Shark

The thought of a Clan ruled by merchants
sickens me, but they have proved of some
minor use to us.

Clan Fire Mandrill

In all the years of our exile, only this Clan
and the Snow Ravens have truly shown us
good will. We will not forget.

Clan Ghost Bear

They are among the strongest of the
Crusaders, yet I wonder where their hearts
truly lie. They cannot be trusted, any more than
any other false Clan.

Clan Goliath Scorpion

Their open pact with the Wolves only
proves their weakness. They must batten on
stronger warriors like parasites in order to
achieve anything.

Clan Hell's Horses

Their love of conventional forces over
BattleMechs proves them a weak Clan.

Clan Ice Hellion

Though I admire their drive, their Khan
uses politics to achieve his goals too often to
be truly called honorable.

Clan Jade Falcon

Though strident Crusaders and fine war-
riors, their lack of innovation will ultimately be
their downfall.

Following the death of Nicholas, and moving into the Golden Century, fascination with the BattleMech led to a decline in vehicle use among most other Clans. When Clan Coyote introduced the OmniMech, this fascination became an obsession for most Clan warriors. Though MechWarriors have generally felt their machines superior to armored units since the invention of BattleMechs in 2439, the Clan caste system, combined with the new OmniMech, led to a sharp devaluation of vehicles in almost every Clan. Relegated to defensive roles, the vehicle was seen as "the poor man's machine." Honor, for a vehicle crew, did not exist. In the first few decades following the invention of the OmniMech, most Clans began to remove their vehicles from front-line and even many second-line units, replacing them with aerospace fighters. Though each Clan still fielded small amounts of armor, the Clans as a whole began refusing to admit that such forces even existed. In another change from the doctrines of Kerensky, most Clans had begun to field Clusters whose sizes varied from three to five Trinaries, depending on the circumstances.

Not so the Blood Spirits. To change the unit size or structure of the Clan Touman and thereby violate the teachings of Nicholas and Aleksandr Kerensky was anathema. In addition, during the time of tribulations when Clan Burrock sought the Spirits' destruction, Clan Blood Spirit discovered the true usefulness of the armor unit. Not only was it adept at defensive campaigns, it also cost significantly less to produce than most BattleMechs. Because of these advantages, aside from the Hell's Horses, Clan Blood Spirit is one of the few Clans to field vehicles as part of a standard Trinary. All aerospace units are under the command of the Naval Reserve, and aerospace support is attached when needed.

All front-line and second-line Clusters in the Blood Spirit Touman consist of five Trinaries: three 'Mech, one armor and one Elemental. The Clan has maintained this organization of forces throughout its history, and has even been known to downgrade or disband units when they could no longer adhere to the proper structure.

Unlike numerous Clans, the Spirits have not introduced new names to describe particular types of units. They believe designations such as the Falcon's Talon or the Viper's Krait are simply a way to disguise the fact that a Clan is changing the Kerenskys' military doctrine.

Naval Assets

The few WarShips in the Blood Spirit Touman are designated as one unit—Blood Galaxy—and are assigned when needed by Star Admiral Brean McFadden. They include the *Aegis*-class *Exsanguine*, the *Lola III*-class *Blood Fury*, the *York*-class *Stooping Kite* and the *Black Lion*-class *Rocinante*.

COMMAND STRUCTURE

From its inception, Clan Blood Spirit has possessed few holdings to protect, and has therefore seen no need to delegate excessive authority to officers below the rank of Galaxy Commander. Unlike other Clans, such as the Jade Falcons, who hold vast numbers of worlds after the invasion of the Inner Sphere and must therefore spread their forces thin to guard them, the Blood Spirits' command style has always centered around keeping as much power as possible in a single person's hands.

In most other Clans, such a command structure could cause endless problems. However, the Spirits' natural tendency to aid their fellow warriors in any situation solves most problems before they begin. Several Blood Spirit Star Colonels have theorized that one reason the Spirits performed so poorly when attempting to absorb Clan Burrock was that Blood Spirit warriors had become too used to receiving direct orders from their Galaxy Commanders. This lack of initiative meant that when Galaxy Commanders were killed or cut off from the rest of their troops, many Star Colonels were paralyzed, unable to step forward and act without guidance. Neither Clan Khan has yet publicly agreed or disagreed with this hypothesis.



MILITARY PRACTICES

The application of zellbrigen and its use in warfare by the Clans is one of humanity's noblest attempts to minimize the terrible effects of war. Khan Colleen Schmitt fully believed in this style of fighting that placed personal honor above all else. Before she died, however, she and every other Blood Spirit warrior were forced to accept the fact that the honor of their Clan must come before the honor of the individual. During the massive raids against the Spirits by Clan Burrock and others, the scope of the conflict reached a point where zellbrigen could not function. Treachery, traps and surprise attacks were the only weapons left in the Spirits' arsenal to stop the Burrock juggernaut. Though the Burrocks derided the Spirits for their alleged lack of honor in using such tactics, they never brought any complaint before the Grand Council as further evidence of "unClanlike" ways. This seeming anomaly becomes clear when one considers that the Burrocks engaged in this same "unClanlike" style of warfare; bringing accusations before the Grand Council would have meant their own downfall.

Ever since that time of troubles, the Blood Spirits have followed two methods of military practice, which many other Clans have a hard time understanding. On the offensive, the Spirits follow the rules of zellbrigen to the letter. Rarely will a Blood Spirit warrior engaged in such an attack disregard zellbrigen; if he does, he must justify his actions to his Galaxy Commander, if not his Khan. However, when on the defensive—meaning on the soil of York—the warrior lays aside his own honor for the greater good of the Clan. Zellbrigen is forbidden, and any attacking Clan will find that the Blood Spirits have trained for two centuries to die in the defense of their home.

TRAINING

Sibko training among the Steel Vipers and the Jade Falcons has been labeled harsh, but training among Blood Spirits is deadly. Upon the cessation of raids by the other Clans and the death of Khan Colleen Schmitt, Khan Devin Boques realized that he had more warriors than available machines—a problem that would plague the Spirits for centuries. He also realized that, for the Clan's survival, those few machines must be given to the best possible warriors that the genetics and training programs could produce. With that in mind, Khan Boques instituted a training program that remains in use today. Though Khan Ceana Boques modified it to make it even more brutally efficient, the basic structure and techniques remained unchanged.

All sibko training occurs at the Spirit Legacy Training Facility on York. The regimen is excessively harsh, leading to many deaths among cadets. So brutal is the training program that, on occasion, an entire sibko of one hundred will wash out. Though this system produces few warriors, those who survive it are among the best warriors in Clan space.

UNIFORMS AND INSIGNIA

The uniforms and insignias of Clan Blood Spirit embody the essence of the True Path laid down by Nicholas Kerensky. Clan and unit insignias are immediately visible, allowing an observer to quickly place an approaching warrior in his correct station. Bold and strong, yet without extravagance, Blood Spirit field and dress uniforms allow everyone to instantly recognize the true followers of Kerensky's dream. Our ceremonial uniform was designed to awe the viewer with a sense of the unreal, and of the spirit that resides in every Blood Spirit warrior.

FIELD UNIFORM

The field uniform is a warrior's typical day-to-day clothing: black, with red padded ribbing on the outside of each forearm and the outside of the ribcage. Impact-resistant polymer molded into a semi-hard shell completely surrounds the neck and shoulders, and flows into a V-shape just below the sternum. A full-head helmet that can attach to the polymer shell comes with a retractable face visor, protecting the wearer from small-arms fire. In addition, the helmet provides the warrior with a short-range radio, night vision capability and an aspirator that can filter out most airborne pathogens. Sturdy black boots finish out the ensemble.

DRESS UNIFORM

The dress uniform is a bold statement, meant to display the warrior it encases. A tight-fitting blood-red bodysuit sheaths the warrior from banded neck to the glossy, knee-high black boots. A liquid-like red strip runs from the neck down the left side of the body. A

Clan Nova Cat

They have always been mystics, and now their supposed "visions" have led them to be traitors.

Clan Snow Raven

Like Clan Fire Mandrill, the Raven has shown us respect and honor. We will see if it lasts.

Clan Star Adder

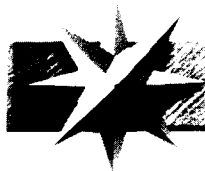
Honorless dogs! Their annihilation will be swift and terrible, and when they least expect it.

Clan Steel Viper

Their feud with the Mandrills has turned us against them.

Clan Wolf

For centuries they were the finest of warriors; I have never understood their Warden stance. Vlad Ward's ascension to their Khanship is fortuitous, turning them toward the Crusader way. As to the traitor Wolves in exile, destruction and Absorption are the only fitting fate for rebels.



CLAN BLOOD SPIRIT

reversible half-cape, black and red, attaches at both shoulders. Only trueborn warriors are allowed to wear the cape.

CEREMONIAL UNIFORM

The ceremonial uniform consists of a plain, loose-fitting, blood-red jumpsuit, the pant legs of which are tucked into calf-high red boots. Over this is worn a large cloak that completely encases the torso, opening up at the waist to fall to the floor in back. Voluminous sleeves flow down the arms. A deep cowl enfolds the warrior's head, and a blood-red, glass mask without features or openings covers his face from brow to chin.

Unlike most other Clans, no warrior who lacks a Bloodname may don the ceremonial uniform.

INSIGNIA

Like those in most Clans, warriors of Clan Blood Spirit wear colored daggerstars to denote their particular status: red for MechWarrior, green for Elemental, blue for aerospace, blue/black for DropShips and JumpShips. The technician caste wears a smaller, gray star. Warriors wear additional insignias to show their ranks as well as their Star positions. To denote Star position, warriors wear a blood-red tear drop. Point 1 displays a single teardrop, Point 2 displays two teardrops (one slightly smaller and inset in relation to the other) and so on to Point 5—five increasingly smaller teardrops.

Rank Insignia

On the left side of the banded collar of the field and dress uniforms, each warrior wears a red teardrop of enameled metal, inside of which is a marbled white daggerstar. The number of points on the daggerstar denotes the warrior's rank. The lowest rank, that of Point Commander, contains only two of the star's eight points. Each subsequent rank adds an additional point. The Khan wears a full daggerstar, sporting all eight points.

Clan and Unit Insignias

The Clan insignia is worn on the right shoulder. Created by Khan Colleen Schmitt, it epitomizes what it means to be a Blood Spirit warrior. The insignia consists of a circular field, with a large white star prominently displayed. This tribute to the Cameron Star device of the Star League, which it resembles, is a reminder to all Spirit warriors that they are the Star League's inheritors. The star is set against a blood-red teardrop, signifying the esprit de corps of the Clan. These two images are laid over a burnished-copper background, which represents the bright spirit of hope that the Clans brought to the people of the Pentagon Worlds. Around the edge are twenty raised, gold daggerstars, one representing each of the twenty Clans. A set of finely drawn, light-red circles connects every star, signifying the intrinsic link that exists between all the Clans. Finally, the insignia is bordered in black to represent the long journey through space whose trials held the Clans together.

Galaxy insignias are worn on the left shoulder, with Cluster insignias below the Galaxy insignia. Though each Cluster has its own insignia, all of the Crimson Guards wear a similar device—a marbled, blood-red star inset with the unit's numerical designation. In addition to the Clan insignia, freeborn warriors wear a black teardrop patch, affixed below the Clan insignia on the right shoulder.

DECORATIONS

Clan Blood Spirit has created only one award: the Bleeding, the highest honor a Spirit warrior can receive next to a Bloodname. To earn it, a warrior must be seriously wounded in battle while trying to save his or her Starmates and still achieve victory. Doing so demonstrates a warrior's profound commitment to his fellow warriors and to the Clan as a whole, regardless of the personal consequences of his actions. Most Blood Spirit warriors consider such actions to be no more than any Spirit warrior would do, and thus not deserving of any special recognition. However, recognition of such self-sacrificing courage in battle helps to reinforce its practice from generation to generation.

Once a warrior has been wounded in battle for actions taken to save his Starmates, at least ten out of the fourteen warriors in the wounded soldier's Trinary must petition the Khan to have their comrade receive the medal. Once the votes have been cast and the warrior is found worthy, the Khan personally bestows the Bleeding medal.

The Bleeding medal is a blood-red, marbled Cameron Star and is worn on the left breast of the dress uniform.

NOTABLE WARRIORS

The following Blood Spirit warriors are prominent figures in the Clan. They guide the Clan's actions and defend its interests in council.

KHAN KARIANNA SCHMITT

Khan Karianna Schmitt is a striking figure: slightly more than six feet tall, with long blond tresses framing a face that seems to have been sculpted from ice. Known for ruthlessness even by Clan standards, Khan Schmitt fully believes in the superiority of the Blood Spirits, and feels searing contempt for the other Clans because of the treachery they have perpetuated against her own. Her passion to see these enemy Clans destroyed burns in her like a fire and shows in all her actions. Temperamental and brilliant, these traits combine to make her a superb tactician and a leader for whom troops would gladly die.

Many Blood Spirits have commented on the eerie resemblance between Khan Karianna Schmitt and founding Khan Colleen Schmitt. In accordance with the reforms instituted by Khan Ceana Boques, the scientist caste has made great strides in their attempt to perfect the warrior breeding program, yet even these advances do not fully explain the unnatural likeness—particularly the same brilliant mind and short fuse, which *The Remembrance* records in detail.



SAKHAN TROY BOQUES

Khan Troy Boques occupies the unenviable position of a man attempting to fill the shoes of someone he idolized. Previously, he served as Star Colonel of Beta Galaxy's Cerise Guards, under the command of saKhan Daryl Keller. Boques, along with the majority of Beta Galaxy, revered Keller for his bravery and willingness to risk his own life in battle for his troops. Though such attitudes are a standard trait among Blood Spirits, Keller had gone above and beyond that standard on numerous occasions.

When saKhan Keller was killed by the Ninth Armored Cavalry Squadron of the Star Adders on Priori during the failed Trial of Absorption against Clan Burrock, the already besieged Beta Galaxy began to disintegrate. Overcoming his own shock at his saKhan's death, Troy Boques quickly organized a fighting retreat. The Spirits were forced to fall back to their DropShips, load and lift-off under the murderous fire of Star Adder forces. Through sheer force of will, Troy Boques saved the 112th Scarlet Battle Cluster from certain destruction. For his quick and selfless thinking, the warriors of the 112th nominated him for the Blooding. In addition to bestowing the award, Khan Karianna named him to replace Keller in recognition of the leadership skills he had shown under fire.

Though still recovering from the shock of being elevated from Star Colonel to saKhan, Troy Boques is quickly proving himself worthy of his new position.

LOREMASTER BAYLE CAMPBELL

Loremaster Bayle Campbell has held his current office for fourteen years, assuming it when he had just turned seventeen. That he earned such an important role so young, and has held on to the office for so long, testifies to his dedication to what he believes is most important for the Blood Spirits. For many centuries, the Loremaster has kept alive the memory of the Clans' betrayal of the Spirits and has ensured the continuation of the Blood Spirits' isolationist policy. Bayle Campbell took these traditional duties one step further when he convinced Khan Schmitt to strike at the Burrocks without the Grand Council's approval. The Absorption of Clan Burrock by Clan Star Adder has led Bayle Campbell to switch his hatred from the Burrocks to the Star Adders.

FIRE MANDRILL ILCHI JAS KELLER

Having recently assumed the office of Fire Mandrill ilChi, Jas Keller is determined to prove worthy of his post. He originally served in Sigma Provisional Galaxy, as has every person to hold the office of Fire Mandrill ilChi, and clearly shares that unit's historical fervor for cementing closer ties with the Mandrills. In fact, he began the current campaign by members of Sigma to relax the Blood Spirits' isolationist policy when dealing with the Fire Mandrills. Though he recognizes and agrees with the need for separation from the often-treacherous other Clans, his goal is to forge a lasting alliance with the Mandrills, no matter how long it takes.



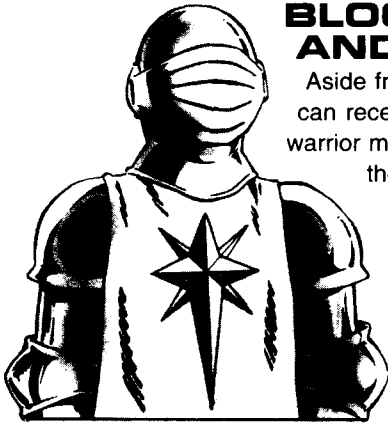
SNOW RAVEN ILCHI BRI MCFADDEN

After more than a decade of service in her current office, Bri McFadden had become disenchanted with it. In the past, her position held considerable influence, but the last real dealings with the Snow Ravens were concluded in 3010 when the final shipments of Raven 'Mechs arrived on York. More than forty years have passed since then, leaving successive Snow Raven ilChis with little to do.

The recent ascension of Jas Keller to the Fire Mandrill ilChi office, and Bri McFadden's growing relationship with him, has sparked new fire in her. Jas Keller's passion has begun to infect her, to the point where she now speaks of forging "an alliance of mutual benefit" with the Snow Ravens. Because they lack specifics, however, her plans have so far fallen on deaf ears, especially with the recent release of the Spirits' Arcadia enclave and their subsequent relocation to York. Only time will tell whether Bri McFadden can overcome her Khan's and Clanmates' hatred of other Clans by offering them a reason to revive their ties with the Snow Ravens.



CLAN BLOOD SPIRIT



BLOOD GUARD KESHIK AND THE NAVAL RESERVE

Aside from the Bleeding, assignment to the Blood Guard Keshik is the highest honor a Blood Spirit warrior can receive. The Khan or saKhan personally chooses every warrior in the Blood Guard. Once chosen, the warrior must pass a Trial of Position, though the Loremaster has the right to veto any warrior's induction into the Keshik.

Because the Blood Guard is Clan Blood Spirit's premier military unit, the Loremaster must ensure that every member of the Blood Guard has the true heart and soul of a Blood Spirit. A no vote means the Loremaster has reason to believe that a warrior might not be able to handle continuous contact with other Clans, and so the Khan rarely overrides the Loremaster's veto. Loremaster Bayle Campbell recently has cast an increasing number of negative votes, and Khan Schmitt has overturned very few. Such arduous testing has ensured that the Blood Guard Keshik epitomizes what it means to be a Blood Spirit warrior.

The Naval Reserve includes all the transport vessels available to Clan Blood Spirit, as well as the few WarShips that remain in the Clan's possession. Because of the pact made with the Snow Ravens during the thirtieth century, the number of WarShips under Spirit command has dropped significantly. Two more ships were lost during the failed Trial of Absorption against Clan Burrock. Currently, Clan Blood Spirit's battle fleet consists of only four WarShips: the *Exsanguine* (Aegis Class), the *Blood Fury* (Lola III Class), the *Stooping Kite* (York Class) and the *Rocinante* (Black Lion Class). With the loss of the *Carmine Justice* in battle to the Star Adders, the *Rocinante* has become the new Blood Spirit flagship.

Following Kerensky's mandates, the Blood Spirits separate their aerospace fighters from the standard Clan Cluster and consider them part of the Naval Reserve. Binaries and Trinaries are attached to specific units when needed.

OFFICERS

Khan Karianna Schmitt commands the Blood Guard in battle as often as possible, even remaining on Strana Mechty during the Burrock Absorption attempt in order to ensure that her Clan's attack would come as a complete surprise.

Star Admiral Brean McFadden has only recently come to his post. The previous Star Admiral, Phén Johns, died along with his ship during a battle with the *Black Lion*-class WarShip *Admiral William S. Preston*, attached to the Star Adders' Gamma Galaxy. Johns's ship was providing support for the Blood Spirits Beta Galaxy as it assaulted Priori. Star Admiral Brean believes that the Spirits' small WarShip fleet is a liability, and attributes the loss of the Trial of Absorption to this fact, though Khan Schmitt has yet to accept his hypothesis.

TACTICS

The Blood Guard Keshik prefers a berserk charge that sweeps their enemies before them. Because the Keshik is composed entirely of heavy and assault 'Mechs piloted by fanatical, elite troops, this tactic generally succeeds.

All the WarShips in the Naval Reserve are generally assigned as single escorts for a Galaxy. Because this deployment requires them to operate alone, they generally prefer hide-and-strike tactics to a straight-up fight.



Blood Guard Keshik

5 Trinaries/Elite/Fanatical

WarShip: *Rocinante* (Black Lion class)

CO: Khan Karianna Schmitt

The Blood Guard Keshik is composed of heavy and assault 'Mechs. The number of *Blood Kite* BattleMechs, considered a second-line 'Mech by many, amid the premier Blood Spirit Cluster has raised the eyebrows of more than one warrior from another Clan. However, the 'Mechs' effectiveness in battle and value as a symbol for the whole unit ensures that it will always have a place in the Keshik.

The insignia of the Blood Guard Keshik shows a Knight of the Crusade wearing a black baldric emblazoned with a blood-red daggerstar.



Naval Reserve

3 Vessels/Elite/Fanatical

CO: Star Admiral Brean McFadden

The small number of WarShips fielded by the Spirits meant that the Naval Reserve had to pull extra weight during the Trial of Absorption against Clan Burrock. Despite losing two ships, the Reserve accomplished its task in stellar fashion. As the Blood Spirits currently live only on York, the four WarShips remaining are sufficient for planetary defense. However, Star Admiral Brean McFadden is convinced that the Blood Spirits must eventually come out of seclusion if they wish to survive, which will mean expansion and Trials of Possession. If they are to succeed in these endeavors, they will need the support and protection of more WarShips.

The Naval Reserve insignia shows the Milky Way galaxy, as seen above the elliptical plane.



ALPHA GALAXY: THE BLOODING

Alpha Galaxy has been the backbone of the Blood Spirit Touman from the day of its inception as the Clan's first Galaxy. The elite warriors of Alpha are often detached in Cluster-sized units to other Galaxies in engagements against other Clans.

When Alpha Galaxy received the "Go!" command from Khan Schmitt for the Clan Burrock Trial of Absorption, the entire Galaxy dropped onto Albion to face its Clan Star Adder counterpart and the Burrocks' Kappa Galaxy. Galaxy Commander Jon Church planned to isolate smaller units and bring to bear as much of his force as possible, hoping to destroy the enemy quickly and maintain the Spirits' attack momentum. The plan initially met with success, decimating the Star Adders' Eighty-seventh Dragoon Cluster.

As occurred in most battles during the Absorption, however, the Burrocks and Star Adders soon joined forces to combat the Blood Spirits. The final blow for Alpha Galaxy came when Commander Church pitted units against Star Adder opponents at Fort Weller, Clan Burrock's largest military base. Outnumbered and outgunned, the Star Adders' Fifth Assault Cluster led a suicide charge that shattered the

Blood Spirits' defense and forced them to withdraw. The survivors lifted off planet within two days of the Fort Weller debacle.

Galaxy Commander Church has used the remains of several Galaxies, including Beta and Kappa, to rebuild and increase the size of Alpha Galaxy. He has already petitioned Khan Schmitt for orders to begin raiding Star Adder holdings.

Alpha Galaxy's insignia is a blood-red teardrop set against an octagon-shaped, white marble shield.

OFFICERS

Galaxy Commander Jon Church commands Alpha Galaxy with an iron hand. Church has thrown himself and Alpha into a frenzy of training battles to prepare for the raids he has planned against Clan Star Adder.

TACTICS

Alpha Galaxy prefers lightning-quick probing attacks, followed by a quick fade. They continue this tactic until their opponents come to anticipate the small raids. Then Alpha launches a full frontal assault with as much force as can be brought to bear.



Red Guards

5 Trinaries/Elite/Fanatical

CO: Star Colonel Jessie Keller

Star Colonel Keller has vowed to lead the Red Guards in the destruction of the Adders' Fifth Assault Cluster.

The Red Guards insignia is a blood-red teardrop set against an octagon-shaped, black obsidian shield.



55th Red Vanguard Cluster

5 Trinaries/Elite/Fanatical

CO: Star Colonel Kevin Galen

The Fifty-fifth Red Vanguard Cluster is the only unit to survive intact from Kappa Galaxy.

The Fifty-fifth changed its insignia following the destruction of its parent Galaxy on Albion. The new insignia is a ruby-hilted dagger pinning a dead Star Adder to the ground.



72nd Crimson Cuirassiers Cluster

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Sibyl Noruff



7th Blood Drinkers Cluster

5 Trinaries/Elite/Fanatical

CO: Star Colonel Mikel Dinour

The Seventh Blood Drinkers were destroyed almost to a man on Albion, but Star Colonel Dinour immediately reorganized his Cluster from several shattered Kappa Galaxy units.

The insignia of the Seventh Blood Drinkers is a shimmering silver chalice, filled with blood and laid over a stylized "7".



112th Scarlet Battle Cluster

5 Trinaries/Elite/Fanatical

CO: Star Colonel Jen Vishio



37th Red Assault Cluster

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Chadwick Yanez

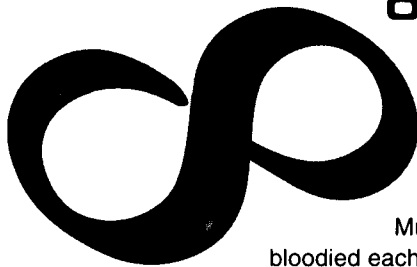
The Thirty-seventh lost its elite status following the disaster at Fort Weller on Albion and is training against the Forty-second to regain its standing.

The Thirty-seventh Red Assault Cluster insignia is a blood-red steel gauntlet.

The 112th's insignia is a scarlet pennant mounted on the tip of a polearm. The pennant bears the numbers 112.



CLAN BLOOD SPIRIT



OMEGA GALAXY: THE SANGUINE REAVERS

Formed in 3010 from the final secret shipment of Snow Raven BattleMechs, Omega Galaxy possessed the strongest concentration of second-line 'Mechs among Blood Spirit front-line Galaxies prior to the Burrock Absorption. Omega was also the smallest front-line Galaxy, able to field only three understrength Clusters.

Because of their smaller size, during the Trial of Absorption they were assigned to garrison the Blood Spirit enclave on Arcadia. They managed to see action, however, when the Star Adders' Mu Galaxy stormed the enclave in retaliation for Blood Spirit attacks against them. The two Galaxies bloodied each other for a week and a half, with the final clash between them reducing each Galaxy to less than a Cluster.

Despite Omega's immense losses, Khan Karianna Schmitt chose to keep it active and to disband Pi Galaxy instead, making Omega an oversized Galaxy by adding remnants of units from Pi, Kappa and Mu Galaxies. Omega currently fields the same number of units as Alpha Galaxy.

The insignia of the Omega Galaxy is a blood-red eight laid on its side, representing infinity.

OFFICERS

Galaxy Commander Jud Schmitt is coping with the shift from commanding an understrength Galaxy of three Clusters to commanding a Galaxy with seven Clusters. He has made admirable strides in incorporating all of Omega's parts into a unified whole, and Khan Schmitt regularly voices complete confidence in Jud, which has done much to boost his efforts at maintaining his sanity.

TACTICS

The tactics of the revitalized Omega Galaxy are still developing. Accustomed to dealing with only three Clusters, most of them consisting of second-line 'Mechs, Galaxy Commander Schmitt is currently attempting to redefine the way his troops deploy.



Scarlet Guards

5 Trinaries/Elite/Fanatical

CO: Star Colonel Meghan Boques

The Scarlet Guards were the only unit to survive from the original Omega Galaxy.

The Scarlet Guards' insignia is a blood-red teardrop set against an octagon-shaped shield crafted of scale mail.



91st Crimson Vanguard Cluster

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Zoe Church

Star Colonel Church ignored the threat of Clan Star Adder's light hovercraft on Albion, and devastating losses caused by these vehicles forced her to withdraw her troops in disgrace.

The insignia for the Ninety-first is an iron crown with eight points, the tips of which are stained red.



33rd Red Battle Cluster

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Til Winson

The Thirty-third Red Battle Cluster held the line on Albion long enough for reinforcements to deliver the remnants of Kappa Galaxy from its disastrous battle with Clan Burrock's Pi Galaxy.

The insignia of the Thirty-third Red Battle Cluster is a red heron.



71st Crimson Assault Cluster

5 Trinaries/Elite/Fanatical

CO: Star Colonel Tanica Campbell

When it became clear that her commander was incapable of committing the Seventy-first to the battle on Priori, Tanica Campbell challenged Star Colonel Lea Lewis in a Circle of Equals and killed her, then immediately executed a combat drop onto the planet that allowed a few Trinaries of the Kappa Galaxy to escape.

The warriors of the Seventy-first changed their insignia after Star Colonel Campbell came to power. It is a stylized, crimson *Kingfisher*—the 'Mech that Campbell pilots.



79th Blood Hussars

5 Trinaries/Elite/Fanatical

CO: Star Colonel Jesup Cluff

Though his superior officer defeated him in a Trial of Grievance over the matter, Star Colonel Cluff still vocally maintains that Galaxy Commander Schmitt is unfit to command a Galaxy of Omega's size.

The Seventy-ninth Blood Hussars' insignia is a blood-red charger.



271st Crimson Assault Cluster

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Erin Osborne

Originally from Kappa Galaxy, this Cluster still exists through the efforts of the Seventy-first Crimson Assault Cluster. The entire 271st has nominated Star Colonel Tanica Campbell for the Bleeding award, a unique honor for a member of another unit.

The insignia of the 271st Crimson Assault Cluster is a blood-drenched Burrock.



OMICRON PROVISIONAL GALAXY

Omicron Galaxy was one of the first second-line Galaxies formed after the Blood Spirits acquired OmniMech technology from Clan Fire Mandrill. Upon receiving the new technology, Khan Ceana Boques believed she would be able to build new front-line Galaxies composed entirely of OmniMechs and relegate regular BattleMechs to second-line units. Unfortunately, Clan Blood Spirit simply did not have the means to support mass production of the OmniMech. As time passed, OmniMech units became rare and precious among the Blood Spirits—the proverbial manna from heaven. This situation made the Provisional Galaxies, composed of regular 'Mechs, once more important to the Clan. Of all the Provisional Galaxies, Omicron is the most prestigious, never having lost a battle when protecting the Blood Spirits from Trials of Possession by other Clans.

Because of his troops' exceptional record Galaxy Commander Josh Kemp was furious when the less distinguished Mu and Rho Provisional Galaxies were chosen to participate in the Burrock Trial of Absorption. He even went so far as to contact Khan Schmitt directly to verify that the orders he had received were correct, and was mollified only when she told him that the Clan would desperately need the expertise of Galaxies like Omicron should the treacherous Burrocks somehow defeat the Blood Spirit forces sent against them.

The insignia of Omicron Galaxy is a black, marbled blood drop.

OFFICERS

Galaxy Commander Josh Kemp commands Omicron admirably. He assumed the post after defeating the previous Galaxy Commander in a Trial of Grievance, sparked by the previous commander's attempts to convince the Blood Spirit Khan that the Spirits should compete against the other Clans for a place in the invasion of the Inner Sphere. Star Colonel Kemp, seeing that his commander's arguments were angering the Loremaster and many warriors, challenged him. Upon winning, he assumed the command he has held for the past eleven years. The Loremaster has given him praise and support on several occasions since his promotion.

TACTICS

Unlike most Clan units, Omicron Galaxy is particularly brilliant in defense. Omicron warriors have a knack for confusing the enemy as to their exact whereabouts, and an equally uncanny ability to force their opponents onto unfavorable ground, where overwhelming Omicron forces attacking from superior positions can destroy them.



21st Crimson Guards

5 Trinaries/Regular/Fanatical

CO: Star Colonel Darrin Keller

Star Colonel Keller and his Twenty-first are currently the only Omicron unit that has never seen action against another Clan. So far, its warriors have only faced Blood Spirit forces in training combat.



73rd Crimson Guards

5 Trinaries/Veteran/Reliable

CO: Star Colonel Joe Blackburn

The Seventy-third Crimson Guards have been the backbone of Omicron from its inception. Because the Seventy-third has never lost a Trial of Possession, Star Colonel Blackburn goes out of his way to hype his unit and build its reputation.



98th Crimson Guards

5 Trinaries/Regular/Reliable

CO: Star Colonel Raphael Johns

The Ninety-eighth, one of two Clusters to survive the destruction of Mu Provisional Galaxy in the conflict with Clans Star Adder and Burrock, is currently up in arms against the Khan, lowering their loyalty from fanatical to merely reliable. The Sixty-sixth Crimson Guards of Mu, now the Twenty-ninth Blood Drinkers, have been transferred and redesignated a front-line unit; the Ninety-eighth, however, remains in a Provisional Galaxy, which many of its warriors resent. Star Colonel Raphael Johns' petitions to Khan Schmitt to determine why his unit has received such poor treatment have so far gone unanswered.



171st Crimson Guards

5 Trinaries/Regular/Fanatical

CO: Star Colonel Suzanne Church

The 171st is the newest Crimson Guard unit, formed in 3051. Star Colonel Church has made great strides shaping them into a combat-ready unit.



SIGMA PROVISIONAL GALAXY

Among the many reforms introduced by Khan Ceana Boques to revitalize Clan Blood Spirit was the revitalization of planetary exploration and colonization. In 2858, it became apparent that the program was going to succeed, and Sigma Provisional Galaxy was formed to garrison the new worlds as they became available for colonization. The first world to be colonized was Foster.

The Kindraa Smythe-Jewel of Clan Fire Mandrill first contacted the Blood Spirits on Foster through Sigma Galaxy, to arrange a series of combats that would allow Clan Blood Spirit to gain OmniMech technology. After extensive discussions with their Khan, the Spirits decided that the offer was sincere, and several Trinaries from Sigma confronted Smythe-Jewel warriors in a series of Trials of Possession. The level of skill demonstrated and the honor shown to each Clan by the other left the two forces with a strong feeling of kinship. Less than a decade later, when extensive raiding against their transport routes by Burrock forces forced the Blood Spirits to give up Foster and withdraw from Sigma Galaxy, the Blood Spirits officially turned over all of their Foster holdings to the Kindraa Smythe-Jewel. That Kindraa promptly moved its enclave to Foster.

When Sigma Galaxy heard of the destruction of the Kindraa Smythe-Jewel by Hell's Horses and Coyote forces, its warriors requested authorization to attack those Clans. So strong was their bond to Clan Fire Mandrill that they almost rebelled against their Khan when he denied their request.

Currently, Sigma has begun a campaign requesting Khan Schmitt to relax the Blood Spirits' isolationist policies with regard to Clan Fire Mandrill. The Sigma warriors want Blood Spirit warriors other than the ilChi to be allowed to deal with the Fire Mandrills. Khan Schmitt realizes that the Fire Mandrills have done well by the Spirits, but remains hesitant to open up any doors that could lead to injury for her Clan.

Sigma Galaxy's insignia is the world of Foster, set against a blood-red teardrop.

OFFICERS

Galaxy Commander Virgil Keller is one of the few of his rank who does not espouse complete isolationism for his Clan. Considering his attitudes and the following he has gathered, many believe it is only a matter of time before Loremaster Campbell tries to have him removed.

TACTICS

Sigma Galaxy's tactics center around small-unit actions. Designed from its inception to speed out and garrison large, newly conquered areas, Sigma has difficulty fighting in any battle where its forces are larger than a Trinary.



42nd Crimson Guards

5 Trinaries/Elite/Reliable

CO: Star Colonel Joel Ban Chu

Star Colonel Chu and the Eighty-eighth's Commander, Star Colonel Martoc Keller, are the two strongest backers of Galaxy Commander Keller's desire to see a stronger coalition formed with Clan Fire Mandrill. Their vocal support has created friction between Sigma Galaxy and the other Provisional Galaxies, especially Upsilon.



158th Crimson Guards

5 Trinaries/Regular/Fanatical

CO: Star Colonel Regina Carmichael

The 158th Crimson Guards currently find themselves in a dilemma. Though they too have long memories and remember the connection between Sigma and the Fire Mandrills, Star colonel Carmichael and her warriors have not decided whether or not to side fully with Galaxy Commander Keller.



258th Crimson Guards

5 Trinaries/Veteran/Reliable

CO: Star Colonel Paul

One of only two non-Bloodnamed Star Colonels in the Blood Spirit Touman, Star Colonel Paul has not yet chosen sides in the Fire Mandrill debate. Instead, he has pushed his unit from regular to veteran status in less than one year, proving why he holds his rank.

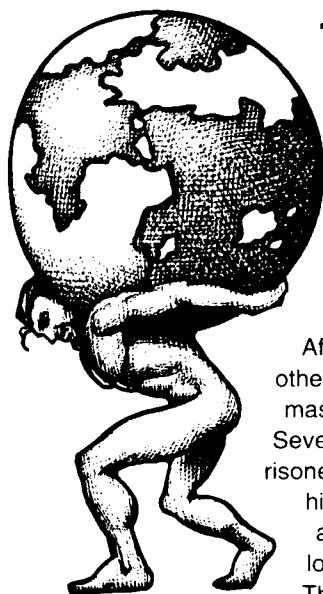


88th Crimson Guards

5 Trinaries/Regular/Reliable

CO: Star Colonel Martoc Keller

Having studied *The Remembrance* in depth where it describes the battles for OmniMech technology between his Galaxy and the Kindraa Smythe-Jewel of the Fire Mandrills, Star Colonel Martoc Keller is convinced that the Blood Spirits are poorer for never having formalized an alliance with the Fire Mandrills. Though a few of his troops question the wisdom of involvement with any other Clan, their doubts do not run deep enough to affect their loyalty to their commanding officer.



TAU PROVISIONAL GALAXY

Tau Provisional Galaxy was one of only two Galaxies to survive the first few decades of incessant raiding by Clans Burrock, Coyote and others. Reduced to just under a Trinary, Tau would have been disbanded, except that the beleaguered Blood Spirits needed to look much stronger than they actually were to deter further assaults. Khan Devin Boques commanded the two remaining Galaxies, Alpha and Tau, to continually rotate their troops on varied schedules so that the actual size of the Blood Spirit Touman would not become common knowledge.

During the first decade of the Golden Century, Tau Galaxy bore the brunt of the other Clans' infrequent raids. Though slow in rebuilding, they proved again and again why they had survived the extensive Burrock incursions into Blood Spirit territory.

After the failed Burrock Absorption and the announcement that Clan Blood Spirit would no longer deal with other Clans, Galaxy Commander Amerlin Johns immediately petitioned for and received permission to move en masse against the small enclave that the Jade Falcons had held on York since the mid-29th century. The Seventeenth and Seventy-ninth Crimson Guards moved in force against the Falcon holdings, which were garrisoned only by the Third Falcon Velites of Zeta Galaxy. Realizing that the Spirits would see them gone or annihilated, the Falcon commander, Star Colonel Jaunie Zywt, made the uncharacteristic decision that the almost-depleted mine at the heart of the Falcon enclave was not worth the loss of an entire Cluster. After losing only minimal forces, she gave the order to withdraw and her Cluster boosted off-planet.

The insignia of Tau Provisional Galaxy is a red-tinted Atlas balancing the world of York on his shoulder.

OFFICERS

Galaxy Commander Amerlin Johns has the distinction of being the only aerospace pilot to command a Galaxy in the Blood Spirit Touman. However, unlike some commanders who attempt to enforce their own views of "superior" modes of combat upon their subordinates, Amerlin Johns has gone to great lengths to familiarize herself with her groundpounders—especially what it is like for them to look up at her aerospace fighter as it comes in for a strafing run. This willingness to learn from others has created an unbreakable bond between the Galaxy Commander and the warriors in her unit.

TACTICS

Tau Galaxy makes extensive use of combined aerospace and ground attacks, specializing in surgical air strikes before and during battle.



17th Crimson Guards

5 Trinaries/Regular/Fanatical

CO: Star Colonel Geoff DeLuca

The Seventeenth Crimson Guards participated in the battle against the Third Falcon Velites. In his *Black Lanner*, one of the Galaxy's few OmniMechs, which he had acquired in a recent Trial of Possession, Star Colonel Geoff DeLuca led his command Star in a suicidal charge straight at Star Colonel Jaunie Zywt and her entire command Trinary. This action convinced her that the Blood Spirit unit was no simple raiding force, but had come to conquer and destroy.



101st Crimson Guards

5 Trinaries/Regular/Reliable

CO: Star Colonel Stephen

Star Colonel Stephen is one of only two commanders of his rank with no Bloodname. Though he envies Star Colonel Paul for the way in which he whipped his troops into shape, Stephen does not envy him his position of being the only unBloodnamed warrior involved in the political troubles currently unfolding in Sigma Galaxy.



79th Crimson Guards

5 Trinaries/Veteran/Reliable

CO: Star Colonel Mort Cluff

Though the Seventy-ninth Crimson Guards also moved against the Falcon enclave, they did not fire a shot. In the midst of a flanking maneuver, the Seventeenth's first aerospace strikes, combined with Star Colonel DeLuca's charge into the teeth of the Falcon forces, made the Falcons withdraw before Star Colonel Cluff could bring his Cluster to bear against them.



UPSILON PROVISIONAL GALAXY



Created in 3049, Upsilon Galaxy is home to the Clan's least experienced troops. Its initial commander, Sal Schmitt, resented being moved from his front-line unit in Kappa Galaxy into command of a Provisional Galaxy and let his unit know it, and so Upsilon's first years were abysmal. Only the distraction of constant equipment malfunctions prevented an early rebellion; at the bottom of the totem pole for supplies, Upsilon was forced to survive with deplorable, low-quality gear. The Galaxy soon sank to such a low level that they lost every training battle fought against other Galaxies. Finally, a Star Captain named Hunter, disgusted at his Galaxy Commander's lack of pride in the unit, tried to force his immediate superior, Star Colonel Nuwanda Church, to challenge Sal Schmitt. Having only recently gained her rank, Nuwanda had no wish to rock the boat. Infuriated, Star Captain Hunter took the unprecedented step of challenging the Galaxy Commander himself. Though shocked at this breach of custom, Sal Schmitt looked forward to teaching this upstart a lesson. The outcome was otherwise, however. In a Circle of Equals, Hunter met and killed Galaxy Commander Schmitt in 'Mech combat. Khan Karianna Schmitt first ranted about the new generation's lack of respect for traditions, but eventually signed the form that would elevate Hunter to the rank of Galaxy Commander. The final line of the

missive from Khan Schmitt warned Hunter that he had better be up to the challenge.

Seven years later, a new Upsilon Galaxy has emerged. Hunter entered and won the Trial of Bloodright for the Lewis Bloodname, further proving his capabilities as a warrior. Inspired by their amazing young commander, the warriors of Upsilon responded with a zeal they had never shown before. Once the butt of jokes, Upsilon has slowly emerged as a powerhouse unit that can give any other unit a run for its money.

The recent decision by Khan Schmitt and the Clan Council to relinquish the Blood Spirits' Arcadia enclave prompted the Blood Spirits to solidify their position on York. While Tau Galaxy attacked the Jade Falcons, Galaxy Commander Lewis was ordered to lead Upsilon Galaxy against the Snow Ravens. In consideration of the long-standing respect between the Snow Ravens and the Blood Spirits, Commander Lewis chose to challenge the Snow Raven commander to a one-on-one Trial of Possession, with the Raven enclave going to the winner. Star Colonel Kelse Howe of the Second Raven Garrison Cluster accepted the challenge, but lost the Trial. Bowing to the inevitable, the Second Raven lifted off-planet.

The insignia of Upsilon Provisional Galaxy is a blood kite stooping to attack.

OFFICERS

Galaxy Commander Hunter Lewis is driven to succeed and accomplish miracles along the way. His amazing transformation of Upsilon Galaxy has given rise to rumors that Khan Schmitt has her eye on him for command of a new front-line Galaxy she hopes to form within the next few years.

TACTICS

Upsilon Galaxy prefers to rapidly move its units in unexpected maneuvers, in hopes of confounding the enemy into making a mistake on which Upsilon can capitalize.



77th Crimson Guards

5 Trinaries/Regular/Fanatical

CO: Star Colonel Nuwanda Church

Star Colonel Nuwanda Church is still attempting to live down the fact that one of her Star Captains usurped her authority and not only won his challenge against the former Galaxy Commander, but became her superior. Galaxy Commander Lewis's unprecedented leapfrogging in rank has created considerable friction between him and the Star Colonel. Recently, there have been small signs that the Star Colonel may be losing the respect of her unit as well.

of Star Colonel Beverly Dumont, have begun to shine as a unit. Galaxy Commander Lewis recently petitioned Khan Schmitt for permission to allow the 181st Guards a chance at raiding Star Adder worlds.



221st Crimson Guards

5 Trinaries/Regular/Reliable

CO: Star Colonel Vulta Lewis

Though Star Colonel Church does not see eye to eye with Galaxy Commander Hunter Lewis, she would still follow him into hell if ordered to do so. Vulta Lewis, on the other hand, has never forgiven the Galaxy Commander for beating her in the Trial of Bloodright for the Lewis Bloodname. She had to wait four more years before being sponsored again. This bad blood has begun to affect her troops' reactions to their Galaxy Commander's orders.



181st Crimson Guards

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Beverly Dumont

The 181st Crimson Guards, under the guidance



CLAN FIRE MANDRILL

*And Nicholas Kerensky did charge us, the Fire Mandrills;
As we have left behind the differences between nations,
So now we observe the Way of the Clans, of the family.
Carry your name, and your Names, proudly.*

—*The Remembrance* (Clan Fire Mandrill), Passage 49, Verse 75, Lines 12-15

As Loremaster, it has fallen to me to provide a military accounting of Clan Fire Mandrill. I am a far cry from those best suited for military appraisals; my duties ordinarily revolve around rituals and politics more than military function. Nor am I without bias, as my allegiance lies with the Kindraa Faraday-Tanaga, and we Fire Mandrills are a factional lot. My main qualification appears to be that, as Loremaster, I may consult freely with all the Kindraa without fear of reprisal. That I am currently well-regarded by the others—hence my appointment as Loremaster—means that I am as close to an impartial observer as my Clan can provide. My status will almost certainly change after the publication of this document, however; I expect this to be my last official act.

—Star Colonel Drew Tanaga, Loremaster, Clan Fire Mandrill

A NARRATIVE ON THE FIRE MANDRILLS

Three Bloodnames among the Fire Mandrills trace their heritage back to significant events or families prior to Kerensky's great Exodus from the Inner Sphere. These three Bloodheritages demand attention that others do not, simply because they were critical to the evolution of the Fire Mandrills. One way or another, bearers of these Bloodnames are connected to the pivotal events of Fire Mandrill history.

THE THREE FIRST FAMILIES

The Sainze line, founded by Raymond Sainze, was part of a noble samurai family in the Draconis Combine. Raymond Sainze's inclusion in the Exodus was partly a mistake, though the Sainze line would undoubtedly argue that fact today. According to early passages of *The Remembrance*, Raymond was assigned to a recharge station in the New Samarkand system when the Great Fleet began massing for its final jumps from the Inner Sphere. He was allowed to board Kerensky's flagship and inquire after the fleet's intentions, and according to most interpretations, failed to disembark before the *McKenna's Pride* jumped from the system. As return was out of the question, he consigned himself to his unexpected adventure. Soon enough, he became an avid supporter of Kerensky's Hidden Hope Doctrine and its promise that one day the exiles would return to the Inner Sphere as its saviors. Though the eight hundred Bloodnamed were to have cut all ties to the Inner Sphere, Sainze managed to keep alive many aspects of his samurai upbringing, which appear in those of his Bloodheritage to this day.

The Payne Bloodheritage recognizes Anita Payne as its founder for her exploits during the Amaris Civil War in the Inner Sphere. A native of the Capellan Confederation, Colonel Anita Payne was instrumental in the war to retake Terra from the usurper Amaris. Her unit carved out the first secure landing site on Terra and spearheaded many successful drives against Amaris's armies. Her daughter Laura carried on the illustrious family tradition, fighting to retake the five Clan homeworlds of the Pentagon Cluster when they were lost to rebellion. As befit her military skill, Laura Payne was one of the original eight hundred warriors that became the foundation of the Clans. During the Pentagon Civil War, Laura Payne exhibited her mother's fierce determination when leading a unit in the retaking of Dagda, the Pentagon world assigned to the newly formed Clan Fire Mandrill.

The Faraday Bloodname springs from Captain Nathan Faraday, who served as liaison to several planetary governments of the Capellan Confederation during his years in the Star League Defense Force. Though the Confederation was officially neutral in the Amaris Civil War, Faraday—a consummate politician as well as a fine MechWarrior—managed to convince many local worlds to privately support Aleksandr Kerensky's war against the usurper. In the early days of Clan Fire Mandrill, Faraday's political acumen served the Clan's first two Khans well in the Grand Council. Faraday never became a Khan, but he served as advisor to four Fire Mandrill Khans before dying of old age.

THE PENTAGON CRUCIBLE

Nicholas Kerensky named our Clan after the fire mandrill, a genetically altered species of mandrill introduced to the jungles of the planet Eden by colonists to keep that planet's aggressive fauna in check. This measure proved effective because the fire mandrill is an aggressive hunter, but instinctively avoids human settlements. The fire mandrill thrived on Eden thanks to plentiful prey and unswerving devotion to the family unit; troops of mandrills are fiercely territorial, and protect their young with amazingly complex defensive strategies.

FIRE MANDRILL EXCLUSIVE BLOODNAMES

General Bloodnames

Sainze
Mattila
Carrol
Faraday

MechWarriors

Payne
Kline
Tanaga
Jannik

Elementals

Mick
Goulet
Lopez

Aerospace Pilots

Beyl
Kreese
Lynn



CLAN FIRE MANDRILL

Nicholas Kerensky may have named our Clan after this noble beast in an attempt to foster devotion to the Clan, much as he sought methods of binding warriors to their Bloodname houses.

Upon returning to the Pentagon Worlds, Clan Fire Mandrill bid fiercely against three other Clans for prime targets on the planet Dagda and won several concessions. In the Fire Mandrill theater of operations, Khan Raymond Sainze then challenged saKhan Laura Payne for the right to land first. Both warriors led impressive drives against the rebels on the world. Khan Sainze fought with a ferocious abandon that left a trail of broken 'Mechs and MechWarriors behind him, but also cost the new Clan several warriors. SaKhan Payne proceeded with no less enthusiasm, but tempered her warrior's spirit with some compassion for those who fought at her side—her new family.

The Remembrance cites a rift between the two Khans of the Fire Mandrills over their differences in fighting philosophy, but does not indicate the gravity of the split. Historical developments, however, show that the difference ran deep, with severe consequences for the Clan.

EVOLUTION OF THE KINDRAA

The spirit of rivalry between Bloodname houses established by Khans Sainze and Payne continued as each Bloodnamed warrior sought glory and honor for his or her Bloodheritage. Trials of Possession against other Clans and rival Bloodname houses was a common occurrence. The Fire Mandrills embraced zellbrigen as a way to continue the rivalries without devastating losses of Clan resources, though when it came to genetic legacies the fighting always turned brutal. Each Bloodname protected its own legacy, the better-established lines refusing to allow "lesser Bloodnames" access to their genetic potential. In such cases, members of the same Trinary or Cluster could end up fighting each other over genetic rights to a certain Bloodheritage.

The rivalries eventually gave rise to "kindred associations," a term that evolved over a few years into the word *kindrasc*. A kindrasc was more than another term used to describe a Bloodname house. Often, a kindrasc was a collection of minor Bloodname houses whose members had pooled their resources and were working together toward their mutual betterment, thereby also advancing the interests of the Clan as a whole. Because members of a kindrasc could span several different units or even Clans in the case of some shared Bloodnames, the kindrasc helped a warrior to define his or her allegiances. Though many Clans, especially the preening Jade Falcons, disparaged the Fire Mandrills for what they termed "factional" behavior, opponents of the kindrasc failed to develop a strong case for action against the Mandrills, because Bloodname politics were a natural part of every Clan. The Fire Mandrills defended themselves simply by claiming not to be hypocritical about it. In addition, the Fire Mandrills possessed one of the strongest Clan militaries of the time and were ready to defend our rights to self-government by force if necessary.

The next step in Fire Mandrill evolution came after Nicholas Kerensky was killed by Clan Widowmaker's wrongful interference in a Trial. Clan Wolf avenged his death by destroying Clan Widowmaker and absorbing all their assets, including the Widowmaker enclave on Dagda. In what ended up as a minor note in Wolf Clan history but had a profound impact on the Fire Mandrills, the Sainze Kindrasc brought together two Clusters that it effectively controlled and challenged the Wolves to a Trial of Possession over the Dagda enclave. Upon winning, they took from the Wolves a small portion of the Widowmaker holding. Rather than turn it over to the entire Fire Mandrill Clan, however, they claimed it in the name of the Kindraa Sainze. (Over the years, certain elitist-minded Bloodname houses had shortened the term kindrasc to Kindraa, supposedly to denote their status as a single-Bloodnamed association even though all kindrasc still relied on some lower-quality Bloodnames for genetic variation. From this point forward, only a few small and diverse associations retained the term kindrasc.)

Determined to prove their superiority over other Bloodnames, the Kindraa Sainze expelled warriors from its units who belonged to rival kindrasc, keeping only those warriors for whom the Sainze controlled their genetic legacy. More and more Sainze offspring flocked to this new banner, until the balance of power in Clan Fire Mandrill hovered on the brink of irrevocable change. Then Kindraa Payne, always the check to Sainze ambition, announced its own formation. From within several units, warriors of Kindraa Payne struck out in Trials of Possession that secured many genetic legacies for future breeding purposes before relocating to the Payne compound in Dagda's southern reaches. Meanwhile, the Faradays, having seen and prepared for this shift in Clan Fire Mandrill's political and military makeup, called their four allied kindrasc together to form a third powerful bloc.

During the next several months, countless alliances were made and fought over and broken and reformed. If not for the other Clans' preoccupation with Clan Wolf's sudden increase in power, the Fire Mandrills might have had cause to regret their disarray. However, by the time Clan Burrock noticed the changes and brought them to the attention of the Grand Council, the Fire Mandrills had finished their factional realignment and did not appear to be suffering for it. In a vain attempt to prove that Clan Fire Mandrill was hopelessly sundered, Clan Burrock launched an assault against the Kindraa Faraday. Not only did the Kindraa repulse the Burrocks, but the Kindraa Mattila-Carrol took advantage of the Burrocks' preoccupation to win from them a large portion of the adjoining Burrock enclave in a Trial of Possession. Several more Kindraa then began to make overtures toward the Burrocks, who pulled back to safeguard their own territory.

In the end, Clan Fire Mandrill divided up into fourteen separate Kindraa of varying size and quality, though the actual numbers would not be confirmed by outside Clans for at least another year. By that time, two of the smaller and less-viable Kindraa had been swallowed up in internal Trials of Absorption.



STRIKING FROM SOLITUDE

The Fire Mandrills adopted a policy of semi-isolationism in the Golden Century, as the following years would later be called. All of the Kindraa maintained casual ties with the mercantile Diamond Sharks (then Clan Sea Fox), who often acted as intermediaries between the Kindraa and other Clans, and sometimes between different Kindraa. The Fire Mandrill Khans, chosen by Trials of Possession from among the strongest Kindraa, chose to also keep up relations with the only Clan more private than Clan Fire Mandrill: Clan Blood Spirit.

This policy of solitude, however, did not prevent the Fire Mandrills from seizing the advantage when circumstances required. First and foremost, the Fire Mandrills required genetic material for breeding. With some Kindraa refusing to breed with certain others—or in the case of the more elitist, with all others—the Clan needed genetic legacies from outside its own ranks. Because of their enclaves' proximity to the Mandrills on Dagda, Clans Burrock and Wolf were prime targets at first, though the Wolves quickly deterred the Mandrill Trials of Possession when they sent one kindrasc home with shattered forces. Shortly afterward, two other Kindraa jointly Absorbed this unlucky kindrasc, trading some of its genetic stock discreetly for stock from Clan Smoke Jaguar through Sea Fox intermediaries.

When Clan Coyote developed OmniMech technology in 2854, a few Kindraa staged Clan-sanctioned, hard-hitting strikes against them. The Kindraa Smythe-Jewel in particular launched a devastating attack, taking as isorla OmniMech salvage, the production specifications for three different designs, and, according to rumor, two Coyote scientists. Though the Coyote leadership remained strangely silent over the affair, complaints voiced by Coyote warriors spoke of questionable bidding techniques and relaxed zellbrigen.

Though the Kindraa Smythe-Jewel may have been callous in their dealings with Clan Coyote, Clan Fire Mandrill as a whole proved it could act benevolently as well. In exchange for concessions in territory on the newly colonized world of Foster, the Kindraa Smythe-Jewel arranged on behalf of Clan Fire Mandrill to offer Clan Blood Spirit a chance at claiming OmniMech technology through its own Trials of Possession. This action would cement the relations that Mandrill Khans had long attempted to establish into an acknowledgment of mutual defense—not an official alliance, but an agreement to watch out for each other's interests when it came to the rights of privacy and self-development. Battles were arranged between the Kindraa Smythe-Jewel and the Blood Spirits so that both sides—barring an unfortunate amount of bad luck—would win at least some victories and an honorable exchange could be made. As expected, the Blood Spirits won the OmniMech technology and the Kindraa Smythe-Jewel won territory on Foster and partial rights to some minor genetic legacies for all Fire Mandrill Kindraa.

The Kindraa Smythe-Jewel appeared to be on the fast track to major political power within the Clan. For four years they used their acquisition of OmniMech technology and their contribution to smooth relations with Clan Blood Spirit to expand their influence. Ironically, this very success may have driven them to the events that eventually brought about their fall. In 2870, the Kindraa Smythe-Jewel planned an assault against Clan Hell's Horses, hoping to seize the genetic material for the Horses' new Elemental warriors. The Kindraa Smythe-Jewel invited Kindraa Payne to participate in the attack as part of a joint venture—at the time an apparently wise political move to secure the good will of one of the more powerful Kindraa. However, the Smythe-Jewels, who won the right to bid both Kindraa's forces beforehand, convinced the Hell's Horses that Kindraa Payne would send a much larger force of elite warriors than that Kindraa actually committed, while at the same time understating their own forces. Predictably, Kindraa Payne was mauled and forced to withdraw from its objective, while Smythe-Jewel forces won their battles easily and gained the genetic material as well as some of the Horses' newly-acquired Elemental battle armor technology.

DEATH OF A KINDRAA

Enraged by what he considered dishonorable tactics, Horses Khan Eric Amirault called for a Trial of Annihilation against Clan Fire Mandrill, which was defeated in the Grand Council. Surprising the Fire Mandrills, Clan Coyote voted against annihilation. Soon enough, rumor provided the answer to that mystery; hostilities were said to be building between the Horses and Coyotes, and so the Kindraa Smythe-Jewel lapsed into a false sense of security.

In 2872, a joint force from Clans Hell's Horses and Coyote appeared above the world of Foster, to which the Kindraa Smythe-Jewel had moved its enclave. Hell's Horses Khan Eric Amirault announced over general frequencies his intention to punish the Kindraa by fight-

FRACTIONAL POLITICS

As each Kindraa formed and claimed its share of Clan resources, Kindraa Faraday recognized the potential danger should the other Clans notice the Fire Mandrills' temporarily weakened state. With his Kindraa coming together more smoothly than most, he challenged Kindraa Payne to a Trial of Possession for the Clan Khanship. Khan Vernon Payne accepted the challenge, but the initial shaky formation of Kindraa Payne made his forces unable to match Faraday's, which were already well accustomed to fighting together.

As Khan, Mikhail Faraday stirred up further unrest in the Grand Council over Clan Wolf's sudden increase in strength. Also, under his direction, the Fire Mandrills presented something akin to a unified front when Clan Burrock first brought charges of non-viability against them. *The Remembrance* states that Faraday urged the Kindraa Mattila-Carrol to carve a piece out of Clan Burrock, in effect sacrificing some of his own Kindraa's strength so that the Clan would prosper. The Kindraa Mattila-Carrol refutes this interpretation, of course, claiming to have recognized the military advantage themselves.



CLAN FIRE MANDRILL

ing a Trial of Possession for genetic legacies key to the Kindraa's survival. After sweeping aside Smythe-Jewel aerospace forces, three Clusters dropped onto Foster and engaged the Kindraa's two front-line Clusters and one second-line Cluster.

Senior Star Colonel William Smythe led a bloody pitched battle against the invaders, which lasted for twenty-six hours. He killed the Hell's Horses' second-in-command and nearly broke the 666th Assault Cluster before a combined Horses-Coyote force caught him by the flank and slaughtered him along with his command. Then Star Captain Tomas Jewel, who had become the senior officer in the field, rallied a few stragglers to his Eighth Assault Trinary and attempted an orderly retreat. He was intercepted by a Kindraa Payne force that had moved up to the Smythe-Jewel border upon hearing Khan Amirault's initial challenge. Though no one knows for certain to this day, the Payne force may have been sent to ensure the fall of the Kindraa Smythe-Jewel in return for the Smythe-Jewels' earlier betrayal.

Kindraa Payne does not deny these events, though Kindraa leaders assure me that they did not cooperate with the assaulting force. According to them, their forces appeared along the border to prevent Horse-Coyote troops from violating their own enclave, and Star Captain Jewel's arrival was merely fortuitous. I cannot confirm reports that Kindraa Payne allowed a Coyote force to slip through its territory in a flanking maneuver.

Whatever the truth, Clan Hell's Horses won the conflict and left Foster with salvage and genetic material, including some of the best legacies for the Smythe, Jewel and Grant Bloodnames. In a calculated insult, the Horses freed all captured Smythe-Jewel warriors, refusing to take them as bondsmen. The Coyotes took over the Smythe-Jewel enclave, minus some territory claimed by the Kindraa Payne, and established a presence on Foster. Other Kindraa were allowed to claim genetic material not taken by the Hell's Horses or Coyotes.

FRUSTRATIONS OF FACTIONALISM

Though their Bloodheritages lived on, the destruction of the Kindraa Smythe-Jewel showed Clan Fire Mandrill its main weakness. Where a Clan was large enough to take such punishment and survive, a smaller Kindraa could not. If the Clan became too fragmented into Kindraa, other Clans might well attack and destroy it one Kindraa at a time. The Fire Mandrills responded by investing more power in their Khan and saKhan, allowing the Clan leaders to take more direct action whenever the Clan as a whole faced a potential threat. However, each Kindraa still jealously guarded its own resources and maintained its right to self-development. Trials of Refusal against Khan directives became commonplace, but lost much of the animosity they once might have engendered. Eventually, they became acts of protest by Kindraa that did not want to appear weak and submissive.

For the next century, the Kindraa of Clan Fire Mandrill remained reclusive as they struggled privately among themselves and focused on their own development within the Clan.

Traditionally, only the Faraday line concerned itself with inter-Clan relations, and only during periods when Faradays served as Khans. The Faradays even helped to develop the Tanaga Bloodname into a strong, politically-minded line, eventually sharing control of the Kindraa Faraday with them.

The split between Wardens and Crusaders that occurred within the Clans posed an exceptional danger to the Fire Mandrills, as the two diametrically opposed philosophies took root in different Kindraa. The Kindraa Sainze and Payne split over the issue, the Sainze line embracing the Crusaders' call for a swift return to the Inner Sphere. Where most Clans debated the return in the Grand Council, the Fire Mandrills went to battle over which course to support. Khans changed frequently, at times on a monthly basis. The powerful Kindraa Sainze dominated from the start, influencing many smaller Kindraa and using military intervention when necessary. Sainze forces decimated a small Warden Kindraa, an act that demonstrated the willingness of Crusader Mandrills to enforce their convictions at any cost. Eventually, the Crusaders won a majority within the Clan, just in time to help force the Grand Council vote for invasion in 3048.

Perhaps because of their reluctance to indulge in feuds with other Kindraa, the Kindraa Faraday-Tanaga managed to remain neutral during the Crusader-Warden struggle. They referred to the split in philosophy as the *plaga philosophus*, the philosopher's plague. Ultimately, Kindraa Payne suffered severe setbacks defending their Warden position, and the Kindraa Faraday-Tanaga rose undisputed to the position of second most powerful Kindraa.

The Crusader Clans ultimately won the vote to invade, and then settled down to choosing which Clans would actually invade the Inner Sphere. Only Clan Wolf seemed assured of a place in the invasion force, their Kerensky blood overshadowing their Warden political leanings. Khan Sainze, however, was vocally confident that the Mandrills would join the invasion. A century of internal struggles had given the Fire Mandrill warriors an edge on the battlefield, and even with the various Kindraa's recent losses, he felt his Clan should have no trouble winning one of the main invasion corridors. With the Kindraa Sainze leading the way and other Kindraa providing needed support, Clan Fire Mandrill would surely reach Terra first.

Upon hearing this boast, Kindraa Payne launched a new assault against the Kindraa Sainze. Determined that Kindraa Payne would lead if the Fire Mandrills won a place in the invasion, the Warden Kindraa challenged all comers for the right to represent Clan Fire Mandrill in the upcoming Trials of Possession for invasion corridors. Counter-challenges flared, and renewed internal fighting weakened the Clan. Even the Kindraa Faraday-Tanaga finally decided that the time had come to act or be left behind. The Fire Mandrill forces that ultimately fought in the Trials included elements of five different Kindraa, mainly because the strongest Kindraa had beaten each other down to the point where no one of them could hope to win a battle for an invasion corridor on their own.



The Fire Mandrills eagerly took to the battlefield, some of them fighting in machines that had not been fully repaired from conflicts fought during the recent challenges. Once set against another Clan, Fire Mandrill warriors fought with a primal aggressiveness that made them hard to match. But their efforts came too late. Weakened from their internal conflicts and unable to work as a unified Clan, the Mandrills handily won skirmishes but lost nearly every Trial. The only consolation they had for their poor placement was the knowledge that they had sent many opposing units back to their parent Clans shattered—a Pyrrhic victory.

TALES OF GLORY, ASHES OF DEFEAT

As the successful Clans made war on the Inner Sphere, transmitting news of their victories back to the Clan homeworlds via HPG relays, Clan Fire Mandrill suffered additional setbacks.

First came the Hellions' Fury campaign, launched by Clan Ice Hellion in their anger over failing to win an invasion corridor. Among their many targets, the Ice Hellions hit several Kindraa in lightning-swift strikes, forcing some to pull back from colony enclaves and continuing the drain on Kindraa forces. Because the Hellions hit several Kindraa at once, Clan Fire Mandrill could not swiftly mount an organized response. Then Khan Victoria Tanaga, the first of her Bloodname to hold the position, suggested a joint-forces retaliatory strike. But even with the bitter taste of recent defeats goading them into a desire for greater glory, the various Kindraa once again quarreled over who would make up the strike force and whose forces would command. In their weakened states, no Kindraa was willing to give another the kind of power such an operation would require—and so the end, there was no retaliation. Khan Tanaga stepped down from the Khanship, the first Fire Mandrill ever to do so voluntarily, and the Kindraa Faraday-Tanaga closed its enclave borders with the intention of waiting out the strife.

Clan Burrock made the next contribution to Fire Mandrill misfortune, striking out at the various Kindraa on Dagda and winning back some of the territory they had lost to the Mandrills a century before. After this debacle, all of the Kindraa retreated to their enclaves. From there, they chose a new Khan and saKhan by telecommunicated votes rather than through the usual Trial of Possession. The Kindraa Sainze and Payne, respectively, reclaimed the leadership positions, though real unified power within the Clan remained illusory.

REEMERGENCE OF THE FIRE MANDRILLS

The next decade saw Clan Fire Mandrill slowly rebuild. Several smaller Kindraa joined forces in an attempt to compete with the larger Kindraa. The Clan as a whole brought its military forces back up to strength, a few Trials of Possession were fought against other Clans for genetic material, and the Kindraa reestablished lines of communication. It was a time that favored caution, as the Fire Mandrills realized the cost of the Trials of the previous few decades. The old rivalries remained, some more





CLAN FIRE MANDRILL

REGARDING OTHER CLANS

Clan Blood Spirit

We will gladly support and defend their privacy, for if others interfere with them, we will be next.

Clan Cloud Cobra

We disapprove of their Warden views, but we still owe them for genetic assistance from their scientist caste.

Clan Coyote

Clan Hell's Horses had a legitimate reason for their assault on the Kindraa Smythe-Jewel, but the Coyotes did not. We await our opportunity to avenge our fallen.

Clan Diamond Shark

We find the rise of their merchant caste disconcerting, but assume that the warriors will reclaim their rightful position.

Clan Ghost Bear

The Ghost Bears disapprove of our Kindraa system. Likewise, we disapprove of their apparent shift toward Warden views.

Clan Goliath Scorpion

Though no threat to us, their legacies are no prize either. The Kindraa Mattila-Carrol has a longstanding feud with the Scorpions over a minor incident that the Scorpions seem unwilling to forget.

Clan Hell's Horses

We will not forget their destruction of an entire Kindraa. They are wise to stay away from us.

Clan Ice Hellion

Our battles with them are not personal. We appreciate Khan Taney's efforts at placing new Clans in the invasion, though his political maneuverings were foolish. Had they a wiser Khan, we might consider them allies.

Clan Jade Falcon

Soon they will tire of our bondsmen, but they will have to pay us ransom to return them!

firmly ensconced than ever, but all recognized the need to present a unified front to the other Clans, especially given the intermittent calls for Absorption of the Mandrills and the possibility of a renewed invasion.

On the world of Atreus, various Fire Mandrill Kindraa began making forays against the Smoke Jaguars, testing the Jaguars' resolve in the face of their recent rout at the hands of Inner Sphere forces. On Dagda, various Kindraa pounced on the fallen Clan Burrock, once again claiming a large swath of the Burrock enclave before Clan Star Adder could fully take control of the assets of the Clan it had Absorbed. The revitalized Clan Wolf largely ignored challenges from Clan Fire Mandrill units in the Harvest Trials, having learned long ago the futility of taking Fire Mandrills as bondsmen. Clan Jade Falcon recently learned the same lesson, as captured Mandrills strive for warrior status in their new Clan simply so that their birth-Clan will reclaim them. The Harvest Trials fought between the Falcons and the Mandrills were brief and bloody, and the few Mandrill bondsmen the Falcons acquired are rumored to be agitating the ranks of the usually stoical Falcon Clan. These developments are the first warning signs that the Fire Mandrills are regaining their power; the Clan that ignores them may soon find the Kindraa closing in.

MILITARY PRACTICES AND CUSTOMS

The Kindraa of Clan Fire Mandrill are self-supporting, able to make their own policies with regard to resources, research and military operations. But to believe that the Fire Mandrills are a weak Clan is a grave mistake.

The Mandrills take bidding and challenges to their logical conclusion, bidding and fighting Trials first within the Clan. In this way, the Clan may recognize the superior course of action. This process dilutes strength from outside operations only when the Kindraa become diametrically opposed. With a recent, strong upswelling in zellbrigen, the Fire Mandrills expect to resolve more internal conflicts with limited forces rather than the heavy engagements that cost the Kindraa so dearly before the invasion. Choosing Fire Mandrill Khans by Trials of Possession is in keeping with this practice, and removes much of the political manipulation that has brought other Clans to such unfortunate ends.

Because Fire Mandrill warriors live in a constant state of testing and Trial, they are ever-ready to take to the field. And because other Clans must face Mandrills who are fresh from an engagement in which they earned the right of participation, our opponents should always expect to see the best a Kindraa or the entire Clan has to offer. Once committed to battle, little exists for the warrior but thoughts of victory. Ferocity, courage and devotion to the unit are expected, as the warrior fighting alongside one Mandrill is often a direct relation. Defeats are guaranteed to be costly to the enemy.

Even warriors of minor Bloodnames are devoted to their Kindraa, more so than any other Clan warrior can be devoted to his Clan. As a bondsman, a Fire Mandrill will expend seemingly limitless energy to regain warrior status and then fight his or her way up through the Clan until he proves himself important enough for his Kindraa to reclaim him. At times, Clans have arranged preemptive batchalls to return captured Mandrills whom they have given up trying to assimilate.

FIRE MANDRILL KINDRAA

Of the fourteen original Kindraa, only seven remain. One was annihilated, some combined forces, and a few were absorbed by stronger Kindraa. If the remaining Kindraa could truly put their rivalries aside, we might again merge into a unified Clan. After so much history of conflict, however, the idea seems farfetched.



THE KINDRAA SAINZE

The most exclusive and the strongest Kindraa, the Kindraa Sainze includes many Bloodheritages devoted to MechWarriors. The rest are split evenly between aerospace pilots and Elemental warriors. The Kindraa Sainze also owns some genetic legacies from minor Fire Mandrill Bloodnames, taken during the first few years after the Kindraa's formation. For decades, however, they have mounted more Trials of Possession for outside genetic material than for legacies from any other Kindraa.

The warriors of the Sainze Bloodname have a strong tradition of *seppuku*, or ritual suicide—one of the few Inner Sphere traditions to survive the Exodus. A Sainze taken as bondsman by another Clan is never accepted back, and so must exist knowing that his or her genetic legacy will die. Seppuku is considered an honorable death, and so does not necessarily preclude the warrior's DNA from use in future sibkos.

THE KINDRAA FARADAY-TANAGA

This Kindraa originally contained five exclusive Bloodnames, though the Faraday—and later, also the Tanaga—Bloodname houses ruled it. Faraday is a strong general Bloodname, though its pilots do not fare so well when compared to others. Tanaga is a MechWarrior Bloodname still exclusive to this Kindraa. Two of the minor Bloodnames are partly shared with other Kindraa and other Clans. The third minor name, shared only with Clan Smoke Jaguar, may soon be considered exclusive in light of recent events.

Though Clan Fire Mandrill prefers emphasize military achievement over politics, the Faraday and Tanaga Bloodname houses have proven the use of politics many times. Always among the more successful Khans, they have a knack for analyzing and dealing with events that occur outside Clan Fire Mandrill. The Kindraa Faraday-Tanaga also has the best-developed scientist caste of any Kindraa. They indulge in selective breeding, using prime specimens taken from other Clans in Trials of Possession. However, the scientists are not trueborn from iron wombs as warriors are.

KINDRAA PAYNE

This Kindraa, MechWarriors all, is formed around the Payne Bloodname but also owns several strong Bloodheritages of other lines, including Jewel and Grant. The only genetic legacies this Kindraa has sought inside Clan Fire Mandrill—unsuccessfully—belong to the Faraday Bloodname.

Though devoutly Warden, Kindraa Payne has maintained its position as one of the Clan's three leading Kindraa since its formation. This may change soon, however, as the Kindraa is currently suffering from the depletion of its gene pool. The Payne Bloodname, while still highly respected, is showing inbreeding effects that may eventually impinge upon warrior ability. For now, however, the Payne Bloodname is still among the best in Clan Fire Mandrill.

KINDRAA MATTILA-CARROL

One of the stronger Kindraa, the Kindraa Mattila-Carrol is currently looking to supplant Kindraa Payne among the top three. The Mattila Bloodheritages concentrate on MechWarriors and Elementals, while the Carrol Bloodheritages focus on MechWarriors and aerospace pilots. The two together always produce MechWarriors, with battlefield skill primarily coming from the Mattila side and a combination of instincts and tactical genius from the Carrol blood. The Carrol bloodline contains Kerensky DNA mixed in from the Clan's early days—the only Clan aside from Clan Wolf with such a claim—though the genetic material carries no right to the Kerensky Bloodname.

Kindraa Mattila-Carrol has shifting loyalties when it comes to the debate between Crusaders and Wardens. They have switched allegiances before, though they have remained strongly Crusader since the Tukayyid Truce.

KINDRAA BEYL-GRANT

Though Grant has not been an exclusive Bloodname since Clans Hell's Horses and Coyote smashed the Kindraa Smythe-Jewel more than a century ago, it remains one of this Kindraa's dominant MechWarrior Bloodnames. The Beyl Bloodname is exclusive to the Fire Mandrills and this Kindraa. Like many of this Kindraa's Bloodheritages, Beyl is an aerospace pilot bloodline.

Because of its predisposition toward aerospace assets, the Kindraa Beyl-Grant was granted command over two Fire Mandrill WarShips. The Kindraa's leanings toward Warden views is acceptable, as the Crusader-minded Kindraa Mick-Kreese acts as a counterweight.

Clan Nova Cat

We will not soon forget their betrayal of our ways!

Clan Snow Raven

The Snow Ravens and Mandrills have yet to meet in serious combat, though we have no doubt as to the outcome once the ground fighting starts.

Clan Star Adder

They Absorbed Clan Burrock wholesale, a mildly impressive feat. Until we see complete integration between Star Adder and Burrock, we will consider Burrock warriors as enemies and Burrock resources as viable targets.

Clan Steel Viper

When chosen to invade, they gloated over it. They are not gloating anymore.

Clan Wolf

They should have fought as we did to decide the dominance of the Crusader or Warden philosophy. Then there would have been no renegade Dragoons, no truce, no Refusal War, no schism. They paid the price for their foolish emphasis on politics.



KINDRAA KLINE

This Kindraa is a composite of a dozen Bloodnames. The Kline Bloodname, though exclusive to the Fire Mandrills, is shared with other Kindraa. Only in Kindraa Kline, however, is the line strong enough to control the entire Kindraa.

Despite its size, Kindraa Kline would be considered second-line quality by most other Clans. Warden by nature, Kindraa Kline has shown enthusiasm for working with other Kindraa. Detractors claim that the Kindraa needs allies to prevent eventual Absorption by a stronger Kindraa.

THE KINDRAA MICK-KREESE (GOULET)

This Kindraa relies heavily on aerospace assets. The Mick Bloodname also breeds some of the Clan's best Elementals, and has the most Bloodheritages concentrated within this Kindraa. The Kreese Bloodname gives the Kindraa most of its aerospace pilots and turns out the best capital-ship commanders. On occasion, the Goulet Elemental line has risen in power within this Kindraa, though with the recent capture of Goulet Bloodnamed warriors and genetic material by Kindraa Mattila-Carrol, the resurgence of this Bloodname may be awhile in coming.

Kindraa Mick-Kreese warriors are staunch Crusaders. They control two Fire Mandrill WarShips.

FORCE STRENGTH

The military forces of the seven Fire Mandrill Kindraa have evolved into a close approximation of a regular Clan Galaxy. The Kindraa contain three to five Clusters each, organized along typical Clan lines. Each Kindraa fields the equivalent of at least one front-line Cluster, as well as any number of second-line Clusters. The entire Clan fields fourteen front-line Clusters and sixteen second-line or garrison Clusters.

OmniMechs are common in the front-line ranks, and mediocre designs appear in the second-line Clusters of some Kindraa. Every Kindraa except Kindraa Payne employs Elementals, though the Kindraa Beyl-Grant uses them only in limited numbers. Kindraa Payne and Kline are the only ones who still use conventional infantry and vehicles. Aerospace fighters are common in every Kindraa except for Kindraa Payne, which only keeps enough to act as escorts for its WarShip.

NAVAL ASSETS

WarShips were a touchy issue when the different Kindraa first formed. Each Kindraa wanted to claim one of the seven allotted to Clan Fire Mandrill, and some wanted more than one. Kindraa Faraday brokered a compromise that allowed for a balance of power. Each of the three most powerful Kindraa could claim one of the three largest WarShips in Trials of Possession. Two WarShips apiece would be given to each of two smaller Kindraa that specialized in aerospace support, effectively balancing each other. This also meant that any two of the three most powerful Kindraa could not deploy more WarShips than either small Kindraa. Under this system, WarShips remained

tools to be used against outside threats rather than weapons for inter-Kindraa conflicts.

The Fire Mandrill fleet consists of the *Carrack* class *Howler*, the *Vincent Mk 42* class *Firetender*, the *Lola III* class *Rage*, *Anathma* and *Rancor*, the *Sovetskii Soyuz* class *Reaver* and the *Potemkin* class *Fire-Eater*.

COLORS, INSIGNIA AND RITUALS

Each Kindraa has developed its own variation on uniforms, insignia and rituals. The few Clan-wide ones are described below.

STANDARDS

The most common link between the Kindraa is the Clan Fire Mandrill standard: an eclipsed sun with a flaring corona. Within the black disk is a stylized head of a fire mandrill baring its teeth. Most Kindraa wear their own symbols in preference to the Clan standard, which is generally displayed on uniforms only among less prominent Kindraa and *abtakha* warriors. With the resurgence of Clan-wide community feeling, however, Khan Carrol is trying to promote a return to widespread use of the Clan standard. The design always appears on military machines, though not always prominently displayed.

UNIFORMS AND INSIGNIA

Fire Mandrill Kindraa uniforms include two or three of the following colors in some combination: green, red, orange, yellow and black. With the addition of green—supposedly to represent the jungles of Eden in which the fire mandrill lives—some uniforms are colorful indeed. Color schemes are listed in the military entry for each Kindraa.

Fire Mandrill ceremonial uniforms traditionally use fire-red silk, as the main cloth or as an accent. Yellow and orange are also popular. The enameled masks depict a fire mandrill snarling or screaming. Flames painted around the outside edge of the mask are popular in Kindraas Payne and Mattila-Carrol. The Mandrills have never adopted a ceremonial battle uniform.

Dress uniforms have remained starkly functional. Most consist of a jumpsuit heavily reinforced at the shoulders, elbows and knees, the color or colors denoting the Kindraa to which the warrior belongs. In a departure from other Clans' traditions, the dress uniform includes a weapon, usually a blade of some type, as a reminder that the business of warriors is battle rather than ritual or politics. Red or green leather boots, belt and gloves are also included, and a heavy trenchcoat that matches the jumpsuit completes the outfit. The cut of the trenchcoat also varies between Kindraa. The typical undress utility uniform is a jumpsuit the same colors as the dress uniform, but with more pockets and cut more for comfort than style.

Field uniforms rely on black and green as primary colors, regardless of Kindraa colors, as a gesture toward good combat sense. Every Kindraa uses camouflage patterns, though as might be expected, the patterns vary. In a minor concession to the Clan's



namesake, the field uniform helmet has a mouthguard on which most warriors fashion bared mandrill fangs. Serving function as well as form, this helmet incorporates a device for field communications.

Insignias are worn on the right sleeve. Kindraa standards usually appear on the shoulder or upper arm as patches. Rank insignias are worn as devices or patches on the right cuff. Special decorations or awards are worn on the right breast of dress uniforms only.

All Fire Mandrill Kindraa use the same design for their rank insignias. The basic rank insignia is a triangular device, usually a patch or a pin, most often enameled in red (though a few Kindraa use a different background color. Points 1 through 5 wear the basic insignia crossed with one gold stripe per level; Point Commanders wear a triangular red pin with a gold border. The ranks of Star Commander, Star Captain and Star Colonel add a daggerstar to each point of the triangle, the color of the stars indicating the warrior's service branch (red for MechWarriors, blue for aerospace pilots, green for Elementals and white for support troops). Kindraa Leaders, the Fire Mandrill equivalent of a Galaxy Commander, wear the Star Colonel insignia with a three-pointed emblem across the middle of the triangle that almost touches the points of all three daggerstars. Finally, the Khan and saKhan each wear the basic triangular device with one large daggerstar in the middle.

RITUALS, DECORATIONS AND AWARDS

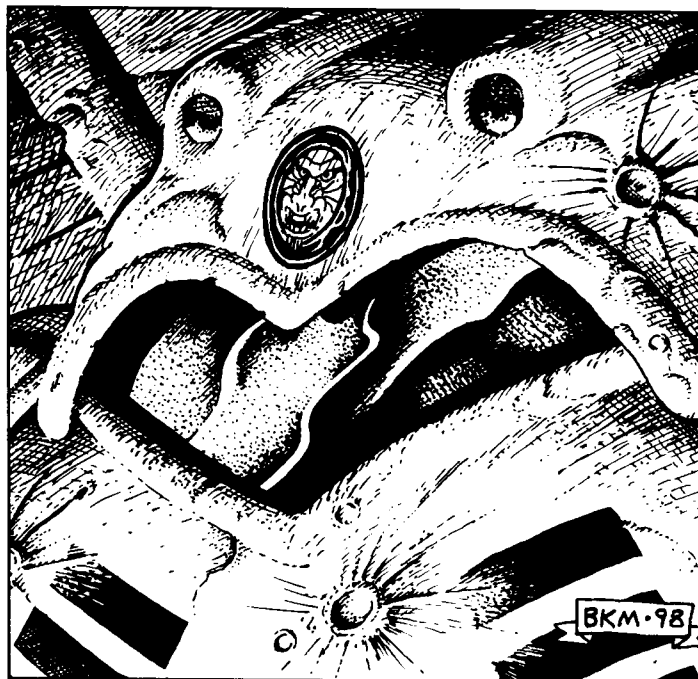
Because of their factional nature, the Fire Mandrills observe only those rituals common to every Clan. Decorations are another matter. Mandrill warriors have taken to wearing feud ribbons, awarded to a warrior who has slain a warrior from a Clan with which the Mandrills are feuding. While official declarations of feuds within the Clans are rare, the availability of these ribbons indicates where relations stand. For example, though Clan Star Adder has absorbed Clan Burrocks, the Burrock feud ribbon still exists and has been awarded to certain warriors since the Absorption.

CLAN LEADERSHIP AND RISTARS

After its recent internal challenges and the elevation of two new Khans, Clan Fire Mandrill plans to begin presenting a more unified front to other Clans. The lack of grumbling from the Kindraa Sainze over their failure to win the Khanship may indicate changing priorities within some Kindraa.

KHAN AMANDA CARROL

Khan Amanda Carrol is the second Carrol to hold the office of Khan. She also serves as leader of her Kindraa, a position she assumed immediately after the Truce of Tukayyid, during an anti-Warden backlash. During the recent absorption of Clan Burrock by Clan Star Adder, she managed to instill a brief sense of Clan unity between three Kindraa by leading a quick drive to reclaim territory from the Burrocks before Clan Star Adder took control of



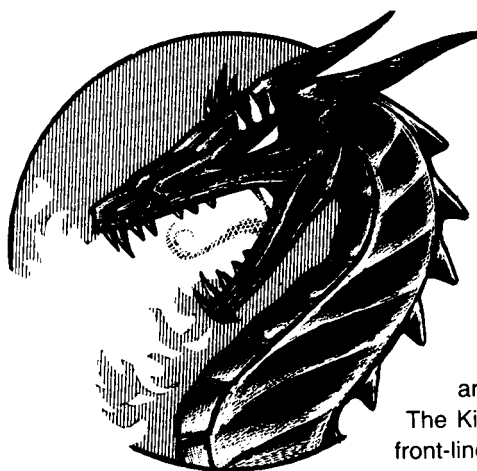
it. In her Grand Council votes, Khan Carrol has remained largely noncommittal, though she claims to support the Crusader agenda without reservation.

SAKHAN GARRET SAINZE

Garret Sainze, then a Star Captain, was a Fire Mandrill ristar during the challenges and Trials for an invasion corridor. Though his list of enemy kills is impressive, his impulsive behavior ultimately cost him victories. The Clan's internal conflicts during this past decade have apparently seasoned him, and he now tends to at least glance down before he leaps forward. In the Grand Council he traditionally votes with the homeworld Crusader agenda, but at Khan Carrol's urging has occasionally abstained or even voted differently.

RISTAR DARRYL OF THE PAYNES

An oddity in Kindraa Payne, or any Kindraa, is this young MechWarrior who possesses the devil's own luck. In his Trial of Position, he took on all three of his opponents at once and ended up boxed in by them. He survived several minutes of punishment, including an AC/10 tearing his cockpit open, and managed to cripple one enemy with a laser shot that somehow penetrated the enemy 'Mech's armor and fused a gyro. In battles since, he has never lost. In one of the most freakish incidents, a shot from an opponent's Gauss rifle lodged in a torso armor breach and a moment later absorbed a potentially lethal laser hit. Opponents have routinely experienced technical problems with their equipment when fighting MechWarrior Darryl, even as he seems unable to hit with less than half his missiles no matter what the range or difficulty of the shot.



KINDRAA SAINZE: BATTLE-HARDENED

The Kindraa Sainze Kindraa fields three front-line and two second-line Clusters. The average Sainze Cluster consists of one Trinary each of 'Mechs, fighters and Elementals, plus a Trinary of mixed 'Mechs and Elementals.

Freeborns may train as warriors if they can trace their lineage back to a trueborn of an accepted Bloodname within three generations. Rumor has it that the genetic material of exceptional freeborn warriors is sometimes added into the Kindraa breeding program to help keep the gene pool refreshed, but such allegations have never been proved. However, such a practice is in keeping with the elitist Sainze attitude that their own freeborns are worth more than trueborns of another Kindraa.

Sainze uniform colors are black with red and orange accents. Field uniforms are a black-and-gray camouflage pattern. 'Mechs and fighters are painted a combination of red and orange. The Kindraa insignia is a stylized black dragon's head breathing fire, set over a green field. Only front-line Clusters may take additional names and insignias.

OFFICERS

Only Bloodnamed Sainze warriors may hold Star Colonel rank, and competition for the rank of Star Captain is intense. A Bloodnamed Star Captain not of the Sainze line can expect constant challenges unless endorsed by the Kindraa Leader. Star Captain Wellem Gerard of the Third Honor Guard Scout Trinary, his legacy captured from Clan Steel Viper, is one of the few to receive such an endorsement.

TACTICS

The Third Honor Guard often uses its scout/striker Trinary to draw an enemy into position so that the main Cluster force can strike at their flank. In prolonged battles, striker elements might also be sent out in secondary flanking maneuvers.



Kindraa Command Trinary (The Dragon Mandrills) Trinary/Elite/Fanatical

CO: Kindraa Leader saKhan Garret Sainze

This assault Trinary includes one Nova of OmniMechs and Elementals, but no fighters. MASC is always used in the command Star to allow rapid movement toward trouble spots that demand the personal attention of the Kindraa Leader.



3rd Sainze Honor Guard Battle Cluster (Banner-Bearers) 4 Trinaries/Elite/Fanatical

CO: Star Colonel Ellissa Sainze

This Cluster has existed since the formation of the Kindraa Sainze. It receives the best warriors, technicians and logistic support, and is considered the testing Cluster for future Kindraa Leaders.



53rd Assault Cluster (Stalwarts) 5 Trinaries/Veteran/Fanatical

CO: Star Colonel Taki Sainze

The extra Trinary consists of heavy and assault OmniMechs, heavily armored to promote prolonged engagements and rapid returns to the battlefield. The unit insignia is the number "53" pierced horizontally by a sword.



7th Sainze Honor Guard Striker Cluster (The Fire-Eaters) 4 Trinaries/Veteran/Fanatical

CO: Star Colonel Enraku Sainze

The chaotic fighting between Wardens and Crusaders—just over a decade ago—nearly broke this Cluster for good. It saw a lack of combat in the Clan's time of seclusion after the conflicts, which has kept it from rebuilding to its former elite status. The Seventh's insignia is a mandrill's silhouette in red set over a black circle.



14th Sainze Rear Guard Battle Cluster 6 Binaries/Regular/Fanatical

CO: Star Colonel Jemm Sainze

The veteran command Binary employs OmniMechs and Omnifighters. The rest of the Cluster is comprised of BattleMechs, fighters and Elementals. Two mixed Binaries are considered solahma, though they have been allowed to retain their machines and battlesuits. Star Colonel Jemm Sainze shows a remarkable tolerance for freeborn warriors.



19th Sainze Rear Guard Striker Cluster 4 Trinaries/Regular/Fanatical

CO: Star Colonel Draymon Sainze

One of the Nineteenth's mixed Trinaries of BattleMechs and Elementals has a Star of fighters attached. This unit, the garrison Trinary, has the highest casualty rate in the Kindraa Sainze.



KINDRAA FARADAY-TANAGA: THE GIFT OF FORESIGHT

This Kindraa maintains three front-line Clusters and a second-line Cluster. They give partial credit for their higher numbers of quality warriors, and the higher average age their warriors reach, to the scientist caste, though they do not say whether this means better breeding programs or improvements to the iron wombs. Each Cluster includes a command Supernova of 'Mechs and Elementals (effectively two Trinaries of the Cluster strength).

Only the best bondsmen from other Kindraa or Clans may attain warrior status, though the Kindraa does not hesitate to use genetic material from any well-established Bloodheritage. A handful of free-borns are allowed warrior status each year, and competition for these positions is fierce.

Faraday-Tanaga uniforms are green with red accents, as are the paint schemes of 'Mechs and fighters. The Kindraa standard is an eye set above a pyramid, and is always displayed lower than the Fire Mandrill standard.

OFFICERS

Kindraa Leader Marc Faraday began his career as an elite Elemental warrior who, as a Star Captain, recognized the advantage in learning MechWarrior skills. On the battlefield, he now pilots an OmniMech to give him better strategic control.

For a Kindraa to accept a Burrock bondsman is rare. For one to rise to Star Colonel has caused no small amount of concern among other Kindraa. Jerald Danforth, however, has given the Third Battle Cluster sterling service and was instrumental in ensuring victory during a recent assault against Clan Burrock when the previous Star Colonel was killed.

TACTICS

Kindraa Command fights in a style that tends to create confusion in enemy movement. By pairing up 'Mechs within a Star, Marc Faraday often forces the opposing commander into a reaction-only mindset.

The warriors of the First Battle Cluster revel in zellbrigen. Fighting under dueling rules at close ranges, they perform with incredible skill.



Kindraa Command Trinary (Cassandra's Folly)

Trinary/Elite/Reliable

CO: Kindraa Leader Marc Faraday

One Nova is comprised of fightercraft and OmniMechs, the others of Omnis and Elementals. The command insignia is a golden shield, painted on the right breast or fuselage. The unit name is a private reminder to the Kindraa Leader, based on Greek mythology, that the future is never set in stone.



3rd Battle Cluster (The Valiant)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Jerald Danforth

Knocked back to veteran quality after recent engagements against Clan Burrock, the Third Battle nevertheless made significant gains. The elite status of the command Supernova makes up for the regular quality of the mixed OmniMech/Elemental Trinary. The unit's insignia is a red Roman numeral "3" set on a gold shield.



1st Battle Cluster

5 Trinaries/Elite/Reliable

CO: Star Colonel (Loremaster) Drew Tanaga

Aide: Acting Star Colonel Zachary Bush

Star Colonel Bush commands this unit's elite command Supernova. Star Colonel Tanaga commands a veteran honor Star that accompanies him on the rare occasions that he takes to the field, an unorthodox arrangement made necessary by Drew Tanaga's acceptance of the Clan Loremaster post. The unit's simple name denotes its ties to a unit in the long-ago Pentagon campaign. The insignia is a red Roman numeral "1" set on a gold shield.



16th Assault Cluster (Silent Sentinels)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Heather Tanaga

This unit's OmniMechs are evenly split between fast light/medium Stars and slower heavy/assault Stars. The Sixteenth is commonly deployed in defensive roles, holding terrain recently taken by the battle Clusters, but should never be confused with a garrison Cluster. The Kindraa Faraday-Tanaga does not consider the unit's slight Crusader bias a problem. The unit's insignia is a black mandrill silhouette on a gold shield.



12th Support Cluster (The Keystone Cluster)

6 Trinaries/Regular/Reliable

CO: Star Colonel Simone Angharobis

Only the command Star of the command Supernova is equipped with OmniMech technology. The extra Trinary is comprised of Elementals, useful in establishing a wide secure perimeter. The unit insignia is a red key on a gold shield.



KINDRAA PAYNE: STRENGTH OF WILL

With only two front-line Clusters and one second-line, and little in the way of support forces, it is difficult for outsiders to understand how this Kindraa can maintain its position within the Fire Mandrills. Three things give Kindraa Payne its power: the quality of its warriors, the will to act and a long history of leadership within the Clan.

This Kindraa does not accept freeborns as warriors, and bondsmen rarely advance past the rank of MechWarrior. Kindraa Payne enforces grueling training on its own cadets, whether of the Payne line or from another Bloodheritage that it owns. Trials of Position often involve facing heavy and assault OmniMechs piloted by veterans. That cadets routinely pass is a testament to their raw skills. The formation of this Kindraa's small but elite force is understandable when one considers that Kindraa Payne, for all its strength and prominence, has a limited gene pool from which to draw and little interest in expanding it. When this Kindraa instigates Trials of Position for new genetic material—nearly always from outside the Clan—they try for the very best. This means they fight against some of the best-trained and most well-motivated troops of other Clans, and so often cannot claim victory, though the Trials season warriors quickly. Even when the Kindraa does win new genetic material, it has never been sufficient to reverse the inbreeding problems that continue to develop. Rumor

has it that the scientist caste is experimenting with new methods of genetic alteration and combination to counteract existing weaknesses.

- Kindraa Payne uniforms are green, black and orange. War machines are painted black and orange, often with jack-o-lantern faces. In contrast to this seeming irreverence, Kindraa Payne prominently displays the Fire Mandrill standard on the right shoulder or wing of every machine. The Kindraa insignia depicts a fire mandrill brandishing a club. Units do not have their own insignias.

OFFICERS

Kindraa Leader Laurel Payne is a warrior born. Even among the impressive Payne roster of elite warriors, none have matched her skill with an OmniMech. Unfortunately for Kindraa Payne, Laurel Payne's first sibko children—though exceptional—have not shown the same preternatural skill.

TACTICS

First Striker Payne sends in its faster Omnis to wear away at an enemy and draw off screening elements. Then the heavier units, configured for hard-hitting firepower, deal with the core of an enemy command without concern for flanking maneuvers. The faster Omnis may be recalled if necessary to aid the main battle, but just as often are ordered to delay the enemy's screening forces and then withdraw.



Kindraa Command Trinary (The Guardians)

Trinary/Elite/Questionable

CO: Kindraa Leader Laurel Payne

A supplemental veteran fighter Star attached to the command Trinary contains the Kindraa's only ground-based fighters.



1st Battle Payne (Embers of Warfare)

4 Trinaries/Elite/Reliable

CO: Star Colonel LaDon Jewel

The First Battle is divided into scout, screen, strike and battle Trinaries. The screen Trinary employs medium-weight OmniMechs with medium laser arrays, such as the *Nova*, to counteract the threat of Elementals.

Though the Crusaders came to dominate in Clan Fire Mandrill, only the First Battle exhibits truly consistent Crusader tendencies within Kindraa Payne. After this Cluster adopted a *spiked gauntlet holding a dagger*, said to represent the Crusader movement, as their insignia, Kindraa Payne forbade individual unit insignias.



1st Striker Payne (The Fire Dancers)

5 Trinaries/Elite/Questionable

CO: Star Colonel Icabod Payne

This unit contains two Trinaries of faster OmniMechs for engaging and harassing the enemy, and two of heavy-firepower Omnis for defense or hard strikes. A Binary of fightercraft, nominally this Cluster's fifth Trinary, is on permanent station with the Payne WarShip *Reaver*, a *Sovetskii Soyuz* class heavy cruiser.

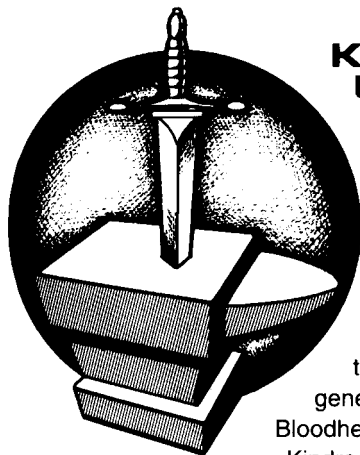


2nd Battle Payne (The Lionhearts)

5 Trinaries/Regular/Questionable

CO: Star Colonel Morganna Payne

In addition to three veteran Trinaries of fading warriors in OmniMechs, this second-line Cluster has two *solahma* conventional infantry Trinaries of regular quality. The conventional Trinaries are organized into Stars meant specifically to deal with Elementals or fightercraft. The former are armed with assault rifles and missiles, while the latter man banks of anti-aircraft weapons.



KINDRAA MATTILA-CARROL: UP AND COMING

This Kindraa maintains two front-line and two second-line Clusters. It relies on Binaries, preferring smaller, independent units that can perform a variety of tasks. The typical Cluster contains a command Binary of OmniMechs and Elementals, two OmniMech Binaries, an Elemental and a fighter Binary, and an additional mixed Binary of 'Mechs and fighters or 'Mechs and Elementals. This Kindraa is fairly powerful, and with Amanda Carrol's ascension to the Khanship, its members hope to be recognized as one of the three most powerful Kindraa in the Clan.

Kindraa Mattila-Carrol allows freeborns and bondsmen to serve as second-line warriors; only those who prove exceptional can advance to front-line status. In addition to the exclusive breeding rights to the Carrol Bloodname and almost all Mattila Bloodheritages, the Kindraa also owns well-established genetic legacies for the Fire Mandrill Bloodnames Lopez, Lynn and Kreese, as well as some strong Bloodheritages from outside the Clan.

Kindraa Mattila-Carrol uniforms are red and yellow, with black accents. War machines are painted yellow with red and/or black accents. The Kindraa standard is a sword piercing an anvil, set inside a red field with a black border. For every kill a warrior makes, a sword is painted on the right arm or wing of his machine (or battlesuit). Red swords denote 'Mech kills, black swords fightercraft and small red daggers denote Elementals.

OFFICERS

Officer ranks are traditionally filled by warriors of either the Mattila or Carrol Bloodname. While challenges for higher positions are allowed, no bondsman or freeborn has ever won a rank higher than Star Captain, and that rarely.

TACTICS

Flanking techniques using small, fast units are common, as are headhunting missions that target an enemy's command post.

The Brimstone Cluster tends to tie up the enemy's main force, while simultaneously sending out teams of light OmniMechs and Elemental Points. These strike teams target the enemy's supply stockpiles or caravans. With these destroyed, the main force can make repeated forays against the enemy, after which they can repair their machines but the enemy cannot.



Kindraa Command Binary (Vulcan's Chariot) Binary/Elite/Reliable

CO: Kindraa Leader Khan Amanda Carrol

The command unit consists of a OmniMech-fighter Nova and an OmniMech-Elemental Nova. Khan Carrol's command Star relies on fast medium OmniMechs, a weight class for which she has a natural affinity. The unit insignia is a blazing chariot.



61st Firestorm Cluster (The Brimstone Cluster) 6 Binaries/Elite/Fanatical

CO: Star Colonel Drax Mattila

The command Binary is comprised of OmniMechs. Two Binaries are mixed light Omnis and Elementals, with Points paired to each fast 'Mech for rapid insertion amid enemy forces or behind enemy lines. The unit insignia depicts a meteor impact.



71st Firestorm Cluster (Dante's Torment) 6 Binaries/Veteran/Reliable

CO: Star Colonel Emanuel Lopez

The command Binary consists of the Elemental command Star and an OmniMech defensive Star. A second pure Elemental Binary substitutes for the usual mixed OmniMech/Elemental Binary; its Elementals are equipped with

the Fire Mandrills' variation on the standard battlesuit. Dubbed the Salamander, this lighter-weight suit permits swifter movement of Elemental forces, and its flamers make it a devastating anti-infantry weapon.

The insignia of the Seventy-first is a silhouette of a man engulfed in flames.



202nd Firebrand Cluster (The Furies) 5 Binaries/Regular/Fanatical

CO: Star Colonel Evan Kreese

The veteran command Binary consists of fighters. The First BattleMech Binary is considered in command of ground forces, though all strategic orders originate with Star Colonel Kreese. The Furies have no official insignia.



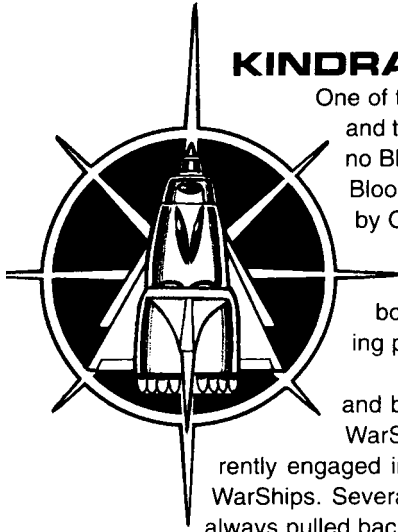
301st Firebrand Cluster (Citizens of Hades) 4 Binaries/Veteran/Questionable

CO: Star Colonel Angela Mattila

Star Colonel Angela Mattila's Warden leanings have not stopped her from implementing aggressive combat strategies. Her efforts have weeded out many of the weaker warriors from her Cluster, paring it down to only four Binaries but raising its overall quality. The 301st's insignia is a hand in which a small ball of fire burns, set over a black, diamond-shaped field.



CLAN FIRE MANDRILL



KINDRAA BEYL-GRANT: UP IN THE AIR

One of the two Kindraa built around aerospace forces, the Kindraa Beyl-Grant is comprised of two front-line and two second-line Clusters, and controls two of Clan Fire Mandrill's seven WarShips. This Kindraa owns no Bloodnames exclusively, though it shares the Beyl Bloodname with only one other Kindraa. The Grant Bloodname has risen in prominence in this Kindraa, in spite of the capture of most Grant Bloodheritages by Clans Coyote and Hell's Horses in the Smythe-Jewel annihilation.

Freeborns in this Kindraa may not become MechWarriors because of the limited availability of billets, though bondsmen from other Kindraa and Clans are welcome. Both freeborns and bondsmen are taken as pilots occasionally, though the Kindraa is particular because its own pilot breeding program produces exceptional pilots.

The Kindraa Beyl-Grant uses red with orange trim for ceremonial and dress uniforms, muted red and black for field uniforms. 'Mechs and fighters are painted red and orange. The Kindraa standard is a WarShip centered in the middle of a Supernova. Kindraa Beyl-Grant and the Kindraa Mick-Kreese are currently engaged in a developing feud, instigated by the Kindraa Mick-Kreese and so far confined to both Kindraa's WarShips. Several times, vessels from both Kindraa have exchanged long-range volleys, but one or the other has always pulled back before doing or taking any heavy damage.

OFFICERS

Star Colonel Marjoree Grant understands the tactical applications of aerospace fighters in ground-based combat. She is one of the few MechWarriors to whom Kindraa Leader Bodee Beyl listens seriously when planning an offensive strategy around an air assault.

TACTICS

The Eighty-seventh Airborne specializes in high-atmosphere and zero-G battle. Its warriors constantly simulate assaults against WarShips, often using their OmniMechs. The pilots of the Thirty-first Auxiliary specialize in low-altitude flying.



Kindraa Command Binary (The Blood Aces)

Binary/Elite/Questionable

CO: Kindraa Leader Bodee Beyl

This command unit consists of elite pilots and a few veterans. It is commonly attached to the Forty-second Battle Cluster, allowing that unit to fill out with more OmniMechs. The command insignia is a red letter "A" set on a black field.



17th Auxiliary Cluster (Maginot Line Cluster)

4 Trinaries/Regular/Questionable

CO: Star Colonel Mason Angharobis

Garrison troops, this Cluster consists of two BattleMech Trinaries, a mixed 'Mech/Elemental Trinary and a single OmniFighter Binary. The Kindraa considers them occupation troops with limited tactical application. They have no special insignia, though each warrior records kills on a banner flown off his 'Mech cockpit or painted on fighters and battle armor.



42nd Battle Cluster (Groundfire)

4 Trinaries/Veteran/Questionable

CO: Star Colonel Marjoree Grant

This unit consists of three Trinaries of OmniMechs and one of Elementals. Star Colonel Grant relies on the Blood Aces for air support, but always configures two Stars with LB-X autocannon for anti-air defense just in case. The Forty-second's insignia is a flaming broadsword dripping molten steel.



31st Auxiliary Cluster (The Barnburners)

5 Binaries/Regular/Reliable

CO: Star Colonel Esther Lynn

The veteran command Binary is comprised of a fighter Star and a fighter/Elemental Nova. The other four Binaries follow the classic Kindraa deployment for garrison Clusters, including a solahma Binary of conventional troops. The solahma unit has access to Star League-era armored vehicles. A burning barn is the unit's insignia.

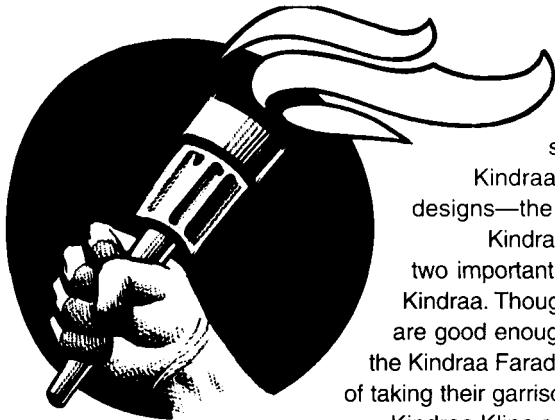


87th Mandrill Airborne (Red Skies Cluster)

5 Binaries/Veteran/Questionable

CO: Star Colonel Dora Beyl

Three Binaries of fightercraft form the balance of this Cluster's assault force. One Binary each of Elementals and OmniMechs are skilled in high-atmosphere drops, and the Elementals also excel in zero-G combat. This unit's insignia is the number "87" flanked by black wings.



KINDRAA KLINE: THE EXTENDED FAMILY

This Kindraa maintains a single front-line Cluster and four second-line and garrison Clusters. Though they generally follow typical Clan-style organization, this

Kindraa has developed limited OmniMech production facilities that can only produce three designs—the *Adder*, *Summoner* and *Warhawk*—in limited numbers.

Kindraa Kline might well have been Absorbed by a more powerful Kindraa by now if not for two important assets: its high number of quality genetic legacies and its many alliances with other Kindraa. Though only a few Kline-affiliated Bloodheritages can truly be considered exceptional, the rest are good enough to maintain a large number of veteran and regular standing forces. As for alliances, the Kindraa Faraday-Tanaga and Payne have shown a positive attitude toward Kindraa Kline, to the point of taking their garrison Clusters under contract in order to help Kindraa Kline build up its resources.

Kindraa Kline accepts freeborn warriors, who tend to be of high quality and are integrated easily into the Clusters, thanks to the general acceptance of freeborns among the warrior caste. Bondsman are also elevated to warrior rank as fast as possible; this Kindraa refuses to waste such potential resources.

Kindraa Kline uniforms and paint schemes use yellow with green and red accents. The Kindraa insignia is a torch held aloft, set on a black field.

OFFICERS

Kindraa Leader Samantha Kline is an elite MechWarrior to whom the entire Kindraa looks for guidance. She is one of the most popular leaders to come along in decades, and many thought she could have made a bid for saKhan during the last round of challenges for that post. Instead, she threw her support behind Amanda Carrol, helping her secure the Khanship and possibly earning Kindraa Kline a new ally.

TACTICS

Because its small size made it a tempting target, Kindraa Kline has specialized in defensive tactics over the decades. The Kindraa does not hold rigidly to zellbrigen, as most opposing Kindraa and Clan forces have better equipment and better field support.



Kindraa Command Cluster (Firewalkers)

5 Trinaries/Veteran/Reliable

CO: Kindraa Leader Samantha Kline

The elite command Trinary of OmniMechs has recently paired up with the front-line Cluster to work on coordinated operations. The other four Trinaries follow standard organizational doctrine, except for one Trinary of second-line BattleMechs. The Command Cluster insignia is an erupting volcano.



21st Vanguard Battle Cluster (Hades' Gate)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Thaddeus Bush

The elite command Trinary employs OmniMechs. A regular-quality Binary of conventional troops has made good use of some of the new armored vehicles captured from Clan Ice Hellion during the Hellion's Fury campaign. The unit insignia is a stone arch under which a large fire burns.



27th Vanguard Assault Cluster (Steel Mandrills)

4 Trinaries/Regular/Fanatical

CO: Star Colonel Tamarin Smythe

BattleMechs and Elementals form this unit's first three Trinaries, conventional heavy infantry forms the fourth. The Twenty-seventh specializes in defense and close assaults where its Elementals can negate the advantage of the

OmniMech. The conventional infantry are heavily armed and have VTOL support. The unit insignia is a steel mandrill, though some warriors with a sense of humor show it with rust spots.



31st Vanguard Striker Cluster (Hell's Wind)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Clive Mattila

A command Binary of OmniMechs and Elementals, two Trinaries of BattleMechs and one Binary each of Elementals and fightercraft comprise this Cluster. All 'Mechs are light or fast medium machines. The Thirty-first is a rapid-insertion Cluster, designed to get into the enemy's rearward lines and cause havoc. It can move fast, strike and evade pursuit as necessary. The unit has no insignia except for a red diagonal slash across vehicle or armor torsos.



42nd Vanguard Battle Cluster (The Fire Ants)

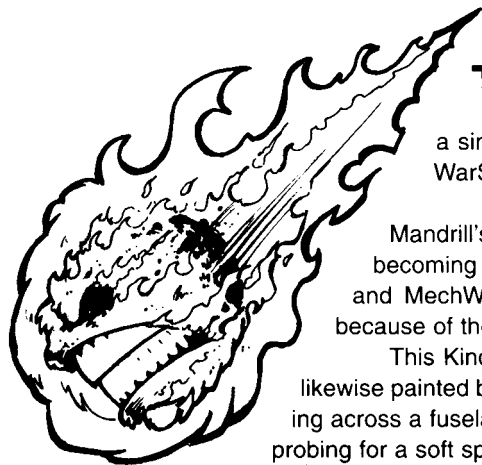
5 Trinaries/Regular/Reliable

CO: Star Colonel Emery Goulet

This Cluster is designed to make an area under the Kindraa's control too inhospitable for anything but heavy action. Elementals and conventional infantry, including a solahma Binary, make up almost the entire Cluster. A single Supernova of BattleMechs and fighters provide the only hard-hitting support. Among the conventional infantry are minelayers, artillery and anti-'Mech jump troops. The unit insignia is an anthill swarming with red ants.



CLAN FIRE MANDRILL



KINDRAA MICK-KREESE: THE UNFRIENDLY SKIES

Another Kindraa that specializes in aerospace assets, Kindraa Mick-Kreese supports only a single front-line Cluster but fields three second-line Clusters. The Kindraa also controls two WarShips.

The Mick Bloodname is well established in producing Elementals, while some of Clan Fire Mandrill's best pilots come from Kreese Bloodheritages. Freeborns and bondsmen have difficulty becoming pilots, as the Kindraa breeding cycle concentrates in this area, but are taken as Elementals and MechWarriors if they can prove adequate skill. Elemental billets are slightly harder to obtain because of the preference given to trueborns of the Mick and Goulet Bloodheritages.

This Kindraa has adopted black for its uniforms, accented with a touch of red. War machines are likewise painted black with red accents. The Kindraa standard is a flaming fireball, always painted as streaking across a fuselage or torso. The Kindraa Mick-Kreese has been pushing at Kindraa Beyl-Grant for years, probing for a soft spot that would allow the Mick-Kreese to steal a portion of their rival's strength. So far, however, this Kindraa has been unwilling to engage in all-out naval warfare, which would likely result in one of the two feuding Kindraa being Absorbed.

OFFICERS

In addition to being an accomplished fighter pilot, Andrew Kreese is a veteran WarShip captain. Extremely ambitious, he has been leading his Kindraa toward confrontation with the Beyl-Grants, who also specialize in aerospace assets.

TACTICS

The veteran Binary of the Eleventh Battle specializes in high-angle diving attacks on ground targets, a tactic that has allowed them to beat the averages when killing 'Mechs with cockpit hits.



Kindraa Command Trinary (Angel's Six)
Command Binary/Elite/Fanatical
CO: Kindraa Leader Andrew Kreese

The OmniFighter command Binary specializes in naval warfare and upper-atmosphere engagements, almost never committing themselves to battles near a planet's surface. The unit insignia is a large red number "6" with a halo around the upper part of the number.



4th Elemental Assault Force (The Boarders)
4 Binaries/Elite/Fanatical
CO: Star Colonel Abraxas Mick

The command Supernova includes two Novas of Elementals and fighters. Two Binaries are solely Elemental. The third is another Nova, this one of OmniMechs and Elementals. The Elementals are at home on the ground or in zero-G operations. On the ground they almost always work in conjunction with the Eleventh Striker for 'Mech support, but are usually stationed on one of the Kindraa's WarShips.



11th Battle Force (The Phoenix Cluster)
5 Binaries/Regular/Fanatical
CO: Star Colonel Rahb Xing

The Eleventh Battle's three 'Mech Binaries include a veteran command Binary of OmniMechs and a mixed Binary of BattleMechs and Elementals. The other two Binaries

are fightercraft, one regular and one veteran. This unit earned its name by coming back from near-destruction several times over its long history to win the day and then rebuild. Its insignia is a flaming phoenix.



23rd Air Assault Force (Amber Fire)
3 Trinaries/Veteran/Reliable
CO: Star Colonel Richard Kreese

This unit consists of two Trinaries of fightercraft, one veteran and one regular, and one veteran-quality mixed Trinary of BattleMechs and Elementals. One-fourth of the fighters are routinely down for maintenance. The Cluster insignia is a fightercraft frozen in amber.



42nd Vanguard Battle Cluster (The Watchmen)
4 Trinaries/Regular/Reliable
CO: Star Colonel Bethany Komolosi

Only one Star of the command Trinary is comprised of fightercraft. The other three Trinaries are BattleMechs mixed with Elementals. This Cluster was designed to hold captured ground and specializes in defensive engagements. Warriors considered to have any real potential left are occasionally rotated from this Cluster to the Eleventh Battle or Twenty-third Air, where they can try to prove their worth. The Cluster insignia is a fire mandrill holding a halberd.



CLAN HELL'S HORSES

*From the fires of Eden came John Fletcher,
A true warrior, leader of men, not of machines.
His wisdom became that of a new Clan
That challenged even the mightiest of 'Mechs.*

—The Remembrance (Clan Hell's Horses), Passage 13, Verse 1, Lines 1–4

Warriors, not war machines, are the backbone of the Hell's Horses. While others worship the BattleMech as the ultimate weapon, the men and women of this Clan see even this awesome piece of technology as the tool it is. We have held to this philosophy since the days of our first Khan, who knew that the value of the common soldier far outstripped the brute force of the BattleMech. It is one reason our Clan possesses fewer 'Mechs than most, and has led many to underestimate our fierceness and courage. Our survival against all challengers when others have fallen proves the folly of such arrogance, and testifies to the wisdom of our founders.

—saKhan Tanya DeLaurel, to warriors undergoing the Branding ritual, 3059

THE LONG TRAIL: HISTORY OF THE HORSES

Aside from Aleksandr and Nicholas Kerensky, the Hell's Horses owe all that they are to the founders of their Clan, General John Fletcher and Colonel Patricia Cobb. As the commander of the Thirty-fifth Infantry Division (Might before Metal) during the war to liberate Terra and the Star League from Amaris the Usurper, John Fletcher was a natural leader and a born soldier. His years of witnessing heroism, courage and sacrifice taught him that it took more than BattleMechs to wage and win a war. Staunchly loyal to General Aleksandr Kerensky and the ideals of the Star League, Fletcher eagerly followed his commander on the Exodus from the fallen Inner Sphere. Less than a generation later, when old hatreds engulfed the newly colonized Pentagon worlds in the very warfare Kerensky had hoped to escape, John Fletcher banded together a force of like-minded soldiers to impose order in Kerensky's name. Though his efforts to end the fighting proved futile, Fletcher distinguished himself with his unwavering devotion to General Kerensky. When Aleksandr died, Fletcher accompanied his son Nicholas on the second Exodus to the world of Strana Mechty. When the younger Kerensky formed the new Clans, he rewarded Fletcher's service by establishing him as Khan of Clan Hell's Horses. Fletcher then chose Patricia Cobb, one of his most dedicated 'Mech battalion commanders and an expert in the close-quarters, combined-arms tactics that Fletcher favored, to lead the new Clan at his side.

Together, the two founders forged the Hell's Horses into a Clan that placed its military focus on the warrior first and foremost. When Kerensky set about dividing the SLDF's martial assets and allotting them to the various Clans, Fletcher and Cobb specifically requested a smaller share of BattleMechs in return for a higher portion of conventional armor and approval to raise additional Clusters of elite, battle-ready warriors from the crews of several decommissioned WarShips. In short order, the early Horses fielded an impressive army. Critics from within and outside the Clan scoffed at this departure from the accepted conventions of modern warfare, forecasting the rapid downfall of the newborn Hell's Horses. John Fletcher proved them wrong in the campaign to retake the Pentagon worlds, where the performance of the Horses cast aside the myth of 'Mech dominance.

THE PENTAGON CAMPAIGN

In 2821, the Hell's Horses joined with the Jade Falcon, Wolf and Smoke Jaguar Clans to restore order to the embattled planet of Eden. For much of the fighting, the Horses acted as a support unit, deploying a portion of their troops to areas where the other Clans became bogged down. Unwilling to be sidelined completely, however, Khan Fletcher sent more than half his Clan to a knot of cities in the Purgatory Peninsula. This area, neglected earlier in the fighting due to the thick jungles and hazardous terrain surrounding it, had been fortified by sects of Lyrans Commonwealth, Terran Hegemony and Free Worlds League origins. Each sect controlled a city and its surrounding jungle, fielding a total force that outnumbered the Horses nearly six to one. Though determined to stomp each other out of existence, the Purgatory cities all saw the approaching Horses as a greater threat, and formed a loose alliance to defeat them. The Horses got their first taste of this alliance when a series of traps devastated several of their advance scout 'Mechs.

CLAN HELL'S HORSES EXCLUSIVE BLOODNAMES

General Bloodnames

Cobb
DeLaurel

MechWarriors

Amirault
Lassenerra
Mitchell
Ravenwater

Elementals

Cooper
Fletcher
Houan
Seidman

Aerospace Pilots

Dudzinsky
Dwelley
Johnston



CLAN HELL'S HORSES

A veteran of countless guerrilla battles during the war against Amaris the Usurper, Fletcher immediately began searching for flaws in the enemy's strategy. He soon discovered that they tended to choose 'Mech targets over supposedly inferior armor and infantry. Using 'Mechs to bait the enemy, he sent his vehicle Stars in first, supporting several waves of elite foot soldiers, who made good use of the jungle terrain. Fletcher kept the Horses' 'Mechs just beyond weapons range, taunting the enemy with targets they considered worth their while. While the rebels fired in vain at the 'Mechs, the Clan's vehicles swept in among them, crippling dozens of enemy BattleMechs with ruthless efficiency. Meanwhile, the Horses' infantry effectively engaged and destroyed several disorganized rebel units who tried to ambush them, and neutralized a few more enemy 'Mechs in the process. These counter-guerrilla tactics gradually wore down the rebel ground forces, disabling their most important weapons while leaving the bulk of the Horses undamaged. Upon finding their 'Mech assets decimated by Fletcher's armor and infantry, the defenders collapsed into chaos.

Near the end of this two-week campaign, the Clan finally struck in full force. Entering last, Horses' 'Mechs lent fire support against entrenched opponents, dramatically crushing the last embers of resistance throughout the peninsula and overwhelming the cities of Allah, Dante and Vesta. Vesta, the largest city and the last to fall, became the Hell's Horses capital under the new name of Hades.

The success of Khan Fletcher's battle tactics demonstrated that foot soldiers and conventional vehicles still had a place in warfare, and could even threaten the mighty BattleMech when used properly. Economically, the equipment losses suffered by the Hell's Horses on Eden were less significant than those in other Clans, who preferred to slug it out with their enemies 'Mech-to-'Mech. Warriors of all types were drawn from the captured cities, retrained, and assimilated into the Clan, restoring the Horses' depleted manpower. This allowed the Horses to recover more quickly than other Clans, further disproving the prediction that the Horses' emphasis on conventional assets over BattleMechs would be their downfall.

GOLDEN CENTURY

Following the end of the Pentagon campaign, the Hell's Horses focused on colonization, expansion and self-improvement. Still adjusting and refining their tactics to fit Kerensky's vision of his Clans, the Horses remained largely silent in Clan politics for several decades. Only the treacherous rebellion of the Not-Named Clan, and the death of ilKhan Nicholas Kerensky through the dishonorable actions of Clan Widowmaker, stirred the sleeping Horses. They voted with the other Clans in favor of the the Not-Named Clan's Annihilation and the Absorption of the Widowmakers by Clan Wolf, and then went back to minding their own business.

By the dawn of the Golden Century, the Horses remained a so-called lesser Clan. Though they had established colonies on

Niles, Tiber, Tokasha and Strato Domingo, and had even opened trade with the merchant-heavy Sea Fox Clan (now known as the Diamond Sharks), the Horses rarely emerged from their enclaves. Only when circumstances forced them to spar with their fellow Clans over much-needed resources did the Horses strike, and such needs arose rarely.

This state of semi-isolation ended in 2868, when Clan Wolf unleashed the first operational anti-'Mech battle armor suits against Clan Nova Cat. The Horses, who had been laboring hard to develop the most potent infantry among the Clans, instantly recognized the tremendous advantage of this new technology and challenged the Wolves to a Trial of Possession for it. Wolf Khan Alexis Ward, equally interested in the Horses' superior infantry stock and breeding procedures, responded with a counter-challenge that gave each side the chance to gain at least some of what it wanted. Each Clan would risk a sample of the desired resource over the outcome of three Trials. The Wolves offered up a batch of their newly developed battle armor, while the Hell's Horses offered samples of their infantry genetics and breeding protocols. The Clan that won a Trial would gain a third of the offered isorla. Horses Khan Eric Amirault agreed to the challenge and faced the Wolves in a week-long series of battles on Tiber, where both Clans had recently established colonies. Elements from the Horses' Eleventh and Twelfth 'Mechanized Cavalry Clusters met the Wolves on Axilon, Tiber's northern continent, and emerged victorious in one of the three Trials. Though the Clan lost two-thirds of its offered genetic material to the Wolves in the process, Khan Amirault was hailed as a hero by his fellow Horses for securing the vital battlesuit technology. The captured battlesuits allowed the Horses to develop their own version and mass produce it in a fraction of the time it took to raise a sibko. Within a generation, Clan Hell's Horses fielded the most effective infantry ever seen among the Clans, joining their already exceptional warriors with the powered battlesuits to create the super-soldiers known today as Elementals.

HELL'S FURY

The Wolves were not the only Clan interested in claiming Horses genetics for their own advancement. Just two years following the Trials on Tiber, two of Clan Fire Mandrill's powerful Kindraa struck the Hell's Horses capital on Eden. In an uncharacteristic display of cooperation, the Kindraa Smythe-Jewel and Payne each bid forces in a Trial of Possession for the genetic legacies of two Horses warriors. Khan Eric Amirault, confident that his Alpha Galaxy could handle the simultaneous challenges, met the Kindraa bids with equal forces. Because the Kindraa Payne bid highest, Eric committed the bulk of his defense force to Payne's flank. The Smythe-Jewel bid, which suggested a smaller force of aging second-line troops, faced only a fraction of the forces Amirault had committed against the other Kindraa.

As the Mandrill DropShips burned toward their landing zones, all estimates set the impending battle as an even match for all sides. Unknown to Khan Amirault or the Kindraa Payne

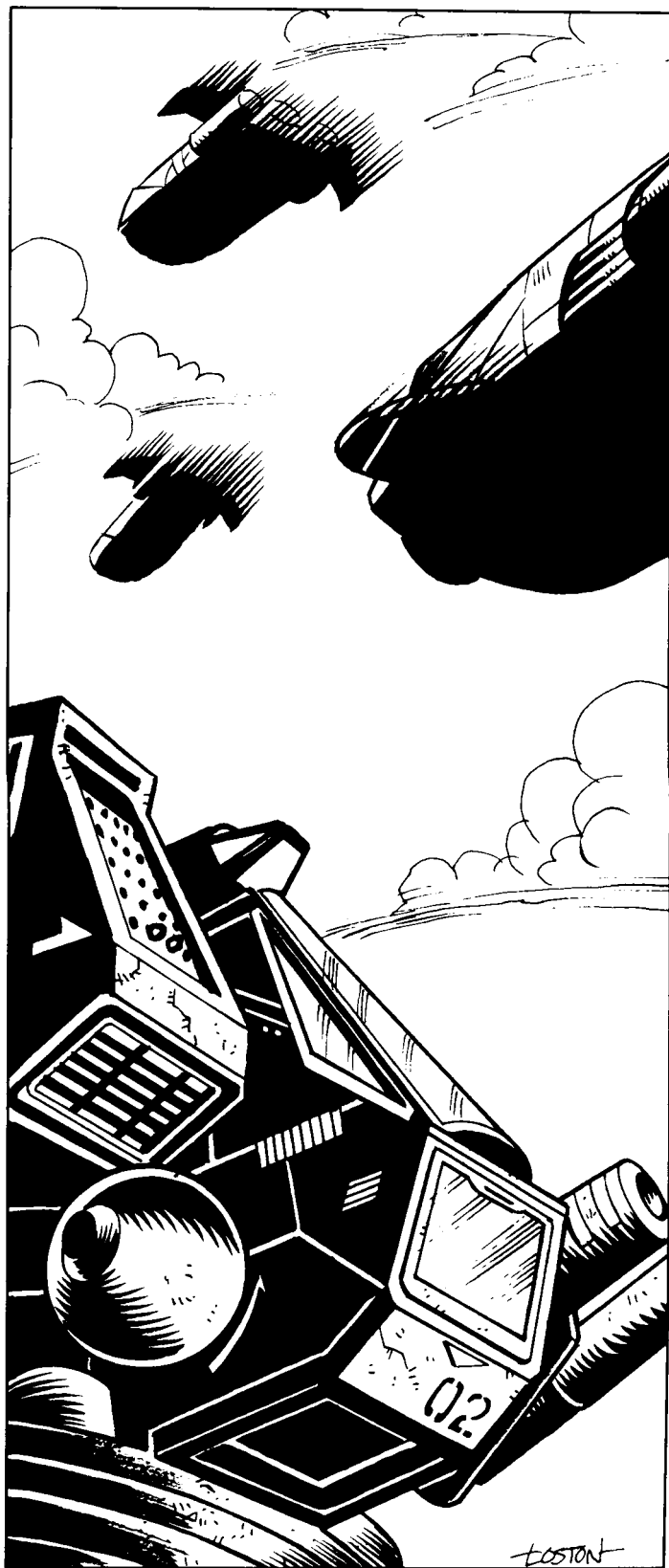


commander, however, Star Colonel William Smythe, commander of the Smythe-Jewel force, had deliberately understated his units. While the Kindraa Payne fought a brutal slugfest with the lion's share of the Hell's Horses' Twenty-first and Twenty-second Mechanized Assault Clusters, the Smythe-Jewel force—which included the Fire Mandrills' Eighty-fourth Assault Cluster and two additional Trinaries of elite forces—crashed through the much smaller and lighter Seventeenth Mechanized Strike Cluster. While Kindraa Payne reeled from its mauling by the Horses, the Kindraa Smythe-Jewel seized its share of the Horses legacies and returned to its DropShips with minimal losses.

Enraged at the Kindraa Smythe-Jewel's deceitful bidding, Khan Amirault demanded a Trial of Annihilation before the Grand Council, but the council failed to reach a unanimous vote. Embittered but not defeated, the Horses Khan returned to Eden to rebuild his battered Alpha Galaxy, all the while plotting some way to seek justice.

He found it while preparing Beta Galaxy for a Trial of Grievance against the treacherous Kindraa, when Khan Manfred Hollifield of Clan Coyote issued a pre-emptive batchall against the Horses to thwart him. Seeking the reason for this surprising action, Khan Amirault discovered that the Kindraa Smythe-Jewel had also slighted Clan Coyote in its bid for OmniMech technology six years earlier. Amirault then realized he had found an ally who could help the Horses bring down the treacherous Mandrills. Instead of meeting the Coyotes in battle, Amirault proposed an alternative that would allow both Clans to ensure the fall of the Smythe-Jewels and share in the Kindraa's spoils. Amirault suggested that the Coyotes join with the Horses under a contract bid, placing Coyote units under Horses command in the attack against their common foe. If the joint Clan force proved victorious, each would claim half the Kindraa's genetic legacies, and the Horses would carry away all BattleMech salvage. More interested in avenging injustice than taking troublesome Kindraa members as bondsmen, the Hell's Horses Khan added captured Smythe-Jewel warriors to the Coyotes' isoria, plus the Kindraa's enclave. Impressed by the Horses' generous offer, Khan Hollifield agreed, bidding his 100th Assault Cluster to the combined effort as well as additional support units under the command of the Coyote saKhan, Katarina Steel.

In 2872, two years after the Smythe-Jewel assault on Eden, the Hell's Horses and Coyotes dropped onto Foster, the Smythe-Jewel homeworld, with nearly three full Clusters. Aware that Kindraa Payne also resided on Foster, Khan Amirault broadcast his batchall over general frequencies, making clear his intent to punish only the Kindraa Smythe-Jewel even as his joint-Clan force burned in-system. The Mandrill response was swift; Kindraa fighters launched to intercept the inbound DropShips, supported by all the Smythe-Jewel naval assets available on Foster. Fortunately, Khan Amirault's forces included two full Trinaries of aerospace fighters from the Horses' 666th Assault Cluster and the Eleventh Mechanized Cavalry Cluster. These fighters, combined with the firepower of the allied Clans'





CLAN HELL'S HORSES

BEGINNING OF THE END

—Transcript from Khan Eric Amirault's batchall at Foster

Khan Eric Amirault: Honorless stragglers of the Kindraa Smythe-Jewel of Clan Fire Mandrill! I, Khan Eric Amirault of the Hell's Horses, in the name of my Clan and Clan Coyote, hereby challenge your miserable warriors to a Trial of Possession! Our forces shall claim *all* of your Kindraa's pathetic genetic legacies, your enclave on this world, and every last one of your dezgra warriors will be crushed beneath our feet! In this solemn matter, let none interfere! With what forces do you dare to oppose us?

Star Colonel William Smythe: Your empty threats do not frighten us! Obviously you failed to learn your lessons on Eden! I bid my entire Kindraa against you, so that each of my warriors may teach the Horses humility once again!

Khan Amirault: Bargained well and done! The lessons we learned on Eden brought us here today. I look forward to your destruction, and may your fall be a lesson to all who seek victory at the expense of honor!

isorla taken from the shattered Fire Mandrill Kindraa enriched the Hell's Horses, both genetically and technologically. As an added bonus, many of the captured Mandrill 'Mechs were OmniMechs, and their acquisition gave the Horses' own OmniMech research programs a much-needed jump-start. In the years immediately following the victory on Foster, the Horses relocated their capital to the distant world of Niles, to keep any future Mandrill attackers at arm's length. From there, the Clan continued to grow and prosper through the end of the Golden Century.

THE HORSE AND THE BEAR

The Hell's Horses saw continuous progress in the decades following the destruction of the Kindraa Smythe-Jewel. The Clan's chronic disparity between 'Mechs and armor/infantry assets began to vanish as new OmniMechs, developed from the destroyed Kindraa's salvage, helped rebuild the Horses' depleted 'Mech strength. Tokasha MechWorks Alpha, the largest 'Mech factory in Hell's Horses' possession, brought the Clan's Touman up to par with those of other Clans. Though infantry-based combined-arms tactics remained a Horses mainstay, there was no denying the increasing importance of the BattleMech and the flexible OmniMech in modern warfare. Realizing that they could not hope to consistently win engagements without them, Clan Hell's Horses began integrating 'Mechs more thoroughly into its standard tactics. This acknowledgment, coupled with a resurgence of popular support for MechWarriors, seemed to imply that a fundamental shift in the Clan's philosophies might be just around the corner, until fate intervened in the form of Clan Ghost Bear.

In 2921, Clan Ghost Bear forces commanded by Khan Kilborne Jorgensson descended upon the Horses' enclave on Tokasha in an attempt to capture the Tokasha Mechworks. Hell's Horses Khan Aaron Cobb had no intention of allowing the Bears to take his Clan's most important asset without a fierce fight. Bidding his entire Beta Galaxy to the facility's defense, Cobb faced the Ghost Bears with an impenetrable wall of 'Mechs, Elementals, armor and aerospace fighters. Khan Jorgensson, momentarily thrown off-balance by the oversized bid, nonetheless matched it with an equal number of Ghost Bear troops, which he led personally.

The battle for Tokasha went well for the Horses at first. Knowing that the Ghost Bears were traditionally slow to adapt to new tactics, Khan Cobb kept his defense flexible, employing a wide variety of unit types against the enemy. The Bear MechWarriors, accustomed to engaging other MechWarriors, frequently found themselves overrun by Elementals they had overlooked, or battered by the conventional armor in the Horses' front-line units. Deprived of their usual 'Mech support, Ghost Bear Elementals were routinely isolated and neutralized by their Hell's Horses counterparts. The battle continued this way until Khan Jorgensson was killed while attempting to rally his troops. An



eerie silence fell over the field for almost a full minute as both sides realized what had happened. When the battle resumed, a berserker rage seemed to overcome the Ghost Bears; the frenzy unleashed by the usually stolid Bear warriors took the Horses by surprise and left several Horse units in disarray. Realizing he had set loose a maelstrom, but unwilling to simply surrender, Khan Cobb ordered his units to attempt a fighting withdrawal. The enraged Bears pursued the retreating Horses to the 'Mech factory and beyond. When the Horses line finally began to crack under the relentless pressure, Cobb knew the battle was lost. Ordering a full retreat, he abandoned the Horses' enclave on Tokasha to the Bears, costing his Clan its most prized possession.

Immediately after the fall of Tokasha, Khan Cobb stepped down from his post, allowing saKhan Darwin Lassenerra to take his place. This acknowledgment of error did not appease the Ghost Bears, however, and the loss of Tokasha proved too bitter a pill for the Horses to swallow. In the decades following that defeat, clashes between the Hell's Horses and the Ghost Bears became more frequent. Deprived of most of their BattleMech production, the Horses once again grew more dependent on conventional assets and infantry to carry the day. The Bears, still slow to adapt to new ideas, lost as many of these skirmishes as they won, perpetuating the feud between the two Clans over the following century. In an effort to tip the balance, the Horses eventually built a new 'Mech facility on Niles, but production barely managed to keep up with the losses inflicted by the Bears and other Clans.

The simmering feud between the Hell's Horses and the Ghost Bears reached its peak when the Bears initiated a Trial of Possession for the Industriplex Alpha facility on Niles. Once again, the Horses grimly prepared to defend against a Bear assault. The Bears, attacking with a full Galaxy of Elemental, 'Mech and aerospace forces, faced an almost equal number of 'Mechs, vehicles and Elementals from the Horses' Alpha Galaxy. In the savage fighting, Horses Khan Lair Seidman was slain by a Ghost Bear *Kodiak*, leaving a grievously wounded saKhan Malavai Fletcher to lead the Horses' desperate defense from a battlefield MASH unit. Though the Horses eventually won, losses on both sides ran shockingly high.

HEARING THE CRUSADERS' CALL

Khan Malavai Fletcher's ascendance came just in time for a new round of debates by the Clans on the subject of returning to the Inner Sphere. Up until this time, the Horses had leaned toward the Warden viewpoint, uninterested in conquering the worlds Kerensky had abandoned centuries before. In stark contrast to his fellow Horses, Malavai Fletcher firmly believed in the Crusader interpretation of Aleksandr Kerensky's Hidden Hope doctrine—namely, that the ancient promise of the Clans' return was a rallying cry for invasion. When word reached the Clan homeworlds of an alliance between two of the Inner Sphere's decadent Great Houses, creating a power bloc that could eventually unite the corrupt Successor States, Khan Fletcher was among the first of his Clan to recognize the threat such a union represented. In a hero-

ic display of leadership, Khan Fletcher rounded up just enough support within the Horses to shift the Clan onto the Crusader path and cast its vote with the Crusader camp.

Though Khan Fletcher's efforts helped bring about the invasion of the Inner Sphere (dubbed Operation Revival), Clan Hell's Horses was defeated early on in the Trials for a position among the invading Clans. To make matters worse, many of the other Clans deprived of a place in the assault force—Clan Ice Hellion, in particular—chose to strike each other in the hopes of crippling their neighbors and gaining control over the Clan homeworlds. Partly because the Hellions did no serious damage to the Horses, Khan Fletcher resisted the urge to strike back. He kept his Clan out of most of the fighting, preferring instead to rebuild its strength and prepare for the future.

CURRENT EVENTS

Malavai Fletcher's wisdom in rebuilding the Horses bore fruit soon after the quasi-religious Inner Sphere organization known as ComStar won its victory at Tukayyid. While the invading Clans licked their wounds under the imposed idleness of a ComStar truce, the Horses had regained their full strength just in time for the political and military backlash that Khan Fletcher knew was coming. When the Falcon-Wolf Refusal War broke out, toppling the Warden ilKhan Ulric Kerensky and forcing the election of a new Crusader ilKhan, Khan Fletcher sensed that a renewed invasion was imminent. In the hopes of winning the Horses a place in it, the Horses Khan joined Khan Asa Taney of the Ice Hellions in pushing for a renewed offensive. The Harvest Trials begun by the Falcon and Wolf Khans gave the Hell's Horses an even better chance at battlefield glory, and Fletcher took it.

Reminding Khan Vlad Ward of the Wolves that the Horses harbored no grudge against their fellow Crusader Clan, Khan Fletcher suggested an alternative to the wasteful fighting of the Harvest Trials, at least where the Horses were concerned. Instead of battling Wolf units for something both Clans ultimately wanted—a place in the renewed invasion of the Inner Sphere—he proposed a contract with the Wolves, allowing Khan Ward to bid Horses troops into the invasion force without having to first win them away from their native Clan. The two Khans quickly reached an agreement, giving the Wolves the benefits of fresh, elite Hell's Horses troops while allowing those same units to fight for the honor of their own Clan as part of the new Wolf invasion force. Clan Wolf recently took command of the Hell's Horses' Twelfth Mechanized Cavalry, signifying the beginning of a new partnership between the Horses and the Wolves.

On the home front, the Hell's Horses are ready for battle. A recent decline in Ghost Bear activities and the lackluster performance of Ghost Bear units engaged on the homeworlds has roused the suspicions of the Horses' leadership about their old enemies—especially now that rumors have reached the homeworlds that many Ghost Bear bases between the Kerensky Cluster and the Inner Sphere have been dismantled.



CLAN HELL'S HORSES

REGARDING THE OTHER CLANS

Clan Blood Spirit

They deliberately drive others away. They want us to forget they exist, but such a "blind spot" could pose a threat in the future.

Clan Cloud Cobra

We have had little contact with the Cobras, and so hold a neutral opinion of them.

Clan Coyote

The Coyotes fought honorably and well at our side against the Fire Mandrills' Kindraa Smythe-Jewel. Though they are Wardens, we call them comrades.

Clan Diamond Shark

The domination of their merchant caste shows them to be weak. Many among our lesser castes consider them to fill a vital role, however, and thereby to deserve respect.

Clan Fire Mandrill

This factional lot has perverted Kerensky's ideals; most of them deserve to be destroyed like the Kindraa Smythe-Jewel. The exception is the Kindraa Payne, who deserve credit for their honor.

Clan Ghost Bear

Despite our long mutual animosity, the Bears have at least shown strength and honor. Their formation of an Elemental Galaxy is a mockery of our ways, but we shall see if it succeeds.

Clan Goliath Scorpion

Any warrior who voluntarily ingests scorpion venom for "visions" is insane or grossly misguided. We could strike at them now, if we only knew more about their strengths.

Clan Ice Hellion

These children sought fit to unleash their tantrum on us when they failed to gain a place in the invasion. As their Khan, Asa Taney, has proven with his weak blustering and politicking, they are a nuisance fit only to be ignored.

Clan Jade Falcon

The Falcons have always been too conservative, failing to change or evolve. However,

HELL'S HORSEMEN

The Horses extol cooperation among and within all Clan castes. While every Clan theoretically believes this maxim, set down by the great Kerenskys, the Hell's Horses take this responsibility seriously. All of its castes are important, from the lowliest laborer who builds and maintains the Clan's infrastructure to the Elemental Star Colonel who leads the Horses' troops to glorious victories. Even freeborns and solahma, usually scorned or simply tolerated in other Clans, command respect in Clan Hell's Horses. Only dezgra warriors, who have failed to uphold the Clan's standards and honor, are exempt from this ironclad rule. Unity more than anything else keeps a Clan strong, a fact the Horses have never forgotten.

In battle, this unity is essential to the Clan's well-being. Every warrior in Clan Hell's Horses fights knowing that the fate of the Clan rests in his hands, just as surely as that warrior's own fate rests in the hands of his or her comrades. John Fletcher taught that no warrior is so great that another cannot humble him, nor so insignificant that he cannot be counted on at the moment of truth. More than any other Clan, the Hell's Horses take this idea to heart.

Politics, the enemy of unity, is mostly shunned by the Hell's Horses. Though the Clan Khans make their positions clear in every Grand Council meeting, the duty of leading their people remains a higher priority than any Byzantine maneuvering. Only when circumstances dictate that the Clan must rally to a new course will the Horses' leadership resort to politicking. Though some argue that the Horses' occasional use of contract warfare amounts to the very politics they so disdain, nothing could be further from the truth. Contract warfare allows warriors of different units, or even different Clans, to include each other's forces in a single bid. With the Hell's Horses, this practical style of warfare is a strategic matter, used to ensure victories that go beyond the Horses' own concerns. The Horses' contributions to Clan society are made in the battlefield, not in the Hall of Khans.

ORGANIZATIONAL DOCTRINE

The Horses' philosophy of cooperation on all levels comes from battlefield experience, where the arrogance of many warriors, stemming from the mighty machines they commanded, made each subcaste spurn the one below it. Early on, the Hell's Horses learned that such snobbishness hindered military effectiveness, and took steps to eliminate it.

Secondary Trial of Position

One development, instituted by the Clan's founders to combat the arrogance of the average MechWarrior, is the secondary Trial of Position. Fought by any warrior cadet who fails the first Trial, the secondary Trial allows a would-be warrior to retain a place in the warrior caste, assigned to a lower class of equipment than the one for which that warrior was originally trained. For aerospace pilots and MechWarriors, this usually means some type of conventional vehicle, while Elementals fill the ranks of the standard infantry reserves or naval marines.

Nova Command Ranks

Another creation meant to foster cooperation between different warrior subcastes is the addition of the ranks of Nova Commander and Nova Captain to the Horses' order of battle. Though all Clans assign a distinct position to commanders of Novas, within the Hell's Horses these officers have official ranks, which the Horses have employed ever since they first began to use the Nova formation. Relative to standard Clan ranks, the Nova Commander falls between Star Commander and Star Captain, while the Nova Captain falls between Star Captain and Star Colonel. Nova Commanders command a Star each of conventional or Elemental infantry and a Star of any other battle-



field unit type. Nova Captains command Binaries or Trinaries composed mostly of such Nova Stars. The existence of these ranks gives the average Hell's Horses warrior two more positions to fight for in any Trial of Position, which is why many more Horse warriors are found in the middle ranks than in most other Clans.

Force Composition

The Hell's Horses' belief in the value of combined-arms warfare has prompted them to organize their forces with a special emphasis on mixed units. Roughly two-thirds of all BattleMech Stars employed by this Clan are part of a Nova, and all vehicle Stars contain an equivalent number of conventional infantry Points. As the Horses include vehicle assets even in front-line Clusters, this arrangement results in a force that numbers far less than the norm in BattleMechs, but makes up for this lack with a disproportionately large infantry and support apparatus. All Hell's Horses units are intensively trained in combined-arms ground warfare, with significant air cover usually included.

The average Hell's Horses Cluster consists of five Trinaries, of which Alpha, Beta and Gamma are typically BattleMech and Elemental mixes. The ratio of 'Mechs to Elementals varies with the Trinary's function in the Cluster, but both of these assets are always present in these units. Trinary Delta is usually aerospace fighter support, the only pure Trinary in a standard Cluster. Trinary Epsilon is normally a Supernova of conventional armor and conventional infantry, and serves as the Cluster's support element. This deployment of particular assets throughout the Cluster allows a Horses commander to bid an effective mix of infantry, air, armor and 'Mech forces to a battle, allowing the entire Cluster to take part in each victory.

Variant Clusters

Cluster variations usually involve different ratios of infantry to 'Mechs, differences in tonnage and speed or other basic tactical preferences. The three most common variants used by the Hell's Horses are the cavalry, assault and strike Clusters. Each Cluster's type is identified in the unit's designation for ease of reference.

Cavalry Clusters, the most common variation, employ faster light to heavy 'Mech designs, with a handful of assault units thrown in for support. Used as recon and fast-response units, these Clusters also feature elite conventional and Elemental infantry, all of which are jump-capable. Vehicles assigned to Cavalry Clusters are usually a mix of hovercraft and VTOLs, most of which are devoted to infantry transport. Cavalry Clusters do not favor any particular weapon class or system and employ flexible field tactics, making them an important part of any Horses Galaxy.

The assault Cluster features large numbers of heavier 'Mechs and aerospace fighters. Infantry and vehicles in these Clusters place less emphasis on mobility in exchange for greater hitting power. Used as siege and defense units, assault Clusters are too slow for quick strikes, and so are typically employed during Trials of Grievance or for defense in Trials of Possession. Weapons used in these Clusters are among the most destructive found in the Clans, with an emphasis on heavier autocannon and missile weapons. As these units generally play defensive roles, they are rarely far enough from their supply lines to make ammunition expenditures a concern.

The Hell's Horses' Strike Clusters balance speed and hitting power. 'Mech, vehicle and aerospace units employed in these Clusters usually fall in the medium to heavy weight classes. Infantry, abundant in cavalry and assault Clusters, is reduced in the strike Cluster, which tends to be used in offensive campaigns and so is prone to greater damage. As these units are often on the move, they favor an energy-based weapons mix, which reduces the need for extensive support.

Virtually all Hell's Horses Clusters fall into these three Cluster types, allowing for simplicity of command and flexibility in battle. Generic Clusters, usually found in garrison forces, tend to feature a random mix of weight classes, weapon preferences and infantry or vehicle capabilities. Designed to be jacks-of-all-trades, these Clusters are used only as the need for additional forces arises.

Naval Assets

Commanded by Star Admiral Chester Dwelley, the Red Pegasus Fleet represents the total WarShip forces of Clan Hell's Horses. Composed of two WarShip Stars, two JumpShip Stars and an assault DropShip Star, these vessels form the core of the Clan's navy,

their new Khan, Marthe Pryde, has shown some flexibility that may yet save them from death by stagnation.

Clan Nova Cat

Despite their protests, these traitors have clearly evaded their duty to reclaim the Inner Sphere. They are lost, and deserve Annihilation.

Clan Snow Raven

The similarity in this Clan's emphasis on aerospace and naval assets to our preferences toward infantry and conventional armor makes us kin of a sort. Their oversized armada is cause for concern, however.

Clan Star Adder

The Adders have earned our respect for the Absorption of Clan Burrock. However, their increased strength bears careful watching.

Clan Steel Viper

Their cooperative spirit is worthy of respect, but their failure to emerge triumphant over the Wolves and Falcons may doom them.

Clan Wolf

Historically the strongest Clan, the Wolves have suffered at the hands of the Falcons, the Inner Sphere and their own ill judgment. Despite this, they remain a force to be reckoned with, politically and militarily.

For now we reserve judgment on the Wolves-in-exile. Only time will tell which Wolf faction is on the right path.



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and are mainly used to transport the Clan's various Galaxies. Each is fully equipped with marine forces and aerospace fighter support.

The Hell's Horses possess the following WarShips: the *Cameron* class *Sleipnir* (Clan flagship); the *Carrack* class *Golden Clydesdale*; the *Lola III* class *Black Knight*, *Red Knight* and *Gold Knight*; the *Congress* class *Bucephalus*; the *Volga* class *Mount Olympus*; and the *Potemkin* class *Steel Shield*, *Armageddon* and *Blood Horse*.

The Horses' naval reserve, typically listed in the Keshik rosters and nominally under Keshik command, is rarely deployed in full force. Instead, these vessels are scattered throughout the Horses' holdings, attached to various units for transport and support.

INSIGNIA AND UNIFORMS

The standard of Clan Hell's Horses is a hexagonal gold shield, bordered in black, with the head of a hell's horse in the center. The Circian hell's horse has a scarlet hide, a yellow mane and yellow eyes. In the insignia, the mane and eyes appear to be burning. The hell's horse fits the Clan as much for its ties to the horses of ancient Terra, once the symbol of an infantry warrior, as for the beast's ferocity.

RANK INSIGNIA

All Hell's Horses warriors wear rank insignia pins on the right collar of their field, dress or battle uniforms. The appropriate daggerstars ride on the left collar, denoting each warrior's field of service. Rank insignia are not worn with ceremonial uniforms, and only rarely with undress or utility uniforms. As with most Clans, the rank insignias are closely modeled on the symbol of the Clan.

Warrior

The warrior lacking command rank wears a black enameled pentagonal shield with a raised silver edge. If the warrior is part of an Elemental Point or is a Squad Commander in a conventional infantry Point, one to four silver, five-pointed stars will be located in any of the shield's five corners. The number of stars indicates the warrior's place in the Point's chain of command, and is usually based on seniority or the whim of the Point Commander. A "Point Four" warrior (one who has four stars in his insignia) functions as second-in-command to the Point Commander. The warrior pin measures three centimeters from top to bottom tip.

Point Commander

The rank pin of a Point Commander (also worn by a MechWarrior, pilot or vehicle Commander) is a silver pentagonal shield with a raised silver edge.

Star Commander/Nova Commander

The Star Commander's rank insignia is a pentagonal shield, enameled in black with a raised silver edge, identical to the warrior insignia. In the center of the shield is a raised, silver eight-pointed star, with the four cardinal points larger than the diagonal points.

The Nova Commander pin resembles the Star Commander insignia, except that the central star has eleven points of equal size and looks like a small sunburst.

Star Captain/Nova Captain

The Star Captain's rank insignia is an all-silver version of the Star Commander insignia. The Nova Captain's rank pin is an all-silver replica of the Nova Commander's insignia.

Star Colonel

The Star Colonel rank insignia is the warrior's insignia with a stylized horse's head at its center, facing left. This silver head is raised, like the stars on the other rank pins.

Galaxy Commander

This rank insignia is an all-silver, unenameled version of the Star Colonel insignia.

saKhan

The saKhan's rank insignia is a short, black enameled band upon which is an enlarged version of a silver stylized horse's head. This insignia includes no pentagonal shield. The pin is a half centimeter longer than the warrior pin, and the enameled band is five centimeters long.

Khan

The Khan's rank insignia is identical to the saKhan's, except that the horse's head is gold.

UNIFORMS

As in all Clans, Hell's Horses warriors dress for their station at all times. Red and black are featured in all uniforms, along with rank insignia. The Clan's standard, in bold colors, also appears on field and battle uniforms. Only the necessities of the battlefield may prompt a change in the attire of the true Hell's Horses warrior.

Dress and Ceremonial Uniforms

The dress uniform favored by Clan Hell's Horses features a simple red jacket, trimmed with black leather, over a high-collared black undershirt. A single pentagonal gold button, matching the jacket's cuff-links, pins the right flap of the jacket securely over the wearer's left breast. The warrior's rank insignia adorns the right side of the collar, and veterans of the Clan may wear up to two rows of campaign ribbons over the right breast. From the simple, black leather belt at the uniform's waist, a ceremonial sword may be worn, usually a rapier accented with a brass hilt and handguard. Red trousers trimmed with black leather and polished black leather shoes complete the uniform. Many Hell's Horses warriors also wear black leather gloves with the dress uniform.

The ceremonial uniform closely resembles the dress uniform, but adds fine gold trim at all seams where black and red meet, and an enameled mask modeled after the hell's horse. The mask features a long mane of synthetic yellow horsehair that



runs a meter down the wearer's back, in imitation of the Clan's namesake. The optional black gloves of the dress uniform are standard in the ceremonial version. The sword and other decorations acceptable in dress uniform are not worn on ceremonial occasions, save for the Mark of the Horse.

Naval Uniform

Warriors of the Hell's Horses' navy wear a variation on the standard dress uniform, with the same basic style, but a center jacket opening and a reverse color scheme. Red and black are swapped in both the jacket and trousers of the naval uniform. As this uniform also serves naval warriors for field duty, the dress sword and black gloves are replaced by a more practical black belt. A gunbelt and sidearm are worn if the warrior is operating in or near combat.

Field Uniform

The field uniform is the standard dress among vehicle crews and conventional infantry troops, and serves as the norm for all MechWarriors, aerospace pilots and Elementals when not operating their machines in battle. Typically, this field uniform consists of a reddish-brown desert camouflage jumpsuit made with ballistic cloth and reinforced at the shoulders, elbows and knees by thick, black pads. Pockets in the upper legs, as well as on the black utility belt, allow the wearer to carry additional gear in the field. A standard hip holster holds a sidearm, required when the warrior is operating in or near combat. As with the dress uniform, the upper chest and collar of the uniform are accented with synthetic black leather, but this area is padded as well to provide additional protection for the shoulders and upper body.

The Clan standard is always worn on the right shoulder of the field uniform, with the warrior's unit insignia on the left shoulder. The only additional decoration allowed on the field uniform is the warrior's rank pin and daggerstar denoting his field of duty. Thick leather boots with simple fasteners provide long-lasting protection for the warrior's feet, an asset for infantry during long marches.

An additional accessory occasionally worn with the field uniform is a black cavalry hat that bears the Clan's insignia on its front, with the warrior's unit insignia usually placed on the upturned right side of the brim. The hat is customarily worn by dismounted MechWarriors or warriors of other service branches when they are far from the battle lines. Closer to the fighting, warriors wear the more practical battle helmet or MechWarrior neurohelmet, colored to match the camouflage pattern of the rest of the field uniform.

Battle Uniform

The battle uniform worn by MechWarriors and Elementals differs little from those worn by other Clan warriors. Mesh cooling suits, in the reds and blacks of the Clan, form the basis of this combat garb. The Elemental battle uniform differs in function but appears similar when the warrior is not inside his or her armor.

Both battle uniforms feature optional gunbelts, matching head- and wristbands and thin red boots of insulated, reinforced rubber. When a warrior is not in his or her machine and does not have access to a standard field uniform, a camouflaged flak vest completes the battle uniform.

For aerospace pilots, the standard battle uniform consists of an all-red flightsuit with black shoulder, elbow and knee pads. Black boots, gloves and a standard flight helmet, all of which can be sealed to the uniform at the ankles, wrists and neck, protect the wearer against heat, cold and even vacuum. Like all flightsuits, the Hell's Horses' pilot uniform helps to counter the effects of high-gravity maneuvering and acceleration through variable pressure features. The flightsuit also has a three-hour, portable air supply, attached at the back, in case of emergencies. Through verbal commands and the in-helmet computer, the wearer can transmit a distress signal in the event of ejection in space or on land, or can manipulate the suit's thermal controls.

Vehicle crews and conventional infantry usually wear the standard field uniform in combat.

Undress Uniform

When not engaged in battle or on active duty, all Hell's Horses warriors wear a simple red jumpsuit, trimmed with black. Black shoes and a black gunbelt are the norm with this utility uniform, but both are optional. Black elbow and knee pads are also permitted, and are a necessity should the warrior be asked to perform any menial activities while in this attire.

AWARDS

The Mark of the Horse is the Clan's highest honor short of a Bloodname or a reference in the Hell's Horses' *Remembrance*, and is the most coveted award among Hell's Horses warriors. Clan Hell's Horses established only one other decoration, which is fading from use as more and more warriors see it as a token of personal vanity and thus contrary to Clan values of unity and cooperation.

The Mark of the Horse

This symbol of the Hell's Horses ideals is bestowed upon all warriors who successfully complete the Branding ritual. The Branding, a rite afforded to all warriors at some point in their careers, represents the founding principles of the Horses: cooperation over glory and man before machine. Twice a year (once on Founding Day and again on the date of the Exodus from the Inner Sphere), warriors are selected to hunt the Clan's namesake, a Circian hell's horse. Rather than killing it, however, they brand the animal and then release it back into the wild. This ritual demonstrates the value of cooperation and shows respect for the Clan's namesake beast. Those who survive receive the Mark of the Horse from the Khan, and the event is recorded in each warrior's codex. Winning this award greatly increases a Horse warrior's chances to be nominated for a Bloodname or to achieve high rank in a Trial of Position.

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Each six-member Branding party consists of two of each warrior type: Elemental, MechWarrior and aerospace pilot. All the members are selected at random from different units, and are considered without rank or Bloodname for the duration of the ritual. Sent out with basic hunting and survival gear and a laser branding rod, the party must search the merciless deserts and caves of Niles for their elusive and ferocious prey. The deserts of Niles have been stocked with a variety of dangerous plants and animals obtained through Diamond Shark merchants, including

the hell's horse. All of these beasts have adapted to the thin, impure air of the Clan's capital planet. The hunt is by no means a safe one; many have died in the Branding, and many more bear scars from this ritual. Each casualty is a testament to the danger and challenge of this glorious rite.

A hunting party that succeeds in the Branding without losing a single member receives a medal commemorating their victory with the party's brand at its center. Failure in this ritual, which can arise from a variety of circumstances, confers no shame to the



warriors unless they kill the Clan's namesake or do not cooperate for the good of the hunt. The latter is usually evidenced by the loss of more than half the party or pitiful attempts at excusing incompetence through blame-shifting. In such cases, all members of the offending hunting party are branded with the Mark of Hell, a tattoo burned into each warrior's shoulder, and their codices note their failure to uphold Clan honor. Only once in any warrior's lifetime can he or she undertake the Branding.

The Mark of the Horse is the only award granted by the Clan that may be worn with ceremonial attire. It consists of an eight-pointed star with exaggerated cardinal points, measuring eight centimeters tip to tip. At the center of the Mark is a pentagonal shield within which is engraved the Branding party's insignia (usually an abstract design). The hexagonal shield and insignia are gold, set into the platinum from which the rest of the medal is fashioned. The medal hangs around the wearer's neck on a thick iron chain, signifying the strength of the warrior's commitment to his Clan's values.

The Mark of Hell resembles the Mark of the Horse, but its star points are flames and the insignia at the center is the skull of a horse. The disgraced recipients of the Mark of Hell receive this "award" from the Khan, so that all in the Clan may witness the punishment for failing to uphold the honor of the Hell's Horses. At formal functions, Mark of Hell recipients must wear a black armband over the branded area so that their fellow warriors may know of their disgrace.

Hell's Horseshoe

This award is given to warriors in recognition of their twentieth battlefield kill after leaving the sibko. Its original purpose was to allow commanders a quick way to estimate a warrior's combat ability and experience. Any warrior responsible for the destruction of two Binaries' worth of hostile forces was regarded as elite, and so entire front-line Clusters came to be filled with winners of the Hell's Horseshoe. Awarded to individual MechWarriors, aerospace pilots and infantry Points, the record-keeping for the Horseshoe soon became a nightmare as infantry units constantly reorganized. As two-man infantry Points were considered a single kill, MechWarriors and aerospace pilots gained an edge in earning this award. It has come to be considered an outmoded symbol, and is awarded with little ceremony.

The Hell's Horseshoe is a gold, hexagonal pin twice the size of a warrior's rank pin, with a raised horseshoe at its center. This award may only be worn on the warrior's dress uniform.

RISTARS OF HELL'S HORSES

KHAN MALAVAI FLETCHER

Imposingly tall, with black eyes and a bald scalp, Malavai Fletcher strikes fear and awe into his fellow Horsemen, whether in or out of his battle armor. Almost killed by the Ghost Bears on Niles, Malavai bears the scars of that horrendous battle over his

entire body. His right arm, right leg and forty percent of his skull are metal-and-myomer replacements, giving him a fearsome, alien look. This foreboding appearance is matched by a quick temper that he often unleashes on subordinates. Though Malavai still knows when to suppress these emotions, some within the Clan fear that his injuries and his sixty-three years have taken their toll on his mental stability.

Malavai has led the Hell's Horses for the past twelve years, since Khan Lair Seidman's death in the same battle that maimed him. An ardent Crusader, Malavai immediately used his influence to sway key officers of the Hell's Horses, a moderate Warden Clan at the time, to his philosophy. Malavai is strong, quick-tempered and full of passion for the cause he believes is right. He is incensed that the Ghost Bears, long-time enemies of his Clan, retain their place in the invasion force. Only the more pressing concerns of keeping his Clan viable and earning it a position in the renewed invasion force keep him from lashing out at that powerful Clan. To that end, Malavai at first backed Khan Asa Taney's call for homeworld Clans to join the renewed invasion. When he saw that Taney's plan was doomed, he moved to avoid pointless losses in the Harvest Wars by establishing a unique alliance with Clan Wolf. The plan paid off with a contract bid allowing a full Horses Cluster to join the Wolf force while retaining its allegiance to Khan Fletcher.

SAKHAN TANYA DELAUREL

Personally selected by Khan Fletcher for her amazing tactical abilities, saKhan Tanya DeLaurel formerly commanded Alpha Galaxy. Tall for a MechWarrior, with long dark hair and piercing gray eyes, Tanya carries herself with an air of superiority rightly earned in the defense of Niles. Unfailingly level-headed, she acts as a fail-safe during Malavai Fletcher's more serious tantrums, and is believed to at least be partly responsible for the contract deal with the Wolves. Her political views appear guarded; she leans toward the Crusader viewpoint without actually stating so outright. In selecting her rather than a more ardent Crusader to fill the post of saKhan, Khan Fletcher demonstrated the wisdom of listening to another point of view.

STAR COLONEL JAMES COBB

Commanding officer of the Eleventh Mechanized Cavalry in Alpha Galaxy, also known as the Blackhorse Cluster, Star Colonel Cobb is an Elemental with more than forty years of distinguished battle history behind him. His blond hair, ice-blue eyes, and flawlessly muscular physique make him the picture of the Aryan warrior ideal of ancient Terra. He earned his position as commander of the Hell's Horses prize unit through sheer prowess and determination, the hallmarks of a true warrior. As a winner of the Mark of the Horse, James Cobb has earned unequalled respect among his peers, but maintains the humility that the Hell's Horses demand of their troops. Though the Star Colonel is known to harbor Warden views, many in the Clan firmly believe he will one day lead the Horses as Khan.



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HELL'S KESHIKS

Two Clusters form the Hell's Horses command Keshiks. In keeping with the Horses' military doctrine, these ultra-elite units are a mix of BattleMech, infantry, aerospace and conventional armor assets. Originally, both were assigned as the first Clusters of Alpha and Beta Galaxies, but changes in the Clan's organization at the start of the Golden Century re-formed them as independent forces.

The Keshiks are generally stationed on Strana Mechty and the Hell's Horses' capital on Niles, rotating with each other annually. At the end of each rotation, and before either unit can assume command at its alternate post, the Keshiks spar against each other at a site chosen by lot. In these simulated Trials, the force that most recently garrisoned Strana Mechty acts as the attacker against the defending Keshik from Niles. These sparring sessions help the warriors of each Keshik keep their skills honed and provide additional spectacle during Founding Day celebrations. More than honor guards, however, both Keshiks have bid themselves into a convenient nearby Trial from time to time, where their presence can significantly shift the tide of battle in their Clan's favor.

Both Keshiks use a black paint scheme with red highlights, trimmed at the edges in gold. The Keshiks' insignia is the Hell's Horses' Clan standard overlapping the appropriate Greek letter:

Alpha or Omega.

OFFICERS

Star Colonel Alicia Ravenwater, Khan Fletcher's aide-de-camp in Alpha Keshik and a holder of the Mark of the Horse, is known throughout her Clan for her tactical genius. Her innovative use of BattleMechs and sealed armor nearly defeated saKhan DeLaurel's Omega Keshik in the latest annual sparring match on Niles.

TACTICS

Both Keshiks are trained as mobile command units in the finest traditions of the Hell's Horses, though each is perfectly capable of conducting operations independently. Separately, Alpha and Omega Keshiks differ in their preferred uses of battlefield units. Khan Fletcher's Alpha Keshik usually uses its Mechs and vehicles as a pinning force, delaying an enemy while the Keshik's Elementals close in for the kill. The more Mech-heavy Omega Keshik uses infantry and air to locate the enemy so that their Mechs and armor can close in and attack.



Alpha Keshik (Might Before Metal)

3 Trinaries/Elite/Fanatical

CO/Alpha Trinary: Khan Malavai Fletcher

XO: Star Colonel Alicia Ravenwater

Alpha Keshik's Alpha Trinary is a mixed Supernova of OmniMechs and Elementals. Trinary Beta is an aerospace Trinary most often used for DropShip defense or recon work. Trinary Gamma is a support Supernova composed of heavy vehicles and Elemental warriors in the extra-heavy battle armor dubbed "Gnome" suits.



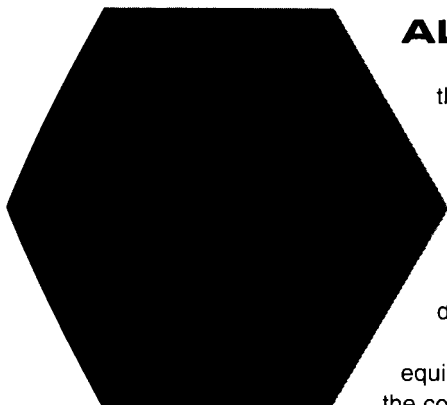
Omega Keshik (Hell's Inferno)

3 Trinaries/Elite/Reliable

CO/Alpha Trinary: saKhan Tanya DeLaurel

XO: Nova Captain Dawson Houan

Most of Omega's OmniMechs and vehicles belong to heavier weight classes. As in Alpha Keshik, Gnome-suited Elementals comprise the infantry assigned to the vehicle Trinary. Omega has smaller aerospace forces than Alpha Keshik, as a Star of OmniMechs recently replaced one fighter Star from Trinary Beta. This gives Omega more punch on the ground, but less air cover.



ALPHA GALAXY: STAMPEDE OF STEEL

The pride of the Hell's Horses, the five Clusters of Alpha Galaxy represent the pinnacle of the Clan. The first unit created for the Pentagon campaign, Alpha enjoys a long and distinguished history. Elements from this Galaxy have been involved in every major campaign undertaken by the Horses, from the retaking of Eden to the capture of battle-armor technology from the Wolves. Its premiere Cluster, the Eleventh Mechanized Cavalry, fought alongside the Coyotes in the destruction of Kindraa Smythe-Jewel. Alpha was also among the forces involved in the ill-fated defense of Tokasha, which cost Ghost Bear Khan Kilborne Jorgensson his life. At the more recent defense of Niles, Alpha Galaxy was instrumental in defeating the Ghost Bear advance to save their Clan's capital.

The MechWarriors, pilots and Elementals of Alpha Galaxy are the best trained, best equipped and most experienced warriors in the Clan. They are masters of combined-arms tactics, the cornerstone of Hell's Horses battle philosophy, and can fight well in any terrain or climate. Even Alpha Galaxy's vehicle crews demonstrate exceptional battle skills, making this Galaxy the Clan's most potent force. The Galaxy's insignia is a hexagonal shield, bisected diagonally, with a red upper-left half. The lower-right half of the shield varies in color with each Cluster's function: white for cavalry, gray for assault and black for strike units. Centered on the shield is a stylized rearing horse. The Galaxy paint scheme is a flat, dark gray with red highlights.

OFFICERS

Galaxy Commander Nobel DeLaurel is an ardent Crusader, hand-picked for his position by the Khan. A winner of the Mark of the Horse, DeLaurel is a brilliant strategist with a cold, calculating approach to warfare. Commanding from a separate command Nova Binary with his aide-de-camp, Star Colonel Sasha Mitchell, DeLaurel prefers to join in the forefront of any engagement.

TACTICS

Alpha Galaxy excels in combined-arms tactics on any terrain and in any environment, and fights best when infantry and Mech assets are deployed together. As a result, Alpha Galaxy invariably bids an equal mix of these two forces, with some vehicle and aerospace units to provide additional support.



Alpha Galaxy Command

1 Binary/Elite/Fanatical

CO: Galaxy Commander Nobel DeLaurel

Alpha Galaxy Command employs a red and gold version of the Galaxy shield, with a black horse at the center. Galaxy Commander DeLaurel frequently adds this Command force to any Alpha Galaxy bid.



11th Mechanized Cavalry (Blackhorse Cluster)

5 Trinaries/Elite/Fanatical

CO: Star Colonel James Cobb

As the best of the best, the warriors of the Eleventh fight harder, faster and better than even their fellow warriors in Alpha Galaxy. The horse on this unit's version of the Galaxy insignia is black, rendering it similar to a crest once worn by a Terran regiment of the same name in pre-Star League times.



12th Mechanized Cavalry (Steelhorse Cluster)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Douglas Mitchell

The Twelfth is presently contracted to the Wolf Clan, and is presumably preparing for a role in the renewed invasion. The unit insignia depicts a robot horse against a red and white Galaxy shield.



21st Mechanized Assault (Firehorse Cluster)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Andrew Amirault

The Twenty-first uses a flaming horse in its version of the Galaxy insignia.



22nd Mechanized Assault (Icehorse Cluster)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Derrik Fletcher

The Twenty-second uses an ice-blue horse in its version of the Galaxy insignia.

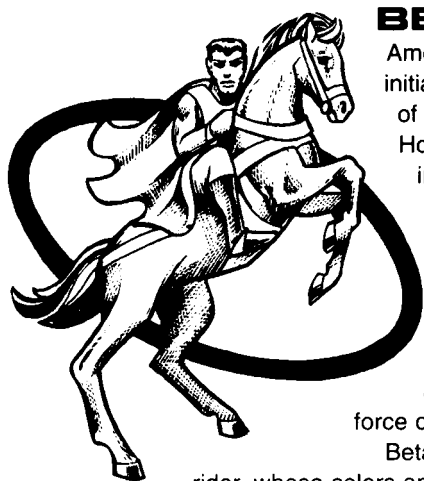


30th Mechanized Strike (Lightninghorse Cluster)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Siobhan Cooper

The Thirtieth's insignia depicts an electric blue horse whose hindquarters end in a lightning bolt.



BETA GALAXY: THE APOCALYPSE

Among the best trained and equipped of Hell's Horses units, and with a substantial career, Beta was initially planned as an assault force—the anvil to Alpha Galaxy's hammer. However, the relative lack of speed that resulted from its preponderance of heavy machines caused enough concern for Horses commanders to add swifter cavalry Clusters later. Beta Galaxy retains a vestige of its original intent in the higher-than-average weight and firepower of its equipment, but the presence of faster units allows it to menace even those enemies who survive long enough to retreat.

Beta Galaxy's greatest battlefield achievement was the destruction of the Kindraa Smythe-Jewel, in which Beta's 666th Mechanized Assault Cluster played a major role. In that battle, Star Colonel Ursula Mitchell, commander of the 666th's Alpha Trinary and second-in-command of the Hell's Horses' assault force, led her forces against the Kindraa's command Cluster. She was killed in the savage fighting by the Kindraa leader, Star Colonel William Smythe. Despite that loss, Mitchell's Trinary managed to hold Smythe in place until a combined force of Coyotes and Horses could enter the fray and wipe out the enemy commander.

Beta Galaxy's insignia features a red disk with a black border. Centered on the disk are a horse and rider, whose colors and styles vary with each Cluster. Beta's paint scheme is soft gray with black trim.

OFFICERS

Galaxy Commander Xandria Mitchell leads Beta Galaxy from an independent Supernova Trinary. A capable field commander, Mitchell enjoys overseeing offensive campaigns. She is also a fanatic Crusader. Her aide, Star Colonel Richard Seidman, functions as a political watchdog among her charges, informing the Galaxy Commander of any dissent within Beta Galaxy's ranks.

TACTICS

Beta Galaxy has proven adept at blitzkrieg warfare. More often than not, its warriors strike with full fury, allowing their fighters in first and then following up with faster Mech and vehicle forces. Beta's assault units then close with whatever remains of the enemy, keeping them occupied until Beta's Elemental and conventional infantry can reach the field and mop up the opposing forces.



Beta Galaxy Command 1 Trinary/Elite/Fanatical

CO: Galaxy Commander Xandria Mitchell

The Galaxy Command insignia depicts a muscular barbarian riding a black horse, both clad in chrome armor. Like her counterpart in Alpha Galaxy, Xandria Mitchell often bids her Galaxy Command force into any Trial fought by elements of Beta Galaxy. However, she prefers to lead from a secure, rearward area rather than at the apex of an attack.



666th Mechanized Assault (War Cluster) 5 Trinaries/Elite/Fanatical

CO: Star Colonel Icobod Dwelley

Led by an aerospace pilot, a subcaste known for the slight build of its warriors, the War Cluster is the heaviest assault Cluster in the Hell's Horses Touman. Its Elementals wear the largest numbers of the new Gnome assault battlesuits outside the Keshiks. The horse in the 666th's insignia is black, with a lance-wielding BattleMech as its rider.



77th Mechanized Cavalry (Famine Cluster) 5 Trinaries/Elite/Fanatical

CO: Star Colonel Linda Cooper

The Seventy-seventh's insignia features a gray horse with a skeletal rider. This Cluster features mostly medium 'Mechs, vehicles and aerospace fighters.



333rd Mechanized Strike (Pestilence Cluster) 5 Trinaries/Elite/Fanatical

CO: Star Colonel Karol Ravenwater

The Pestilence Cluster uses a green horse in its insignia, ridden by a gray mummy. This Cluster favors using its 'Mechs and vehicles to pin an enemy down so that its Elementals can swarm in for the kill.



888th Mechanized Assault (Death Cluster) 5 Trinaries/Veteran/Fanatical

CO: Star Colonel Alexander Amirault

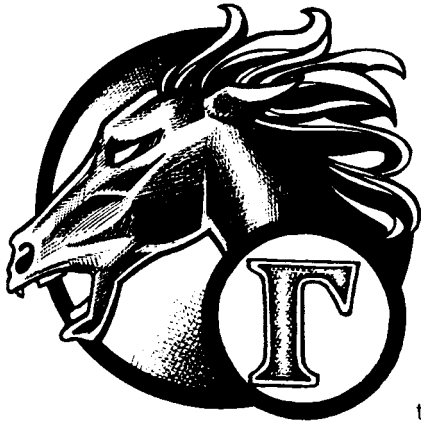
The Death Cluster's insignia features a grim reaper, complete with scythe, riding a white horse.



99th Mechanized Cavalry (Hellhound Cluster) 5 Trinaries/Elite/Fanatical

CO: Star Colonel Eric Bekker

The Hellhounds insignia depicts a werewolf riding a golden horse.



GAMMA GALAXY: THE BLOODRIDERS

Gamma Galaxy, a newer addition to the Hell's Horses Touman, has only sixty percent of the other front-line Galaxies' overall strength. Formed in 3046, just before the Ghost Bear assault on Niles, Gamma featured five front-line Clusters, staffed by the best from the Clan's second-line Galaxies and fully equipped with new OmniMechs built at the Horses' factories on Niles. Gamma Galaxy had scarcely started its first battery of training drills when Clan Ghost Bear struck. The savage fighting claimed more than forty percent of Alpha Galaxy, forcing a redeployment of troops to rebuild it. Most of these troops came from the fledgling Gamma Galaxy.

Since that time, Gamma has yet to rebuild two of its original five Clusters. As a lower-ranked front-line force, Gamma is the first Galaxy to be stripped when Alpha and Beta Galaxies suffer losses. For that reason, many in Gamma have nicknamed it "the Gamma Grab Bag," and view assignment to the Galaxy a temporary job. Despite this situation, Gamma Galaxy has begun to distinguish itself on the field of battle with several defensive victories against the Ghost Bear, Fire Mandrill and Ice Hellion Clans.

The insignia of Gamma Galaxy is a red horse's head shown in profile, with a yellow mane and eye. At the "shoulder" of this profile is a circular field that contains the insignias of the Galaxy's component Clusters. Gamma Galaxy's color scheme is dark red with black accents.

OFFICERS

The Bloodriders are led by Galaxy Commander Ingrid Dwelley, an aerospace pilot with a long and impressive service record that includes four successful defenses of her blood legacy from Snow Raven and Fire Mandrill forces, as well as the prestigious Mark of the Horse. Together with her aide, Star Colonel Ilsa Lassenerra, she finds her most daunting task to be boosting her Galaxy's low morale. Though a capable warrior in the field, Dwelley more often than not leads from a DropShip command center in the rear, with Lassenerra acting as her eyes, voice and muscle in the field.

TACTICS

All too aware of their smaller size and general lack of support, the warriors of Gamma Galaxy prefer hit-and-run warfare. Influenced by its aerospace pilot commander, many of Gamma's victories can be attributed to its liberal use of air power to harass an enemy before and after an engagement.



Gamma Galaxy Command

1 Binary/Elite/Reliable

CO: Galaxy Commander Ingrid Dwelley

The Galaxy Command insignia places a gold, five-pointed star at the shoulder of the horse head profile. Composed of a Nova Star each of aerospace fighters and BattleMechs, Gamma's command force rarely takes the field at full strength. More often than not, only Star Colonel Ilsa Lassenerra's 'Mech Nova engages in ground battles alongside other Gamma units.



201st Mechanized Assault (Bearslayer Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Emilio Houan

The 201st takes its name from its first battle after its creation in 3048. Assigned the defense of Kirin Lunar Industriplex Bravo, the 201st faced an equal number of Ghost Bear 'Mechs intent on overrunning the facility. The entrenched Horses gave better than they got, disabling more than half the Ghost Bear force in their spirited defense while taking a quarter of the damage they inflicted. In honor of that victory, the 201st adds a crossed-out Ghost Bear to its Galaxy insignia.



45th Mechanized Strike (Worldtaker Cluster)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Tammy DelVillar

The Worldtakers use a planet in their version of the Galaxy insignia. The blue-green world looks like a stylized Terra, signifying its warriors' hope that one day the Horses will join a renewed invasion to win back humanity's home.

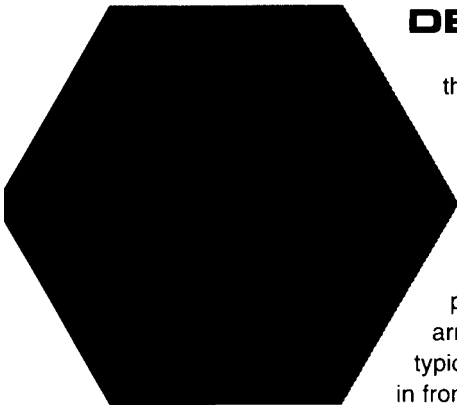


87th Mechanized Cavalry (Vindicator Cluster)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Trent Dudzinsky

The Vindicators make extensive use of aerospace forces, with their Cluster commander often leading the charge in his *Kirghiz C*. Their version of the Galaxy insignia features a skull set against a black disk.



DELTA GALAXY: THE LIGHTNING RIDERS

The Lightning Riders are the second-line equivalent of Alpha Galaxy. Equipped better than the other garrison Galaxies, Delta's troops are also among the best available among second-line troops. Originally formed from the warriors absorbed into the Clan during the retaking of Eden in the Pentagon campaign, Delta has a career almost as long and distinguished as Alpha's. In many early trials against the Horses' neighbors, the Lightning Riders faced and defeated units from almost every Clan in defensive engagements. The Lightning Riders also excelled in more aggressive roles, dazing the enemy with fast strike attacks even in difficult terrain.

Delta Galaxy's ranks are filled with warriors who barely missed a chance at a front-line position. Its equipment is top-of-the-line, including several OmniMechs and OmniFighters. This arrangement makes the Lightning Riders a borderline force, not quite primary but better than the typical secondary, and many Hell's Horses Khans have drawn warriors from Delta to replace losses in front-line units.

Delta Galaxy's insignia is a hexagonal shield identical to Alpha Galaxy's in shape and color. Delta's individual Clusters, however, do not employ horses in the insignia's center, but instead use their own devices. Delta's favored color scheme is a reddish-brown desert camouflage pattern with black streaking.

OFFICERS

Delta's Galaxy Commander, Danielle Amirault, is a cautious warrior of moderate Warden leanings. She leads from the command Nova of Delta's Alpha Cluster, the Seventy-first Mechanized Cavalry, with her aide, Star Colonel Raquel Dudzinsky, acting as her aerial eyes and ears on the battlefield. Always aware of the price of failure, Danielle frequently starts bidding high in all Trials, particularly those in which her units form the defending force.

TACTICS

The warriors of Delta Galaxy favor rapid strikes and will even attempt to use such tactics in defensive situations. Employing a combination of air and fast ground units, the Lightning Riders probe the enemy while hurting them. These actions allow them to arrange their heavy-hitters to better match the enemy once battle is truly joined.



71st Mechanized Cavalry (Thunderstrike Cluster)

5 Trinaries/Veteran/Reliable

CO: Galaxy Commander Danielle Amirault

The Cluster insignia of the Seventy-first features a bright blue lightning bolt over a red and white Galaxy shield.



82nd Mechanized Cavalry (Firestorm Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Laura Amirault

The Firestorm Cluster insignia depicts an orange mushroom cloud against a red and white Galaxy insignia. Most of the Firestorm Cluster features medium 'Mechs, vehicles and equipment.



44th Mechanized Assault (Tornado Cluster)

4 Trinaries/Veteran/Fanatical

CO: Star Colonel Preston

The Tornado Cluster uses a gray-blue wind funnel in its insignia, set against a red and gray Galaxy shield. Its free-born commander is a Crusader who frequently challenges the Galaxy Commander to Trials of Grievance for her Warden views.



65th Mechanized Strike (Starfire Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Wendolyn Ravenwater

The Sixty-fifth uses a gold, eight-pointed star in its Cluster insignia, set against a red and black Galaxy shield. In her captured Ghost Bear *Kodiak*, Star Colonel Ravenwater often wades into the thick of every engagement in which she takes part, savaging every enemy unit that crosses her path.



EPSILON GALAXY: THE STONEWALL BRIGADE

Epsilon Galaxy began as a natural extension of Clan Hell's Horses' first colonization efforts. Designed for defense, Epsilon was made up almost exclusively of vehicle, aerospace and infantry units, all manned by warriors who had failed in their first Trial of Position. The potential of this Galaxy became clear in the Galaxy's first engagement on the world of Kirin. Clan Smoke Jaguar, always interested more in establishing military bases than viable colonies, attempted to force the Horses offworld once they had completed their own colony on Kirin. Assigned to the Horses colony's defense, Epsilon's Beta Cluster (now known as the South Wall Cluster) challenged the two Smoke Jaguar Trinaries and shattered the Jaguar attack. A captured Jaguar MechWarrior compared the battle to fist-fighting a stone wall, inadvertently giving the new Galaxy its nickname.

As times changed and the Horses' Touman grew, more advanced equipment made its way into the Epsilon roster. Aging warriors and freeborn troops began to fill the ranks with more experience and greater tenacity. By the close of the Golden Century, Epsilon was a fully operational second-line Galaxy in the tradition of the Hell's Horses' combined-arms philosophy. Epsilon has enjoyed its share of victories and defeats against other

Clans throughout its existence, all the while never straying from its initial purpose: to defend the Hell's Horses from all threats.

The insignia of Epsilon Galaxy is a caricature of a castle battlement, colored gray, with a black horsehead in profile near its height. Epsilon's component Clusters, named for each cardinal compass direction, place the first initial of their Cluster at the insignia's base ("N" for the North Wall Cluster, and so on). Epsilon's colors are shades of gray common to urban camouflage.

OFFICERS

Galaxy Commander Everett Amirault leads Epsilon Galaxy from the command couch of his *Marauder IIC*. Having failed to earn a Bloodname until he reached thirty-five years of age, Everett is known for his seemingly limitless patience, a perfect trait for the commander of a defensive unit. His Elemental aide-de-camp, Star Colonel Mindy Seidman, demonstrates far less self-control in battle, often hitching rides on any 'Mech that might get her closer to the enemy.

TACTICS

The warriors of the Stonewall Brigade are masters of close-quarters fighting and defensive warfare. Nine times out of ten, they hold their defensive positions until their foe is practically on top of them before emerging to attack in force. Epsilon Galaxy usually employs artillery support 'Mechs and vehicles as well, to rain death on any enemy foolish enough to try to wait them out.



Epsilon Galaxy Command

1 Nova/Elite/Reliable

CO: Galaxy Commander Everett Amirault

Epsilon Galaxy Command employs the standard Galaxy insignia without the compass at the base of the castle. The Galaxy commander bids this force into almost any Trial involving Epsilon Galaxy.



108th Mechanized Cavalry (North Wall Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Charles Dwelley

The 108th's lighter, faster units make up for their lack of punch by hitting an advancing enemy first with bomb-equipped aerospace fighters. Once battle is joined, they swarm the enemy flanks and project a withering crossfire that devastates the remaining enemy line.



62nd Mechanized Assault (South Wall Cluster)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Nathan DeLaurel

The Sixty-second is composed of heavy and assault 'Mechs, vehicles and fighters that engage enemy forces in confining terrain to negate enemy maneuverability.



91st Mechanized Assault (East Wall Cluster)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Thaddius

The Ninety-first specializes in combat at point-blank range and has become adept at all forms of physical attacks. The unit's Elemental and conventional infantry forces usually work closely with the Ninety-first's 'Mechs, allowing their larger trothkin to get them close to the enemy.



22nd BattleMech Cluster (West Wall Cluster)

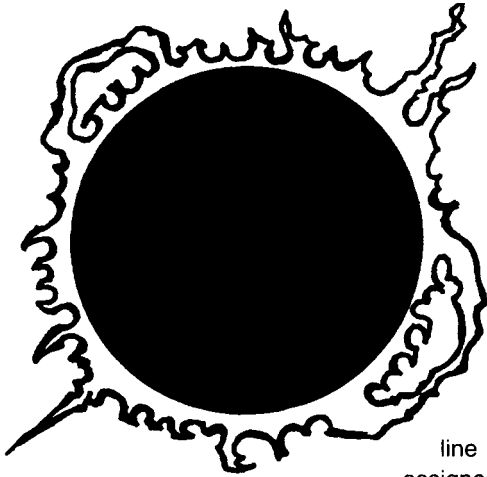
5 Trinaries/Veteran/Reliable

CO: Star Colonel Jessica Dudzinsky

This Cluster contains more BattleMechs than its fellows, of varying weight classes. The Twenty-second's lighter 'Mechs serve admirably as recon and fast-strike units. The Twenty-second is also known for its use of artillery.



CLAN HELL'S HORSES



ZETA GALAXY: WRATH FROM HEAVEN

Zeta Galaxy began as a *solahma* unit, formed to hunt down members of the bandit caste and other rogues in Clan space. They still perform that service, but time has also expanded Zeta's role as an offensive second-line Galaxy. Zeta's original complement consisted of aging warriors, freeborns and the Clan's more manageable *dezgra* warriors, all of whom had to work with salvaged equipment of questionable quality. The growth of the Clan following the Golden Century, despite the loss of the Tokasha MechWorks, allowed for Zeta's elevation to somewhat more respectable standing, including better equipment and more capable troops. Zeta's original task, however, could not simply be forgotten. The Galaxy remained bandit-hunters and gained some notoriety against various bandit units that raided Horse holdings throughout the Kerensky Cluster. Zeta also countered strikes by Fire Mandrill forces, which continued despite the shattering of the Kindraa Smythe-Jewel.

Zeta Galaxy's status as a hunting force allows it greater freedom than the other second-line forces in the Horses' Touman. To facilitate this duty, the Galaxy has been permanently assigned a single *Volga*-Class WarShip, the *Mount Olympus*, as its flagship. The Galaxy earned its nickname from its frequent use of the *Mount Olympus* for combat drops on suspected bandit strongholds.

Zeta's insignia features a red sunburst with black trim. The Galaxy colors are black with navy blue highlights.

OFFICERS

Galaxy Commander Zigfried Ravenwater takes great pride in his unit's unique status among the Horses as the only secondary force to be accorded its own transport. Ravenwater revels in striking at his Clan's enemies, secure in the knowledge that his forces can escape their reach if necessary. His aide, Star Colonel Marcus Fletcher, keeps a constant eye on his superior officer, lest Ravenwater take undue advantage of Zeta's freedom of travel and give in to bandit-like adventurism of his own.

TACTICS

Zeta's warriors often cut loose in a near-berserker rage once battle is joined, striking an enemy with such relentless fury that the foe must either collapse or fall back. As their quarry are usually among the lowest scum in Clan space, the leaders of Zeta Galaxy often do not bother bidding away their strength during attack missions.



40th Mechanized Cavalry (Apollo Cluster)

4 Trinaries/Veteran/Questionable

CO: Galaxy Commander Zigfried Ravenwater

Ravenwater generally confines his wanderlust to the Cluster he commands. The Fortieth's aerospace fighter Trinary is permanently stationed on the Galaxy's flagship, leaving this Cluster—which is already short one BattleMech Nova—Zeta Galaxy's weakest unit. The Fortieth's insignia places an upturned broadsword in the center of the Galaxy sunburst.



229th Mechanized Strike (Artemis Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Quinna

The 229th features more missile-equipped units than usual for a Horses strike Cluster, and makes extensive use of aerospace fighters to hound enemies on the ground and in space. The Cluster insignia features a drawn bow and arrow in its sunburst.



27th BattleMech Cluster (Hades Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Lucias

The Twenty-seventh is a generic Cluster equipped with a random mix of weight classes and capabilities. The Cluster insignia depicts a streaking fireball at the heart of the Galaxy sunburst.

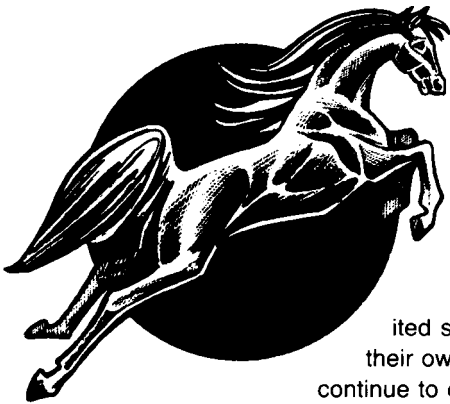


31st BattleMech Cluster (Zeus Cluster)

5 Trinaries/Regular/Fanatical

CO: Star Colonel Lilliana

The Thirty-first's insignia depicts a lightning bolt in the Galaxy sunburst. Star Colonel Lilliana is an Elemental and a dedicated Crusader.



ETA GALAXY: THE SHADOW RIDERS

Next to Iota Galaxy, Eta poses the worst discipline problem for Clan Hell's Horses. Originally formed along the same lines as Epsilon Galaxy as another low-cost defense force, Eta also evolved to a mixed second-line Galaxy. Its warriors, however, failed to progress as well as those of Epsilon. Eta Galaxy's personnel were mostly older warriors and freeborns, often the worst troublemakers in the forces from which they originally hailed, yet too valuable to simply be demobilized. The Shadow Riders, as those in the new Galaxy came to call it, became a dumping ground for those who walked the thin line between unClanlike and outright dezgra behavior.

Attempts to enforce higher standards on the warriors of Eta Galaxy have met with only limited success. Though the Shadow Riders are experienced warriors more than capable of holding their own in battle, their generally surly demeanor and flouting of many accepted conventions of war continue to embarrass their Clan. To make matters worse, most of these same warriors refuse to accept the Crusader philosophy embraced by the rest of the Hell's Horses.

Eta Galaxy's color scheme is a dull gray with black spots. The Galaxy insignia is a riderless horse on a red field. The color of the horse is different for each Cluster.

OFFICERS

Galaxy Commander Unther Cooper was "sentenced" to lead Eta Galaxy shortly after he vocally opposed Khan Fletcher's contract bid with the Wolves, calling the move a blatant prostitution of the Horses just to become involved in the senseless slaughter of innocents. His aide-de-camp, Star Colonel Kymma DeLaurel, is likewise a political outcast, and the two warriors have found kinship with each other since their assignment to Eta that may go beyond the bounds of Clan propriety. Oddly enough, since these two veteran commanders arrived among the Shadow Riders, the Horses' command staff has noticed a steady decline in Eta's embarrassingly unClanlike behavior.

TACTICS

One of the biggest signs of Eta Galaxy's rebellion against Clan ways is its warriors' tendency to break with zellbrigen, the accepted custom of dueling. Eta pays only lip service to zellbrigen, and will cast it and other Clan conventions aside at the slightest provocation.



51st Mechanized Cavalry (Nightrider Cluster)

4 Trinaries/Veteran/Questionable

CO: Galaxy Commander Unther Cooper

The Fifty-first's variation on the Cluster insignia depicts a black horse dotted with white stars, as if the horse represents a piece of the night sky. Trinary Alpha is the Fifty-first's only Elemental Supernova.



35th BattleMech Cluster (The Phantoms)

4 Trinaries/Veteran/Questionable

CO: Star Colonel Kymma DeLaurel

The Thirty-fifth is a generic BattleMech Cluster. Star Colonel DeLaurel's assignment to its command is an attempt by the Horses to keep her and Galaxy Commander Cooper from embarrassing themselves and their Clan further. The 35th's insignia depicts a misty gray horse, as if it were a figure of smoke.

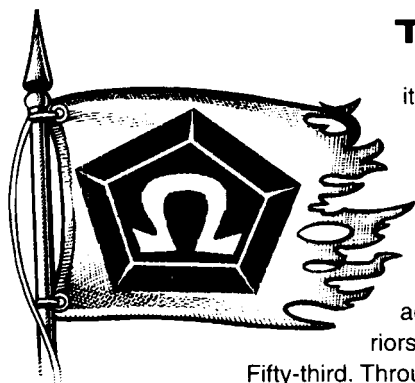


39th BattleMech Cluster (The Ghostwalkers)

5 Trinaries/Regular/Questionable

CO: Star Colonel Emily

The Thirty-ninth's commander is a moody Elemental who failed the Branding rite by killing her prey. Now she bears the shame of the Mark of Hell, which she considers a sign that the Horses do not forgive mistakes. However, the fact that she commands the only full Cluster in Eta Galaxy suggests that her failure in the ritual pales in comparison to the disgust the Clan feels for her immediate superiors. The Ghostwalkers are a generic Cluster with a solid white horse in its insignia.



THETA GALAXY: HELL'S STORMTROOPERS

After the loss of Tokasha and the serious mauling by Clan Ghost Bear that accompanied it, Khan Darwin Lassenerra set his Clan to the unenviable task of rebuilding and reorganizing its depleted Toman. Suddenly realizing he could only field a single complete front-line Galaxy because of the loss of so many veteran and elite troops, Khan Lassenerra commissioned a special second-line Galaxy whose express purpose was to train new warriors for front-line posts. Theta Galaxy is the result of that plan. Activated in 2930, Hell's Stormtroopers was staffed almost entirely with troops fresh from the sibkos. Veteran Star Commanders were selected from anywhere the Clan could afford to draw them and placed into the new Galaxy as advanced field instructors. The three-step process used to train the Stormtroopers placed all warriors who had barely passed their Trials of Position with warrior rank into the lower-grade Cluster, the

Fifty-third. Through combat, usually defensive engagements near low-priority targets, the warriors would advance to the next most experienced Cluster until they reached the command force, the Forty-second. The project worked well, allowing Khan Lassenerra to completely restaff his depleted front-line Galaxies within a few years' time.

Theta still carries on its training tradition, forging the newest members of the Clan's warrior caste into soldiers worthy of the Hell's Horses. Experienced warriors who have outlived their prime but still have much to teach the greenies, now serve as the bulk of Theta's officer corps, making this Galaxy an odd mix of has-beens and potential ristas.

All 'Mechs and equipment in Theta Galaxy feature forest camouflage with reddish-brown streaks. The Galaxy's official insignia depicts a tattered red flag fluttering on a golden flagpole. In the center of the flag is a black, pentagonal field upon which each Cluster's Greek letter designation is featured in white.

OFFICERS

Galaxy Commander Francesca Cooper is nearing her seventieth year of life, making her perhaps the oldest Elemental warrior in the Hell's Horses Clan. Her charges, most of whom are infantry, call her the "big old nag" for her maternal approach to command. Her aide-de-camp, Star Colonel Porthos Houan, is more martial in nature. He shows the proper disrespect for the warriors under his command, whom he still views as "colts," the Hell's Horses' slang term for cadets.

TACTICS

As a training force, the Hell's Stormtroopers do not demonstrate any particular area of expertise. However, the heavy numbers of infantry among them make the warriors of Theta a textbook example of their Clan's commitment to infantry-based combined-arms fighting.



42nd BattleMech Cluster (ShockForce)

4 Trinaries/Veteran/Reliable

CO: Galaxy Commander Francesca Cooper

The Forty-second's version of the Galaxy insignia places a Greek letter alpha in the hexagonal crest of the Galaxy flag. Despite its name, the Forty-second is a generic Cluster, with more than half its force strength devoted to Elementals and conventional infantry troopers. Earning a position in this Cluster is considered good news for Theta Galaxy warriors, as the next step afterward is a posting to the front-line Galaxies.



53rd BattleMech Cluster (SweepForce)

5 Trinaries/Green/Reliable

CO: Star Colonel Porthos Houan

The Fifty-third is a training Cluster, staffed with warriors fresh from the sibkos or freeborns who tested into the warrior caste and only recently emerged from their own training groups. The Trinary commanders of the Fifty-third are veterans who serve to complete their "final training period." The Fifty-third uses the Greek letter gamma in its Galaxy emblem.



49th BattleMech Cluster (BattleForce)

4 Trinaries/Regular/Reliable

CO: Star Colonel Rosella

The Forty-ninth places a Greek letter beta in the Galaxy emblem. Making up Theta's middle ranks, most warriors in this Cluster eventually end up transferred to more active second-line troops elsewhere.



IOTA GALAXY: THE NINTH RING OF HELL

Iota represents the dregs of Clan Hell's Horses. Created expressly as a solahma unit, Iota has changed little since its formation. The warriors filling the ranks of this self-appointed "Ninth Ring of Hell" are the worst discipline problems and dezgra troops in the Horses this side of the bandit caste. Only their fighting abilities save most of these troops from being relegated to other castes.

The misfits of Iota Galaxy recognize their place in the Clan and, strangely enough, seem to take pride in it. They seem to become even less disciplined with each passing year, indulging in various unClanlike vices. The Hell's Horses respond to this by continuously sending elements of Iota on the worst missions they can find, from bandit-hunting to sacrificial diversionary raids against Fire Mandrill Kindraa or Ghost Bear enclaves. The survival of these units is a source of considerable irritation to the Horses' command.

The official Iota Galaxy color scheme is solid black, without trim or highlighting. However, many Iota warriors have taken to painting their equipment in several outrageous colors. The Galaxy insignia is an orange numeral nine, accented with flames. Many of Iota's warriors also use various means of recording their kills since joining Iota on some part of their equipment.

OFFICERS

Pressing sixty, Galaxy Commander Zelda Lassenerra is a diehard Warden who believes her posting to Iota's command is an attempt by Khan Fletcher to get rid of her. In her mind, this is more than enough reason to see that he never gets his wish, and she uses all of her martial abilities to successfully perform each Iota Galaxy operation without losses. Her aide, Star Colonel Johann Seidman, a recipient of the Mark of Hell, is a bitter old Elemental who fights like a man with a death wish.

TACTICS

Iota Galaxy follows none of the conventions common to its own or other Clans. Its bidding practices are close to non-existent, and its warriors have no qualms about fighting in cities. Using its infantry as headhunters, Iota guarantees success by seeking out the enemy's command structure and destroying it, even while the Galaxy's main body is otherwise engaged.



61st BattleMech Cluster (Fire and Brimstone)

4 Trinaries/Veteran/Questionable

CO: Galaxy Commander Zelda Lassenerra

The Sixty-first is a generic Cluster, but lacks the full Elemental support found in most Hell's Horses Clusters.



67th BattleMech Cluster (Greed, Envy, Lust and Pride)

4 Trinaries/Regular/Questionable

CO: Star Colonel Johann Seidman

The Sixty-seventh's component Trinaries rarely operate together. Virtually the opposite of the Sixty-first, the Sixty-seventh features an abnormally high number of infantry within its ranks.



69th BattleMech Cluster (Bottomless Pit)

4 Trinaries/Regular/Questionable

CO: Star Colonel Garrett

The commander of the Sixty-ninth hails from captured Smythe-Jewel stock, and has also earned the Mark of Hell. As a result, his chances of ever being treated as an equal are slim to none.



74th BattleMech Cluster (Unholy Vengeance)

5 Trinaries/Green/Questionable

CO: Star Colonel Priscilla

Two of the Seventy-fourth's Trinaries are entirely composed of aerospace fighters, making it the most air-intensive Cluster in the entire Clan. However, as all of these fighters are aging Star League-era craft with salvaged weapon systems and antique flight controls, this distinction is of no particular advantage to the unit.



CLAN ICE HELLION

CLAN ICE HELLION EXCLUSIVE BLOODNAMES

General Bloodnames

Cage
Taney
Rood

MechWarriors

Hordwon
Lienet
Wick
Norizuchi
Klien

Elementals

Montose
Moore

Aerospace Pilots

Tyler
Hasbrin

In turn they tested each Clan namesake

In trial against the ice hellion's mettle.

Each chased the ice hellion, hunting it down.

All failed to match the predator's speed and grace.

Khan Cage smiled and said, "And that is how we shall be."

—The Remembrance (Clan Ice Hellion), Passage 5, Verse 3, Lines 1–5

Khan Asa Taney has charged me to tell the story of our beloved Clan, so that new warriors in each generation may know the true depths of our strength. The Clans as a whole, and the Ice Hellions in particular, are facing our most stringent test; therefore, let warriors use knowledge as a weapon in this glorious struggle.

This document contains our history, from the time of our Clan's founding to the Harvest Trials we fought against the Wolves and Jade Falcons. It also describes our military might, from the newest blooded warrior to our Khans. Read it and take pride in the strength of the Ice Hellions.

—Loremaster Jonas Cage

THE TALE OF THE QUICK

Clan Ice Hellion. To the rest of the Clans, these words conjure many images. Some see a Clan that attempts to emulate its namesake to a fault. Others see a group of soldiers without a sense for tactics or the ability to construct a balanced army. Some even think of us as honorless warriors who refuse to follow respected Clan tradition. To them we are more hungry for conquest

of our fellow Clans than committed to the vision set forth by Nicholas Kerensky. These perceptions are inaccurate, but understandable in light of our Clan's often unstable and inconsistent history. Our present strength, however, balances the less fortunate episodes in our past—and, as this record will show, we have always acted with true honor even when others did not see it.

FORGED IN ICE AND SNOW

When Nicholas Kerensky first formed the Clans, those who would become Clan Ice Hellion had managed to scrape out a living on the frigid world known as Hector—one of the first worlds colonized after the landing on Strana Mechty, the future Clan homeworld. These rugged men and women took pride in triumphing over an environment that constantly challenged them, and this pride coupled with a predatory instinct for survival bound our Clan's founders together more tightly than any other Clan's traditions, dreams or loyalties.

After the Second Exodus from the warring Pentagon worlds, Kerensky created our Clan along with the others. Seeing our forebears' fierce pride, he said that it matched the nature of one of Hector's most tenacious predators, the ice hellion, whose name he gave us. The leader of the Hector enclave and one of Kerensky's staunchest supporters during the Pentagon crisis, Stephan Cage, became our first Khan.

Before the first Exodus away from the Inner Sphere, Khan Stephan Cage commanded the Third Battalion of the Star League's 200th Dragoon Regiment. His unit assisted in the SLDF's takeover of the Rim Worlds Republic, home of Stefan Amaris the Usurper, and later also helped liberate the Terran Hegemony from the Usurper's evil grasp. Though his battalion was primarily a recon unit, Cage proved quite skilled at using his light forces in aggressive roles.

Khan Cage was so devoted to Nicholas Kerensky that he took the first ilKhan's words about Clan Ice Hellion as gospel. He began to see similarities between Clan Ice Hellion and its namesake everywhere, and to create them whenever he could. When Nicholas Kerensky and his senior staff divided up the military assets the fledgling Clans possessed, Khan Cage requested primarily light and medium BattleMechs rather than petitioning for a more balanced force, in order that Clan Ice Hellion's forces might more closely emulate our namesake predator's speed and grace. What many other Clans called a weakness, Khan Cage and his commanders took as a sign of strength. Speed and maneuverability in battle became the Ice Hellions' key to survival and prosperity.

TRIAL BY FIRE

The Ice Hellion philosophy of combat was put to the test in the campaign to recapture the Pentagon worlds. With the early Clan Touman being so small, the Ice Hellion Cluster and its lighter 'Mechs were relegated to a scouting and support role. This angered Khan Cage, who accepted Kerensky's orders grudgingly. Cage knew that his force could excel in front-line fighting, and patiently awaited the Clan's opportunity to show its true strength.



That chance arrived during the fighting on the world of Babylon, where Clan Ice Hellion had taken up a scouting position outside the recently captured city of New Drineshane. Clan Cloud Cobra forces were consolidating inside the city when a rebel force suddenly surfaced from beneath the city streets. Caught off guard, the Cloud Cobra warriors suffered heavy initial losses, and called for assistance. Khan Cage responded, racing his troops to the Cobras' aid. Upon arriving in the city, the Hellion warriors swarmed the rebels. Though outgunned, the speed of the Hellion 'Mechs allowed them to gain and keep tactical superiority over the enemy. Within hours, most of the rebels had been killed or forced to flee in disarray. The Hellions' victory in this engagement, with minimal losses, convinced Khan Cage of the worth of his plans for the future of his Clan.

BUILDING THE CLAN

Despite this proof of our Clan's military prowess, the Ice Hellions were confined to scouting and reconnaissance throughout the rest of the campaign. Fortunately, this assignment left our forces in superior shape compared to the other Clans. Forged into a coherent unit by the fire of combat, the Hellions suffered relatively few casualties. After the Pentagon campaign ended, Khan Cage wasted little time stepping up the training and tactical restructuring of his forces. Though he believed his troops capable of filling virtually any battlefield role, Khan Cage desperately desired to test his philosophies against real soldiers, not the pathetic and ill-equipped rebels that the Clans had so recently conquered.

As the Clans absorbed the Pentagon survivors and grew in size and strength, inter-Clan raids and Trials began in earnest. Khan Cage took advantage of these opportunities for Clan Ice Hellion to test itself, and unleashed his units against various targets. Many other Khans did not expect Clan Ice Hellion's lightweight forces to amount to much, but soon re-evaluated their opinions as Hellion Trinaries and Clusters crushed units almost twice their weight. While some Clans clung to old Star League tactics or tested what would soon become standard Clan battle doctrine, Clan Ice Hellion practiced flexibility and adaptability. As the other Clans soon discovered, the Hellions had mastered the art of blitzkrieg strikes that confused and tore apart their opponents. Within a decade after the Pentagon campaign, Clan Ice Hellion had become powerful beyond all expectations.

FALL FROM GRACE

Unfortunately, the successes initially enjoyed by Khan Cage and his warriors did not last. The other Clans soon learned to defend against Hellion tactics, and the Hellions began to lose more Trials than they won. Smelling blood, the other Clans moved in for the kill. The Ice Hellions soon came under assault from all sides, and were becoming accustomed to defeat. Then Khan Cage noticed that units commanded by his subordinate, saKhan Lucius Moore, won a much higher number of victories than any other Hellion units. The Khan initially chalked this up to superior commanding by the saKhan, until reports began to filter in of a more sinister reason for Moore's success.

Before Khan Cage could decide how to respond, the first genuine crisis in the Clans' history erupted—the rebellion and resulting Annihilation of the Not-Named Clan. Despite his personal friendship with Khan Sarah McEvedy of that heretical Clan, Khan Cage acknowledged that only the severest punishment befitted the crime of open rebellion against the Way of the Clans, and voted for Annihilation. From certain rumblings in the Grand Council, however, he feared that his erstwhile ties to McEvedy would become an excuse for a stronger Clan to Absorb the Ice Hellions. Determined to prevent this, he redoubled his efforts to learn the real reason behind saKhan Moore's amazing string of battlefield successes.

What he discovered shocked him to his bones. Khan Cage learned that his saKhan had obtained performance-enhancing drugs from several members of the Ice Hellion scientist caste and had issued them to his most loyal warriors—almost a fifth of the Clan. Enraged at such dishonorable tactics, and knowing that they might well result in the Ice Hellions' Annihilation unless he took swift action, Khan Cage brought the evidence before the Grand Council and demanded a Trial of Grievance against the warriors implicated in the saKhan's scheme.

The assembled Khans, appalled at the magnitude of saKhan Moore's crime, at first seemed inclined to call for the Ice Hellions' Annihilation. Khan Cage, however, made an eloquent plea for a second chance. Only some in his Clan were truly tainted, he said, and to Annihilate the innocent along with the guilty would be a waste of good warriors. Let the honorable Ice Hellions redeem their Clan through the Trial of Grievance, and burn away the taint of dishonor through their own efforts. Success or failure would prove the Ice Hellions' worthiness to survive as a Clan.

Though skeptical, Nicholas Kerensky supported Khan Cage's request for a Trial and the Grand Council agreed. Some Khans undoubtedly saw it as a no-lose situation. If the true Ice Hellions lost, the Clan would be Annihilated; if honor won the day, the survivors of our Clan would be so weak as to pose no threat to any other Clan for years to come. Indeed, some of our enemies may even have hoped to enrich themselves by Absorbing the poor remnant of the Ice Hellions that they expected to survive the fighting.

Over the next three months, Khan Cage's forces hunted down saKhan Moore and his followers. The two sides engaged in numerous pitched battles, resulting in heavy casualties. SaKhan Moore's troops continued to use their performance-enhancing drugs, but in the end the iron will of true Clan warriors prevailed. Khan Cage's victory came at a high price, however. When the smoke finally cleared, Clan Ice Hellion had shrunk by almost fifty percent. In addition, we lost many of our brightest minds in the subsequent purge of the scientist caste.

GOLDEN REBIRTH

After the defeat of saKhan Moore, the aging Khan Cage stepped down, allowing for new blood to fuel the rebirth of Clan Ice Hellion. With a hellion's speed, the Clan began rebuilding. Khan Mia Taney, a protégé of Khan Cage, was eager to remove



CLAN ICE HELLION

all traces of Lucius Moore's dishonor, and ruthlessly pushed the entire Clan to extremes in order to harden and strengthen its people. Despite her demands on the Ice Hellions, however, she provided stable and vital leadership in an otherwise dark period. As the other Clans circled us like wolves, probing our defenses, Khan Taney inspired us with the will to resist and struggle onward.

When Nicholas Kerensky died at the hands of Clan Widowmaker, some feared that the Clans could not survive his passing. Instead, the decades after his death saw a period of remarkable growth and expansion that became known as the Golden Century. The Clans made numerous technological advances during this time, and Khan Taney kept the Ice Hellions motivated and cohesive enough to compete for them in Trials of Possession. As one of the first Clans to develop the OmniMech after winning the technology from Clan Coyote, the Ice Hellion forces greatly increased their battlefield flexibility. The Hellions also pioneered improvements in ferro-fibrous and endo-steel construction, aiding them in strengthening their smaller machines. Increasing prosperity enabled our Clan to establish several new manufacturing centers, which turned out more and more machines for our growing 'Mech and aerospace forces.

Clan Ice Hellion took a long time to acquire and develop the necessary technologies for creating Elemental warriors. Though the Clan possessed the technical know-how to manufacture the heavy and powerful battle armor, they lacked the genetic material to produce warriors large enough to effectively use the suits. Ice Hellion warriors, generally smaller and swifter than most, lacked the necessary body mass. Hellion scientists experimented with lighter-weight suits, but such prototypes could not mount the heavy weapons that made standard battle armor so devastating in the field. Attempts to gain Elemental genetic materials from Clan Hell's Horses proved difficult, so the Ice Hellions were forced to find other means of creating and fielding their own Elemental Stars. Most of the Clan's first Elementals were freeborn, warriors not genetically engineered.

The sheer difficulties of creating Elemental warriors made many Hellion commanders undervalue the advantages provided by the armored soldiers, seeing them as too slow and inflexible. The growing disdain of freeborns by genetically bred trueborn warriors contributed to the anti-Elemental feeling in the Clan. Over time, however, Elementals turned the tide against the Ice Hellions in enough battles to make their value clear to even the most skeptical Hellion commander. As Ice Hellion scientists made progress in creating a smaller, faster version of Elemental battle armor that fit more closely with the Clan's love of speed and maneuverability, Elemental warriors became more accepted among Ice Hellion forces.

Cache Feud

As *The Remembrance* documents record, feuds are common within Clan society. The Ice Hellions, who count no long-standing feuds with our fellow Clans, are a rarity. Given our nat-

ural aggressiveness, some Clans may find it surprising that we have no such bitter rivalries as other Clans do. Our disdain of pointless feuding stems from the unusual generosity shown long ago by a Hellion Khan, whose example we took to heart.

In 2850, an Ice Hellion scouting party came across a hidden cache apparently left by the Not-Named Clan. The cache contained many Star League artifacts, including books, paintings and several high-tech entertainment devices. The find initially did not interest the Hellions until closer inspection revealed several militarily useful items, which the scouts brought to the attention of the Hellion Khans.

When word of the find leaked out, warriors from Clan Goliath Scorpion issued a Trial of Possession for the cache. Within days, the Scorpions defeated the Hellion forces and took the cache for themselves. Not wanting to appear inferior to a "bunch of treasure-hunting gypsies," as he called them, Hellion Khan Grosse Lienet issued his own Trial of Possession to win the cache back.

For almost a year, the two sides fought back and forth over the cache, with neither side gaining superiority. In December of 2851, both forces were set upon by warriors from three Clan Fire Mandrill Kindraa, who had set aside their internal divisions long enough to mount a coordinated assault. With the Hellions and the Scorpions weakened, the Mandrills found them easy pickings.

Angered by the Mandrills' intrusion into what he considered a personal vendetta with the Goliath Scorpions, Khan Lienet arranged a temporary ceasefire with the Scorpion commander and turned his fury toward the attacking Mandrills. Throughout the battle the Hellion Khan chastised the Mandrill forces for their audacity on a broad-band frequency.

Khan Lienet's force ultimately drove off the Fire Mandrill warriors, but at great cost to his Keshik. The Scorpion forces were similarly battered. Sensing the futility of further conflict, Khan Lienet offered the Scorpions a deal. Rather than continuing to weaken both of their Clans with incessant Trials, he proposed that each Clan split the cache, with the Scorpions choosing what items they wanted. The Scorpion Khan agreed, and in a calculated political move chose mostly non-military items from the cache, leaving the bulk of the martial assets for the Ice Hellions. In this way, the Scorpions appeared not to take advantage of the situation, and the episode did not become a sore point for either Clan.

SECRET TRIAL

By the end of the Golden Century, Clan Ice Hellion had regained a position of significant strength. The passage of time erased the stain of the Moore scandal, and the Hellions stood poised to once again become a terror among the Clans. As before, however, Fate intervened.

At the close of the thirtieth century, Crusader fever had gripped the Clan. The Hellions became staunch supporters of the movement to return to the Inner Sphere and re-create the Star League. Khan Jena Norizuchi led the call with passionate arguments, eloquently opposing the Wardens, who believed that the Clans were meant to protect the Inner Sphere from outside



threats rather than to reclaim it. Norizuchi's compelling orations awoke her people's hunger to see the Inner Sphere and its paradisaical worlds.

The infamous Dragoon Compromise of the year 3000, however, guaranteed that the Clans would not return to the Inner Sphere for some time. Suggested by Wolf Khan Kerlin Ward, the compromise involved sending a unit of freeborns to pose as mercenaries and gather military intelligence on the various Inner Sphere armies. Khan Norizuchi, infuriated, admonished the Grand Council for agreeing to what she termed "this disgraceful excuse for action." She swore that the Clans were making a fatal error and said that the Ice Hellions would prove her right. Then, with that veiled threat hanging in the air, she stormed out of the Grand Council chambers.

In private, she confessed to saKhan Ernest Wick her intention to act against the Grand Council's ruling and lead the Ice Hellions in a solo invasion of the Inner Sphere. SaKhan Wick attempted to sway her from this course, using the example of the Not-Named Clan to illustrate the suicidal folly of opposing the Council. Khan Norizuchi refused to be convinced, however, and went ahead with her preparations.

Fearing the death of his beloved Clan, saKhan Wick called a council with his senior officers and relayed the Khan's plans. He then revealed his own plan to stop the Khan by declaring a private Trial of Annihilation against her. SaKhan Wick stressed the need for secrecy, fearing that if the other Clans discovered Khan Norizuchi's plans, they would see the Ice Hellions Absorbed or Annihilated. Soon afterward, Wick set out to confront Norizuchi on Hector, backed by Beta Galaxy.

Records of the Trial on Hector are sketchy at best. According to the most widely accepted version, saKhan Wick challenged his superior to a Trial of Position for the mantle of Khan. When Khan Norizuchi refused the challenge, saKhan Wick warned her to defend herself regardless, as he would not sit by and watch while she led the Ice Hellions to disaster. At that point, the two sides clashed on Hector's frozen wastes. A bloodbath followed in which saKhan Wick ultimately prevailed, though only a single Cluster of his command survived. Other versions of the tale state that saKhan Wick knew Beta Galaxy could not defeat Norizuchi's Blinding Keshik, and so he launched a surprise attack from which the Khan and her warriors never recovered.

Regardless of the actual events, Khan Wick assumed control of the Ice Hellions upon Norizuchi's death and moved quickly to ensure that the Grand Council would not learn the truth. Instead, Khan Norizuchi was said to have died in a bandit caste attack. Wick also attributed the weakening of Alpha and Beta Galaxies to retaliatory raids and extensive bandit sabotage of Ice Hellion 'Mechs. Though some were inclined to be skeptical of these claims, no one took action against the new Khan or the Ice Hellions.

For almost sixty years, we have kept silence on this matter. In recent months, however, it has come to my attention that certain members of the Grand Council (whom I shall not name)

learned the truth about the secret Trial and chose to ignore it as an internal Hellion matter much like the Trial of Grievance against Lucius Moore fought more than a century earlier. In light of the recent turmoil that has engulfed so many powerful Crusader Clans, I believe the time has come when we can safely reveal the truth. Any action taken against Clan Ice Hellion now for the actions of a few in a previous generation would be a foolish waste of Clan resources, especially as we stand upon the brink of a renewed invasion of the Inner Sphere.

HELLIONS' FURY

Khan Wick moved quickly to unite and rebuild his Clan, promising that the Ice Hellions would lead the way when the glorious day of return to the Inner Sphere finally came. He did not live to see it, and the task of making the Ice Hellions ready fell to his successor, Khan Stephen Tyler. In 3048, when the arrival of the ComStar vessel *Outbound Light* in Smoke Jaguar territory provided all the evidence necessary to give the Crusader movement irresistible momentum, the Ice Hellions prepared for the Trials that would select the invading Clans. To their shock and Khan Tyler's disappointment, the Ice Hellion units were knocked out in the second round.

Facing a furious warrior caste, Khan Tyler turned his Clan's anger toward the other Clans in hopes of avoiding yet another bout of fierce internal dissent. He unleashed his units on numerous raids against other Clans left behind, netting the Ice Hellions numerous lands and resources. This campaign, dubbed "Hellions' Fury," allowed Khan Tyler to keep his Clan strong and united while the seven invading Clans went on their holy mission to the Inner Sphere.

CALM AFTER THE STORM

At the conclusion of the Hellions' Fury campaign, Khan Tyler was killed in a bandit attack on the world of Londerholm, where Clan Ice Hellion had captured a Smoke Jaguar enclave. SaKhan Danielle Lienet was also critically wounded in the attack, and was forced to step down. The Bloodnamed warriors of the Clan chose Star Colonel Asa Taney, a ristar at the time, as the new Khan. Khan Taney moved quickly to consolidate his power.

The invading Clans' defeat on Tukayyid shocked Khan Taney and all the other Clans left behind. The strongest of their number, proved so through combat in grueling Trials, had apparently failed to overcome the motley collection of barbarians that made up the Inner Sphere's armies—an inconceivable outcome. Clearly, either the Inner Sphere was more powerful than the Clans had believed, or those chosen for the invasion were far weaker than they had appeared. Either way, Khan Taney sensed an opportunity for his own Clan in the others' failure. Quietly, he began to build support among the other homeworld Clans for either recalling the invaders or allowing more Clans to assist them. With the new power and wealth his Clan had gained from the Hellions' Fury campaign, Khan Taney managed to build a substantial power base. After the Wolf and Jade Falcon Clans



CLAN ICE HELLION

REGARDING THE OTHER CLANS

Clan Blood Spirit

They deal with no one but themselves. Let it remain so.

Clan Cloud Cobra

I am suspicious of their connection with the Absorption of the Burrocks. That may taint them.

Clan Coyote

Their Warden beliefs do us no good. Let them flounder.

Clan Diamond Shark

A Clan ruled by its merchant caste has never been and will never be a threat to us.

Clan Fire Mandrill

I regret taking some of their warriors as bondsmen in the Fury campaign. They are impossible to assimilate.

Clan Ghost Bear

Lazy Crusader chattel. We need not worry about them.

Clan Goliath Scorpion

They remain nothing more than gypsies. They are irrelevant.

Clan Hell's Horses

Their assistance would be helpful to us in our own endeavors. Their contract with Clan Wolf, though an unfortunate lapse of judgment, shows that they can work with other Clans to mutual advantage.

Clan Jade Falcon

A failed Clan hiding behind their status as invaders. Their quick regrowth after the mauling they took in the Refusal War is highly suspect. As with the Wolves, let us give them no quarter.

Clan Nova Cat

We should move quickly to acquire their holdings. Such a move will strengthen us and perhaps stave off Star Adder aggression.

Clan Snow Raven

Let them play among the stars while the real warriors fight the battles on the ground.

mauled each other in the so-called Refusal War, Khan Taney made his final push to recall the invaders and renew the invasion with worthier forces.

DREAM DESTROYED

Khan Taney had high hopes upon the return of the invading Clans. Along with Khan Hawker of the Diamond Sharks, Taney led a call for Absorption against the Wolves and Jade Falcons, but was forced to withdraw it when the invading Clan leaders banded together in opposition. Taney's plans to replace the invading Clans with forces from the homeworld Clans likewise met with harsh resistance. The war with the Inner Sphere had hardened the invading Clans, and permitting the wholesale replacement of their forces with fresh troops from Clan space would have been an admission of failure that none of them was prepared to make.

The extent to which the invaders would go to retain their unjustly held position of prominence was most clearly revealed in Wolf Khan Vlad Ward's plans for so-called Harvest Trials. These Trials, which offered a chance at glory in the Inner Sphere only to those units who gave their allegiance to Clans Wolf or Jade Falcon, tempted hundreds of warriors to betray their own Clans by losing a Trial of Possession to the Wolves and becoming members of that Clan. This despicable behavior destroyed any chance of removing the Wolves or Falcons from the offensive and drew many valued warriors from their home Clans to Vlad Ward's command.

WOLF TRAP

Already angered by Ward's treacherous cunning, Khan Taney became enraged when saKhan Weiland Cage turned his back on the Ice Hellions and challenged the Wolves to a Trial with his unit. Refusing to let Ward leech away his forces without a fight, Taney ordered replacements to fill the gaps in Cage's unit roster. Cage had recently lost a Binary in a Trial of Possession to the Jade Falcons, and so Khan Taney organized a new Binary to fill the empty slot. He formed this Binary from some of the best available freeborn warriors, but Cage was biased in favor of trueborns and therefore unappreciative of his Khan's efforts.

The talent of the new Binary, demonstrated conclusively on the battlefield, took both Cage and Vlad Ward by surprise. When Ward nearly succumbed to the Hellion Binary's onslaught, he realized that he faced a real battle. He survived the Hellions' initial assault only when all of his forces rushed to defend him. Realizing he could not win the battle, Ward renounced his claim to Cage's Keshik and challenged five members of the freeborn Binary to face five of his own warriors and himself. The Hellion freeborns reduced all five of Ward's 'Mechs to scrap and killed two of his warriors before Ward managed to drop the last Hellion and claim the survivors as bondsmen.

MORE THREATS

In addition to avoiding the predations of Vlad Ward, Khan Taney must also face a new and unexpected threat from within his own Clan. Many Hellion warriors took pride in our Clan's recent territorial expansion, and are warming to the idea of continued conquest of Clan holdings in lieu of returning to the Inner Sphere. Though this attitude is not universal by any means, it is slowly gaining momentum. If Khan Taney does nothing to stop this movement, it could become the internal conflict that will finally tear the Ice Hellions apart, or at least weaken us enough to miss yet another chance at true Crusader glory.

HELLIONS' CLAWS

The pride of Clan Ice Hellion, the Claws is the Touman's given name, a reference to the Clan's namesake. The size of the Touman has varied wildly over the centuries, from a peak of more than nine full Galaxies to a little over three. This dramatic rise and fall illustrates the damage caused by internal Clan conflicts. As many outside



observers have noted, the Ice Hellions have done more damage to themselves than they have taken from other Clans.

Part of the problem has been our Clan's tendency toward stark differences of opinion within our ranks. While all Clans share this trait to some extent, it is more pronounced within the Hellions. Often, entire Stars of MechWarriors in the same Cluster will take the field in a large Circle of Equals to settle their differences. Many have attributed such deep splits to the Clan's tendency toward quick anger and quicker solutions. The Ice Hellions can also demonstrate impressive unity, however, as they did when Khan Tyler unleashed our warriors against other homeworld Clans after the invaders left for the Inner Sphere. The Ice Hellions also pull together whenever severely menaced by another Clan.

Though Ice Hellion tactical doctrine is relatively sound, high-pressure situations can cause some Star Captains and Star Commanders to make rash decisions, often leading to disaster. Fortunately, this behavior is not widespread.

CHAIN OF COMMAND

As in other Clans, the senior Khan is the supreme commander of Clan forces, and traditionally commands the Blinding Keshik of Alpha Galaxy. A few past Ice Hellion Khans who have come from other Galaxies remained in direct command of their old units rather than transferring to Alpha Galaxy, but such occurrences are rare. The Khan is aided by a Star Colonel who leads the Keshik Command Cluster, while the Khan directs the action from his Command Star.

The saKhan traditionally commands Beta Galaxy, which includes the Lithe Kill Keshik. This command structure reinforces the supremacy of Alpha Galaxy over Beta in the Clan Torman. Though the warriors of Beta Galaxy usually demonstrate fanatical loyalty to their commander, a wise saKhan does not become too attached to them, as he knows he must take up command of Alpha Galaxy's Blinding Keshik at some point.

UNIT DESIGNATIONS

The Hellion's Claws is based on the principles of swift attack and agile response to a changing battlefield. Hellion warriors strive to coordinate their efforts as efficiently as possible, cutting down on battlefield confusion. For similar reasons, unit organization follows the straightforward Clan model among front-line and second-line units, with the exception of a new unit type called the Flurry.

Front-line Units

Front-line Galaxies are the mainstay of the Clan's arsenal. They receive the best equipment, the fastest supply shipments and the best crews from the technician caste. These units must be kept in top shape and ready for battle at all times; it is the duty of each warrior, from Galaxy Commander on down, to make sure that all the machines in his or her unit are in tip-top shape. To neglect this duty is a terrible dishonor in the eyes of Ice Hellions, and has often resulted in loss of rank.

Currently, Clan Ice Hellion fields three front-line Galaxies, or roughly eleven Clusters. The most skilled warriors in the Clan, more than 60 percent, are designated elite. With rare exceptions, front-line warriors are trueborns.

Second-line Units

Second-line forces serve as garrison troops for Clan Ice Hellion's worlds and holdings. They also act as escorts for merchant vessels, honor guards for local ceremonies and festivals and sometimes as the first line of defense when confronted with a surprise attack by bandit or opposing Clan forces.

Though second-line forces are potent by Inner Sphere standards, they are inferior when compared to their front-line brethren. Most 'Mechs in these units are older and not nearly as flexible in their uses. Only a small portion of second-line 'Mechs are Omnis, which tend to be reserved for more experienced trueborn commanders. Second-line forces usually take longer to receive repairs and supplies, and in crisis situations may see their supplies and munitions confiscated for front-line troops. That the 'Mechs in these units are kept running well is a testament to the skills of various technicians, many of whom have developed something like affection for the aging 'Mechs under their supervision.

Clan Ice Hellion currently fields ten second-line Clusters, divided among three Galaxies. These units rarely fight as a Galaxy; more often, they are spread across Ice Hellion space with various duties and responsibilities. Freeborn warriors are more prevalent in second-line units, fighting alongside aging or disgraced trueborn soldiers.

Clan Star Adder

Now that they have Absorbed Clan Burrock, they will feel themselves powerful. Let us talk of support, but watch them closely.

Clan Steel Viper

Neither ally nor rival. We shall have to see how they fare against the revitalized Falcons. Their Bloodlines are strong, though their resolve may not be.

Clan Wolf

Vlad Ward's interference has hurt our efforts, and he will pay for that in blood. The Wolves' failure in the invasion will return to haunt him. We will offer them no quarter, nor permit them to "harvest" other Clan units again. As for the traitorous Warden Wolves, their only redeeming quality is their sworn enmity toward Vlad and his upstart pups.

Flurries

The Flurry is a new type of unit created to fill a gap opened by the Hellions' Fury campaign. After that campaign's conclusion, Khan Tyler realized that he had overextended his garrison forces in attempting to hold what the Ice Hellions had taken. To compensate for this shortcoming, he commissioned several new units to be formed from whatever battle machines were available—mostly fast attack hovercraft and VTOLs, along with a few scavenged or barely battle-worthy 'Mechs. Next, Khan Tyler offered billets in the new units to all trueborns and freeborns who had failed to test out of the warrior caste. Most trueborns turned down the offer, but many freeborns accepted it.

Flurry units are loose groupings of vehicles thrown together to protect an area until regular 'Mech forces arrive. Organized along the same lines as standard Clan units, Flurry units are regarded as little more than cannon fodder; consequently, only the oldest or most disgraced Clan warriors command them. To the surprise of many, some of these ad hoc units have actually begun to show signs of cohesion, even throwing back an occasional attack before the arrival of reinforcements.

Though some maintain that the creation of these units goes against Clan tradition, Khans Tyler and Taney have reassured their fellow Khans that these units will never appear alongside front-line 'Mechs or Elementals. They exist to serve their Clan one last time, and none of their members are expected to survive for long.

Currently, the Clan fields roughly six Clusters of Flurry units, divided among two Galaxies and spread throughout Ice Hellion space. Approximately five percent of these units are 'Mech forces, equipped with aging and decrepit models. The remainder are primarily fast hovercraft and VTOLs.

BATTLE PHILOSOPHY

Ice Hellion training emphasizes fast thinking, hand-eye coordination and rapid action above all other traits. A warrior who can react quickly, shoot and hit first is more prized than one who takes time to run through all available options before committing to a plan of attack.

This emphasis on speed has won the Ice Hellions numerous battles, but also cost them nearly as many. Often, Ice Hellion warriors make hasty decisions only to see them backfire and result in defeat. Though Hellion trainers acknowledge this flaw, they believe it is outweighed by the advantages of taking the initiative.

Honor in the Pack

In an attempt to further emulate the Clan's namesake, many Ice Hellion trainers approve of their warriors engaging in group attacks, with up to a Star of 'Mechs taking on a single target and weakening it. As a nod to Clan tradition, the group may not destroy such a target. Once the attackers have drawn blood, they pull back and begin bidding among themselves for the honor of the kill. The warriors bid away their weapons, heat sinks

and other equipment until a final victor emerges to finish off the target. As in standard Clan bidding, the winner may use equipment that he bid away only at a cost to his honor. The warrior victorious in bidding may not call upon his Starmates for assistance, but must make the kill alone.

Many other Clans, and even a few Ice Hellions, deplore this tactic as a breach of Clan honor. Those who espouse it see it as fair when used by light or medium Stars to attack heavy or assault targets, because the tactic negates the heavier machines' armor advantage. All Ice Hellion warriors, however, rightly deplore its use by heavier 'Mech Stars.

First-Strike Victory

Clan Ice Hellion warriors value swift victories so much that the first warrior to score a hit against an opponent is often considered the victor in an engagement even if he does not survive it. To many Hellions, it is better to strike first and die than strike second and live to see a tainted victory. The one struck already knows he has been bested, and should therefore concede defeat.

So common is this belief throughout Ice Hellion ranks that many Trials are fought in this fashion. Because other Clans do not share this belief and continue fighting after the first strike, this type of fighting is usually reserved for battles within the Clan. If a Trial is important enough, however, those fighting it will continue until only one combatant is left standing.

REGARDING FREEBORNS

Almost all the Clans disdain freeborn warriors, and many discriminate against them to a greater or lesser degree. Clan Ice Hellion is no exception. Given the worst assignments and the poorest equipment, freeborn Ice Hellion warriors must work twice as hard to be noticed, much less rewarded. Only the truly exceptional are paid anything like the respect they are due.

The general contempt toward freeborns that pervades the Ice Hellion ranks can be seen everywhere, most clearly in stark segregation between freeborns and trueborns. Unit assignments, missions and decorations are used to keep freeborns in their place—especially in Alpha Galaxy, where only five percent of the warriors are freeborn.

The status of freeborn warriors within the Clan may slowly be changing, however. With the recent expansion of Ice Hellion territories, the Clan has had to rely more on its freeborn warriors to maintain those holdings. The relative success of these supposedly less-skilled warriors has come to the notice of more and more trueborns, some of whom are learning to grudgingly respect freeborn abilities.

SCHOOLING THE WHELPS

Clan Ice Hellion warrior training is on par with that of other Clans, though not exceptionally brutal. The Clan has consistently turned out fine warriors, keeping even with our fellow Clans.



Ice Hellion training is a two-step process. All potential warriors travel to the coldest regions of Hector's frozen plains, where they undergo their first battery of tests. From there, successful cadets travel to one of the three facilities located in Hector's warmer regions. The primary camp trains trueborn warriors. Theoretically, a freeborn warrior may seek a Trial to enter the camp, but this happens rarely. The second camp, considered a subordinate facility, trains both trueborn and freeborn cadets. The third camp, devoted solely to freeborn schooling, is often the butt of jokes among those privileged to attend the first two. Cadets and instructors at the third camp bear this with grim determination, intent on proving themselves despite their low status. This facility produces the bulk of the Clan's garrison troops.

REGARDING SIBKOS

Clan Ice Hellion places less emphasis on keeping sibkos together than most Clans. Though whelps of the same sibko travel together to Hector for their initial training, they often part ways when proceeding to one of the camps on the planet. In the training camps, Ice Hellion warriors form their truest and most lasting bonds.

TRIALS OF POSITION

All three camps conduct their own Trials of Position. The first camp requires a cadet to make one kill in a Trial of Position against an entire Star. First-strike victory is not practiced in this Trial, as the potential warrior must experience what it is like to fight forces from other Clans. As in the other Clans, the number of opponents defeated determines a new warrior's initial rank.

Like their trueborn comrades, freeborn cadets from the third camp must pass a Trial of Position to obtain warrior status. Unlike trueborns, freeborn cadets must usually fight the Trial with second-line BattleMechs instead of OmniMechs.

The second camp takes a different approach, forcing the cadet to complete two Trials. The first involves a standard Trial of Position, in which the cadet must make at least one kill to become a warrior. In the second Trial, the cadet commands an entire Star of fellow cadets and must successfully lead them in battle against a similar force commanded by his superiors. In addition, the cadet and his unit must achieve the objective set by their instructors. Those who do so succeed; those who do not fail. A cadet may attain warrior rank through success in either Trial; however, he need not succeed in both.

MILITARY ASSETS

Throughout our history, the Clans have learned to waste little. Clan Ice Hellion is no exception to this practice, particularly when it comes to battlefield material. Ice Hellion technicians have become adept at preserving 'Mech and aerospace assets, a skill made most apparent during the Clan's recoveries from grievous internal strife such as the early battles between Khan Cage and saKhan Moore.

With respect to production capability, Clan Ice Hellion has several manufacturing centers that produce most of the Clan's military arsenal. The bulk of these factories are located in massive underground complexes on Hector, the Hellion homeworld. The Clan also has two factories on Babylon that produce most of its aerospace assets.

'MECH ASSETS

At its founding, Clan Ice Hellion received mostly light and medium 'Mechs. Since then, the Clan has primarily manufactured 'Mechs of the same weight classes, with only a small portion of heavy and assault machines being produced, mostly for garrison duty.

The primary OmniMech used by Hellion warriors is the *Hellion*. This 'Mech boasts exceptional speed and enough flexibility of use to satisfy most Ice Hellion warriors. Aside from the *Hellion*, the Clan favors faster 'Mechs, such as the *Linebacker* and the *Gargoyle*, over those with heavier armor.

AEROSPACE ASSETS

Like their ground-bound counterparts, the aerospace assets initially assigned to Clan Ice Hellion included mostly light and medium fighters. This hampered the Clan at first, as lightweight fighters rarely lasted long in a dogfight. Over the years, however, the Clan corrected the problem, manufacturing heavier craft to increase the survivability of its pilots. Clan Ice Hellion fields OmniFighter designs common to most other Clans, with a preference for the *Visigoth* and the *Sabutai*.

INFANTRY ASSETS

Many Star Colonels favor standard battle armor where they use infantry at all. For garrison and solahma units, often not allowed any type of battle armor, Hellion commanders traditionally outfit ground troops with jump packs or mechanized transports. All Hellion infantry units are more than mere foot soldiers.

NAVAL ASSETS

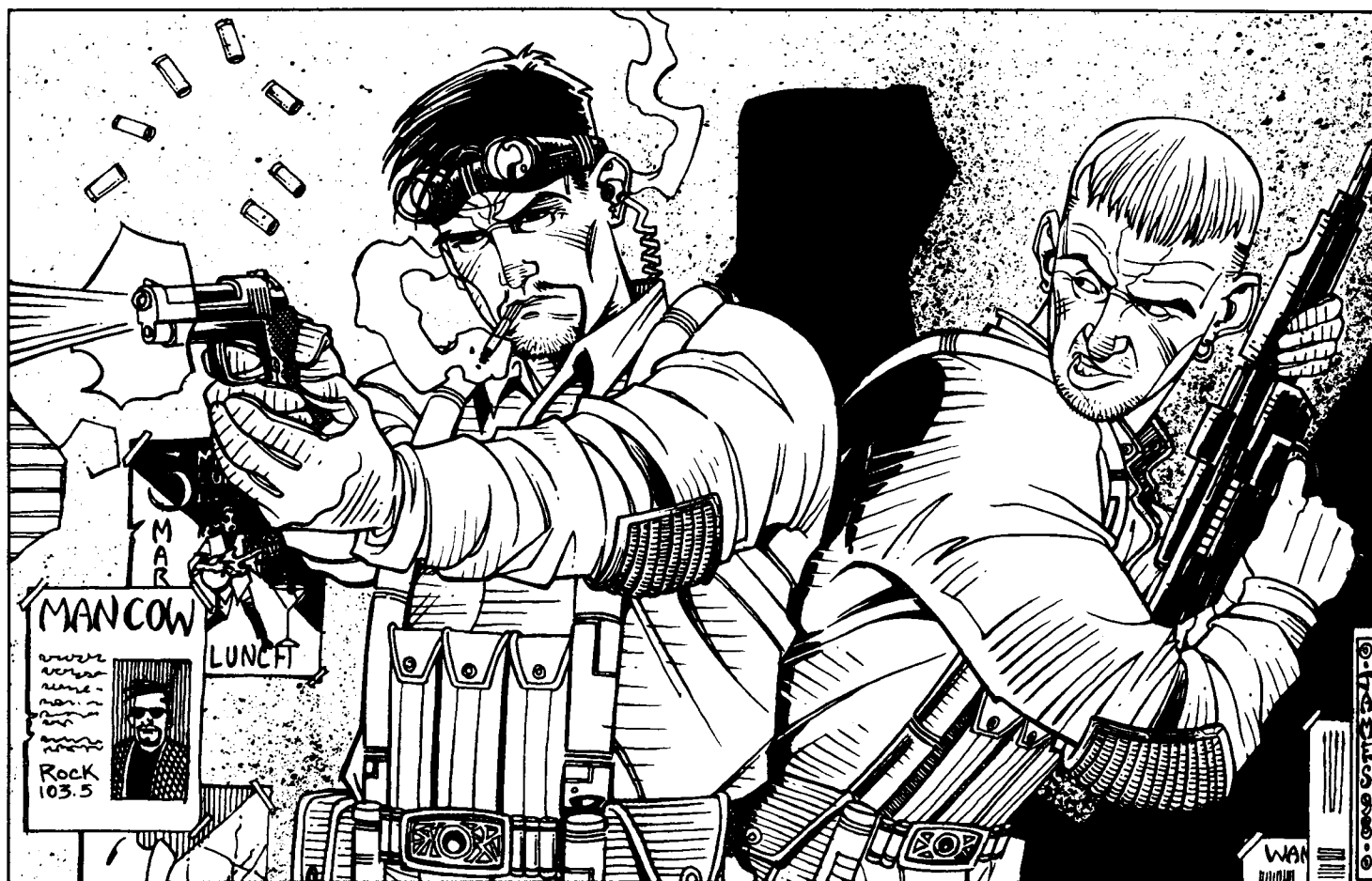
Clan Ice Hellion possesses thirteen WarShips, which rotate among the Galaxies depending on their current mission. The only exception is the *McKenna*-class *Cage's Pride*, the flagship of Alpha Galaxy. The *Carrack*-class *Maker* is primarily used by the merchant caste as an escort whenever its vessels expect to enter dangerous territory. Though rarely pressed into military service, the *Maker* saw action in the Hellions' Fury campaign.

The remaining WarShips are the *Fredasa*-class *Swift Bait*, *Hellion's Pride* and *Whelp*; the *York*-class *Pack Leader*; the *Essex*-class *Moore's Honor*; the *Lola III*-class *Cold Hunter*, *Impaler* and *Radiant*; the *Aegis*-class *Taney* and *Chaos Sailor*; and the *Potemkin*-class *Coterie*.

UNIFORMS

Clan Ice Hellion field, dress and ceremonial uniforms all reflect the wintry environment of the Clan's homeworld, as a reminder to all warriors of the obstacles their ancestors overcame and the legacy they must uphold.

CLAN ICE HELLION



FIELD UNIFORMS

As in most Clans, Clan Ice Hellion field uniforms are designed for unrestricted movement and efficiency. Field uniforms for MechWarriors, aerospace pilots and Elementals consist of an off-white jumpsuit with mottled black and gray patches for camouflage. All joints are reinforced for durability. A ballistic/ablative armor vest is included as an optional item.

Several pockets and loops adorn the jumpsuit, for easy access to and storage of weapons and other field equipment. The inner lining of the suit is made of a special polymer to help resist extremes in temperature, such as in Hector's frozen wastes. A standard-issue Clan pulse laser pistol is the primary sidearm. A full helmet rounds out the suit. The helmet comes equipped with a rebreather for hostile atmospheres, infrared and low-light optics. It also provides moderate protection against battlefield damage. The warrior wears his unit designation and rank on the shoulders, breast and back of the suit for rapid identification.

MechWarriors may wear this field uniform inside the cockpits of their 'Mechs with only slight discomfort, thanks to the polymer lining. They may also wear the standard MechWarrior shorts and cooling vest in lieu of the field uniform. A storage compartment under the command couch of each 'Mech holds a complete uniform.

DRESS UNIFORMS

The dress uniform is an off-white, two-piece suit with gray bands around the cuffs and thick gray stripes down the front. The unit designation is worn on the right shoulder for trueborns, on the left shoulder for freeborns. Bloodnamed warriors wear a small cape of ice hellion fur. Dark gray, knee-high boots round out the ensemble.

All warriors may wear field sidearms with the dress uniform, but only Bloodnamed warriors may choose which type of sidearm to wear. Generally, Elementals choose a large combat knife, aerojocks a set of laser pistols and MechWarriors a sword.

CEREMONIAL

The ceremonial uniform is a white leather bodysuit with gray striping, covered by a fur cloak that attaches to the hellion ceremonial mask. The fur is also striped with gray. The ceremonial mask shows the hawk-like snout of an ice hellion with slightly exaggerated fangs.

HONORS

Clan Ice Hellion has developed only a few medals and decorations to honor warriors who perform exceptionally in combat. These honors are usually bestowed in ritual ceremonies that



praise the Clan, Nicholas Kerensky and the warrior in that order. These rituals may be held anywhere, but most often occur on the battlefield where the recipient accomplished his deed. In addition, the Clan makes distinctions between trueborn and freeborn warriors in the presentation and wearing of these awards.

REMEMBRANCE BAR

This medal is one of the most prized honors sought by Ice Hellion warriors. The Khan personally presents it to those Hellions who, in addition to showing great skill and tenacity in battle, have also made some exceptional sacrifice, whether loss of life, limb or personal honor, for the betterment of the entire Clan. In addition to the medal, the warrior earns a passage in the Ice Hellion *Remembrance*, a high honor indeed.

The medal is a small gold bar streaked with silver, with the appropriate passage, line and verse numbers engraved on it. The few freeborns who have earned this award rarely suffer the contempt normally shown toward freeborn warriors.

CAGE'S CLASP

This award, available only to Bloodnamed warriors, has become more of a political than a military award over the years. Bestowed by the Khan, Cage's Clasp goes to those warriors who emulate the Ice Hellion's first Khan, Stephan Cage.

To receive the award requires more than battlefield prowess. The recipient must also have extensive contact with other Clans, usually within the Grand Council, and have handled himself honorably in those dealings. The actual qualifications for this honor may only be truly judged by a Khan. However, a warrior who believes he deserves the Clasp may request a Trial of Award, a variation on a Trial of Possession. The warrior must fight the Khan, or a warrior of the Khan's choosing, in a Circle of Equals. Victory for the challenger grants the award; failure earns the warrior disgrace for his presumption.

The award is a medallion bearing the raised profile of Stephan Cage, with a pouncing ice hellion in the background.

NOTABLE WARRIORS

The following Ice Hellion warriors are prominent figures within the Clan.

KHAN ASA TANEY

Khan Asa Taney is the senior Khan of Clan Ice Hellion. An avid Crusader, he has been pressing for the dissolution of the Truce of Tukayyid and a resumption of the invasion. However, Taney also advocates that the homeworld Clans aid in the effort, citing the "ineffectiveness of our allegedly most powerful Clans" as the reason. Such statements have earned him few friends among the invaders, who remain a potent political force.

Khan Taney rose to power after the death of Khan Stephen Tyler at the hands of the bandit caste. Though Taney's record as a pilot was exemplary and his Bloodline strong, the fact that he was only a Star Colonel at the time of his election has raised eyebrows among the Grand Council. Enemies of the Khan have tried to implicate him in Khan Tyler's death, but have so far produced no evidence.

Taney's attempt to open the door to invasion for the homeworld Clans was recently thwarted by the Wolf and Jade Falcon Khans. Angered by their actions, Taney is now seeking to renew his effort and avenge himself on the Khans who stopped it.

SAKHAN SELLEN CAGE

SaKhan Sellen Cage is the youngest Ice Hellion to hold such high rank. A ristar, Cage has been heavily courted by those Ice Hellions who want to see the Clan expand its holdings in Clan space rather than risk a prolonged conflict with the Inner Sphere. While Cage sees some merit to this proposal, she clings to her Crusader ideals and yearns to retake the Inner Sphere. She has seen how the invading Clans staked out large segments of territory in the Inner Sphere, and dreams of the day when the Hellions can claim their own. Because many Clans were held back from the invasion, she sees a valid purpose behind the Harvest Wars that are allowing units from many Clans to join a second invasion force. To her, the invasion and the fulfillment of Kerensky's Hidden Hope doctrine are more crucial than loyalty to a single Clan. She is careful not to openly support the Harvest Trials, however, after seeing her predecessor die at Khan Taney's hands in a Trial of Grievance over the issue.

STAR CAPTAIN CONNOR ROOD

Of all the warriors in the Ice Hellions, Star Captain Rood has attracted the most attention from inside and outside the Clan. He can claim an impressive string of victories and accomplishments, including obtaining the rank of Star Captain in his Trial of Position, a rare feat for most Hellion cadets. His achievements have generated more astonishment than applause, as Rood is not a particularly distinguished Bloodname. However, a growing number of observers see Rood as an ideal candidate for Khan in the future; they see him leading the Hellions to ever-greater heights.

Rood does not appear to share the rabid Crusader feelings expressed by many of his fellow warriors, though he still nominally supports the cause. An able and intelligent commander, Rood has earned absolute loyalty from those under his command, including several freeborns.



CLAN ICE HELLION



ALPHA GALAXY: THE BLINDING KESHİK

The premier unit in the Ice Hellion Touman, Alpha Galaxy has existed since the Clan's inception. It was almost destroyed during the secret Trial at the dawn of the 31st century, beaten down to less than a Cluster. Since then, Ice Hellion Khans have rebuilt it into a swift and powerful attack force. The unit's symbol of a snarling ice hellion streaking across a field of stars represents its warriors' fierceness and speed.

Throughout its history, Alpha Galaxy has received the most skilled warriors and training camp graduates. Ice Hellion warriors consider a posting to Alpha Galaxy a high honor.

OFFICERS

Alpha Galaxy is traditionally commanded by the senior Khan of the Ice Hellions, with only a few exceptions. The current Khan, Asa Taney, an aerospace pilot of exceptional skill, has done much to mold the unit into even a stronger fighting force.

TACTICS

Alpha Galaxy warriors have mastered blitzkrieg tactics, striking fast and hard. Ice Hellion forces almost never engage in static battles, instead staying constantly on the move. This tactic has earned Alpha great success, but has also hurt the unit in engagements where maneuverability is minimal. Many Alpha Clusters employ battle-armored "headhunter" units that prey on enemy command 'Mechs. Once the commander is destroyed, the remainder of the Hellion attack force quickly closes, using its speed to create even more battle-field confusion.



7th Attack Cluster
5 Trinaries/Elite/Fanatical
CO: Khan Asa Taney

The flagship Cluster of Alpha Galaxy, the Seventh bears the honor of the Clan on its shoulders. This unit epitomizes the rapid assaults that are Clan Ice Hellion's trademark. Every 'Mech in the Cluster weighs less than sixty tons. The Seventh's insignia is an ice hellion moving at blinding speed, saliva and blood trailing from its fangs.



150th Hellion Lancers
4 Trinaries/Elite/Fanatical
CO: Star Colonel Philippe Lienet

This unit saw heavy action in the Hellions' Fury campaign and was almost destroyed in a counterattack by a Coyote assault Trinary. Only the fast thinking of Elemental Star Commander Andy, whose unit destroyed the Coyote command Star, allowed the rest of the Lancers to escape. The 150th's elaborate insignia depicts a 'Mech standing in the mouth of an ice hellion, with an Elemental between its legs, superimposed on the numeral "150."



77th Hellion Lancers
3 Trinaries/Veteran/Fanatical
CO: Star Colonel Freed Hasbrin

The Seventy-seventh Hellion Lancers contain the bulk of Alpha Galaxy's aerospace forces. Though often bid away early in a batchall, this unit is also frequently the first called up from reserve. Each aerospace fighter in the Seventy-seventh carries the Cluster's insignia, a starfield torn by hellion claws, with two aerospace fighters streaking across the upper left corner.



78th Hellion Lancers
3 Trinaries/Veteran/Fanatical
CO: Star Colonel Grace Lienet

This Cluster has suffered unusually low numbers for years because of Clan Ice Hellion's frequent internal fighting and the unit's heavy combat assignments. Considered the heaviest unit in Alpha Galaxy, the Seventy-eighth is often used to root out dug-in opponents who are invulnerable to the Hellions' usual mobile tactics. Khan Taney has commissioned the addition of heavier OmniMechs to the Seventy-eighth with the hope of extending the life of the unit. The Seventy-eighth's insignia depicts a heavy 'Mech foot in the background, and in the foreground a jawless skull with two swords crossed beneath it.



40th Hellion Lancers
3 Trinaries/Elite/Reliable
CO: Star Colonel Raina Montose

The members of the Fortieth Hellion Lancers, under the leadership of Star Colonel Raina Montose, specialize in rapid advance and assault. Elemental-loaded 'Mechs storm onto the battlefield and quickly drop their passengers, who cause chaos within moments. Khan Taney often uses the Fortieth to disrupt the flanks of larger enemy formations, while the bulk of Alpha Galaxy engages the front lines. The Fortieth's insignia shows an Elemental carrying a smoking laser, with an ice hellion crouching on each of the Elemental's SRM launchers.



BETA GALAXY: THE LITHE KILL

Throughout its existence, Beta Galaxy has worked hard to diversify its ranks and develop tactics that make the best of its options. Where Alpha Galaxy specializes in one tactic overall, the different Clusters of Beta Galaxy work to master their own styles.

Longstanding Hellion tradition places Beta Galaxy as Alpha Galaxy's rival, citing battles such as those fought in the Clan's early days between Khan Cage and saKhan Moore. Despite this reputation, both Galaxies treat each other with camaraderie and respect rather than as opponents.

The Galaxy is referred to as the Lithe Kill, a definition that fits its overall flexibility and its ability to deftly eliminate targets. The unit's symbol is an ice hellion leaping from the snow to pounce on its prey.

Beta Galaxy suffered most from the Falcon and Wolf Harvest Trials, losing several Binaries to the Falcons on separate occasions, as well as several seasoned warriors to the Wolves.

OFFICERS

Though traditionally commanded by the saKhan, Beta Galaxy at times has served as the senior Khan's unit. Many in Beta Galaxy consider their current saKhan a visionary and have high expectations for her. For now, saKhan Cage dreams of resuming the invasion of the Inner Sphere, preferably with the Ice Hellions in the vanguard.

The rest of Beta's officers work together closely to coordinate their unit tactics, constantly inventing new approaches.

TACTICS

The various units of Beta Galaxy have become specialists in different fighting styles, possibly because of the diverse methods practiced at the training camp from which Beta Galaxy draws the bulk of its warriors. While this diversity pleases saKhan Cage, she has noticed the occasional problems it causes in maintaining unit cohesion. She is attempting to solve this problem while retaining the individuality of each Cluster. Group field exercises have shown promise, but even the saKhan admits that Beta Galaxy has a long way to go.



200th Attack Cluster (Lithe Kill Keshik)

4 Trinaries/Elite/Reliable

CO: saKhan Sellen Cage

The command unit of Beta Galaxy, the 200th Attack Cluster prides itself on its ambush tactics. Though many other Clans consider ambushes unClanlike, saKhan Cage and others feel that any enemy units foolish enough to be lured into one have no one to blame but themselves. Most recently, the 200th suffered severe casualties in battle against the Fourth Wolf Striker Cluster during a Trial of Possession.

The Lithe Kill insignia depicts a 'Mech marching through a forest, with two ice hellions springing from hiding and coming in for the kill.



121st Hellion Lancers

4 Trinaries/Veteran/Reliable

CO: Star Colonel Magda Moore

The members of the 121st have become adept at pursuing and bringing down fleeing enemy units. Equipped with lighter 'Mechs than most Hellion Clusters, the members of the 121st rarely engage in stand-up fights.

Beta Trinary of the 121st is commanded by Star Captain Rood, a ristar within the Clan. Rood leads his troops with the authority of a Khan, and many of them idolize him as the future leader of the Ice Hellions. His Trinary has had remarkable success against other Clans in recent engagements.

The 121st's insignia shows a pack of hellions chasing down a wolf.



90th Striker Irregulars

2 Trinaries/Veteran/Questionable

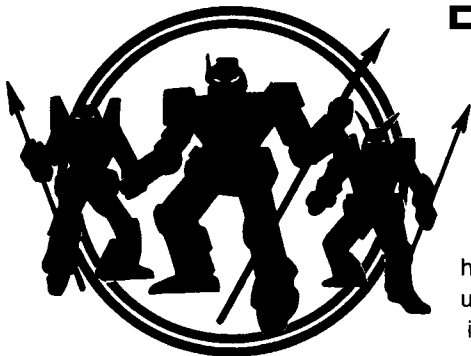
CO: Star Colonel Marcus Wick

The Ninetieth is currently understrength, having lost several Binaries to the Jade Falcons in the Harvest Trials. The unit lost only one 'Mech in the fighting—that of Star Captain Greysolon Rood, who lost an honor duel for the unit. Though eyewitnesses reported the duel as a fair fight, Khan Taney suspects that Rood was ordered to lose by his unit's previous commander, the late saKhan Weiland Cage, in order to guarantee that at least some Ice Hellions would take part in the renewed invasion of the Inner Sphere.

The Ninetieth's insignia features a MechWarrior—perhaps the first Hellion Khan, Stephan Cage—standing proudly in front of a 'Mech. Both figures are half in shadow, with the shadow falling diagonally.



CLAN ICE HELLION



DELTA GALAXY: DAUNTLESS HUNTERS

Delta Galaxy has lived in the shadows of Alpha and Beta Galaxies since its inception more than a hundred years ago. Of all the Ice Hellion front-line forces, Delta employs the largest number of freeborn warriors, allowing several to command Trinaries—a practice that has caused considerable friction within the unit. The Galaxy has maintained its strength at a hefty four Clusters, largely because it accepts graduates from all three Hellion training camps.

Considered a maverick by some, Galaxy Commander Drew Norizuchi has no qualms about the widespread use of heavy and assault OmniMechs, even though it runs counter to his Clan's preferred military doctrine. Commanders in other Galaxies tend to see Delta's heavy use of such machines as only to be expected from a unit full of freeborns. The Galaxy's insignia is a silhouetted group of 'Mechs bearing spears.

OFFICERS

Galaxy Commander Drew Norizuchi, the oldest Ice Hellion warrior still in front-line service, leads his troops with genuine enjoyment. Many say he revels in fending off younger officers who challenge him for his command. His age and experience allow him to see the worth of freeborn warriors and officers, though he has difficulty showing these strengths to hotheaded trueborns fresh out of the training camps.

TACTICS

Trained in some of the worst environments on the Pentagon worlds, Delta Galaxy excels at fighting under extreme conditions. This talent has earned the Galaxy some dangerous assignments over the years. As a unit designed to function well in adverse environments, most of Delta's 'Mechs are jump-capable. Though the presence of jump-jets reduces firepower somewhat, most officers feel the added flexibility makes up for that disadvantage.



2nd Assault Cavaliers

3 Trinaries/Veteran/Reliable

CO: Galaxy Commander Drew Norizuchi

The most experienced Cluster in Delta Galaxy, the Second Assault Cavaliers are smarting from a recent defeat by Clan Star Adder in the Gressen Mountains of Dagda, where they lost several of their best warriors as isorla. The fact that the Second should have excelled in the rough, rocky terrain only added insult to injury. The Cavaliers' insignia shows a Star of 'Mechs standing on mountain peaks.



45th Striker Irregulars

3 Trinaries/Regular/Questionable

CO: Star Colonel Scott Moore

This unit is composed almost entirely of freeborns. Its trueborn commander views his posting, which he received after losing a battle in a Circle of Equals, as highly undesirable. Friction between Moore and his unit has risen steadily over the past year or so.

The Forty-fifth has a reputation as a rough-and-tumble unit, with little respect for trueborn superiority. Its members often start fights and honor duels, most often with colleagues in their own Cluster. The unit's insignia reflects its members' scrappiness; it depicts a hellion with several patches of fur missing, struggling to stand upright.



33rd Striker Irregulars

2 Trinaries/Regular/Fanatical

CO: Star Colonel Damon Hawkins

The Thirty-third Strikers are an experiment by Star Colonel Damon Hawkins, a Ghost Bear MechWarrior taken as a bondsman more than a decade ago. After the Thirty-third Strikers were almost destroyed in the Hellions' Fury campaign, leaving only their heaviest 'Mechs still operational, Galaxy Commander Norizuchi authorized Hawkins to reconstruct the unit using exclusively heavy and assault 'Mechs. Rebuilding has gone slowly, however, as heavier 'Mechs are difficult to acquire and few Hellions wish to pilot them. The Irregulars' somewhat controversial insignia depicts a ghost bear claw and a hellion claw reaching toward each other in front of an assault OmniMech.



53rd Striker Irregulars

4 Trinaries/Regular/Reliable

CO: Star Colonel Perry Taney

The Fifty-third prides itself on self-sufficiency and unit balance. The Cluster has groomed one of the best technical staffs in the Clan, and these brilliant personnel deserve much of the credit for keeping the unit running. Recent rumors hint that Khan Taney may use the Fifty-third as a core unit for a fourth front-line Galaxy. The Irregulars' insignia features a lone 'Mech, its back to the viewer, facing an oncoming force that is raising a cloud as it approaches.



ZETA GALAXY: GUARDIANS OF THE LAIR

The first garrison force created by Clan Ice Hellion more than two hundred years ago, Zeta Galaxy has earned unusual respect despite its garrison status. Aging warriors generally object to garrison postings, but receiving one to Zeta Galaxy often lessens the sting.

Because of its early service protecting bases and cities on the Ice Hellion homeworld, Zeta Galaxy earned the nickname Guardians of the Lair. The unit's insignia, a pack of Hellions blocking a cave entrance, embodies this spirit.

Equipped with some of the oldest machines in the Clan's possession, including several Star League-era BattleMechs, the warriors of Zeta Galaxy have managed to remain competent opponents in battle, at least partly because of Galaxy Commander Curtis's exceptional leadership.

OFFICERS

The oldest warrior on active duty in Clan Ice Hellion, seventy-year-old Galaxy Commander

Curtis has kept his unit functioning smoothly. Curtis is a trueborn who never attained a Bloodname, a shame that haunts him daily. Only his devotion to the Clan and its beliefs has kept him from ending his own life.

TACTICS

With more than 65 percent of its 'Mech force composed of light machines, nearly all second-line or Star League-era quality, Zeta Galaxy is often forced to resort to harassment tactics to survive. Though not considered honorable by Clan standards, this fighting style keeps the warriors of Zeta Galaxy alive and even gains them victories.



3rd Hector Cavaliers

3 Trinaries/Regular/Reliable

CO: Galaxy Commander Curtis

The command Cluster of Zeta Galaxy, the Third Hector Cavaliers are on the verge of a crisis. In a recent defensive action, Galaxy Commander Curtis was severely injured, yet he has refused to surrender command. A faction led by Star Captain Carmen of the Third's Beta Trinary feels it is time for the old warrior to step down. Meanwhile, troops loyal to Curtis have made clear their willingness to defend the Galaxy Commander's rightful position as unit leader. Many feel it is only a matter of time before Star Captain Carmen requests a formal Trial of Possession for the command post.

The Third's insignia depicts the planet Hector against a starfield, with a 'Mech in the foreground, its main weapon arm smoking.



7th Hector Cavaliers

2 Trinaries/Regular/Questionable

CO: Star Colonel Lillith

After many years of neglect, this unit is on its last legs. Almost every 'Mech suffers from lack of maintenance and parts, and morale is abysmal. Several Stars within Beta Trinary are rumored to be preparing to go AWOL, turning to piracy or joining the bandit caste. Khan Taney has worsened the problem by paying no heed to the rising tensions. The Seventh's insignia shows a battered round shield with the eyes of an ice hellion peering over the top.



150th Attack Cluster

3 Trinaries/Green/Questionable

CO: Star Colonel Vik Horn

Comprised mostly of Clan bondsmen captured in various Trials throughout the years, this Cluster has grown frustrated at its cavalier treatment by the Ice Hellions. The unit's commander, a Bloodnamed Elemental from Clan Diamond Shark, feels particularly resentful. Star Colonel Horn has petitioned both Hellion Khans to give his unit a chance to prove itself in real combat, but so far these pleas have fallen on deaf ears. This Cluster's insignia depicts the silhouetted face of Nicholas Kerensky, crowned with a halo of five stars and a crouching ice hellion.



45th Hector Cavaliers

3 Trinaries/Green/Reliable

CO: Star Colonel Gertwin

Untested in actual combat, the novice warriors of this unit remain eager to prove themselves. The warriors of the Forty-fifth have largely managed to avoid the bitterness that often accompanies uneventful garrison duty, possibly because of the recent influx of new freeborn recruits. The Cavaliers' insignia shows a fierce-looking 'Mech-hellion hybrid leaping toward the viewer.



CLAN ICE HELLION



ZETA PRIME GALAXY: FREEBORN FANATICISM

The second garrison force created by Clan Ice Hellion, Zeta Prime Galaxy has undergone numerous changes over the centuries. Currently composed almost entirely of fanatically loyal freeborns, the Clusters of Zeta Prime are frequently overzealous in their desire to prove themselves worthy. More than once, a Cluster has launched unsanctioned attacks on bandits in a misguided attempt to please the Khan. Despite their frequent successes in these efforts, most Khans have disciplined the unit severely for such actions. Recently, the entire Galaxy fought an unsanctioned raid on the Steel Viper world of New Kent and lost several Trinaries. Some observers hope that this incident "will finally teach those free-born fools some prudence."

The Galaxy's insignia displays an ice hellion resting on its haunches, holding a laser rifle in one hand.

OFFICERS

Galaxy Commander Eld began his career as a promising graduate from the Ice Hellions' secondary training camp. However, his commander in Beta Galaxy found Eld's flamboyant battlefield tactics and off-field antics intolerable. Though competent and devoted to his Clan, Eld could not conform with the strict regimentation required of the Clan's front-line forces. After three years of service, he was relegated to Zeta Prime Galaxy. In the more relaxed atmosphere of a second-line unit, Eld's unique style of command flourished, and he rose quickly to the rank of Galaxy Commander. His style has permeated the rest of the unit and earned Zeta Prime its current reputation.

TACTICS

Zeta Prime has a history of violating standard Clan battle tactics. Almost immediately upon engagement, a general melee ensues as Hellion warriors freely target whatever enemy unit crosses their sights. This chaotic behavior has earned the Galaxy a string of dismally poor assignments.



175th Attack Cluster

3 Trinaries/Regular/Fanatical

CO: Galaxy Commander Eld

Galaxy Commander Eld is working to rebuild his command cluster, weakened after a disastrous raid against a Steel Viper research facility on New Kent. Having lost an entire Trinary and his executive officer, Eld awaits punishment from Khan Taney, who so far has said nothing regarding the incident.

Eld's Cluster insignia resembles the Galaxy insignia, except that the hellion is holding a larger gun.



52nd Hector Cavaliers

3 Trinaries/Regular/Fanatical

CO: Star Colonel Rilla

The unit least damaged in the bungled New Kent assault, the Fifty-second used its aerospace assets to allow the fleeing Ice Hellion forces to reach their DropShips and leave the planet. Initially left out in the bidding for the facility, the warriors found themselves called into action within hours after the battle began. Their arrival, though a loss of honor for Galaxy Commander Eld, saved the entire Galaxy from total disaster.



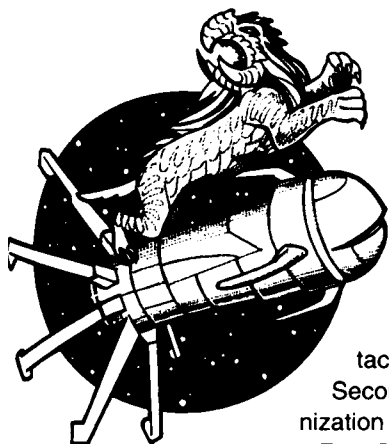
176th Attack Cluster

1 Trinary/Regular/Fanatical

CO: Star Colonel Rose

Only one Trinary remains from the 175th after its participation in the attack on New Kent. Trapped by a heavy Trinary from the Steel Viper garrison, the members of the 176th had to fight their way to freedom. The battle cost the unit its commander, Star Colonel Solomon. Upon escaping from New Kent, Galaxy Commander Eld promoted Star Captain Rose to Star Colonel and placed her in command of the remainder of the crippled Cluster.

This Cluster's insignia shows a half-man, half-'Mech hybrid, pointing a pistol barrel at the viewer.



THETA GALAXY: CASTE SAVIORS

Though military units generally have little to fear while traveling through Clan space, the same is not true of merchant or scientific vessels. Attacks by bandits are an ever-present threat, and have cost the merchant castes of several Clans more than a few DropShips. As protecting the assets of the lesser castes is a task beneath front-line units, this duty falls to second-line forces. For Clan Ice Hellion, the unit primarily responsible for such missions is Theta Galaxy.

With its force broken down into Binaries and Stars, Theta Galaxy exists in name only. Only on rare occasions does the entire unit appear together. Instead, its component units spend most of their time traveling with merchant and other non-combat vessels to ensure their safety.

Such duty has its drawbacks. First, the lack of exposure to other military units and the constant contact with lower castes tends to erode discipline among the troops, sometimes to a shocking extent. Second, unit cohesion is almost nonexistent. If forced to fight in Trinary or larger-sized groupings, disorganization and lack of cooperation frequently lead to unacceptably high casualties even in victory.

This Galaxy's insignia is an ice hellion standing atop a merchant caste DropShip. Clusters in this unit have no individual insignias, as Theta's warriors rarely function at the Cluster level. Several Binaries have adopted their own insignias, however.

OFFICERS

Theta Galaxy is led by Galaxy Commander Renold, a dezgra trueborn assigned to Theta after dishonorably killing his superior officer in Delta Galaxy in a Circle of Equals. Rather than have him killed as well, Galaxy Commander Moore of Delta demoted Renold to Theta Galaxy. Since that time, Renold has fought his way up to the command of the unit. Though he bears the rank of Galaxy Commander, he spends most of his days with his command Binary aboard a merchant caste vessel.

TACTICS

No Theta unit possesses truly superior tactical ability, but many warriors in Theta Galaxy have developed solid zero and low-g combat skills, as well as effective small-unit combat strategies.



180th Attack Cluster

3 Trinaries/Regular/Questionable

CO: Galaxy Commander Renold

The command Cluster of Theta Galaxy, the 180th accompanies vessels that the Clan feels are in the greatest danger of attack. To fulfill its function, the Cluster is broken down into Binary-sized units that usually include a balanced mix of 'Mech, aerospace and Elemental forces.



43rd Hector Cavaliers

3 Trinaries/Green/Questionable

CO: Star Colonel Balfour

The Forty-third Cavaliers have lacked an executive officer since the former XO was killed in a Circle of Equals by Star Colonel Balfour during a Trial of Refusal. The same fate has befallen the unit's last three executive officers, resulting in a dearth of applicants for the post. A brutish warrior who likes to throw his weight around, Star Colonel Balfour enjoys terrorizing the freeborns under his command. Most attribute the Star Colonel's free-floating anger to his current assignment, and his temper has only grown worse since taking over his slain executive officer's duties.



44th Hector Cavaliers

3 Trinaries/Green/Questionable

The Forty-fourth bears the unique distinction of being the one Ice Hellion unit whose component units have never fought together. This Cluster exists in name only, with all its warriors serving in Stars aboard merchant caste vessels. Therefore, the unit has no overall commander or command staff.

Recently, the loyalty of many of the Forty-fourth's warriors has been called into question. High-ranking Ice Hellion officers suspect that several Stars are more loyal to the merchant caste and its wealth than to the warrior caste. Reports from the warriors in question have been coming few and far between, though some attribute this to general freeborn laziness rather than disloyalty.



CLAN JADE FALCON

EXCLUSIVE JADE FALCON BLOODNAMES

General Bloodnames

Chistu
Hazen
Malthus

MechWarriors

Helmer
Buhallin
Roshak
Pryde

Elementals

Icaza
Mattlov

Aerospace Pilots

Binetti
Thastus
Von Jankmon

With falcon sight we choose our foes.

On falcon wings we harry them.

With falcon claws we smite our foes.

And with falcon tenacity we win.

—*The Remembrance* (Clan Jade Falcon), Passage 97, Lines 6–9

IIKhan Osis,

Per your request, we have surveyed our forces and found them ready to resume the invasion of the Inner Sphere. Following is a summary of our readiness reports, together with background information on our Clan, its traditions and practices. I trust you or your successors will use this information well.

As I am sure you will appreciate, the Jade Falcons have suffered reversals of late, but we have endeavored to overcome the obstacles placed in our path. Unlike other Clans, the Falcons have demonstrated their resolve and remain a viable entity. That the Falcons have survived this past decade is a testament to our tenacity and demonstrates that our adherence to Kerensky's vision, while not the easiest path, is the right one.

On behalf of Khan Marthe Pryde of Clan Jade Falcon, I commend this report to you.

—Samantha Clees, saKhan, Clan Jade Falcon, 1 December 3059

FALCON'S SIGHT: HISTORY OF CLAN JADE FALCON

Listen, fledgling, to tales of glory—to the rise of a Clan from the ashes of empires, the honoring of Kerensky's vision and the punishment of enemies. Listen to a tale of battles and daring, treachery and deceit. Above all, listen to a tale of resilience and victory against the odds.

This is the tale of the Jade Falcons.

HATCHLING YEARS (2786–2821)

After the war against the Usurper Amaris and the treachery of the House Lords who destroyed the Star League, the Great Father Aleksandr Kerensky led the survivors of the Star League Defense Force out of the corrupt Inner Sphere in search of sanctuary. He sought to save his people from the divisiveness and ambition sweeping the Inner Sphere, and for many years after our ancestors arrived at the Pentagon worlds—Arcadia, Babylon, Circe, Dagda and Eden—his dream was a reality. In 2801, however, the horrors of the past came back to haunt us all.

The Exodus and Aleksandr's reforms had not purged the Star League-in-Exile of its baser instincts, only forced them below the surface where they festered. The Pentagon erupted in violence, and the Great Father died before he could return order to the shattered society. Responsibility for the people fell to Aleksandr's son, Nicholas, who led his loyal followers to safety in the stars known as the Kerensky Cluster.

As war raged in the Pentagon, Nicholas showed the courage of his convictions and set about remodeling society to avoid a repeat of the chaos that had engulfed the Inner Sphere and the Pentagon worlds. He created the caste system and divided the people into twenty Clans, each centered around a core of forty warriors, all loyal to his vision. The members of one such Clan were our forefathers—the Jade Falcons.

Elizabeth Hazen became our first Khan, overseeing the training and integration of the warriors selected by Nicholas to join Clan Jade Falcon. Hazen had a meritorious background even before the Exodus. During the Amaris occupation of Terra, she showed her resolve and courage in fighting the Usurper's troops, leading the guerrilla unit known as the Ghosts of the Black Watch for more than a decade. Afterward, she quit the SLDF, but was alerted to the Exodus by her lover, General Aaron DeChevilier. She joined Kerensky's command staff, recommissioned as a trusted major. When nine ships led by the *Prinz Eugen* rebelled against the Great Father during the journey, Hazen led the mission to recapture the mutineers. However, her resolve was sorely tested when she witnessed DeChevilier's death in a rebel ambush on Eden, closely followed by the loss of her commanding officer, the Great Father Aleksandr himself. Sick of divisiveness, she pledged her support to Nicholas and his ideals, bringing to the Jade Falcons her tenacity and drive. Hazen gave our Clan its name by taming a jade falcon—the first to ever do so.



Yet Hazen was not the only superlative warrior among our founders. Ace pilot Daniel Mattlov, despite his bad health from wounds taken while fighting Amaris's troops in the Inner Sphere, refused to be excluded from Nicholas's new military. His determination, which sets an example for us all, earned him the right to participate in the Pentagon campaign as a MechWarrior. Mattlov's confidence, belief in his abilities and willingness to fight with whatever tools came to hand symbolizes the Jade Falcon drive and spirit.

A stern disciplinarian (a trait that prompts lesser Clans to belittle him), Carl Icaza is one of the cornerstones of the modern Clan military. A former infantry commander and close friend of Nicholas Kerensky, Icaza worked with the Founder to shape the Clans, training the eight hundred chosen warriors in infantry battle tactics. It is a slur on the honor of this great man that other Clans do not recognize his contribution. Only the Clan that he joined—ours—shows him due respect.

Lisa Buhallin, our Clan's fourth and final founder, was a scholar prior to the Amaris Coup, but fought with the Ghosts of the Black Watch during the long occupation of Terra. Though not confirmed by historical records, it is believed that Buhallin was a member of the Blackhearts, the Star League's Special Armed Services counterespionage and counterterrorism corps, her skills standing her in good stead during the occupation. Following the liberation of Terra, she was attached to Kerensky's security staff, eventually testing out into the military of the Star League-in-Exile. Buhallin became the Falcon saKhan and Loremaster, as well as a close confidante of Nicholas Kerensky. Her scholastic background was particularly advantageous in turning Kerensky's visions of Clan society into laws and regulations.

The accomplishments of our founders prove that the Jade Falcons have every right to claim our interpretation of Kerensky's vision as the true one. Our founders trained the Clan military and wrote Clan law. They carried out the orders and shared the confidence of the Great Father and the Founder. More than any other Clan, save perhaps the Wolves, the Falcons have shaped Clan society, and only we have remained true. Therefore, the Clan way is innately superior to any other.

When Nicholas gave the order to begin the liberation of the Pentagon worlds, the Falcons—led by Elizabeth Hazen—performed admirably, seizing their objectives on Eden before aiding in subduing Dagda. During the campaign, the Founder stated that he would join the Clan that performed best overall, and Khan Hazen and her troops had every reason to expect that the honor would fall to the Jade Falcons. When Nicholas chose to tie himself to the Wolves, they were shocked. However, the Khans soon divined the probable reason. The Wolves had fought well, they argued, but perhaps lacked the foresight of the Falcons and therefore required Kerensky's hand to guide them. So our ancestors reconciled themselves to the Founder's decision, but the cubs of Clan Wolf made great issue of it, prompting the rift between the two Clans that remained until recently.

CLEANING THE NEST: THE CULLING AND THE GOLDEN CENTURY (2822-2950)

With the Pentagon reclaimed, our Clan set about its duties, integrating the liberated people into our numbers and teaching them Nicholas's path of enlightenment. The majority saw the merits of his approach, but some among the Falcons chose to question the wisdom of the ilKhan and the Clans. For almost a year debate raged, until in late 2822 the Falcon Khans moved against the dissenters. The punishment and execution of the offenders became known as "The Culling." This part of our history clearly demonstrates the Falcons' willingness to undertake hardship for the greater good. The Falcons excised the cancer growing within them. Other Clans did not, and a year later, one Clan—the Not-Named—paid the ultimate price.

Since the Culling, the Falcons have remained loyal to Kerensky's vision, becoming what the weaker Clans call "traditionalists." Unlike other so-called traditionalists, such as the Smoke Jaguars, we did not succumb to corruption. Adversity has made the Falcon stronger, not broken us as it has the Jaguars.

As an example, take the alleged feud between the Wolf Clan and the Falcons. The Wolves claim that we take every opportunity to harass them, spurred on by our "jealousy" of their gaining Nicholas's patronage. Nothing could be further from the truth. More often than not, such incidents can be traced to Wolf perfidy, such as those that occurred between 2863 and 2870.

It is fitting that the two Clans with dog-like namesakes, the Wolves and Coyotes, should form a pack together like the curs they are—each lacks the courage to stand alone. When we seized OmniMech technology from the Coyotes in 2863, our use of a single Star of 'Mechs against their two demonstrated the contempt in which we hold them. Though badly damaged, our force escaped with a Coyote OmniMech, from which we retro-engineered the modular technology. However, the Coyotes went whining to their Wolf allies, prompting the Wolves to challenge us for the technology their comrades would not give them.

When the Wolves developed Elemental battle armor in 2868, we launched a series of challenges to bring that technology into our Touman. After a long struggle, the Falcons were victorious. However, in petty revenge, the Wolves prompted the Coyotes and Fire Mandrills to raid us for the battlesuits, forcing our Clan to sustain major losses in the attempt to retain our hard-won isorla.

This clearly shows how far the Wolves strayed from Kerensky's vision. They have ever been dishonorable, and pay only lip service to the Founder's ideals. Had they been true to the teachings of Nicholas Kerensky, they would not have suffered their greatest losses to schism and Abjuration.

Some Clans view our strict adherence to caste and bloodline as a major obstacle to our expansion during the Golden Century. It is true that Falcon progress was initially slow, and that our warriors were forced to take action against the lesser castes on several occasions. However, like true warriors, we took what we needed, and over the entire period became a military and mer-



FALCON HONOR

Some have suggested that our recent troubles with the Snow Ravens came about because of “misinterpretations” of Clan law—we pushed our luck too far and got slapped for it. At any other time, and against any other Clan, we would have dealt our opponents a major object lesson. However, even a Clan of our power has difficulty fighting a two-front war, especially against a Clan as skilled in their field of expertise as the Snow Ravens. In the end, the Vipers benefited most from the Falcon-Raven skirmishes, gaining the time to consolidate their new holdings.

Some also have accused us of skirting Clan honor and tradition by working with the Crusader faction of the Wolf Clan in seeking to destroy the Truce of Tukayyid. They refer, of course, to the Red Corsair mission, allegedly staged to prompt a repudiation of the treaty. However, no indisputable evidence of this so-called treachery exists ... and even if it did, the treaty was a sham in the first place. No truly honorable ilKhan would have made it. Should we then be bound by another's dishonorable promise to worthless dogs?

—Personal journal of Khan Vandervahn
Chistu, 12 October 3056

Falcon Jaegers under Marthe Pryde. These two units secured the Prezno River crossing at great cost to themselves, and spearheaded the drive into the town of Olalla. When our troops discovered the traps set by our duplicitous ComStar opponents, both units served as rearguard for the withdrawing Falcon Galaxies, with Marthe Pryde leading her unit against the Com Guards' 309th Division. The actions of these two warriors saved the Falcons on Tukayyid and won them a draw against ComStar, though Star Colonel Aidan Pryde did not live to see his final triumph. As one of our most respected warriors, Aidan's genes immediately entered the breeding program; the first sibkos containing offspring from them are already undergoing training on the Falcon world of Ironhold.

Self-serving and arrogant, the Steel Vipers' erratic nature has earned them our perpetual loathing. Having withdrawn early from the Battle of Tukayyid rather than fighting on to achieve a draw as did our Clan, the Viper Touman took advantage of its temporary respite to attack our Inner Sphere worlds. Following the Battle of Tukayyid our forces reorganized, moving from the three-Galaxy structure used during the offensive phase of the operation to a series of smaller task forces better suited for defense. However, despite the foresight of our Khans, we lost a number of worlds as the Vipers sought revenge for the loss of Hellgate in 3051. By 3055 we had fought them to a standstill, with only the homeworld battles against the Snow Ravens preventing us from bringing our full might to bear against the upstart Vipers.

STOOPING ON THE WOLF: THE REFUSAL WAR (FALL 3057)

With the Vipers contained, our Khans began planning reprisals against our enemies. As Jade Falcon warriors prepared to move against the upstarts, the Khans fought a different war in the Grand Council. Together with the leaders of other Crusader Clans, they forced the removal of Warden ilKhan Ulric Kerensky, hoping that his replacement—most likely one of our own Khans—would allow for the abrogation of the Truce of Tukayyid and a resumption of the invasion.

We expected Kerensky's call for a Trial of Refusal when judgment was passed against him, but we did not expect him to conduct it on such a vast scale. Rather than fighting personally, as any honorable warrior should, he persuaded the Wolf Khans—the quisling whelp Phelan Ward and the ancient hag Natasha Kerensky—to support his move, plunging the Clan of the Kerenskys into a bitter war with our own. For many weeks the fighting favored the Wolves, but in the end the Falcons triumphed, killing both Kerenskys after they overextended their forces. The whelp Ward showed his true colors by fleeing to the Inner Sphere with a portion of the Wolf Touman, allying with mercenary scum to defeat the force sent to apprehend him.

cantile force to be reckoned with. Our reach extended throughout the Pentagon worlds and the Kerensky Cluster, making us feared and respected.

TAKING WING:

OPERATION REVIVAL AND BEYOND (3048-3057)

So powerful did we become that other Clans came to share our Crusader philosophy, whose core principle taught that we must impose our will on the Inner Sphere by force, punishing them for their betrayal of the Star League and then redeeming them by re-forming it as it should have been. The Falcons were the first to call for the invasion of the Inner Sphere in 2980, but the other Clans balked, lacking the confidence to test themselves even against a degenerate foe. Instead the Wolf-led Warden faction, who espoused vague notions of “protecting” the Inner Sphere rather than dominating it, called for compromise. Despite many setbacks, however, the Falcons never ceased their efforts.

It therefore came as a shock when Leo Showers of Clan Smoke Jaguar presented a motion for invasion to the Grand Council in 3048. Supposedly our allies, the Jaguars concealed from us information they had gained from the capture of a ComStar vessel, the *Outbound Light*, choosing to further their own goals rather than those of the Crusader cause. However, recognizing our devotion to that cause and our battlefield prowess, ilKhan Showers granted us the Lyran invasion corridor while taking the Draconis theater for his Jaguars. The other two invading Clans—the Ghost Bears and the Wolves—were assigned the Rasalhague corridor, where they would face an inferior opponent and have little hope of glory.

We fought well and suffered no reversals until the Falcon Guard fell to treachery in the second Battle of Twycross. More disgrace followed the death of ilKhan Showers at Radstadt in the Rasalhague corridor, after which the Warden Ulric Kerensky became ilKhan and chose to partner us with the hated Steel Vipers. This act tainted the remaining months of the war and colored our actions in the run-up to the Battle of Tukayyid.

While Falcon forces fought well in that deadly encounter, two units particularly excelled. The first was the Falcon Guards, led by Aidan Pryde; the other, the Second



The cost of this war to our Clan was great. Nineteen Clusters were destroyed or shattered, of which only nine were later reconstituted. Few of the surviving Galaxies had any command integrity. The scale of the disaster on Morges, which cost the Clan ten Clusters, was unprecedented, and as a result the Falcon Khans struck the names of the two Galaxies and their constituent parts from the Clan's honor roll. From Omicron Galaxy, the fallen included the Fourth Striker, Fourth Talon, Fourth PGC, Fourteenth Regulars and Seventeenth Regulars; from Vau Galaxy, the Fourth Falcon Velites, Eighty-ninth Striker, Ninety-fourth Striker, Peregrine Eyrie and Peregrine Solahma.

The political aftermath was equally bloody. By January of 3058, both Falcon Khans were dead: Khan Chistu killed by the new Wolf Khan, Vladimir Ward, in a Trial of Refusal over his Clan's Absorption by the Falcons, and Khan Crichell in a dispute over the ilKhan'ship with the same Wolf Khan.

SHARPENING THE TALONS: AGAINST THE ALLIANCE (3058)

Our new Khan and saKhan, Marthe Pryde and Samantha Clees, inherited a grave situation. The Clan was dangerously weak, having lost almost half its warriors. The front-line units were particularly hard hit, resulting in many second-line troops being promoted to fill the gaps. An unprecedented number of cadets were graduated early to bulk out the forces, but unlike the even more desperate Wolves, we recruited minimally from the lower castes. What the new sibbies lacked was experience.

Khan Pryde's solution to this problem typifies Falcon audacity. We attacked the Lyran Alliance, staging a 120 light-year penetration of their territory and holding the world of Coventry for almost three months. Facing a number of elite Inner Sphere units, the new troops soon became blooded, but the Inner Sphere response was more formidable than expected. Faced with a threatened invasion of our Occupation Zone by the Wolf Clan, Khan Pryde prepared to fight her way out of the Alliance, but an insightful plan by the Inner Sphere commanders, Victor Steiner-Davion and Anastasius Focht, offered the Falcons *hegira*—honorable withdrawal—and allowed us to forestall the Wolf attack.

In the weeks that followed, the Khans ordered our Clan's OZ capital moved from the rear-echelon world of Wotan, tainted by the actions of Khans Chistu and Crichell, to Sudeten, home of the Falcon Guards. This removed one stain on our honor—that the Wolf capital was closer to Terra than ours. Practical considerations prevented a move to our most rimward possession, the planet Quarrel. Furthermore, placing the Falcon capital only three jumps from the Wolf-held world of Tamar reminded Khan Vladimir Ward of his Clan's vulnerability should we ever choose to strike.

POWER GAMES: PREPARATIONS FOR WAR (3059)

Upon returning to the homeworlds, the Clans elected a new ilKhan on 19 November, 3058. IlKhan Lincoln Osis immediately moved to resume the invasion of the Inner Sphere, but was per-

suaded of the need to review Clan military readiness and to resolve Trials before embarking on the operation. This report is the result.

Unusually, the interests of the Wolves and Falcons coincided, and détente presently exists between our Clans. When Khan Ward of the Wolves announced his decision to stage a series of Harvest Trials, by which he hoped to enlarge his own forces by co-opting units from other Clans, Khan Pryde moved to do the same. Both Khans made it clear that the chance of any homeworld Clan taking part in a renewed invasion were slim, and that the most likely way for their warriors to participate in the invasion was to be taken as *isoria* by a Clan already chosen. After this announcement, all the invading Clans were deluged by "pre-emptive batchalls" from homeworld units eager to test their mettle, thwarting Ice Hellion Khan Asa Taney's attempts to build a homeworld Clan coalition and shattering his hopes of becoming ilKhan.

Our Clan did well in the Harvest Trials, gathering troops from other Clans to boost our strength. Khan Pryde chose to devote considerable attention to the Snow Ravens, staging aggressive raids against Raven worlds and netting the equivalent of two Clusters of personnel. One Cluster, the Sixth Raven Stoop, bid itself against our Fifty-third Battle Cluster; after the defeat of the Sixth's commander, the entire unit joined the Falcon Touman. This strengthened the Falcon while further dishonoring our enemies among the Snow Ravens. Similarly, the Absorption of an Ice Hellion Trinary gave us further insight into that Clan's tactics.

Our only failures came with the Fire Mandrills and Blood Spirits. Our losses to the Mandrills were minimal, but the un-Clanlike lack of cooperation by abtakha warriors from that Clan has caused problems in the Falcon units to which they were assigned. In the case of the Blood Spirits, their withdrawal from Arcadia and concentration on their York enclave prompted them to move in force against our holdings there. The survivors from the Third Velites' Gamma Trinary withdrew from York and rejoined their parent unit on Eden rather than waste Falcon warrior blood in battle against an unworthy opponent over a small patch of ground.

Recently, as Inner Sphere forces assaulted the Smoke Jaguars, Khan Pryde and Khan Ward of the Wolves moved to block the independent admittance of any homeworld Clans to the renewed invasion, preventing attempts by ilKhan Osis to prop up his failing troops. The speed with which the Jaguars fell to the soldiers of the so-called Star League shows how degenerate they had become, and their collapse demonstrates their Clan's lack of viability.

FALCON RISING: PLANNING FOR THE FUTURE (3060)

With the Smoke Jaguars shattered by the loss of their Inner Sphere holdings, the Falcons are once again the pre-eminent Crusader Clan. Several of the homeworld Clans have contemplated challenging our supremacy, but none are so foolish as to try. Only the Wolves and Star Adders are worthy foes, but even the Adders' recently bolstered strength cannot match the Falcons. Having fought the Inner Sphere for a decade, and with almost



CLAN JADE FALCON

REGARDING OTHER CLANS

Clan Blood Spirit

They believe they alone hold true to Kerensky's ideals. Deluded fools.

Clan Cloud Cobra

They are Wardens and therefore weak; their dealings with the dezgra Clan Burrock make them even less trustworthy.

Clan Coyote

The inventors of the OmniMech are poor warriors, always cowering in the shadow of the Wolves.

Clan Diamond Shark

A Clan "ruled" by merchants? They make us sick.

Clan Fire Mandrill

We applaud their tenacity, but their factionalism is unClanlike. Perhaps we should teach them humility.

Clan Ghost Bear

Weak and feeble, they betrayed the Crusader cause and now seem to have fallen afoul of the Inner Sphere's corrupting influence.

Clan Goliath Scorpion

They feel superior to us, but they have failed Kerensky's vision. We are Crusaders, proud of our heritage and victors against the Inner Sphere. What have they done of any worth?

Clan Hell's Horses

Weaklings. Their poor performance denied them a place in the invasion, and now they prostitute themselves to the Wolf Clan in order to be included.

Clan Ice Hellion

We respect their perseverance and drive, but Khan Taney has ambitions above his station.

Clan Nova Cat

They walk a fine line between tradition and treachery. When they fall, the Falcon's talons stand ready.

forty worlds in our Inner Sphere Occupation Zone—as many as the entire Kerensky Cluster and Pentagon combined—even our temporary weak state is superior to their full strength. The resources gained from the occupation have made clear the distinctions between invading and homeworld Clans.

In the Inner Sphere, the situation with the Steel Vipers has also reached a turning point. Cowering in their nests ever since the Inner Sphere attacks on the Jaguars, that Clan is the literal viper at our bosom. We will not long allow them to remain so. The Falcons once more prepare for war, ready to decimate our enemies and take our place in the vanguard to liberate Terra from the corrupt, false new Star League.

MILITARY PRACTICES AND CUSTOMS

We of Clan Jade Falcon pride ourselves on upholding the vision and traditions of the great Kerenskys, remaining true to their ideals. This position refers to philosophy rather than technology—our use of OmniMechs and Elemental battle armor, both innovations since the Founder's time, proves that we are not so hidebound as to refuse advantages that do not impinge on the honor of our warriors, our Clan or the Clans as a whole.

UNIT STRUCTURE

Though the nomenclature may vary, the Jade Falcon Touman follows standard Clan organizational principles. However, the Touman makes notable distinctions between front-line and other units. A front-line Cluster comprises five Trinaries, usually three of OmniMechs, one of Elementals and one of aerospace Omnifighters, though the exact balance varies by Cluster.

Second line units vary considerably in size, containing between two and four Trinaries or three to five Binaries. Second-line units often use the same equipment as front-line Clusters, though second-line and Inner Sphere refit equipment may appear in them as well. Solahma and garrison units (usually formally designated as such) have few OmniMechs or OmniFighters, instead equipped with BattleMechs and conventional fighters. Similarly, conventional infantry troops often replace Elementals in such units. With the exception of armored personnel carriers for such infantry, Clan Jade Falcon deploys no combat vehicles.

After the Refusal: Reformation

Since Khan Pryde came to power, the Falcon Touman has undergone a drastic shake-up. Though many of the Galaxy designations existed prior to the Refusal War, the composition of each bears little resemblance to that of mid-3057. In the wake of this third overhaul in the past decade (the others being in 3049 after the ascension of Khan Elias Crichtell and another following the Battle of Tukayyid), the sheer scope of the changes have confused many outsiders and led one observer to claim that the Falcons deployed "elements of a dozen different Galaxies" during the Coventry campaign. Since Tukayyid, the Clan has grouped its warriors into thirteen separate Galaxies. However, at present the Falcon Touman consists of ten Galaxies, three Galaxies (ten Clusters) short of full strength. Vau and Omicron Galaxies were destroyed on Morges and their names struck from the Falcon honor roll, while a weakened Phi Galaxy was absorbed into Epsilon Galaxy.

Khan Pryde has organized the Clan into appropriate units, but most of those remain understrength. As these units are expected to reach full strength by the time the invasion of the Inner Sphere resumes, the unit rosters beginning on page 99 list the full strength of each. However, the reader may assume that for the time being each Trinary or Binary is an average of one Star below full strength. For example, a unit listed as consisting of three Trinaries can be assumed to currently consist of three Binaries. Exceptions will be noted in each unit's text; full-strength units will be described as such,



while units described as seriously understrength may be even sparser than the listed figures indicate. This is especially true of homeworld garrison forces, which have been picked clean to resupply front-line units.

Naval Assets

Since the invasion, the Falcons have gathered much of their naval strength into two naval Stars: the Emerald Talon and the Falcon Stoop. The former operated as an independent unit during Operation Revival, but returned to the homeworlds when we discovered that the Inner Sphere no longer fielded WarShips. The Falcon Stoop is a new unit, created to reduce attacks on Falcon deep-Periphery convoys. Together with WarShips attached to individual Clusters or Galaxy command units, the Falcon Touman contains twenty-three WarShips.

Star Admiral Folkner is responsible for the deployment of Falcon WarShip assets, occupying a Supra-Galaxy Command position second only to the Khans. All WarShips, whether in naval Stars or attached to 'Mech Clusters, report to the Star Admiral, and through him to Khans Pryde and Clees.

The Jade Falcon naval reserve returned to the Inner Sphere expecting glory, but instead found itself sidelined with no worthy foes. Consequently, many of the reserve's combat Stars returned to the homeworlds or else were reassigned as Cluster-level transport and support vessels. However, Star Admiral Folkner felt that Inner Sphere naval technology would not lag behind the Clans for long and has therefore kept his troops in top fighting form.

The recent deployment of Inner Sphere WarShips against the Smoke Jaguars has vindicated the Star Admiral's caution. The fifty-eight year-old Folkner fully expects his forces to see combat against Spheroid vessels within the next few years.

Clan Jade Falcon's fleet currently consists of the *Congress-class Green Lantern* and *Kerensky's Pride*; the *Cameron-class Turkina's Pride* (the Clan flagship); the *Nightlord-class Emerald Talon*; the *Black Lion-class Jade Aerie*, *Blue Aerie* and *White Aerie*; the *Aegis-class Jade Talon*, *Janice Hazen*, *Frost Falcon*, *Gold Talon*, *Red Talon*, *White Talon*, *Black Talon*, *Blue Talon* and *Hawk Eye*; the *Liberator-class Gauntlet*; the *Carrack-class Ironhold Provider*; the *Whirlwind-class Emerald Tornado*; the *Vincent Mk 42-class Lightning Strike*; the *Sovetskii Soyuz-class Hawker*; the *Fredasa-class Kerensky's Blues*; and the *Texas-class Falcon's Nest*.

COMMAND STRUCTURE

Clan Jade Falcon uses a semi-independent command structure, with the Khans nominally in command, though day-to-day operations remain in the hands of the Galaxy Commanders except in unusual circumstances. Each Galaxy Commander is responsible for a group of worlds (or parts of worlds, in the case of the homeworlds), and commands anywhere between two and seven units (usually Clusters). Each Galaxy Commander responds to threats within his or her area of responsibility, redeploying troops as needed, and to this end may carry out limited offensive operations. However, as with many aspects of Clan society, success is everything. The need to justify events, where at the simplest level success proves the correctness of an action, prevents Galaxy Commanders from abusing their power.

The Khans oversee Falcon operations, determining the broad sweep of Falcon strategy and directing the actions of the Galaxy Commanders and any independent units. Traditionally, the saKhan oversees the Clan's military policy, acting as Falcon warlord, while the senior Khan tends to the political arena, overseeing relationships between castes within the Clan as well as the Clan's dealings with outsiders. Both Khans have the power to reorganize the Falcon Touman to best suit its tasks, a power Khan Pryde has exercised a number of times in the years since the Refusal War. The Khans may also exert direct control over units, though they do so rarely. However, with the Falcon Touman understrength and receiving a massive influx of inexperienced troops and officers, particularly at the senior level, both Khans have been forced to intervene more frequently of late in matters usually handled by Galaxy or Cluster commanders.

Khans Pryde and Clees, both new to their roles, follow a less rigid path than many of their predecessors, dividing tasks between themselves as needed. Khan Pryde remains the most politically active, but she is also the architect of the Clan's military reorganization. In contrast, Khan Clees, despite retaining active command of Delta Galaxy, has become more involved in non-military matters, though she is taking on increasing responsibility for the Jade Falcon Touman.

Clan Snow Raven

Treacherous scum. They took our gifts of friendship and spat in our face. They do not understand the practicalities of real war.

Clan Star Adder

Valiant warriors with delusions of grandeur, they defeated the corrupt Burrocks and now think themselves impressive enough to join the big boy's league. Let them try!

Clan Steel Viper

Erratic and self-serving, they have long sought our harm. They bought their temporary, recent advantage only through their cowardice on Tukayyid. We should resolve the "Viper problem" soon.

Clan Wolf

Formerly our greatest rivals, their new Khan and philosophy offer opportunities. As for the exiles, we will soon destroy those traitors.

FALCON UNIT DESIGNATIONS

Com: Command Star
 Talon: Assault Star (Heavy to assault weight)
 Beak: Battle Star (Medium to heavy weight)
 Eye: Striker Star (Light to medium weight)
 Strider: Elemental Star
 Wing: Aerospace Sfar
 Mix: Non-standard Star
 Shield: Defensive unit
 Probe: Reconnaissance unit
 Sweep: Patrol unit
 Hold: Pinning unit
 Dark Wing: Solahma unit



CLAN JADE FALCON

BATTLEFIELD PRACTICES

Our warriors are the best the Clans have to offer: aggressive, tenacious and skilled. We follow the honor road, knowing that we uphold the vision of Kerensky, maintaining the traditions that our Founder Nicholas set before us. We challenge worthy foes and leave those too feeble to test our mettle to weaker Clans. We are Jade Falcon.

—Falconer Commander Jessica Buhallin

Regarded as dogma by many outsiders, the above passage neatly encapsulates the Jade Falcon warrior tradition. Honorable combat, as governed by the rules of *zellbrigen*, shapes and molds the Falcon style of warfare. Whereas Clans like the Wolves believe the end justifies the means and have adopted the Inner Sphere barbarians' style of warfare, the Falcons believe that the way in which a battle is carried out is as important as the end result. Rarely does a Falcon warrior forgo honorable battlefield practices—usually only on the orders of a superior, and when the honor of the unit or the Clan must be placed above that of the individual. The actions of the Second Falcon Jaegers on Alyina in 3051, using concerted attacks in their attempt to capture Prince Victor Steiner-Davion of the Federated Commonwealth, are an example of a unit putting Clan honor above its own.

Surprisingly, the dominance of *zellbrigen* has not hindered large-scale operations by Falcon units, who simply treat such events as a large series of individual duels. This style of combat lies at the heart of Falcon offensive operations, leading to the strategy known as the *nathaculor*—the strike of the unswerving sword. Rejecting the deception and maneuvering of Inner Sphere warfare, the *nathaculor* is a direct, straightforward assault. The Falcons' primary objectives are the defender's command, control and communication assets, and Falcon warriors will persistently drive for such targets. If such positions are not viable targets, the warriors will move to eliminate the most significant concentration of enemy troops.

One specialist tactic used by Falcon warriors is the Roshak Maneuver. Best suited for fast, light 'Mechs facing heavier foes, the maneuver calls on the warrior to circle his foe at maximum velocity, using speed to avoid taking damage. As the 'Mech circles the opponent, the pilot rotates his 'Mech's torso to maintain a solid weapons lock on the target, steadily whittling away the enemy's defense. Also known as the "Circle of Death," the maneuver is named for Star Captain Bryn Roshak, who developed it. Members of the First Falcon Hussars use a variant of this maneuver to assault fortified positions, employing one or more Eye Stars to circle the target and maintain a near-constant barrage.

TRAINING

The Falcons' method of training warriors differs somewhat from the Clan norm, reflecting the desire to create the best possible warriors. While the early training of all warriors occurs at our Ironhold facility—before the invasion of the Inner Sphere, *all*

the training occurred there—the years since Operation Revival began have seen a subtle shift in the training process.

Upon testing out as warriors, trueborn Falcon troops are assigned to one of the Eyrie Clusters (freeborns are assigned to a garrison Cluster, or a second-line unit if they are lucky). The Eyrie Clusters teach fledgling warriors how to work as a unit, building on the basic training they received on Ironhold. These units are not new creations; they have existed since the earliest days of our Clan, but their deployment to the Inner Sphere greatly increases their chance of seeing combat and seasoning the warriors. Until 3050, all three Eyrie Clusters rarely left Ironhold. More recently, however, two Clusters fought on Coventry. The third fell on Morges and was struck from the rolls.

UNIFORMS AND INSIGNIA

Clan Jade Falcon uniforms allow swift recognition of the wearer's military branch and rank, as well as the identification of freeborn and trueborn warriors. Unlike those of some Clans, the Falcon uniform is conservative, practical and lacking in ostentation. Falcon warriors are forbidden to customize uniforms, as such actions imply deviant thought contrary to the Falcon principles of strength, moral correctness and spiritual uplift through conformity.

COMBAT DRESS

Combat dress within the Falcon Touman varies considerably by service branch, reflecting the widely different environments in which each warrior operates. Despite this, all three principal fighting branches use much the same basic uniform element: the "cool-sock." This black mesh bodystocking acts as a cooling or heating system for the wearer, and in the case of the Elemental version, a sensor web that translates body movement into suit movement.

Over this a MechWarrior wears a short-sleeved, emerald-green jumpsuit made of fire-resistant material, combined with black, knee-length, fireproof boots. Rank and Cluster insignias are attached on the right chest. A lightweight neurohelmet completes the outfit, though many younger pilots choose to forgo this item in favor of enhanced imaging (EI) implants. The implants' circuitry, which resembles tattoos, is permanently embedded in the user's skin and facilitates a direct link to a 'Mech's controls without the need for a neurohelmet.

Aerospace pilots wear an all-in-one coverall, emerald-green and of the same material as the MechWarrior suit, though the aerospace version is airtight with longer sleeves and legs. When combined with the neuro/breather helmet, this uniform allows pilots to survive in vacuum. Gloves and boots, nominally part of this flightsuit, may be detached for the wearer's comfort when he or she is outside the aerospace craft. Over this is worn a g-suit, an apparatus that contracts as the pilot is subjected to higher g-forces, minimizing the effect of such maneuvers on the pilot's body. Rank and unit insignias appear on the left side of the chest. Falcon naval crews wear a similar uniform, but without the cool-sock and g-suit.



In combat, Clan Elementals wear only their cool-socks and battle armor. Conventional infantry wear a green version of the warrior field uniform (see below), overlaid with ballistic armor plates and webbing. Rank and unit insignias are worn on the helmet and the right side of the chest.

FIELD UNIFORM

Worn in informal situations away from combat, the Jade Falcon field uniform is black with emerald piping on the shoulders, sleeves and legs. A reversible half-cape (one side black, the other vegetation camouflage) attaches to the shoulders of the field jacket; tough black boots protect the wearer's feet and lower legs. A helmet of lightweight "Clan Copper"—a unique metal that remembers and returns to its original shape—with painted eyes and a beak-like noseguard provides protection against melee weapons and small-arms fire. The helmet contains a short-range radio system and goggles with a tactical heads-up-display system. The field uniform worn by cadets is lime green, but otherwise indistinguishable from that worn by warriors.

With the exception of WarShip and JumpShip crews, who wear their combat uniforms at all times while aboard ship, all service branches use the same field uniform. Technician caste personnel do not wear the cape, which is allowed only to warriors, but add a utility belt. Rank insignias are worn on the collar of the field uniform.

DRESS UNIFORM

Reserved for more formal situations, the Jade Falcon dress uniform is more flamboyant than the field uniform, but no less practical. The jacket consists of a black chest piece, with green breasts and arms and emerald piping. A bright yellow collar and the "Falcon's talons"—three bright yellow slashes on the shoulders—complete the jacket. The trousers are green and black with emerald piping, tucked into knee-high black boots. A long emerald green cloak, lined with yellow, completes the uniform. The cadet variant of the dress uniform follows the same pattern as the warrior uniform, but with red piping on the sleeves and legs, and with a red-lined rather than yellow-lined cloak.

As with the field uniform, rank insignias are worn on the collar, though the trueborn dress uniform adds an engraved belt buckle denoting the warrior's service branch. Freeborn warriors do not wear the engraved buckle, nor do trueborn warriors in second-line units. They substitute a blackened metal buckle bearing the Jade Falcon insignia.

As with the field uniform, technicians do not wear the cape, nor do they have piping on their uniforms.

Ceremonial Dress

Falcon ceremonial dress comes in two variations: one for those with Bloodnames and one for those without. The latter uniform is an emerald green jumpsuit with knee-high black boots, topped off with the Jade Falcon ceremonial mask—an oversized replica of a jade falcon head made of kevlar.



The uniform for those with Bloodnames is more ornate. To the basic ceremonial uniform is added a three-quarter-length cape made from jade falcon feathers. The construction of this cape is the responsibility of the wearer, who must make it within a year of winning a Bloodname.

RANK INSIGNIAS

Trueborn MechWarriors wear blue and green patches, with orange stars denoting their position within a Star. Trueborn officers wear gold badges with green rank insignias at the left-most edge. Trueborn aerospace pilots use a similar system, though the blue of the patch is somewhat lighter than that worn by MechWarriors. Elementals wear a yellow and green patch.

All freeborn warriors, regardless of service branch, wear a black and green patch, or in the case of officers blackened metal badges. Cadets wear a solid green patch, with stars denoting their year of training.

The Jade Falcon insignia is worn on the left shoulder, and any decorations appear on the left side of the chest. Cadets wear the cadet badge in lieu of the Jade Falcon insignia. This badge, which is the Jade Falcon insignia minus the falcon and katana, is worn on the field uniform; cadets wear no insignia on the dress uniform.

Branch and specialization insignias appear on the right side of the chest with combat uniforms, but are not worn with field and dress uniforms.



CLAN JADE FALCON

DECORATIONS

Like many Clans, the Falcons do not believe in awards for performance in combat—it is the warriors' duty to fight their best for the Clan. A warrior who performs consistently well will test up to a higher rank; those who do not will die or be flushed out. A warrior's codex contains complete details of his career, and so any additional award would serve no purpose.

However, the Clan recently established the Inner Sphere Invasion bar, denoting participation in Operation Revival. Worn on the dress uniform, this award is given to all warriors who fought Inner Sphere forces during the invasion, in the initial waves or in any of the post-Tukayyid raids.

Unofficially, members of the Falcon Touman also use so-called kill markers to denote their victories. Usually these markings relate to the warrior's current deployment, but exceptional actions, such as the destruction of a DropShip by an aerospace pilot, will likely remain as part of a warrior's livery throughout his or her career. In the interests of morale, senior officers turn a blind eye to this practice, which is a technical breach of the dress conformity code.

Unique among the Clans is the Falcons' Memorial Ribbon, also known as the Dark Band. Warriors who cause wasteful loss of life, or in extreme cases loss of resources, and who refuse to undertake the Rite of Surkai (forgiveness), may be ordered to wear the Dark Band by their superiors. Where loss of life is involved, the band also carries a picture of the dead warrior to remind the wearer and those around him of the waste he caused. The Dark Band places strict limits on the wearer's interaction with other warriors—the wearer may not speak unless spoken to. He or she also may not remove the band without a superior's permission, save in his or her own quarters.

NOTABLE WARRIORS

Clan Jade Falcon contains many noteworthy individuals, but the following three are exceptionally notable for their impact on the Clan's fortunes in recent years.

SENIOR KHAN MARTHE PRYDE

Born in 3012 to the same Mattlov-Pryde sibko as the legendary Aidan Pryde, Khan Marthe Pryde typifies Jade Falcon ris-tars. Testing out as a Star Commander in 3030, she advanced rapidly, earning the rank of Star Captain and a Bloodname within five years. She led the Second Falcon Jaegers for almost a dozen years, one of the longest and most celebrated commands in the history of our Clan, before being selected for the post of saKhan in the wake of the Refusal War. Within two weeks she became senior Khan, promoted after the ascension and death of Khan Elias Crichell.

Widely respected, Pryde seeks to steer her Clan away from the politics that brought it to the brink of destruction, masterminding the assault on Coventry to prove the viability of the Falcons. Her pragmatic approach to commanding the Falcons has led her to conclude an alliance with Khan Ward of the Wolves, ensuring cooperation between the two strongest Inner Sphere Crusader Clans.

Tall and slender, with short dark hair, Khan Pryde looks younger than her forty-seven years. Her trademark cool gaze reflects her intelligence and force of will, projecting the impression of a forthright individual. While disliking politics, Khan Pryde is not naive in such matters, handling internal and Grand Council matters with cool efficiency. Many of her opponents find her near-unflappable reaction to situations unnerving.

SAKHAN SAMANTHA CLEES

The archetypal Falcon warrior, saKhan Samantha Clees is powerfully built, with an energy that drives her to excel. Despite the general lack of gender bias among the warrior caste, during her early career she felt discriminated against as a female, which made her relationship with her peers and superiors difficult and led to a lack of promotion that she viewed as discrimination. During her first attempt to win a Bloodname, she was defeated by another female warrior, who convinced her that a lack of discipline and a bad attitude rather than her gender had held back her career.

With this in mind, Samantha changed her ways and rose through the ranks like a soaring falcon, gaining both Bloodname and command in short order. Elias Crichell's reorganization of the Falcon Touman in 3049 elevated her to the command of Delta Galaxy, a position she still holds while acting as Falcon saKhan.

With short hair and a muscular physique, saKhan Clees has few distinguishing features. Only her eyes stand out, seemingly too gentle for a warrior of her repute, but hiding a fiery temper. Her poise and deliberate movements reveal the serious, careful and intelligent character that earned her the respect of her peers. A consummate MechWarrior and staunch Crusader, saKhan Clees is held up as a role model for Falcon fledglings.

LOREMASTER KAEI PERSHAW

Kael Pershaw holds the dual positions of head of the Jade Falcon Watch and Loremaster to both the Falcons and the Grand Council. More machine than man, Pershaw holds the rank of Star Colonel, but has not seen combat since the early days of the invasion. Deputy commander of the Turkina Keshik until the Battle of Tukayyid, Pershaw later became the head of operations for Falcon forces, providing tactical coordination.

Though in recent years his military role has dwindled, Pershaw remains one of the sharpest intellects in the Clans, and is widely respected among the Clans' upper echelons despite his infirmity. Few actually like him—his abrasive personality has earned him many enemies—but they respect his Crusader fervor and abilities.

Though the Watch is underdeveloped by Inner Sphere standards, Pershaw has used it to good effect against Inner Sphere and Clan enemies. His greatest success came in 3054, when he so confused ComStar operatives in the Falcon Occupation Zone that they misattributed the location and allegiance of many Clan units. Indeed, according to ComStar's initial reports, the Falcon Iota Galaxy comprised five Clusters, four of them belonging to the Wolf Clan.



TURKINA KESHIK

The Turkina Keshik is the heart and soul of the Falcon touman, the personal unit of the Falcon Khans. Assignment to the Turkina Keshik is one of the highest honors that a Falcon warrior can receive. The majority of those who serve in this Cluster-strength unit go on to command their own units, and many rise to the position of Galaxy Commander or even Khan. Former Khans Crichell and Chistu both served in the Keshik, as did Star Admiral Vishnu Folkner of the naval reserve.

Assignment to the Naval Reserve is not held in high regard, especially with the double-star comprised almost entirely of transport JumpShips, whose crews are dominated by members of the Technician Caste. Nevertheless, the vessels play an important role in the Clan's efforts, and since assuming command in 3052 Star Admiral Folkner has taken a number of steps to boost morale. The most notable is the rotation of assignments between rear-echelon and front line duties. This gives the pilots and crews of aerospace fighters and DropShips the opportunity for combat, reducing the monotony and giving them the chance to earn glory. He

has also encouraged the Clan's warships to stage a number of aggressive raids against the

Wolves, Lyran Alliance and Steel Vipers.

OFFICERS

In addition to her role as overall commander of the Jade Falcon touman, Khan Marthe Pryde leads the Turkina Keshik. In practice, however, most of the Keshik's operations are overseen by her executive officer. Normally the position of executive officer in the Keshik would go to the Clan's saKhan or Loremaster, but following the devastation of the Refusal War and Coventry, saKhan Clees opted to retain control over Delta Galaxy and Loremaster Pershaw is no longer on active duty. As a consequence, Star Colonel Quillic Mattlov serves as XO and is assisted by Star Captain Withyn Koga.

Star Admiral Vishnu Folkner commands all warships and transports in the Jade Falcon's Inner Sphere Occupation Zone. Folkner is a contemporary of Khan Pryde, and the two see eye-to-eye on many issues. However, that has not prevented the Star Admiral from making known his displeasure regarding the release of two stars of Snow Raven warships back to their owners just as war with the Inner Sphere is looming. The outbursts surrounding the decision are atypical of the Star Admiral. Normally Folkner is that most dangerous breed of Falcon: one who is patient and bides his time before striking.

TACTICS

The members of the Turkina Keshik view themselves as the pinnacle of the Clan war machine, both as individuals and as a unit. As such, they fear no one and take particular care to avoid ganging up on opponents, or any other action that would dishonor themselves or the Clan. While their strict adherence to the Honor Road is regarded by some as a weakness, the unit's battlefield abilities have suffered little. They are adept at the combat style known as the nathaculor, reducing large-scale engagements to a series of duels.



Turkina Keshik

5 Trinaries/Elite/Fanatical

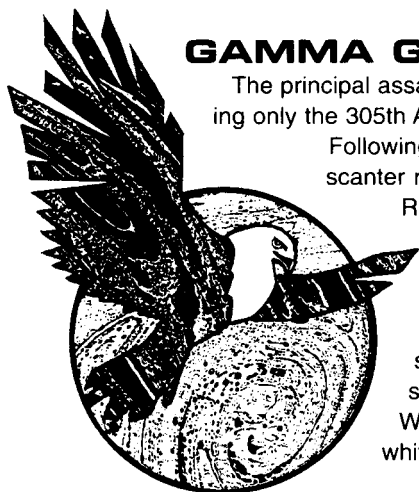
CO: Khan Marthe Pryde

Reflecting the Falcons' traditionalist views, only trueborn warriors may hold a position in the Falcon command Cluster, the Turkina Keshik. As a result, the unit is often derided by freeborn warriors even though the Keshik's combat record is unparalleled. Serving as the Khan's escort, the Keshik deployed to Coventry but did not play an active role in the conflict. However, a number of warriors from the Cluster were detached to the ad-hoc Harrier and Red Tail units, exploiting a weakness in the Inner Sphere position that enabled the Falcons to destroy the mercenary Waco's Rangers.

The insignia of the Turkina Keshik shows a plummeting jade falcon in full cry, clutching a golden sword, against a shadowed blue world.



CLAN JADE FALCON



GAMMA GALAXY: JADE FALCON GALAXY

The principal assault force of the Jade Falcons until 3057, Gamma Galaxy took minor losses in the Refusal War, losing only the 305th Assault Cluster to the Wolves. The peace that ensued has proved more costly to the unit.

Following her rise to power, Khan Pryde ordered the Falcon Touman reorganized to make the best use of its scatter resources. More drastic than the post-invasion breakdown of the Galaxies that fought in Operation Revival, these radical changes retained Galaxy designations while moving Clusters throughout the Touman. Gamma Galaxy, oversized compared to other Falcon units with its five Clusters, was divested of three front-line units. These went to other Galaxies in the Touman, serving as the backbone for those receiving the bulk of new recruits.

Gamma Galaxy currently comprises four front-line Clusters and one solahma unit. All save the solahma are operational. Gamma Galaxy is currently serving as a mobile reserve in the coreward section of the Occupation Zone. Its units operate in an area centered around the former OZ capital of Wotan, stretching between the world of Butler and the Periphery. A diving jade falcon in front of a snow-white world is Gamma Galaxy's insignia.

OFFICERS

Dismayed by Gamma Galaxy's poor showing in the Refusal War, Rozendo Hazen fought for and won the position of Galaxy Commander, relegating the incumbent, Mar Helmer, to the rank of Star Colonel. A staunch Crusader and traditionalist, Hazen is a close advisor to Khan Pryde but is known to have argued with the Falcon Khans over the withdrawal from Coventry. Despite this, many regard him as a ristar and believe he will one day become Falcon Loremaster.



Jade Falcon Guards (Pryde's Pride)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Ravill Pryde

Under the command of Adler Malthus, the Falcon Guard was destroyed on Twycross by a single Inner Sphere warrior, the most ignominious defeat ever suffered by the Jade Falcons. The rebuilt unit was placed under the command of Aidan Pryde, whose actions redeemed it and himself. After Aidan's death on Tukayyid, Star Colonel Ravill Pryde took command, leading the unit during the Refusal War. Returning to the Great Gash on Twycross, site of the original unit's defeat, the one surviving warrior of that disaster engaged and killed the infamous Wolf Khan, Natasha Kerensky, routing her forces and speeding the Falcon victory.

The Falcon Guard insignia is a swooping black falcon with luminescent green eyes, clutching a silver katana.



1st Falcon Hussars (The Tokasha Hussars)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Amelia Icaza

Formerly part of Sigma Galaxy, the Hussars were transferred to Gamma Galaxy after the Refusal War. The Hussars' insignia is a golden falcon holding aloft a spear.



3rd Falcon Talon Cluster (The Jade Claymores)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Cewen Newclay

Originally part of Gamma Galaxy, the Third Talon was transferred back to Gamma from assignment to Omicron Galaxy shortly before the Refusal War, and thus escaped the disaster at Morges. During the Coventry campaign, the Third

Talon contested the landing zone of Waco's Rangers, though only two Trinaries managed to intercept the dezgra mercenaries before they fled to Leitnerton.

The insignia of the Third Talon Cluster is a jade claymore driven diagonally through a shadowed white world.



9th Talon Cluster (The Falcon Lancers)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Dev Iler

Star Captain Nerran McKenna of Epsilon Trinary, a Snow Raven Warrior taken as abtakha, is the source of the current problems between the Snow Ravens and the Falcons. House McKenna, an almost purely Snow Raven Bloodheritage, summoned Nerran for a House conclave while the unit was involved in a military operation. Star Colonel Iler refused to release the Star Captain during the conflict, but the Snow Ravens misinterpreted this action; they accused Clan Jade Falcon of "meddling in Raven internal affairs," then broke off diplomatic relations.

The insignia of the Ninth depicts a peregrine perched on a golden shield, which is emblazoned with the silhouette of a lance and the number "9" in blue.



Jade Solahma Cluster (The Jade Dark Wing)

2 Trinaries/Veteran/Fanatical

CO: Star Captain Tamara

This understrength unit has yet to recover from the Refusal War and Coventry campaigns. Galaxy Commander Hazen has considered disbanding it, but is faced with the problem that no regular units will accept former solahma troops. The unit's insignia depicts a dark green jade falcon in flight, carrying a BattleMech arm.



DELTA GALAXY: GYRFALCON GALAXY

Traditionally the second most powerful Galaxy in the Falcon Toman, Delta Galaxy languished with only two Clusters for several years, relegated to garrison duty on Alyina and Hot Springs. However, in early 3057, with war against the Vipers looming, Khan Chistu authorized the transfer of the Seventh and Eighth Talon Clusters to Delta Galaxy, freeing up the Second Jaegers and Fifth Battle Clusters for offensive operations. Upon the outbreak of hostilities with the Wolves in September of 3057, this move proved fortuitous, but only the Seventh and Eighth Talons now remain of the old Delta Galaxy. The Second Falcon Jaegers and Fifth Battle Cluster were transferred to Iota and Epsilon Galaxies, respectively.

Delta is comprised of three front-line Clusters and one solahma unit. None are fully operational; the First Striker, closest to operational status, fields only 82 percent of its full strength. Delta Galaxy serves as the strategic reserve for the rimward area of the Occupation Zone, covering the region between Butler and Quarrel.

Delta Galaxy's insignia is a diving white Falcon over a shadowed blue world.



OFFICERS

Unusually, saKhan Samantha Clees has retained control of Delta Galaxy after her promotion. The official reason is the lack of officers qualified for Galaxy command, but in practice Khan Clees does not wish to relinquish control of the unit she has commanded for a decade.



1st Falcon Striker Cluster (The Pursuing Peregrines)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Uvin Buhallin

Together with Marthe Pryde's Second Jaegers, the Elemental-heavy First Striker Cluster took major losses on Devin during its battle against the Wolves in the Refusal War. Unlike Pryde's unit, the First was operational again within six weeks. Soon afterward, Star Colonel Rard Hoyt was promoted to command of Epsilon Galaxy, leaving the First in the hands of the inexperienced Uvin Buhallin. Though an excellent MechWarrior, Buhallin's tactical skills had not yet been tested. His engagement against the Eridani Light Horse during their landings at Leitnerton on Coventry, and the First's defense of Port St. William against the same unit later in the campaign, put many doubts to rest. However, the unit suffered badly and has yet to return to full strength.

The insignia of the First Striker is a peregrine in pursuit of a larger flying reptile.



7th Talon Cluster (The Pride of Ironhold)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Daniel Kyle

The Seventh Talon Cluster suffered considerable damage against the Steel Vipers on Waldorf in June of 3057, and currently fields only four Trinaries. Though all elements of the unit are understrength, the unit is particularly short of Elementals and fighters, fielding only a Star of each. The Seventh Talon's insignia depicts crossed swords, above which is a red numeral "7".



8th Talon Cluster (Gyrfalcon's Talons)

3 Trinaries/Elite/Reliable

CO: Star Colonel Allison Sonoma

The Eighth was summoned to Wotan during the Refusal War to defend the world against the forces of the rogue Ulric Kerensky. There it lost almost half its strength to the Wolves, most during the siege of Borealtown that preceded the death of Ulric. Currently, the unit fields only three Trinaries.

Star Colonel Sonoma is a staunch opponent of any cooperation with the Wolves, holding them responsible for the near-destruction of her unit. The unit served as temporary home to a number of Absorbed Wolves in the days following the death of Ulric Kerensky, but Vladimir Ward's Trial of Refusal denied the unit the opportunity to rebuild and earned the Wolf Khan special hatred from Star Colonel Sonoma.

The insignia of the Eighth Talon depicts a gyrfalcon holding aloft a blue and green pennant.



Gyrfalcon Solahma Cluster (The Snow Dark Wing)

2 Trinaries/Regular/Reliable

CO: Star Captain Regina

Together with the Gyrfalcon Eyrie Cluster and Eighth Regulars, the Gyrfalcon Solahma was stationed on Sudeten at the start of the Refusal War. The three Falcon Clusters were almost annihilated by the attacking Wolves, losing 85 percent of their 'Mechs and pilots. The Gyrfalcon Solahma has recovered slowest, with many warriors normally destined for solahma units retained in their old Clusters. The unit's insignia is a gyrfalcon perched on a yin-yang shield.



CLAN JADE FALCON



OMEGA GALAXY

Born of desperation at the end of the Refusal War, Omega Galaxy was built from the wreckage of other Galaxies. The three units that comprised the Galaxy were originally two full-strength garrison Clusters and a solahma unit.

However, all had been the target of scavenging by front-line Clusters for replacement 'Mechs and pilots, weakening them to the point of uselessness. The Falcon Khans considered merging the two garrison Clusters, but the unit's new commander, Jared von Jankmon, chose to leave the units as they were and rebuild each around a pre-existing core.

Comprised of one front-line Cluster, two garrison units and a solahma Cluster, Omega Galaxy is the weakest in the Falcon Touman. Only the newly arrived Fourth Striker Cluster is considered fully operational. Omega Galaxy has been assigned to defend the coreward-antispinward section of the Occupation Zone, a triangular region roughly delineated by Black Earth, Wotan and Erewhon.

The Galaxy's insignia depicts a black falcon hovering above the yellow-gold disk of a sun.

OFFICERS

Regarded by many as a ristar, Jared Von Jankmon won his Bloodname and Cluster command within a year of the Battle of Tukayyid. A brilliant tactician and administrator, his career was nearly cut short following the crash of his fighter during the battle for Persistence in 3054. However, the spirited officer overcame his injuries and has maintained his standing as a warrior even though his abilities are somewhat impaired. Not willing to waste a valuable resource, Khans Chistu and Crichell named von Jankmon as commander of Omega Galaxy after the Refusal War, making him one of the few aerospace pilots in such a position.



4th Falcon Striker Cluster (The Black Falcons)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Jagjit Buhallin

The Fourth Striker Cluster joined Omega Galaxy in late 3059, transferred from the homeworlds-based Zeta Galaxy. The unit saw considerable action in the recent feud with the Snow Ravens, raiding the world of Lum, where they shattered the Fifth Raven Auxiliaries. Untried against Inner Sphere foes, the unit assaulted the world of Mkuranga in the Lyrar Alliance. Two companies of the Twenty-fifth Arcturan Guards moved to intercept the raiders and were swiftly dispatched. Denied suitable opposition, the Fourth Cluster soon withdrew, their views of Inner Sphere degeneracy reinforced by the Twenty-fifth's poor showing.

The Fourth Falcon Striker bears the Cluster symbol, a black disc surrounding glowing green eyes and a yellow beak.



8th Provisional Garrison Cluster

5 Trinaries/Regular/Reliable

CO: Star Colonel Patrick

Generally regarded as inferior troops, the warriors of the Eighth PGC earned the respect of their peers by holding off the Viper assault on Trell I for four days in April of 3053. However, since then their fortunes have waned, and other units in the Falcon Touman have once again come to see the Eighth as little more than a source of lesser warriors.

Units of the Eighth PGC display the numeral "8" beneath the Galaxy insignia.



7th Provisional Garrison Cluster

5 Trinaries/Veteran/Reliable

CO: Star Colonel Srac

Taken as isorla from Clan Burrock in 3048, Star Captain Marcus Marghar proved an excellent warrior, but his unorthodox tactics did not sit well with the Falcons. Therefore, despite his Bloodname, he languishes in a garrison unit. The Seventh PGC displays the numeral "7" beneath the Galaxy insignia.

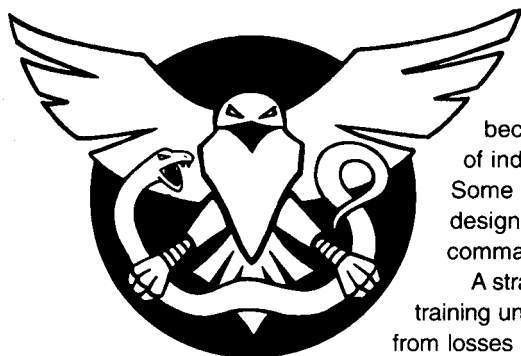


Omega Solahma Cluster (The Marshall Dark Wing)

3 Trinaries/Veteran/Reliable

CO: Star Colonel Mahan

A new unit formed after the Refusal War, the Omega Solahma Cluster consists mainly of warriors disgraced in that action. Surprisingly, the majority of those who joined the unit did so voluntarily, unwilling to bear the shame of the Falcons' losses. The insignia of the Marshall Dark Wing shows a blue kite feeding on a fallen 'Mech.



RHO GALAXY

The understrength Rho Galaxy guards the anti-spinward section of the OZ, between Black Earth, Derf, Devin and the Lyran Alliance. Since the Refusal War, this region has become increasingly unstable, requiring Rho's forces to carry out a higher than usual number of indoctrination sweeps—each a show of force intended to intimidate the planets' inhabitants. Some of the blame for the unrest falls on the Wolves, whose actions in the Refusal War were designed to cause the Falcons difficulty long after the conflict's resolution. More recently, local commanders have begun to suspect agitators from the Lyran Alliance.

A strange hybrid, Rho Galaxy consists of one front-line Cluster, two second-line Clusters and one training unit. Of these, only the 124th Striker Cluster is fully operational, with the others still recovering from losses sustained on Coventry. Upon regaining full strength, Rho Galaxy will likely be designated a front-line Galaxy, replacing the disgraced Peregrine (Vau) Galaxy. The presence of the *Blue Aerie*, the former

command vessel of Vau Galaxy, as part of Rho's support lends credence to this rumor. Rho Galaxy's insignia is a rising jade falcon bearing the body of a snake in its talons.

OFFICERS

Born of a mixed Burrock-Falcon Bloodheritage, Galaxy Commander Lizabet Danforth at first seems an unusual choice for command. Her unClanlike belief in free will and self-expression has often put this officer at odds with her superiors. However, this same negative trait, which she has scandalously encouraged in her troops, has allowed Danforth to take an often successful, if unconventional, approach to warfare.

Unwilling to waste a superb though unorthodox leader, the Falcon Khans have allowed Danforth to command a Galaxy. However, given Khan Pryde's staunch traditionalism, it seems unlikely this situation will continue longer than necessary.



124th Striker Cluster (The Blue Demons)

5 Trinaries/Elite/Reliable

CO: Star Colonel Fallon Hazen

Star Colonel Fallon Hazen took control of the 124th Striker Cluster in 3055 after killing the previous commander. When Star Colonel Abraham Chi-Li, a stern disciplinarian, ordered members of Hazen's unit whipped for alleged cowardice, Hazen intervened and demanded a Trial of Grievance. The younger warrior swiftly won the upper hand, and killed Chi-Li rather than forcing him to suffer the ignominy of living with his defeat. After a brief investigation, saKhan Chistu ruled Hazen's actions justified and promoted him to Star Colonel.

The unit's insignia is a swooping peregrine trailing a blue ring around a shadowed, blue-black world.



7th Falcon Regulars (Hazen's Hussars)

3 Trinaries/Regular/Reliable

CO: Star Colonel Colbert Icaza

Shattered on Tukayyid, this formerly elite unit was relegated to second-line duties; further misfortunes have so far prevented the unit's recovery. As the target of repeated Steel Viper raids, the Seventh was already understrength when Ulric Kerensky's forces hit Evciler in October of 3057. The Cluster fought well, ambushing the First Wolf Cavalry at Semore Chasm. However, Star Colonel Luggons Roshak died in that battle, and his replacement fell at Coeville against the Coventry Donegal March Militia barely four months later.

The Seventh's insignia shows a Scottish piper playing a bagpipe on a knoll, silhouetted against a jade moon.



12th Falcon Regulars (The Frozen Fears)

5 Trinaries/Regular/Reliable

CO: Star Colonel Creed Mattlov

Barely ten percent of the Twelfth Regulars survived the battle of Colmar in the Refusal War, making the unit one of the largest recipients of new troops during the Coventry campaign. Star Colonel Mattlov did not hesitate when Colonel Shelly Brubaker of the dezgra Wolf's Dragoons announced her intention to attack the Port St. William spaceport. As well as giving his new recruits a taste of combat, he would be able to punish the traitor Dragoons.

However, things did not go as planned. The dezgra mercenaries forced entry into the port facility, causing considerable damage until the Falcon counterattack forced the mercenary scum to call in reinforcements, violating the original batchall.

The insignia of the Twelfth depicts a jade talon gripping a blue, ice-encrusted world.



Jade Falcon Eyrie Cluster (The Jade Hatchlings)

5 Trinaries/Green/Fanatical

CO: Star Colonel Mikos Roshak

The Jade Falcon Eyrie Cluster was in the vanguard of the assault on Coventry, giving the units' new troops the blood- ing they desperately needed. The unit captured the Coventry Military Academy with little difficulty despite including some warriors as young as thirteen years, and was soon embroiled at Leitnerton. Star Colonel Roshak led barely half his unit away from Coventry at the end of the campaign.

The unit's insignia is a jade falcon perched on its nest, feeding its young.



CLAN JADE FALCON

IOTA GALAXY

Iota Galaxy holds the spinward section of the OZ, forming the bulwark of defenses against the Wolf Clan. Fortunately for Galaxy Commander Newclay, the Wolves have seen little reason to probe Falcon territory; Iota lacks the resources to meet its responsibilities, and must rely on Gamma and Delta Galaxies. Nominally consisting of two front-line Clusters, three second-line units and one cadre unit, Iota Galaxy appears stronger on paper than in practice. The two front-line Clusters, the Second Jaegers and the 305th Assault, are both understrength—the 305th dangerously so. The Seventy-third Striker Cluster, disgraced on Quarrell, was stripped of its front-line status following the attack by the Blue Star Irregulars.

Iota Galaxy's insignia is a silhouette of a jade falcon against a white disk.

OFFICERS

Formerly commander of the Third Falcon Talon Cluster, Galaxy Commander Gran Newclay received a promotion in the wake of the Refusal War. Unlike many Clansmen, Newclay has seen a positive side to the Truce of Tukayyid: an opportunity to deal with the Steel Vipers once and for all.



2nd Falcon Jaegers (The Frost Falcons)

5 Trinaries/Regular/Fanatical

CO: Star Colonel Taman Malthus

The Second Falcon Jaegers are one of the most active Falcon units, fighting the Steel Vipers, the Federated Commonwealth and, most recently, the Wolf Clan. During the Refusal War they won a nominal victory on Devin, but were shattered. Padded with freeborn and untried troops, the unit went on to Coventry.

Star Colonel Malthus has earned some notoriety, having fought against and alongside the Inner Sphere warrior Kai Allard-Liao on Alyina. Further adding to the Star Colonel's mystique was his 3056 journey to the Inner Sphere, when he visited Solaris to discharge a debt of honor. Since transferring to Iota, the Jaegers have adopted a new insignia—it depicts an Elemental fighting alongside a *Centurion* BattleMech.



5th Talon Cluster (The Jade Wall)

5 Trinaries/Regular/Reliable

CO: Star Colonel Mar Helmer

The Fifth Talons sustained minor damage in the Refusal War, losing a larger portion of troops in the reorganization that followed. In the aftermath of the war, the unit remained in the Occupation Zone, deterring Viper and Wolf adventurism. Khan Pryde assigned the Fifth Talon to Star Colonel Mar Helmer, the deposed commander of the prestigious Beta Galaxy. The Fifth's insignia depicts a jade falcon breaking through a wall.



305th Assault Cluster (The Blood Vision)

5 Trinaries/Regular/Reliable

CO: Star Colonel Tara

As with the Jade Falcon Eyrie Cluster, little more than the name of the 305th survived the Wolf attack on Baker 3. A mixture of new recruits and veteran warriors formed a new 305th, who were in turn bloodied by the vicious fighting at

Leitnerton during the Coventry campaign. Barely three Trinaries remained when the unit withdrew. The 305th's insignia is a swooping red falcon trailing a ring of blood around a shadowed, green world.



73rd Striker Cluster

5 Trinaries/Regular/Reliable

CO: Star Colonel Angus

In revenge for the Seventy-third's destruction of their companion unit on the world of Fort Loudon, two regiments of the Blue Star Irregulars attacked Quarrell, seizing the Seventy-third's WarShip. The mercenaries' dishonorable behavior allowed Star Colonel Shu-li to fight them with all his forces, and the Seventy-third soon crushed the mercenaries. However, in accepting a challenge from the mercenary leader, Shu-li made a fatal blunder. The Star Colonel's death allowed the Irregulars to depart with their isorla. The Strikers, having won the battle but lost the challenge, were disgraced. As a dezgra unit, the Seventy-third may not display a unit insignia, but may only use the Galaxy motif.



51st Garrison Cluster

3 Trinaries/Regular/Reliable

CO: Star Colonel Marin

The Fifty-first Garrison Cluster suffered grievous damage on Evcler, as the icy conditions of the Messiah continent proved the downfall of the unit's second-line pilots. The unit displays the numeral "51" beneath the Galaxy insignia.



Gyrfalcon Eyrie Cluster (The Bloody Hatchlings)

3 Trinaries/Green/Fanatical

CO: Star Colonel Jurgen Mattlov

During the Coventry campaign, the Gyrfalcon Eyrie's greatest triumph came at the Coventry Metal Works, where it fulfilled its objectives despite the cowardly slaying of its commander. The Cluster insignia depicts a blood kite perched on its nest, feeding its brood.



EPSILON GALAXY

After the Refusal War, Epsilon and Phi Galaxies were reduced to three Clusters each through transfers to front-line Galaxies. Realizing that the transfers left both units in an untenable position, Khan Pryde ordered the Galaxy Commanders to fight a Trial of Possession; the winner would command a single, combined Galaxy. Rard Hoyt of Epsilon won the Trial, and so the new unit retained the Epsilon designation.

Deployed in the rimward point of the Occupation Zone, Epsilon holds the Falcon worlds closest to Terra. However, because this region is the narrowest section of the OZ and with an equal number of Viper worlds in the same area, Galaxy Commander Hoyt faces a difficult task, even with six Clusters. Epsilon's insignia is a jade falcon carrying a suit of battle armor.

OFFICERS

Galaxy Commander Rard Hoyt is an atypical Clan warrior, regarded by many as a freak and unfit for command, let alone a Bloodname. However, the prejudice leveled against him has only made Hoyt push himself further, prompting him to attain ever-higher rank. His victory over Emi Roshak has done much to solidify his reputation, but vocal opposition to his command remains.



1st Falcon Jaegers (The Golden Wings)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Bjarn Folkner

The First Jaegers move throughout Epsilon Galaxy's operational area, acting as a mobile reserve. One of the few aerospace-heavy Clusters in the Falcon Touman, with a second Trinary of OmniFighters, the Jaegers are ideal for such operations. The unit's insignia depicts a *Summoner* OmniMech rising aloft on a pair of golden wings.

Star Captain Mark, commander of Trinary Bravo, is an Inner Sphere warrior captured during the Falcon attack on Blackjack. Mark is the highest-ranked Spheroid serving in the Falcon Touman.



5th Battle Cluster (The Golden Talons)

5 Trinaries/Regular/Reliable

CO: Star Colonel Diane Anu

Brutalized during the fighting on Wotan, the reconstituted Fifth Battle Cluster was relegated to defensive operations during the Coventry campaign. The unit remains understrength. Its insignia, gold talons gripping a dead wolf set against a black shield beneath a gold Roman numeral V, reflects its fame as the unit that captured battle armor technology from Clan Wolf.



18th Falcon Regulars (The Tercel Cluster)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Teague

A second-line unit, the Eighteenth is currently more experienced and better equipped than the front-line Fifth Battle Cluster. This situation has caused considerable friction between the Star Colonels commanding the two units, with Teague claiming the preponderance of freeborns in the Eighteenth as the only reason the Falcon Khans do not give his unit front-line assignments. The Eighteenth's insignia shows a blue tercel standing atop a fallen BattleMech.



10th Talon (The Falcons' Falchions)

5 Trinaries/Regular/Questionable

CO: Star Colonel Ellym

Though it took few losses in the Refusal War or on Coventry, the transfer of experienced personnel to less fortunate units has harmed the Tenth Talon. More serious than the loss of experience is the attitude of many "sibbies" transferred into the Cluster. The high concentration of young, inexperienced troops in a single unit has caused problems for Star Colonel Ellym, most notably the new recruits' disdain for older warriors whom they view as failures. The insignia of the Tenth Talon depicts a jade falcon bearing a falchion.



8th Falcon Regulars (The Scarlet Scythes)

3 Trinaries/Regular/Reliable

CO: Star Colonel Terrence

The Eighth faced Wolf Khan Phelan Ward on Sudeten during the Refusal War. Knowing the Falcons outnumbered him, Ward used aerospace forces to shatter the heavier Regulars while his 'Mechs drove the survivors into a trap, leaving barely fifteen percent alive. For Star Colonel Brikai Buhallin, his unit's eventual victory was a pyrrhic one. He resigned his command, returning to the homeworlds where he now commands a solahma Cluster. The unit is currently rebuilding. The Eighth Regulars' insignia shows a Death-like figure bearing a scythe.



6th Provisional Garrison Cluster

1 Trinary/Green/Reliable

CO: Star Captain Hiroe

The Sixth PGC's best warriors fell to Natasha Kerensky's trap on Twycross, and the unit is still rebuilding. The unit insignia displays the number "6" beneath the Galaxy insignia.



CLAN JADE FALCON



MU GALAXY

Like Omega, Mu Galaxy formed in the wake of the Refusal War as a means of spreading available resources to cover Falcon territory. Taking two second-line units from Rho Galaxy and one from Phi Galaxy, the unit was assigned a key portion of the Falcon OZ: the core-ward-spinward area bounded by Derf, Steelton and Gotterdamung, and Botany Bay in the Periphery. Mu Galaxy's responsibilities include guarding supply vessels arriving from the homeworlds and liaison with Lambda Galaxy. Facing threats ranging from Periphery pirates to Inner Sphere raiders, the Galaxy needed more than three second-line units, and recently acquired the First Falcon Velites from Gamma Galaxy. Consisting of one front-line and three second-line Clusters, Mu Galaxy is the only Galaxy in the Touman at one hundred percent of its listed strength.

Instead of a falcon, Mu Galaxy's insignia depicts a pair of crossed katanas.

OFFICERS

A superb MechWarrior and field officer, Heston Shi-Lu has had difficulty adjusting to the administrative aspects of being a Galaxy Commander. The responsibility of the position and Mu Galaxy's responsibility for transport vessels arriving from the homeworlds appears to weigh heavily on the forty-year-old officer. Were another candidate available for the post, Shi-Lu might well be replaced.



1st Falcon Velites (The Wolf's Bane)

5 Trinaries/Elite/Reliable

CO: Star Colonel Serendine Prentice

Since being assigned to Mu Galaxy, the Velites have seen little combat, save against Periphery pirates. The Cluster has turned much of its recent efforts against the worlds of the former Greater Valkyrate, stirred up by increased raider activity out of Star's End. Surviving elements of the Valkyrate military are operating with the Star's End pirates; to avoid the risk of a popular uprising, the Falcon Khans have ordered the Velites to carry out indoctrination sweeps that so far appear to have been successful.

Star Colonel Prentice hates what she views as a dead-end posting, alternating between a nursemaid's job and propagandizing. She views neither as a suitable task for true warriors, but her complaints to Galaxy Commander Shi-lu have not been answered.

The First Velites' insignia depicts a jade falcon bearing a sprig of wolfsbane.



5th Falcon Regulars (Eden's Hope)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Per Mattlov

As part of Rho Galaxy, the Fifth Regulars were deprived of WarShip support for almost a year following a minor collision between the Cluster's attached WarShip, the *Kerensky's Pride* and Derf's orbital cargo station in later 3054. After the Refusal War, the unit was transferred to Mu Galaxy. The Fifth Regulars' insignia shows a *Puma* OmniMech standing before a silver daggerstar.



5th Provisional Garrison Cluster

5 Trinaries/Regular/Questionable

CO: Star Colonel Aisling

The Fifth PGC abandoned Parakoila to the Steel Vipers in 3052, earning the unit a reputation for cowardice. The Wolves deemed the Fifth PGC unworthy of their attention during the Refusal War despite its location on Steelton, close to the Occupation Zone border. Units of the Fifth PGC display the number "5" beneath the Galaxy insignia.



9th Provisional Garrison Cluster

5 Trinaries/Regular/Reliable

CO: Star Colonel Kabir

An excellent administrator but a poor tactician, Star Colonel Kabir has managed to keep his unit in fighting trim. The Ninth PGC has lost its few OmniMechs to front-line Clusters, but has managed to rebuild using captured Inner Sphere equipment. Units of the Ninth PGC display the number "9" beneath the Galaxy insignia.



LAMBDA GALAXY

The least cohesive Jade Falcon Galaxy, Lambda secures the routes between the Jade Falcon Occupation Zone and the homeworlds. The nature of the Galaxy's task—patrolling a vast region of space—counters tendencies toward cohesion, with each Cluster's or even Trinary's commander acting independently of the others. The ad-hoc nature of the unit, with Clusters and naval units assigned as needed, further exacerbates the problem; Galaxy Commander Thastus does little more than ensure that each Falcon supply convoy has adequate protection.

The loss of the *Mattlov's Pride* to pirates in late 3057 prompted Thastus to expand his Galaxy's patrol area, necessitating the allocation of additional naval and ground assets to Lambda. Because Clan Steel Viper poses the greatest threat to Falcon shipping, at least one WarShip appears in every supply convoy, leaving Falcon naval assets overstretched.

Lambda Galaxy is the most diverse in the Falcon Touman, though its exact composition varies on a regular basis. The core of the Galaxy is the Falcon Stoop Naval Star, backed by the Seventy-fourth Battle Cluster. Two garrison Clusters and a solahma unit round out the force. The

insignia of Lambda Galaxy is a jade falcon swooping across an arched gateway.

OFFICERS

An aerospace pilot of some repute, Galaxy Commander Joel Thastus's knowledge of naval tactics makes him the ideal leader of this escort Galaxy.



22nd Provisional Garrison Cluster

5 Trinaries/Green/Reliable

CO: Star Colonel Misha Helmer

Until recently, the Twenty-second PGC defended a single world, but probes by the Steel Vipers and Snow Ravens, as well as the occasional bandit raid, have forced Star Colonel Helmer to deploy his Cluster in Trinary-sized units across a number of worlds. The Star Colonel is displeased with this, feeling that the individual units are too weak for their tasks, but has little choice given the lack of resources within the Clan.

The insignia of the Twenty-second is the numeral "22" beneath the Galaxy insignia.



74th Battle Cluster (The Raptor Battle Cluster)

5 Trinaries/Veteran/Questionable

CO: Star Colonel Amado Roshak

Star Colonel Roshak's Warden tendencies resulted in the Seventy-fourth's "exile" to Lambda Galaxy, denied the opportunity for real combat against Clan or Inner Sphere forces. The insignia of the Seventy-fourth shows a jade falcon feeding on the remains of a fallen foe.



24th Provisional Garrison Cluster

2 Trinaries/Regular/Reliable

CO: Star Colonel Francis Helmer

The two Trinaries of the Twenty-fourth PGC garrison the so-called "Khwarazm Empire," a collection of four worlds occupied by the Falcons in 3049. In recent months, insurgents believed to be operatives of ComStar's Explorer Corps have challenged the unit. With JumpShip travel between the Empire worlds solidly in the hands of the Falcons, however, resistance is minimal.

The insignia of the Twenty-fourth is the numeral "24" beneath the Galaxy insignia.

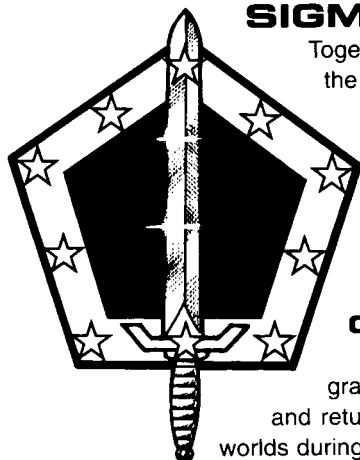


Lambda Solahma Cluster (The Periphery Dark Wing)

15 Trinaries/Regular/Reliable

CO: Star Colonel Ramon

The Lambda solahma Cluster is scattered throughout the Falcons' deep Periphery corridor. Individual Star Captains, rather than Star Colonel Mahon, oversee their units' day-to-day operations. The insignia of the Periphery Dark Wing is a blue circle, within which is a star-filled falcon outline.



SIGMA GALAXY: TURKINA'S EYES

Together with Zeta Galaxy and the Emerald Talon Naval Assault Star, Sigma Galaxy forms Turkina's Talons, the Falcon homeworld defense force. Its primary role is to prevent predation against Falcon holdings, particularly by the Steel Vipers or Snow Ravens. The unit also carries out limited offensive operations and was particularly active in the recent Harvest Trials.

Normally consisting of four front-line Clusters and a solahma unit, the Galaxy recently lost the First Falcon Hussars to Gamma Galaxy. The unit gained two newly formed abtakha Clusters, but is unlikely to retain them beyond the current crisis. Sigma Galaxy's insignia is a sword standing upright within a pentagon of stars.

OFFICERS

Until late 3050, Galaxy Commander Timur Malthus served as Falcon saKhan. However, the disgrace of the Malthus line brought about by the defeat of the Falcon Guards on Twycross led him to resign and return to the homeworlds. Despite his tainted bloodline, Malthus is the senior Falcon officer in the homeworlds during the absence of the Khan and saKhan.



12th Talon Cluster (The Shooting Stars)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Andrea Pershaw

Based on Ironhold, the Twelfth Talon is the primary defense force for the Falcon capital. The importance of its task has spared the unit the troop-stripping that has befallen other homeworld-based units. However, its lack of battle experience save in small-scale Trials has earned the unit the scorn of those posted to the Inner Sphere. The insignia of the Twelfth Talon shows a cluster of falling meteorites with a tail of sparks.



3rd Battle Cluster (The Falcon's Honor)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Maraig Binetti

Based on Strana Mechty, the Third Battle Cluster serve as the Falcons' honor guard. In practice, only one Trinary remains on the Clan capital world; the remainder serve as a mobile reserve. The insignia of the Third Battle Cluster is the Jade Falcon insignia within a golden ring.



2nd Falcon Velites (The Falcon's Shield)

5 Trinaries/Regular/Reliable

CO: Star Colonel Dien

The Falcon enclave on Eden has often been the target of raids by the Falcons' main enemy, the Wolf Clan, but since the invasion such activity has fallen off considerably. The Second Velites continue to guard the Falcons' first possession, but in recent months they appear to have been looking toward Smoke Jaguar holdings. The insignia of the Second Velites shows a jade falcon in flight above a stylized lake.



1st Falcon Dragoons

5 Trinaries/Veteran/Reliable

CO: Star Colonel Johannes Irons

Like all Falcon Dragoon units, the First is newly formed. Veteran Falcon warriors make up the unit's core, but the Cluster is bulked up with greener troops and abtakha warriors. The abtakhas are mostly Snow Raven warriors (formerly of the Sixth Raven Stoop Cluster), along with a handful of Ice Hellion and Star Adder troops. These warriors appear to be settling well into their new roles, accepting their transfer of allegiance to Clan Jade Falcon as the price they must pay to fight in the renewed invasion. As new units, the Dragoon Clusters do not have individual insignias.



3rd Falcon Dragoons

5 Trinaries/Veteran/Questionable

CO: Star Colonel Quayne

Unlike the First Dragoons, the isorla members of the Third have adapted less well to life as Jade Falcons. The former Fire Mandrills in this Cluster have proven a particular problem to assimilate. Similarly, the Snow Raven isorla, mostly from the Eleventh Battle Cluster, have proved less cooperative than those from the Sixth Stoop who joined the Falcons after only a token engagement.



Sigma Solahma Cluster (The Tokasha Dark Wing)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Nikolai Icaza

Comprised of aging and failing warriors, the Tokasha Dark Wing represent the dregs of the Falcon Touman, fit only for backwater garrison duty. The presence of the Cluster's lead Trinary on Huntress, as security for the Falcon's Eyrie facility, is seen as a grave insult by the Smoke Jaguars, whose distaste for solahma and freeborns exceeds that of the Falcons. The unit's insignia is a blood-red disk rising behind a cityscape.



ZETA GALAXY: TURKINA'S BEAK

Technically a front-line unit, Zeta Galaxy's fortunes have waned in recent years. The transfer of warriors to the Inner Sphere following the Refusal War is the most serious blow dealt to the Galaxy, leaving the unit a shadow of its former strength. Khan Pryde, however, has chosen not to downgrade the unit to second-line status. Despite being a "paper tiger," Zeta Galaxy serves to discourage predations by other Clans, which in this time of strife serves the Falcons well. Officially, Zeta Galaxy comprises three front-line, one second-line and one solahma unit, all at full strength. In practice, however, though all units contain a full complement of warriors, the proportion of experienced trueborns has fallen off sharply in favor of inexperienced and freeborn warriors.

The Galaxy's insignia depicts a soaring jade falcon carrying a shield, on which is emblazoned a daggerstar.

OFFICERS

Galaxy Commander Yesukai Shambag is a traditionalist even by Jade Falcon standards. Her lack of flexibility made her a liability against Inner Sphere forces, but against Clan forces she excels, which ultimately earned her Galaxy Command. Her hatred of freeborn warriors is well known, making her command of the declining Zeta Galaxy ironic—many of her trueborn warriors have been shipped out to the Inner Sphere and replaced by freeborn or solahma troops. Shambag detests this situation, and is becoming increasingly irate at what she views as the Khan's unwillingness to remedy it.



3rd Falcon Velites (The Swift Wings)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Jaunie Zywtot

The Third Velites diverge from standard Falcon organization, fielding only two Trinaries of OmniMechs and one Star of aerospace fighters. Elementals comprise the remainder of the unit, making it superb at defensive operations but limiting Star Colonel Zywtot's choice of offensive tactics. The pragmatic Star Colonel's abandonment of the Falcons' near-worthless mining facility on York after a token engagement saved her Cluster from annihilation by a Blood Spirit assault. However, though supported by the Khans, her decision earned her criticism in the Clan Council. So far, she has demonstrated her martial prowess by defeating all challenges to her authority.

The insignia of the Third Velites is an abstract depiction of a falcon streaking through the sky.



53rd Battle Cluster (The Cat Snatchers)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Fyona Koga

Stationed on Gatekeeper, the Fifty-third has a longstanding feud with the Nova Cats who also occupy that world, and take every opportunity to harass them. The seeming complicity of the Cats and the Inner Sphere sent Star Colonel Koga into a near-frenzy, and she has since pressed her foe mercilessly. Only the poor quality of the replacements for the warriors transferred to the Inner Sphere immediately after the Refusal War have prevented her staging a Trial of Possession to eject the "traitor" Nova Cats from Gatekeeper.

The Fifty-third's insignia shows a soaring jade falcon bearing the bloody corpse of a nova cat.



109th Striker Cluster (The Lightnings)

5 Trinaries/Regular/Reliable

CO: Star Colonel Heston Shu-li

Like Star Colonel Koga of the Fifty-third, Star Colonel Shu-li feels contempt for the Nova Cats. Unlike Koga, he has been marshalling his unit's resources, lulling the Cats into a false sense of security in preparation for a sudden and deadly strike whenever the Khans order it.

The insignia of the 109th shows a stylized lightning bolt striking a *Timber Wolf* OmniMech.



Second Falcon Dragoons

5 Trinaries/Veteran/Reliable

CO: Star Colonel Emer

Almost half the warriors in the Second Dragoons were taken as isorla from other Clans, notably the Snow Ravens and Ice Hellions. The latter have adapted well to life in the Jade Falcon Touman after their Absorption following a ritual combat. However, the transfer of this single Trinary from the Hellions caused severe political repercussions within that Clan, and Khan Pryde is wary of possible retaliation.



Zeta Solahma Cluster (Ironhold Dark Wing)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Brikai Buhallin

The Ironhold Dark Wing mainly serves as opponents for Falcon cadets on Ironhold, playing both aggressor and victim in training exercises. The attrition rate within the unit is high, as all such exercises use live ammunition. The unit's insignia shows a Jade Falcon casting fledglings from the nest.



CLAN STAR ADDER

CLAN STAR ADDER EXCLUSIVE BLOODNAMES

General Bloodnames

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

MechWarriors

Lamougue (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

*Go, Star Adder;
You are the stalker, the hunter, the killer.
Your prey stands before you;
Show them the way
Of the True Warrior.*

—*The Remembrance* (Clan Star Adder), Passage 5, Verse 17, Lines 20–24

Clan Star Adder. The mere mention of our name evokes differing emotions in different individuals across the Kerensky Cluster. Some hear it as an epithet, a stain on Nicholas Kerensky's dream. Others see us as wayward children who must be shown the light. We know the truth. We see beyond the illusions of others. When Nicholas Kerensky founded the Clans, he entrusted each of us with the future—including the reunification of the Inner Sphere under the banner of the Star League. Before that can happen, however, we of the Clans must come together.

The star adder, native to the world of Arcadia, is a pure predator. So are we, unhindered by the external influences that have corrupted not only the Inner Sphere, but also our brother Clans. Throughout the two and a half centuries of our existence, we have heard our fellow Clans' taunts and accusations, and gone on in spite of them. We have outlived our mortal enemies and moved against those who threatened the fabric of our civilization. Above all, we have survived. That more than anything proves our worth.

—*Loresmaster Dagmar Lahiri*, 26 July, 3059

HISTORY OF THE STAR ADDER

During Aleksandr Kerensky's Exodus from the Inner Sphere and the years following, life was difficult for all, doubly so for the family of the general. Among those whom his son Nicholas could call true friends was Absalom Truscott, whom Nicholas had met following General Kerensky's liberation of Moscow. Then a young major in the Star League Defense Force, Truscott took the youthful Nicholas under his wing and taught him the finer points of piloting a BattleMech. Years later, during the colonization of the Pentagon worlds, then-Colonel Truscott tested high enough to earn promotion to one of several newly vacated command slots. Absalom Truscott was officially made General and Commander of the 149th BattleMech Division in January of 2788, where he was pleased to serve alongside his long-time friend, Nicholas Kerensky.

When civil war erupted in the Pentagon and claimed the lives of Generals Aleksandr Kerensky and Aaron DeChevilier, Truscott was the only division commander to back Nicholas as Aleksandr's rightful heir—a position he was compelled to defend by force. Likewise, he was among the first to join Nicholas on the Second Exodus, away from the chaos of the Pentagon worlds to the peace of Strana Mechty.

In the initial few days of the Second Exodus, Nicholas stepped aside as commander of the 146th Royal BattleMech Division to serve as leader of the Star League-in-Exile. In a token of trust, he gave General Truscott command of the 146th. Truscott immediately merged the seriously undermanned 146th and 149th into a new 146th Division, which gave Nicholas Kerensky's small band of brave followers one full BattleMech unit with which to defend themselves.

When Nicholas created the Clans from among his devoted warriors, Absalom Truscott was among his first choices for the high office of a Clan Khan. Trusting completely in the judgment of his friend and mentor, Nicholas allowed Khan Truscott the luxury of picking his own warriors to staff his new Clan—Star Adder. Intent on capturing the spirit of military tradition in his Clan, Khan Truscott made an unusual choice for his saKhan: Master Sergeant Devon LeFabre. LeFabre had served as First Sergeant of the 146th Division, and before that as First Sergeant and Chief Tech of the 342nd Royal BattleMech Regiment. Truscott's choice caused consternation among many of his fellow Khans, but Nicholas's quiet support and the fact that LeFabre had tested well enough to become a MechWarrior quelled the protests.

Khans Truscott and LeFabre went immediately to work, shaping their Clan into the living embodiment of that word. Where other Khans molded their Clans around fine words and high-sounding philosophies, Truscott and LeFabre built on the esprit de corps already present in the former Star League soldiers. They made teamwork, rather than blind faith in doctrine, the cornerstone of Clan Star Adder. Within a few short years, Khan Truscott's dream had become a reality: Clan Star Adder was united and ready for action.



EARLY EFFORTS

As the second decade of the 29th century approached, Nicholas began to lay plans for a return to the Pentagon. The Clans had little reliable intelligence concerning the state of affairs on the Pentagon worlds; reports had been sketchy at best, most drawn from second-hand stories told by Clan merchants. Acting as Nicholas's chief military advisor, Khan Truscott dispatched more than a dozen of his own Clan's WarShips and JumpShips to scout Pentagon space. The information brought back by the crews of those vessels allowed Truscott to devise Operation Klondike, a grand plan to take back the warring colony worlds. With the full backing of the Grand Council, ilKhan Kerensky adopted Operation Klondike in its entirety.

Clan Star Adder immediately began preparing for the reclamation of their former homeworlds. While other Khans wasted time waxing eloquent about the veracity of their claims to the Pentagon worlds and the justness of the invasion, Truscott and LeFabre put their Clan's MechWarriors through countless drills. Meanwhile, Truscott refined his meticulous battle plan to prepare for every contingency. His careful attention to detail ultimately saved his entire Clan.

From the minute their DropShips entered Arcadia's atmosphere, things went straight to hell for the Star Adders. First, the DropShips ran afoul of the remnants of two Arcadian aerowings that had been dispatched to counter the drop of Clan Ghost Bear forces. The Adder DropShips plowed through the Arcadian fighters, but two took severe damage and could not divert to a more secure drop zone. Truscott ordered his forces to continue on to their primary landing zone at the Aeschel Plateau, where they grounded in the midst of a mixed regiment of Arcadian defenders. The next two hours tested the mettle of all involved, as BattleMechs, fighters, vehicles and entire infantry companies fought for possession of the plateau. Truscott's strategic acumen, however, saved the day for the outnumbered warriors of Clan Star Adder, who followed their Khan's instructions precisely and ultimately crushed the Arcadian forces. The victory came at a staggering cost, however. Nearly a fifth of the Adders did not survive the battle, among them Khan Absalom Truscott.

SaKhan Devon LeFabre immediately took the reins of command and exhorted the Star Adder warriors to persevere. The entire campaign for Arcadia took two days more than Khan Truscott's plan had called for. Slowly and methodically, the Adders moved forward and secured each of their objectives, plus two cities that Clan Steel Viper had failed to pacify. This relatively slow pace allowed the Adder forces to pick apart the last vestiges of Arcadia's defenders, but also earned them derision from the Vipers, who swept through their assigned part in the invasion at breakneck speed.

As the victorious Pentagon campaign ended, each Clan licked its wounds and began the slow process of incorporating the demoralized inhabitants of the Pentagon worlds into Nicholas Kerensky's new society. At the suggestion of their newly elected saKhan, Kensington Talasko, Star Adder warriors screened the

Arcadian soldiers captured during the fighting. Those found suitable were processed into Clan Star Adder's warrior ranks, filling the gaps caused by combat losses. This one act of trust helped more than anything else to ease the transition of the captured Arcadians into Clan Star Adder.

The change from the benighted old ways of the Inner Sphere to the Clan way of life did not go easily for the new additions to many Clans, and Clan Star Adder was no exception. Natural growing pains developed into outright rebellion in scattered places throughout Star Adder territory, but the Adder Khans remained determined to maintain the Clan's unity. Only a truly unified Clan could hope to fulfill Nicholas Kerensky's dream and someday liberate the Inner Sphere from its own evils. When the Not-Named Clan went rogue in 2823, Khans LeFabre and Talasko immediately demonstrated their commitment to the Clan way; they were among the first to support Clan Wolf's call for Annihilation of the traitors. Later, after Nicholas Kerensky's death at the hands of a dishonorable Clan Widowmaker warrior, the Adder Khans supported the Absorption of Clan Widowmaker as an example to any other Clan inclined to stray from the true path.

GROWING UP

From the earliest stages of planning Operation Klondike, Khan Truscott had remembered the colonies set down on many worlds outside the Pentagon system. Knowing that his Clan would need more resources to prosper than Arcadia alone could provide, he consulted with then-saKhan LeFabre about the feasibility of taking those colonies. Almost immediately after the end of the Pentagon campaign, Khan LeFabre acted on his predecessor's wishes, dispatching a handful of small assault groups to take control of several star systems in the nearby Globular Cluster. By the time of the Widowmaker Absorption, Clan Star Adder had incorporated portions of four new systems into its holdings. In 2837, newly elected Khan Clancy Truscott, the blood son of Absalom, officially moved Clan Star Adder's capital and seat of command from Arcadia to the planet Sheridan, signifying to all his Clan's commitment to colonizing the stars.

Khan Clancy Truscott's blueprint for growth called for slow but deliberate expansion toward the periphery of Clan space. A few less open-minded Clans took exception to Star Adder's growth, however. The Khans of Clan Mongoose in particular saw the enlargement of Clan Star Adder as a direct threat to their own Clan.

In early 2844, Clan Mongoose launched the first of many unprovoked assaults on Star Adder holdings, against colonies on the planets Tathis and Marshall. A Trinary of Mongoose BattleMechs dropped onto Tathis, intending to take the ore-rich planet for themselves. Unknown to them, however, the Adder Quasar Keshik, under the command of saKhan Dembe N'Buta, was on the planet in the middle of an inspection tour. N'Buta immediately contacted the Mongoose commander and informed her that he and six of his MechWarriors would defend Tathis. The two forces met in a small moraine outside the city of Karnak. So skilled



CLAN STAR ADDER

A LESSON IN POLITICS

The mongoose is an irrational creature, as was the Clan that bore its name. Perhaps they were jealous of our prosperity; therein certainly lies the root of their initial hostility toward our Clan. Or perhaps we frightened them when we grew so far beyond their capacity to match. In any event, Clan Star Adder was not their only target; they lashed out at whoever happened to make the closest target. Never a clever opponent, they made their fatal mistake in choosing a Khan who called his Clansmen to glory in battle, yet lacked the common sense of a slug.

For more than two decades, Mongoose fighters fell before our MechWarriors at every turn. That changed only when they laid their hands on the OmniMech, Clan Coyote's creation. How they did this, we may never know, and it scarcely matters. What matters is that they came against us seeking revenge. And we fell before them, unable to challenge the amazing battlefield adaptability of their new war machines.

But, like a green cadet with a weapon he has yet to master, Clan Mongoose overextended itself. We took their fallen toys from the killing fields and turned our own OmniMechs against them. When Clan Coyote attacked us in hopes of gaining from our momentary weakness, we fought them off as well. Then, before we could launch our final counterattack, the idiot Mongoose Khan nearly outmaneuvered us with sheer ineptitude. Khan Walter Martindale, never as keen a politician as he liked to fancy himself, forgot one of the first tenets of warfare that every cadet learns at an early age: "Never fight a war on two fronts." Even as our own units were taking back the worlds Clan Mongoose had stolen from us, rather than defend them, Khan Martindale chose to take on the Smoke Jaguars. When his warriors proved incapable of fighting off two enemies, Martindale had the gall to come to the Grand Council and demand a censure. The Council, of course, would never have come to his aid. The shortsighted fool even cited the writings of General Kerensky to back up his plea, thereby sealing his Clan's fate.

With a few ill-considered words, the Khan of Clan Mongoose consigned his Clan to death. And though I now live with Theodore Osis waiting for a chance to slay me with honor, we have reclaimed nearly all we lost. That is all I ever wanted. The Mongoose is gone, and our new enemies will not prevail over us. Seyla. So shall it be.

—From the journals of Khan Tomas Banacek, March 4, 2869

were N'Buta and his force that within a few minutes, they had gained a clear advantage despite being badly outnumbered.

After an hour of alternately furious fighting and cat-and-mouse baiting, only a Star of Mongoose 'Mechs were still functioning. N'Buta ruthlessly pursued them as they fled, gunning each down before the craven Mongoose warriors could reach the safety of their DropShip. When the DropShip attempted to lift off, N'Buta ordered his battered force forward. An incredible shot from his *Thug's* twin PPCs took out a landing strut, sending the DropShip crashing down on its thrusters. The crippled DropShip capitulated, and after extensive repairs, N'Buta assigned the newly christened *Karnak Crusader* as the lead DropShip for the Adder Quasar Keshik (where it serves to this day).

On Marshall, however, Clan Star Adder fared worse. The two BattleMech Binaries and the smattering of conventional vehicles and infantry assigned to garrison the planet faced a full Cluster of Mongoose 'Mechs. From the onset of the campaign, it was clear from the targets chosen that the Mongoose commander, Star Colonel Miguel Riley, wanted to cripple Marshall's infrastructure as well as destroy its Star Adder defenders. The Mongoose forces, unjustifiably claiming the right to destroy a dezgra enemy, pressed their attacks through towns and farmland alike, laying waste to everything in their path. Within a week, they had obliterated the 'Mech forces garrisoning the planet. However, this apparent victory presented them with a much larger problem when the citizens of Marshall took up arms in the place of their fallen defenders. Enraged at this show of popular resistance, Star Colonel Riley ordered his troops to slaughter Marshall's inhabitants.

By the time Khans Truscott and N'Buta learned of the fighting on Marshall, the colony was in flames and tens of thousands were dead. N'Buta, his unit just a few short jumps away, rapidly concluded matters on Tathis and then pursued Star Colonel Riley's Cluster. He eventually tracked them to Tokasha, a recently settled colony world on the outskirts of Mongoose territory. There the Quasar Keshik hunted down and killed every single soldier involved in the Marshall massacre, from commander to the greenest MechWarrior. N'Buta personally executed Star Colonel Riley and his last few officers. To Mongoose Khan Davis Riley, he sent the Star Colonel's decapitated corpse and a message: "This is your surkairede. To forgive is expected; to forget is impossible."

In the name of Clan Star Adder, saKhan N'Buta claimed Tokasha, including the entire Mongoose colony on the world, as isorla. He ordered every former Mongoose citizen on the planet immediately transported to Marshall to make up for that colony's losses. Within weeks of the massacre on Marshall, Clan Star Adder reinforced its border with Clan Mongoose, and new groups of heavily defended settlers began to recolonize the planet.

INTO THE GOLDEN CENTURY

Stung by their reversals in 2844, Clan Mongoose refused to back down. Their every attempt to harry the Adders failed, however, until 2863. One day after Tomas Banacek's election as Star Adder Khan, Clan Mongoose attacked Star Adder holdings once again, this time deploying the OmniMech—which they had recently acquired—en masse. The audacity of the assault and the use of an unknown type of 'Mech caught the Adders unawares. Even as Khan Banacek tried to rally his Clan's forces, colony after colony fell to the Mongoose onslaught. Sensing the Adders' weakness, Clan Coyote—whose territory also lay near Star Adder space—embarked on an offensive of its own. Caught between two attackers equipped with powerful OmniMechs, the Star Adders lost nearly half their holdings. They managed to salvage several OmniMechs from the battlefields, however, from which they swiftly developed their own.



A few years later, the Adders struck back at Clan Mongoose with three Galaxies of OmniMechs. Two days after the massive assault began, Khan Theodore Osis of Clan Smoke Jaguar brought his own war to Clan Mongoose in the Grand Council. A previous dispute between the two Clans over a colony world had prompted Clan Mongoose to attack the Smoke Jaguars; when it became clear they were fighting a losing battle, the Mongoose Khan appealed to the Council to censure the Jaguars for starting the quarrel. Accusing the Mongoose Khan of treason for bolstering his unjustified claim with the writings of General Kerensky, Khan Osis demanded an immediate Trial of Absorption against that Clan. The Council granted his request, and the Smoke Jaguars launched their own attacks just as the Star Adder assault was ending.

Far from welcoming the Adders' aid in absorbing a hated rival Clan, Khan Osis was furious with Khan Banacek for attacking Clan Mongoose. While Star Adder and Smoke Jaguar units sparred with each other near Mongoose worlds, Khan Osis brought a preposterous claim before the Grand Council that the Star Adders had deprived the Jaguars of their full measure of victory by weakening the Jaguars' opponent before battle could be truly joined. The Grand Council, however, recognized the justice owed to Clan Star Adder for its losses at Mongoose hands, and overruled Osis's calls for action against the Star Adders. Khan Osis backed down, but the enmity sparked between the Jaguars and the Adders simmered for many years afterward.

Following the Absorption of their longtime enemy, Clan Star Adder once again looked toward expansion. The Clan's well-oiled exploration and colonization mechanisms swung back into action, though recent losses of naval assets at the hands of Clan Mongoose diminished the Adders' capacity for such expeditions. The Adders did not remain content with this state of affairs for long, however. Taking a lead from Clan Nova Cat, saKhan Harian N'Buta approached Khan Stephen Linn of Clan Burrock with a plan to benefit each of them. In exchange for a percentage of any useable discoveries, Clan Burrock WarShips would transport a dozen Clan Star Adder exploration and colonization teams to various worlds. Khan Linn, eager to expand his Clan's power and knowing that the Burrocks lacked the Star Adder explorers' technical expertise, readily accepted.

The payoff came almost immediately. Raw materials flowed from new colonies back into the Adders' factories, enabling the Clan to produce all manner of needed goods, especially armaments. Most importantly, rich deposits of germanium, titanium and other rare and useful ores were found in the Paxon system. The moons of the gas giant Krakau held large enough reserves of these to revitalize naval production throughout Clan space. As the owners of the reserves, Clans Star Adder and Burrock enriched themselves selling to their fellow Clans whatever they could not use. Clan Star Adder in particular prospered as never before.

CHANGE IN THE WIND

By the end of the 30th century, the Golden Century had begun to give way to an era that some dubbed the Political Century. Already fragmented since the days of Nicholas Kerensky, Clan civilization splintered even further as the question of a return to the Inner Sphere grew more urgent and the Warden and Crusader factions formed. Soon, each Clan found itself espousing one cause or the other: invasion of the Inner Sphere or guarding it from harm. Most Star Adder MechWarriors opted for the Crusader camp, despite their belief that each Clan must first unite with its brothers before an invasion could succeed. The chance to tread the soil of the hallowed Inner Sphere worlds was too seductive for even the Star Adders to resist.

Clan Coyote was almost evenly divided between the two factions, which suggested to saKhan Carson Graves of the Star Adders the potential for ending two centuries of fighting with great profit to the Star Adders. He met with several ranking Coyote warriors, intending to use the results of the meeting to bring fraudulent charges against Clan Coyote before the Grand Council and ultimately to absorb the rival Clan. The Coyote Khans soon discovered this scheme, however, and declared a Trial of Annihilation against the Coyote warriors who had conspired with Carson, eliminating every scion of their Bloodlines.

Upon learning of Graves's misguided actions, Adder Khan Eamon Phousath challenged him to a Trial of Grievance, which Graves lost. After stripping him of rank and status, Phousath gave Graves and his genetic legacy to Khan Tatiana Steel of Clan Coyote as Clan Star Adder's surkairede. Steel executed Graves and destroyed his legacy, but then demanded Annihilation of the entire Graves line. Phousath naturally refused, and in doing so started a new round of fighting with Clan Coyote. With its Crusader-minded warriors gone, Clan Coyote had turned resolutely Warden, a circumstance that only widened the gulf of enmity with the largely Crusader Star Adders.

A few years later, Clan Jade Falcon called for a return to the Inner Sphere during a meeting of the Grand Council. Clan Wolf, the strongest of the Wardens, managed to sidetrack the Crusaders' push for invasion with what came to be known as the Dragoon Compromise—the creation of a small force of Wolf free-born warriors who would travel to the Inner Sphere and fight for its Great Houses as mercenaries, thereby providing the Clans with vital intelligence for the invasion. Many Star Adder warriors angrily denounced this stalling maneuver in private, but Khan Gerrik N'Buta's cooler head prevailed. He reminded his Adders that the Clans had no useful intelligence on the Inner Sphere's military capabilities, and that gathering such intelligence before launching a war of liberation was only prudent. In fact, Khan N'Buta even offered Wolf Khan Kerlin Ward assistance and manpower in equipping his Dragoons. But Ward declined the offer, preferring to use his own resources.

With the Dragoon mission dispatched, the warriors of Clan Star Adder began to prepare themselves for the return to the Inner Sphere. When the Dragoons' first reports arrived in Clan



CLAN STAR ADDER

space, the Star Adders' front-line Galaxies and garrison troops engaged in a series of war games using Inner Sphere combat models. Anticipation ran high; convinced that the invasion of the Inner Sphere was imminent, Adder warriors threw themselves into the mock battles with abandon. But as the years wore on, reports from the Dragoons dwindled, setting off a new round of recriminations between Warden and Crusader Clans in the Grand Council. The Khans of Clan Star Adder refrained from the arguing and politicking, moving against their brother Clans only when necessary to secure new holdings or advance their Clan's interests. They knew that the invasion would come soon enough, and they intended to be ready.

THE INVASION YEARS

The year 3048 brought with it the appearance of the ComStar vessel *Outbound Light* near the Smoke Jaguar world of Huntress, and with it the turning of a new page of Clan history. When Khan Leo Showers informed the Grand Council of the ComStar ship's arrival, Adder Khan Cassius N'Buta realized that the Clans had come to a turning point. Despite the bitter rivalry that had existed between the Smoke Jaguars and the Star Adders for the long years since the demise of Clan Mongoose, Khan N'Buta spoke up in support of Khan Showers' call for immediate invasion.

The debate in the Grand Council raged for weeks before the final vote was called, which gave the go-ahead for the invasion. That decision made, the Clans began to plan for what they called Operation Revival, and took steps to determine which Clans would participate in the glorious endeavor. Khan N'Buta urged the Grand Council to err on the side of caution when planning the assault, but they ignored his arguments. When the bidding finally opened for the battles that would determine the invasion force, the Star Adders were eliminated in the first round. Having fought hundreds of scenarios over the previous decades preparing for the invasion, Khan N'Buta and his commanders were painfully aware of how costly it could turn out to be, and their conservative bidding reflected that knowledge. Unfortunately, it also cost them their rightful place in Operation Revival.

With so many powerful Clans gone from the homeworlds to fight in the Inner Sphere, the Clans remaining behind took the opportunity to target other Clans' holdings in a series of raids and assaults aimed at creating a new dominant Clan. Adder Khan N'Buta and saKhan Paik aimed their Clan's assaults at Clan Diamond Shark, stepping up their attacks after learning of that Clan's heavy losses on Tukayyid.

The Burrock Absorption

Shortly after the conclusion of the so-called Refusal War between Clans Wolf and Jade Falcon, Khan Cassius N'Buta uncovered something mightily disturbing: a close relationship between the leadership of Clan Burrock and the bandit caste, those who had long ago chosen to reject Kerensky's vision of a new human society. These close ties had existed unseen for

more than a century; worse, Burrock Khan Jocelyn Siddiq was actively covering up her and her predecessors' involvement with the rebels.

Khan N'Buta immediately brought evidence of this disgrace before the Grand Council. Claiming that the Burrock Khans had been incapable of leading their Clan for more than a hundred years, Khan N'Buta called for Clan Burrock's Absorption, to deliver the Clan's warriors and lesser castes from their treasonous leaders. He also demanded that those responsible for the dealings with the bandit caste be excised. The Khans of Clans Cloud Cobra and Blood Spirit each voiced fervent support of N'Buta's call, though the Blood Spirits claimed the right to Absorb their long-time enemy. Disgusted by the Burrock Khans' perfidy, ilKhan Osiris called for an immediate vote. In February of 3059, the Grand Council awarded Clan Star Adder the right to Absorb Clan Burrock.

N'Buta and Paik launched a fast and furious campaign against the Burrock Khans, who bid their entire Touman of three front-line and four second-line Galaxies against the Absorption. The fighting centered on the Burrock homeworld of Albion, to which Khan Siddiq had summoned most of her front-line Clusters. The suddenness of the Adder assault caught her fatally off-guard. A Star of Adder WarShips intercepted Siddiq's reinforcements before they could reach the planet, crippling the Burrock transports and stranding them in space until the fight was over.

The fighting on Albion was brutal. Four Burrock Galaxies, already on-planet, stoutly resisted the three attacking Adder Galaxies, though their efforts ultimately proved futile. Khan N'Buta's plan to crush the head of the Burrock—its two Khans and Galaxy Commander Seth Marghar—succeeded brilliantly. Within two days, all three, each of whom had been implicated in dealings with the bandit caste, were dead. The ranking Burrock officer, Star Colonel Carlos Hutchinson, took command of the remaining Burrocks, but offered himself as a proxy for the Burrock system in the hope of keeping the Absorption from becoming a Trial of Annihilation. Before Hutchinson and N'Buta could do battle however, three Blood Spirit Galaxies dropped onto Albion, intent on wiping out the Burrocks down to the lowliest laborer.

The Star Adders, furious at the Blood Spirits' interference with their Trial, immediately attacked the newcomers. Faced with a common enemy, Star Colonel Hutchinson ordered his Burrock warriors into action alongside the Adders. The Burrock/Adder coalition quickly ripped the Blood Spirit forces apart. Five days after landing, Clan Blood Spirit retreated offplanet with only two surviving Clusters. Soon afterward, Khan N'Buta and Star Colonel Hutchinson resumed their duel. The battle between them raged across the Tanzistan Plateau for the better part of a day as warriors from both sides watched. In the end, N'Buta and Clan Star Adder were victorious; Albion and everything that remained of Clan Burrock belonged to the Star Adders.

Clan Blood Spirit attempted similar unlawful assaults against the Burrocks on two other planets. Except for their forces on Dagda, the Burrocks fought side by side with the Star



Adders against the Blood Spirit interlopers, who went down to bitter defeat. Once freed from external threats, the Adders continued with the Absorption. Proxy bids became the norm, as more and more Burrock warriors disavowed their own Clan's dirty dealings. On the world of Hoard, one Burrock Galaxy Commander was so ashamed by her own Clan's disgrace that, unwilling to let even one of her warriors die defending it, she bid herself against the entire attacking Adder force.

The fight was over in a fraction of the time anticipated; it took the Adders a mere two weeks to Absorb Clan Burrock and its holdings in five systems. All involved, however, suffered devastating losses. Mostly because of Clan Blood Spirit's interference, Clan Star Adder lost three full Galaxies, and Clan Burrock lost almost four. Of the seven Blood Spirit Galaxies that landed on five worlds, fewer than eight Clusters survived to withdraw.

OUTLOOK FOR THE FUTURE

The future looks bright for Clan Star Adder. In the few months since their Absorption, the former members of Clan Burrock have begun to find a place within their new Clan, and Khan N'Buta recently ordered hundreds of Burrock-bred warriors integrated into the Star Adder Touman. With this influx, the decimated Clusters and Galaxies have once again become viable fighting units.

Clan Blood Spirit, reeling at the loss of almost five Galaxies, seems to have transferred its long-time hatred of the Burrocks to Clan Star Adder—which suits most Adder warriors. The vast majority of Adder losses incurred during the Absorption are directly attributable to Blood Spirit attacks. Blood Spirit warriors taken as isorla during the Absorption show an irrational antipathy toward their Star Adder masters, which casts into doubt their chances of ever again serving in battle.

The Star Adders' seven second-line Galaxies, charged to defend Adder holdings in almost a dozen systems, are spread thin. Though it strains the Adders' resources, Khan N'Buta has agreed to uphold Clan Burrock's defense contract with Clan Cloud Cobra. Under its terms, an Adder Galaxy will garrison the outlying Tanite system, a Clan Cloud Cobra holding spinward of the Pentagon Worlds. In return, the Cobras have agreed to give Clan Star Adder nearly a third of Tanite's output of natural resources and several technology concessions, including the new heavy lasers fielded by some Star Adder units.

Clan Smoke Jaguar's recent humiliation at the hands of the Inner Sphere has cemented Clan Star Adder's position as a leader in the Clan hierarchy. Even the machinations of Khans Vlad Ward and Marthe Pryde, with their Harvest Trials that set Clan against Clan and Cluster against Cluster, cannot topple the might of Clan Star Adder. The recent action of the so-called new SLDF should make it clear to all of Kerensky's descendants that only a united front will allow the Clans to walk once again on the soil of blessed Terra.

THE ADDER'S DEN

Like their namesake, the warriors of Clan Star Adder are slow and methodical hunters. They prefer subtlety to all-out assaults, to an extent that some of their brother Clans consider heresy. The Arcadian star adder hunts its prey with unstoppable determination, wearing down its quarry until the final strike. A faster opponent may flee, but the star adder will not rest until it has hunted down and slain its target.

The Adders are not the typical Crusader Clan. Except for Khan Cassius N'Buta's eloquent speeches during the recent debates in the Grand Council, the Adders have mostly stayed out of politics. This, in addition to their unusual combat style and alleged coddling of their lesser castes, has long earned Clan Star Adder the undeserved scorn of many other Clans.

CLAN BURROCK

Founded by twin brothers Herve and Nigel Polczyk, a pair of Rim Worlds expatriates, Clan Burrock was initially assigned to liberate the planet Dagda during the Pentagon Civil War. The fighting was fierce, but with the help of Clan Widomaker, the Burrocks finally crushed the last pocket of resistance on the remote continent of Dratha. The fight left a bitter taste in the mouths of many Burrock warriors, however, and more than a few expressed their disillusionment with Nicholas Kerensky's new Clan society.

That discontent remained largely subdued as the Burrocks focused their energies first against the Not-Named Clan and then against their enemies in Clan Blood Spirit. The Clan's peace was broken, however, when a Trinary of warriors and more than a thousand civilians left Clan space to live as members of the bandit caste. The Grand Council immediately dispatched forces from Clans Burrock and Cloud Cobra to deal with the rising threat of the bandits. The assault groups returned after a little more than two years, reporting the destruction of the defectors and all of the bandit groups. Evidence recently uncovered, however, shows that the Burrocks lied, not only to the Cloud Cobras, but also to the Grand Council. Far from destroying them, they allowed their former comrades to go free. From that point begins the long trail of association between the bandit caste and Burrock leaders that ultimately damned the Burrock Clan.

When Khan Cassius N'Buta discovered this evidence, he also realized that Burrock Khan Jocelyn Siddiq was doing her best to cover up her Clan's treason. He immediately called for the right to Absorb the Burrocks. Distressed at their own Clan's dishonor, a majority of Burrock warriors refused to follow Siddiq's final order: fight to the death.

Except for those responsible for the treason, every former Burrock warrior and civilian has become part of Clan Star Adder. The history of the Burrocks' treachery will die with those who perpetrated it, but the legacies of the rest will live on.



Finally, the Adder's Adjutant assists the Khan in dealing with the lower castes and supervises most day-to-day administrative details for Clan Star Adder's civilian population. Early on, Khan Truscott recognized the important role civilians would play in the success or failure of his Clan, and so he created this position to insure that every caste could somehow reach their Khan's ear. Though the lower castes have no vote or direct say in their Clan's doings, the Khan listens to them through the Adder's Adjutant. The current Adder's Adjutant, Farhad N'Buta, reports directly to Khan Cassius N'Buta.

THE WARRIOR'S WAY

The typical Star Adder warrior thinks in terms of strategic rather than tactical victories, a quirk that has earned the Star Adders a dubious place in the rolls of the Crusader Clans. Most Crusader Khans, and even several Warden Khans, have mocked the Adders countless times during the past two centuries for their alleged timidity and honorless methods of fighting. None, however, wishes to fight the Adders on an equal footing.

The addition of former members of Clan Burrock created initial confusion in the warrior ranks, but has also opened up new schools of thought. Star Adder warriors, especially in units staffed with former Burrocks, are beginning to engage in less conservative tactics. The performance of some Adder units in the Harvest Trials demonstrates their growing ability to successfully use the lightning-fast combat styles more typical of other Clans.

The warriors of Clan Star Adder are among the last to cling to the rules of zellbrigen as laid down by Nicholas Kerensky more than two centuries ago. Most still prefer single combat, even against a dezgra opponent. Only against overwhelming odds will an Adder commander free his or her warriors from the constraints of zellbrigen. With the addition of so many former Burrocks to the warrior ranks, however, that tradition is slowly fading.

The one factor that sets Star Adder warriors most apart from their comrades in other Clans is their easy fraternity, which remains even with the addition of the Burrocks. Good-natured sparring and competition are frequent, but deep resentments between units and individuals are almost unheard-of. This "family atmosphere" resembles the closeness promoted by Clan Ghost Bear, except that among the Star Adders, the fellow-feeling extends to freeborn as well as trueborn warriors. Unusually for a Crusader Clan, freeborn Star Adder warriors suffer no special antipathy. As long as a warrior proves worthy in combat, he or she is accepted as such and accorded all the rights of the warrior title.

The Clan continues to uphold certain military customs dating from Star League times, including such annual events as the Khan's Mess and a Pass in Review (the latter held on Founding Day, when the Exodus ships first made planetfall on the Pentagon worlds). For larger events such as the parade on Founding Day, all members of Clan Star Adder are invited to watch the exploits of their warrior brethren. Only warriors may attend the more private events, such as the Khan's or Commander's Mess.

Clan Star Adder's civilians and warriors share an unusual relationship. The Adder warriors rule with a grasp both gentle and firm; punishments for wrongdoing are meted out as deserved, never on a whim. This even-handed treatment has earned the warrior caste the respect of their fellow Star Adders, which keeps the Clan running smoothly.

Recently, a new breed of warriors has become prominent within the Clan. Young and eager, they espouse the Clan's traditional and Crusader beliefs, but prefer more aggressive action in combat than is common among Star Adder forces. These warriors are among the boldest in the Touman, taking to the combat styles favored by the Inner Sphere. Their most vehement members often wear a live Arcadian star adder as part of their ceremonial uniform; some even take their "pets" into battle with them, finding a place for them in the cramped cockpits of their 'Mechs or fighters. A few have gone so far as to be implanted with the new Enhanced Imaging interfaces; they believe the increased control granted by the implants over their fighting machines is worth the risk of degenerating into madness.

Clan Goliath Scorpion

Though misguided in many ways, our brothers in this Clan are only a few steps from the true path. Their predilection for visions often clouds their judgment, however.

Clan Snow Raven

The Snow Ravens' spirit of cooperation exemplifies the benefits of unity. Our recent Absorption of Clan Burrock, however, has turned the Ravens somewhat against us. We must look past their petty anger and rebuild our bridges with them.

Clan Hell's Horses

This Clan also recognizes the benefits of cooperation. They are strong, greatly deserving of our favor.

Clan Cloud Cobra

The Cloud Cobras are slowly beginning to see the future our way. Their increasing spiritual understanding has led them toward the true path. We will help them continue their progress.

Clan Diamond Shark

Though we fought for many Diamond Shark holdings during the invasion years, we did so only to strengthen our Clan. The Diamond Sharks are worthy opponents who also understand the folly of separateness. They deserve our friendship.

Clan Ghost Bear

This Clan's strength matches our own, and the Bears are best placed of all the invading Clans to defend the Star League. We will stand with them in this endeavor.

Clan Steel Viper

Like the Diamond Sharks and Snow Ravens, the Vipers have espoused cooperation as a way of life within their own Clan. Let us teach them the merits of cooperating with others.



THE FIGHTING ARM

Clan Star Adder has had a strong Touman throughout most of its history. Though Star Adder tactics and practices are often criticized by other Clans, no one has ever doubted their effectiveness. From the opening shots on Arcadia during the Pentagon Civil War to the recent Absorption of Clan Burrock and the Harvest Trials, the Star Adders have always acquitted themselves well on the battlefield.

The Clan has suffered great losses even in victory, however. During the Burrock Absorption, Beta, Epsilon and Upsilon Galaxies were crushed and an additional ten Clusters severely mauled. Beta Galaxy's losses were so crippling that Khan N'Buta ordered it disbanded along with Upsilon, a Provisional Galaxy raised specifically for the Absorption fight. Only Epsilon Galaxy has been rebuilt since.

Recognizing their Clan's predicament, Khans N'Buta and Paik ordered the addition of as many captured Burrock warriors as possible to the fighting rolls. The additions almost made up for the losses incurred during the Absorption. Prior to that conflict, Clan Star Adder had five front-line and five second-line Galaxies; it now has eleven BattleMech-equipped Galaxies, four front-line and seven second-line, with a total of fifty Clusters (not including the two Keshiks). Estimates from the Khans and the Adjutants give five to eight years before every Cluster is back to full strength, and at least fifteen before all eleven Galaxies can boast five full Clusters.

The incorporation of whole Burrock units into the Touman has caused a few problems as old and new warriors adjust to each other's differing equipment and combat styles. The tensions have greatly lessened in the past few months, thanks to an increased training cycle and also the Harvest Trials.

All Adder 'Mechs and fighters bear the Clan insignia on the left arm or wing and right leg or empennage. Galaxy insignias are displayed on the right arms or wings and left legs or empennages, while Cluster insignias are worn on the right torsos of 'Mechs or the fuselages of fighters. When camouflaging is not required, Star Adder war machines are painted black and deep blue, highlighted by the colors and insignias of their Galaxies and Clusters.

BattleMechs

The BattleMech is the mainstay of Clan Star Adder's Touman. Few Clans can hope to match the Adders' sheer numbers of these machines. Generally favoring long-term strategic campaigns, heavy and assault-class OmniMechs configured to inflict maximum damage are the Clan norm. Traditionally, few Adder units were equipped with fast medium and light 'Mechs. OmniMechs such as the *Cauldron-Born*, *Timber Wolf* and *Kingfisher* have long dominated Star Adder ranks.

Since the Absorption, the Adders have received a needed boost in light 'Mechs built for scouting and harassment, including several equipped with specialized electronics. Most Clusters now contain a full Binary of these OmniMechs. Though not yet

commonplace, designs such as the *Mist Lynx* and *Viper* are becoming more and more prevalent.

Armored Infantry

Traditionally favoring the type of mobile warfare best executed with BattleMechs, Clan Star Adder has little use for infantry. Historically, the Clan used them only in times of dire need or for operations ill-suited to other types of combat units, such as search-and-rescue missions. Recently, however, many Star Adder commanders have begun to rethink the role of armored infantry, and Elementals are beginning to claim a new place in the Adder Touman.

Each front-line Cluster now includes what most Clans would consider barely adequate Elemental support; at least one Binary or Trinary is either an Elemental unit or a combined-arms Supernova. Most garrison Clusters have also begun to receive Elementals. Each military DropShip and JumpShip is assigned at least a Star of Elementals, and each WarShip generally includes a Star of Elemental Marines.

Aerospace Assets

Almost every Khan of Clan Star Adder has recognized the potential impact of aerospace fighters on the constantly changing battlefield. Though more often than not aerospace assets are bid away before battle begins, they still serve as a tremendous deterrent to any force that wishes to engage Clan Star Adder. Fighters such as the venerable *Turk* and *Jagatai* are common in Adder aerospace Stars.

Each Cluster has at least one full Star of OmniFighters assigned to it, and most can call on a Binary or Trinary's worth. WarShips and military JumpShips and DropShips each have full complements of fighters permanently assigned to them.

Naval Assets

The Star Adders have always enjoyed a surplus of DropShips, JumpShips and WarShips. Battlefield losses to Clan Mongoose during the Golden Century, however, forced the Adders to mothball much of that surplus. For more than a century and a half, the Adders simply have not possessed enough shipyards and dry docks to maintain their entire fleet. The recent addition of Clan Burrock's navy compounded the problem, especially as Clan Blood Spirit's intervention in the Absorption severely damaged Albion's busy Cheops Shipyards. Naval Adjutant McKenna rushed several WarShips and JumpShips into mothballs before a lack of maintenance could render them useless. The Clan's remaining shipyards are overloaded, but can provide most of the necessary maintenance for the vessels still active. Clan Snow Raven is providing the rest, though at a tremendous price in Star Adder resource rights. For the time being, Clan Star Adder's navy remains afloat.

At least one WarShip is assigned to each Galaxy for support. Second-line and solahma Clusters are assigned naval support as needed, determined by their mission orders. Additionally, the



Naval Adjutant has the authority to form WarShip Stars and assign them to defend high-priority targets and convoys. Current excess ships are assigned to provisional units and kept ready for immediate deployment. Of the Adder fleet, only twenty-one are currently active. An additional five—the *Lola III*-class *Yodan* and *Warlock*, the *Essex*-class *Tehuantepec*, the *York*-class *Exodus Sentinel* and the *Fredasa*-class *Arcadian Asp*—serve as a ready-reserve Star. The *Potemkin*-class *Renown* and the *Lola III*-class *Cameron's Flame* are in mothballs orbiting Sheridan; the *Volga*-class *Cho Polu* and *Pompeii* patrol the Sheridan-Paxon route, while the *Vincent Mark 42*-class *Pegasus* patrols the Paxon system. The *York*-class *Exodus Crusader* and *Exodus Avenger* patrol the Arcadia and Albion systems, respectively.

The remaining sixteen vessels are on duty with various Galaxies. The *Vincent Mark 42*-class *Centaur* and *Vritra*, *York*-class *Exodus Ranger*, *Lola III*-class *Hagar* and *Nightlord*-class *Absolute Truth* make up Alpha Reserve, with the *McKenna*-class *Sovereign Right* attached to Alpha Galaxy; the *Fredasa*-class *Vicious Fang*, *Carrack*-class *Black Adder*, *York*-class *Star Fire*, *Essex*-class *Eagle* and *Sovetskii Soyuz*-class *Divine Conquest* make up Beta Reserve; the *Black Lion*-class *Admiral William S. Preston* serves with Gamma Galaxy; the *Liberator*-class *Constantineau* serves with Delta Galaxy; the *Aegis*-class *Ares's Might* and *Stellar Serpent* are attached to Epsilon Galaxy and the Quasar Keshik, respectively; and the *Sovetskii Soyuz*-class *Nygaard* serves with the Command Keshik.

Second-Line and Solahma Assets

Though warriors assigned to front-line Galaxies gain the most recognition, those assigned to garrison Galaxies play an equally important role: protecting the worlds and people that are the lifeblood of Clan Star Adder. Seven Galaxies of BattleMech-equipped warriors are charged with this vital task.

The second-line Clusters are organized into Provisional Galaxies as directed by the Defense Adjutant. This arrangement allows for easy reassignment and immediate formation of quick-reaction units. During the Burrock Absorption, the Defense Adjutant stripped the best Clusters from most of the Provisional Galaxies and formed two additional Galaxies around them, each of which was assigned to the fighting. Afterward, a few of the surviving Clusters returned to their previous commands. Khan N'Buta, however, decided to keep Tau Provisional Galaxy in service.

A standard heavy BattleMech is the mainstay of the garrison Clusters. The few OmniMechs in these units generally belong to commanding officers or have been allocated to Clusters assigned to a high-priority target. Few 'Mechs in the Provisional Galaxies are new models; many come from the oldest of Clan Star Adder's Brian Caches and date back to Star League times. Aerospace fighters and Elementals are also assigned in appropriate numbers to each Provisional Galaxy. On average, each Cluster contains one or two Stars of fighters and a Binary or Trinary of Elementals, though several Clusters still lack such units.

Conventional vehicles and infantry round out the garrison Galaxies. Though neither offers a path to glory for a warrior, such assignments are still far better in most warriors' estimation than relegation to a lower caste. Every Provisional Galaxy has two or three Clusters of conventional vehicles and infantry assigned to it. Conventional infantry troops play an important role; one or two infantry Trinaries serve as each major city's police force. The use of vehicles in garrison units is increasing with the addition of so much Burrock equipment to the combat roster. Most of these vehicles, like the garrison Clusters' BattleMechs, are ancient.

Touman Composition

Eleven Galaxies comprise Clan Star Adder's Touman. Except for Xi Provisional Galaxy, all are nominally made up of five Clusters. Additionally, the Galaxy Commander leads a Command Trinary and can call upon two to three Trinaries of support elements, mostly conventional artillery.

Several different types of Clusters populate Adder Galaxies. Each is normally composed of five Trinaries, with an extra Command Star (usually a Nova). Aerospace fighters are usually assigned in a Trinary or as three Stars.

Armored Cavalry Squadrons: these Clusters consist mostly of medium and heavy OmniMechs, with a few Stars of light scouts. Four Stars of aerospace support is the norm.

Assault Clusters: The backbone of each front-line Galaxy, these units contain heavy and assault OmniMechs. At least one Trinary is made up of faster heavy Omnis such as the *Timber Wolf* and the *Gargoyle*.

Cavalier Clusters: OmniMechs of every type are assigned to these Clusters, which balance speed with hitting power.

Dragoon Clusters: These Clusters are jacks of all trades, equipped for maximum flexibility.

Gatekeeper Clusters: These are Clan Star Adder's solahma units. Seven currently operate with BattleMechs in the Provisional Galaxies. Additional Clusters operate with vehicles or as standard infantry. These Clusters do not contain any Elementals, though aerospace fighters are usually present in standard numbers.

Guards Clusters: Heavy in weight and moderate in speed, these Clusters have been among the last to receive armored infantry. Several have yet to receive any.

Hussar Clusters: Warriors and equipment captured from Clan Burrock mostly populate these Clusters. Fast light and medium OmniMechs are standard, along with a few Stars of fast heavies.

Sentinel Clusters: These Clusters are the standard second-line formations. Composition varies widely, though most include a Binary of aerospace fighters. Elementals have recently been assigned to some Sentinel Clusters.

UNIFORMS AND INSIGNIA

Clan Star Adder's uniforms identify each warrior's position within the Clan's overall hierarchy. Star Adder warriors do not



worship their Clan namesake as some other Clans' warriors do. Except for the Clan emblem on every uniform and the adder mask worn with the ceremonial uniform, the Arcadian star adder appears very little. Instead, Khan Absalom Truscott attempted to capture its essence in his uniform designs.

Dress and Ceremonial Uniforms

The coat and trousers are made of polished black leather, giving the impression of snakeskin. The coat is cut in an open style, clasped at the neck by a brooch that bears the crest of the wearer's Cluster. Bloodnamed warriors often inscribe their Bloodname along the brooch's edge. The coat is trimmed in silver and another color that denotes each warrior's class: red for MechWarriors, blue for aerospace pilots, gray for naval crews, green for Elementals and yellow for standard infantry and crews of conventional vehicles. The trouser legs have similar vertical trim. A white shirt or blouse is worn underneath the coat. Rank insignia is worn on the left breast and on the lower half of each coat sleeve. Decorations are worn on the right breast. Polished, knee-length black leather boots round out the uniform. Sidearms or blades are traditional accessories. Veteran warriors commonly fashion their own rank insignias and decorations from bits of metal or bone retrieved from the battlefield.

The ceremonial uniform is the same as the dress uniform, with the addition of an enameled mask shaped like the head of an Arcadian star adder.

Field Uniform

The field uniform consists of a standard combat utility jumpsuit, colored in whatever camouflage best suits the environment. A patch bearing the Star Adder insignia is emblazoned on the left shoulder, the insignia of the wearer's Cluster on the right. Rank insignia is worn on the left breast and the sleeves. Additional equipment harnesses and belts may be worn, depending upon the wearer's assignment.

MechWarriors and aerospace pilots wear specialized versions of the jumpsuit. Both have integral cooling systems and medical sensors that hook into their machines. The aerospace jumpsuit is also constructed with g-force dampening systems. Most MechWarriors and aerospace pilots have been issued these suits, with the exception of a few garrison and solahma units.

Rank Insignia

All warriors wear the appropriate daggerstar signifying their status. Additional rank is denoted by small horizontal silver and enamel bars above the daggerstar, one for each rank; a Star Commander has one bar, a Star Captain two, a Star Colonel three, a Galaxy Commander four, the saKhan five and the Khan six. Because of the nature of their duties, the Loremaster, Adder Keeper and Adjutants all hold the honorary rank of Galaxy Commander; their positions are denoted by small stars in various patterns surrounding the insignia.

Decorations

Only two decorations exist in Clan Star Adder, a decision made by Khan Tomas Banacek. Khan Truscott had originally developed several decorations to signify battlefield prowess, bravery and the like, based upon similar decorations in the SLDF. However, the fact that almost all Clan soldiers qualified for most of them upon reaching warrior status, and for the rest upon earning a Bloodname or higher rank, rendered them meaningless. Khan Banacek therefore did away with all but two of them.

The first decoration, a horizontal black ribbon marked with thin vertical stripes, signifies confirmed battlefield kills. Each stripe represents one kill. The color of each stripe is determined by the type of kill, corresponding to the appropriate daggerstar color of the unit destroyed: red for a BattleMech, blue for an aerospace fighter and so on. This decoration is worn on the right breast of the ceremonial and dress uniforms.

The Legion of Gallantry, bestowed only by the Khan, recognizes exceptional accomplishments in the face of extreme adversity. The award is a commemorative laser pistol, plated in platinum. Three levels of the award exist, each signified by a different type of grip for the weapon. The first level has a grip fashioned of ebony, the second of Arcadian red granite and the third and highest of ivory from the tusk of an Arcadian mammoth. Few warriors receive this rare and prestigious award. Adder Keeper Stanislov, Galaxy Commander Carlos Hutchinson and Star Colonel Travis Gena were the latest recipients of it, each for actions taken during the Burrock Absorption.

LEADERS OF CLAN STAR ADDER

KHAN CASSIUS N'BUTA

In his mid-fifties, Khan N'Buta is short and thin, with unkempt gray hair. Despite his small stature, he radiates an undeniable air of command. Cassius has led Clan Star Adder since 3035; before becoming Khan, he served as saKhan for four years. His duties keep him mostly on Sheridan or Strana Mechty, though he eagerly leads his warriors into battle when necessary. Most recently, Khan N'Buta planned and led the assault on Clan Burrock and the accompanying actions against Clan Blood Spirit.

SAKHAN TABITHA PAIK

At the age of thirty-four, saKhan Paik excels at leading her fellow warriors in combat. She briefly served as Adder Keeper and later as commander of Alpha Galaxy, and was elected saKhan in 3047 after defeating then-saKhan Delton Lahiri in a Trial of Grievance over a poor command decision. She has kept a strong arm on the Adder Touman ever since, responding to challenges from outside her Clan with deadly fervor. She is equally dangerous and feared inside and outside a 'Mech.

**LOREMASTER DAGMAR LAHIRI**

Dagmar is one of the last of the "old breed" of Adder commanders. He met Khan Cassius N'Buta while they were both training in sibkos on Sheridan, and the two have maintained a close friendship throughout the years. Before ascending to his current position, Dagmar Lahiri was one of the youngest Adder Keepers in the Clan's history. After several years' service in that position, he distinguished himself as one of the few aerospace pilots ever to command a Galaxy. He stepped down from command of Alpha Galaxy after ten years at the behest of his friend and Khan, to take over as Clan Star Adder's Loremaster. An insightful and logical thinker, he is perfectly suited for his current position, as well an excellent leader of House Lahiri.

ADDER KEEPER STANISLOV

A member of the N'Buta Bloodline, Stanislov is a young warrior with much ahead of him. He most recently distinguished himself as a Star Captain in Beta Galaxy during the Absorption. After Clan Blood Spirit forces killed his commander in the fighting on Albion, Stanislov led the remnants of his Cluster, and later all of Beta Galaxy, against the Spirits. By the end of the day, the Blood Spirits had retreated offplanet with losses as crippling as those suffered by Beta Galaxy. Just six 'Mechs of Stanislov's Cluster survived the melee, and only two Trinaries remained operational. After the Absorption, the un-blooded Adder warriors resoundingly elected Stanislov as Adder Keeper. At twenty-four years of age, Stanislov appears to be Khan N'Buta's protégé, and is on the fast track to greatness within the Clan.



CLAN STAR ADDER

CLAN STAR ADDER COMMAND

Clan Star Adder's Command Group stems from the growth experienced during the Golden Century. From the Clan's inception, the Command and Quasar Keshiks headed up Alpha and Beta Galaxies, respectively. During Clan Star Adder's infancy, that arrangement suited the Touman. But as the Clan grew, so did the strains on the Khans and their staffs. Following action in the late 29th century against Clans Mongoose and Coyote, Adder Khan Francis Cannon separated the two Keshiks from Alpha and Beta Galaxies and combined them with the two Naval Reserve Stars into the Command Group.

Since that time, the Keshiks have grown from Trinary to full Cluster strength and beyond. Likewise, the Naval Reserves have increased in size; each is now considered at Trinary strength. Rarely do any of the four component units fight together, however. They are grouped together mostly for administrative purposes. The Keshiks travel with their respective Khans and the Naval Reserves protect the Adders' interests throughout Clan space. The only time in the Clan's history that all four units took part in the same operation was during the Absorption of Clan Burrock.

As befits their ranks, the Adder Keeper and each Adjutant are assigned a Trinary of warriors as an honor guard. Though not technically an element of the Command Group and not counted in force assessments, these Trinaries were attached to the Command Keshik during the Absorption battles. They can be quickly reattached to any command as the situation may require.

The Command Group's insignia is the Star Adder emblem superimposed over a stylized representation of the Pentagon worlds.

OFFICERS

Naval Adjutant Tobias McKenna, the product of a mix between the Adder Guidice line and the captured lineage of Snow Raven Jennifer McKenna, commands Alpha Naval Reserve. He won the McKenna Bloodname at the age of twenty-seven via a Grand Melee. His keen intellect and bidding skills have kept Clan Star Adder's newly expanded navy afloat despite the critical shortage of shipyards.

TACTICS

The two Keshiks prefer to wear down the enemy through long-drawn-out attacks, made possible by the abundance of heavy 'Mechs in these units. When operating with other units, the Keshiks anchor a formation while faster, more mobile units close the pincer around enemy forces.

The Naval Reserves use their numbers to their best advantage. While assault DropShips and aerospace fighters form a protective screen, the WarShips make surgical strikes against their opponents.



Adder Command Keshik (The Light of Command)

5 Trinaries/Elite/Fanatical

CO: Khan Cassius N'Buta

Four Trinaries, almost exclusively heavy and assault OmniMechs, comprise the bulk of Khan N'Buta's personal guard. Until recently, only the first Trinary was a Supernova; in the wake of the Absorption, a second Supernova was added. The fifth Trinary is made up of OmniFighters.

The Command Keshik's banner shows a white four-pointed star resembling that of the Star Adder insignia, but without the snake.



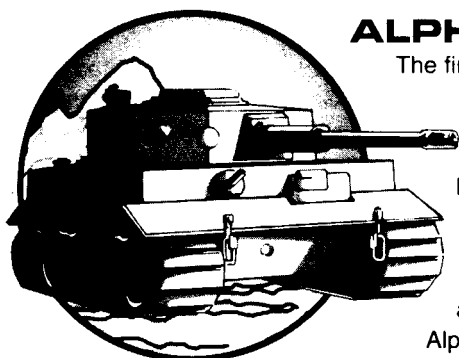
Adder Quasar Keshik (Iron Will)

5 Trinaries/Elite/Fanatical

CO: saKhan Tabitha Paik

Like the Command Keshik, the Quasar Keshik is composed of mostly heavy and assault OmniMechs in five Trinaries. The first Trinary is a Supernova, and one Star in each of the remaining four Trinaries is an aerospace Star.

The Quasar Keshik's insignia shows a BattleMech within a white star.



ALPHA GALAXY: OLD BLOOD AND GUTS

The first Adder Galaxy in service, Alpha was formed by Khan Absalom Truscott in 2815. Its component units reflect the ancestry of Clan Star Adder and the origins of most of the Adders' first warriors: the 146th Royal BattleMech Division.

Alpha Galaxy has fought in every major conflict in its Clan's history, from Operation Klondike to the Burrock Absorption. The Adders' showpiece unit and the first to be sent into battle, Alpha receives the newest and best equipment and warriors. During the fighting on Albion in the Burrock Absorption, Alpha sustained nearly 70 percent casualties, more than half of them fatalities. Afterward, saKhan Paik concentrated on rebuilding Alpha Galaxy before any other. She disbanded the equally crippled Beta Galaxy and transferred its survivors to Alpha. That, along with proactive recruiting from Adder sibkos and the rolls of abtakha warriors, brought Alpha back up to nearly full strength months after its near-demise.

Alpha Galaxy maintains a strong training regimen to keep its combat edge. The Galaxy's performance in the recent Harvest Trials proves that Clan Star Adder is stronger than ever. Alpha Galaxy uses Clan Star Adder's standard colors, highlighted with gold trim. The Galaxy's insignia is an old-style Terran tank running through a field of fallen foes.

OFFICERS

Galaxy Commander Dante Truscott has led Alpha Galaxy since saKhan Paik relinquished command of it in 3047. He descends from Banacek and Truscott blood, and is rumored to have been bred directly from Absalom Truscott's genetic legacy.

Since his rise to command of the Fifth Assault Cluster two years ago, Star Colonel Hannibal Banacek has been recognized multiple times by his commander and his Khans for resourcefulness and tactical ingenuity, despite his intense distaste for the Crusader viewpoint.

TACTICS

Lacking appreciable speed, Alpha Galaxy prefers to fight longer campaigns. Aerospace fighters wear down faster opponents, while the Galaxy's heavy and assault 'Mechs close for the kill. Alpha fights well in almost any terrain.



5th Assault Cluster (Georgie's Gorillas)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Hannibal Banacek

Leading a unit composed almost entirely of assault OmniMechs, Star Colonel Banacek surprises friend and foe alike with his Cluster's maneuverability. In one of its most recent heroic exploits, the outnumbered Fifth led the charge on Fort Weller that broke the backbone of Clan Blood Spirit. The Fifth's insignia shows several BattleMechs ripping the limbs from an enemy unit.



85th Adder Cavaliers (Gallant Steeds)

5 Trinaries/Elite/Reliable

CO: Star Colonel Jarrod Truscott

Except for the fifth Trinary, an aerospace unit, all of the Eighty-fifth's Trinaries have become Supernovas. Their warriors are still learning the finer points of combined-arms battle, however. A horse standing in a glen, head raised high, is the Eighty-fifth's insignia.



11th Armored Cavalry Squadron (Messina Missionaries)

4 Trinaries/Veteran/Questionable

CO: Star Colonel Eliza Talasko

The Eleventh sustained heavy casualties during the Burrock Absorption and is not yet back up to full strength. Its one Trinary is a Supernova. Of the four remaining Binaries, one is an aerospace unit. The Missionaries' insignia is a large stone arch on a cliff overlooking an ocean.



87th Dragoon Cluster (Ivory Six-Shooters)

5 Binaries/Regular/Reliable

CO: Star Colonel Ravi Gena

The first Star Adder unit to meet the warriors of Clan Blood Spirit on Albion, the Eighty-seventh took crippling casualties. The unit has since been downgraded to Regular status because of the difficulties of integrating its new personnel. The insignia of the Eighty-seventh shows two crossed, ivory-handled revolvers.

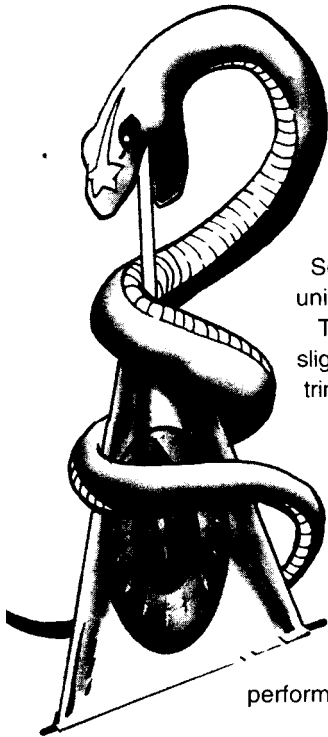


191st Adder Guards (Saar Cavaliers)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Boyd Truscott

The heavy 'Mechs of the 191st bowled through Burrocks and Blood Spirits alike during the Burrock Absorption. During the Harvest Trials, they issued preemptive batchalls to Clan Jade Falcon and resoundingly defeated three Falcon Trinaries. The 191st's insignia is a group of medieval knights standing on a river bank.



GAMMA GALAXY: BLOOD FEUD

Formed in the early 30th century by Khan Horace Schuetz, Gamma Galaxy has a checkered background. During the fighting with Clan Mongoose, Gamma—then a new Galaxy—distinguished itself by recapturing two colonies on Marshall. However, the Galaxy's image suffered when several of its warriors were implicated in the Clan Coyote scandal of 2994. The charges cast a pall over Gamma that lasted until the Burrock Absorption. During that conflict, more than half the Galaxy was wiped out on the planet Piori when Clan Blood Spirit dropped unexpectedly into the battle. Star Colonel MacLeod Connery of Gamma's Seventy-third Cavaliers quickly formulated a battle plan that, in cooperation with Clan Burrock's remaining units, turned the tide against the Blood Spirits. Barely two Clusters survived the fight, however.

Two units of abtakha Burrocks have been added to Gamma since the Absorption, bringing the Galaxy up to four slightly understrength Clusters. Gamma employs the standard Star Adder color scheme, highlighted with crimson trim. The Galaxy's insignia is an Arcadian star adder devouring a stylized version of the Clan Blood Spirit standard.

OFFICERS

Gamma's leader is newly promoted Galaxy Commander Leo Cathis. Prior to taking this position, he commanded the Third Assault Cluster, now disbanded. His close friendship with former Galaxy Commander Jei Nguyi, who in turn has close ties to Loremaster Lahiri, helped him secure his position as commanding officer of Gamma Galaxy.

Star Colonel MacLeod Connery and his Seventy-third Cavaliers are something of an oddity in Clan Star Adder, proudly tracing their original ancestry back to the Scottish Highlands of old Terra. Connery's idiosyncrasies may at times border on heresy in the estimation of other Clans, but he and his Cluster have performed admirably over the past decade.

TACTICS

Mostly composed of new recruits and transfers, the rebuilt Gamma Galaxy has yet to distinguish itself tactically, though action during the Absorption and recent training demonstrate a knack for city and close-quarters fighting. Gamma's warriors have yet to master coordinated mass combat.



9th Armored Cavalry Squadron (Spirit Crushers)

3 Trinaries/Veteran/Reliable

CO: Star Colonel Tao Shi-Lu

Gamma nearly lost cohesion on Piori after the death of its commander at the hands of the Blood Spirits, but Star Colonels Shi-Lu and Connery regrouped the dispirited troops and launched a fierce counterattack. Shi-Lu's Ninth dealt a death blow to the Spirits' Beta Galaxy, crushing Blood Spirit saKhan Daryl Keller and his Keshik. Khan Cassius N'Buta later redubbed the Ninth's three Trinaries the "Spirit Crushers" in honor of that fight.

The Ninth's insignia shows a forger's hammer, with a large "9" etched into its head, and an anvil.



69th Dragoon Cluster (Fighting Gurkhas)

4 Binaries/Veteran/Questionable

CO: Star Colonel Yves

Formerly Clan Burrock's Fifteenth Rapier, the four Binaries of the Sixty-ninth have a new designation, but the same name. They have long held a reputation throughout Clan space as outstanding brawlers in light and medium 'Mechs. The Sixty-ninth's insignia shows a gloved hand holding a dagger.



73rd Adder Cavaliers (Scourge of the Highlands)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel MacLeod Connery

Sacrificing armor for speed, the mostly medium-'Mech Seventy-third quickly regained its full strength after the Absorption losses. The unit crushed the Blood Spirits' Twelfth Blood Drinkers and then the remnants of the Nineteenth and Sixty-fifth Assault Clusters in their blazing counterattack on Piori. Spurred on by Star Colonel Connery, the Seventy-third's warriors look forward to meeting the fabled Northwind Highlanders in combat some day. The Seventy-third's insignia is a pike impaling a set of bagpipes.

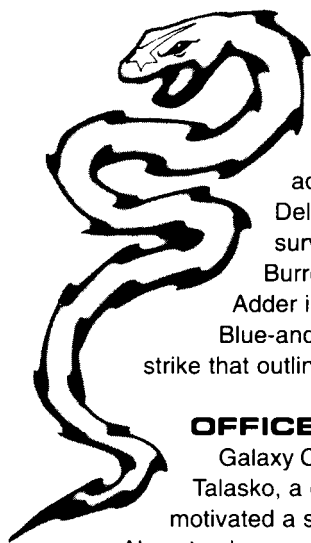


133rd Hussar Cluster (Tigermen)

3 Binaries/Regular/Questionable

CO: Star Colonel Dabir Truscott

Within the past month, Star Colonel Truscott has come to learn the demanding tactics favored by the lightweight force of former Burrocks he now commands. Mostly configured as reconnaissance elements, the three Binaries of the Tigermen are feared opponents, especially when teamed with the heavier OmniMechs of their brother Clusters. The 133rd's insignia shows the head of a roaring white tiger with the eyes of a serpent.



DELTA GALAXY: THUNDERSTRIKE

Delta came into existence in 2938 at the behest of then-saKhan Ashanti Banacek. Banacek stripped the Sixth Cluster from Beta Galaxy and the Seventeenth Cluster from Gamma to serve as Delta Galaxy's backbone. Around those two Clusters she slowly built up three more. During the Burrock Absorption, Delta more than proved its worth as a combined unit. On Priori, Delta faced Clan Blood Spirit's Kappa Galaxy in addition to Clan Burrock's Pi Galaxy. After smashing the Blood Spirits in cooperation with Clan Burrock forces, Delta Galaxy turned on the Burrocks and defeated them in a proxy fight. Delta lost only its 175th Cluster, whose survivors were transferred to Epsilon Galaxy. SaKhan Paik designated the 206th Hussars, formerly of Clan Burrock, as the 175th's replacement. Delta is currently at full strength, and along with Alpha Galaxy is protecting Adder interests in the Harvest Trials.

Blue-and-white trim highlights the standard Adder colors on Delta's equipment. The Galaxy's insignia is a lightning strike that outlines the shape of a star adder.

OFFICERS

Galaxy Commander Vanel Talasko recently succeeded Farhad N'Buta, who moved on to become the Adder's Adjutant. Talasko, a gifted strategist, is the recognized leader of the hotheaded younger warriors within Clan Star Adder, and has motivated a sizable percentage of his Galaxy to espouse more aggressive tactics.

Almost unknown a year ago, Star Colonel Fletcher Daniels is becoming a well-known name in the Clan. Though a brilliant battlefield tactician and leader, his less skilled dabblings in politics may jeopardize his career.

TACTICS

Among the fastest Adder units, Delta Galaxy prefers hit-and-run tactics in tandem with aerospace strikes.



6th Adder Assault Cluster (Vladivostok Flames)

5 Trinaries/Elite/Fanatical

CO: Star Colonel Lissa Mikino

On Priori, the Sixth was part of the Adders' strategic reserve. The Blood Spirits' Pi Galaxy waited until the Sixth was well on its way to reinforce Gamma Galaxy before attacking Delta Galaxy. It took more than two hours for Star Colonel Mikino's assault Omnis to return to Delta's battlefield. By the time they reached it, the battle was over and the Spirits in full retreat. The Sixth left Priori without firing a shot. The unit's insignia shows a hand holding a torch aloft against a night sky.



17th Cavalier Cluster (Dreamweavers)

3 Binaries/Regular/Fanatical

CO: Star Colonel Bryza Meytani

Redesignated as a Cavalier Cluster after the Absorption, the Seventeenth's three Binaries favor fast combined-arms operations. A month ago the Seventeenth lost a Star in action to Khan Vlad Ward's Wolves. The Seventeenth's insignia is the starry outline of a two-headed, winged creature. One head resembles an angel, the other a demon.



18th Armored Cavalry Squadron (Allah's Will)

3 Binaries/Elite/Questionable

CO: Star Colonel Fletcher Daniels

Prior to Star Colonel Daniels' promotion to commander, the Eighteenth was one of the worst-rated units in the Touman. In just fourteen months, Star Colonel Daniels has transformed it into one of the best. He commands only three

Binaries, though that low number owes more to his reforms than to losses incurred during the Burrock Absorption. In recognition of the unit's vastly improved performance, Khan N'Buta recently assigned it to garrison Adder holdings on Strana Mechty. The Eighteenth's insignia shows a warrior holding a large book in his left arm and brandishing a sword with his right.



132nd Adder Guards (Raleigh Rifles)

4 Trinaries/Regular/Fanatical

CO: Star Colonel Tor Cathis

Assigned to Priori's strategic reserve, the 132nd's fighters strafed enemy formations while its 'Mechs attacked unnoticed from the Spirits' rear. Clan Blood Spirit's Pi Galaxy disintegrated soon afterward. The 132nd's insignia displays an ancient Terran soldier firing a rifle.



206th Hussar Cluster (New Sensation)

3 Binaries/Green/Questionable

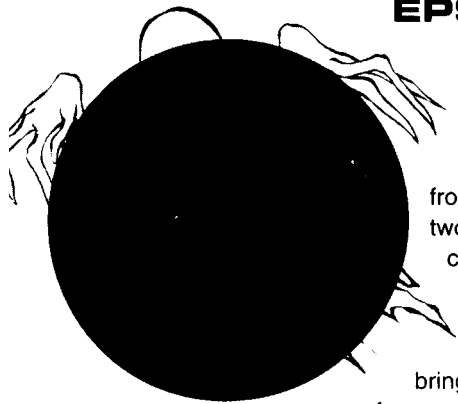
CO: Star Colonel Doreen McMillan

After the Absorption fight, Star Captain McMillan found herself commanding little more than a Binary. The seventeen surviving warriors of the Burrocks' 206th Hussars, whom McMillan's unit had defeated, pledged to faithfully serve their new Clan, and were assigned to McMillan's shattered command. The new 206th has taken in thirty-eight more Burrock expatriates since, giving the unit two 'Mech Binaries, an aerospace Star and an Elemental Star. The 206th's insignia is two star adders coiled around the planet Dagda.



CLAN STAR ADDER

EPSILON GALAXY: NIGHT TERRORS



Khan Kimball N'Buta ordered Epsilon Galaxy into service in 3023, after it became apparent that an invasion of the Inner Sphere would be costly for any who undertook it. Over the next two decades, Epsilon Galaxy gradually reached full operational status. Denied a place in the invasion force, however, the only action it saw was brief sparring with Clans Coyote and Smoke Jaguar.

The Burrock Absorption brought Epsilon into the field with the rest of Clan Star Adder's front-line Galaxies. Assigned to Dagda, Epsilon expected to have a relatively easy time. However, two of the three Burrock Clusters on the planet resolutely obeyed their Khan's orders to hold at all costs. Then Clan Blood Spirit's Delta Galaxy entered the fray, dropping unseen onto Dagda and launching a vicious attack. Epsilon Galaxy ultimately won the day, but only after reinforcements from Clan Star Adder's Delta Galaxy arrived. The cost of the victory was enormous; barely four Trinaries survived the fight. Three former Burrock units have been added to the Galaxy since, bringing Epsilon back up to five Clusters, though each remains woefully undermanned and in need of new equipment.

Epsilon Galaxy uses standard Adder colors with silver and dark gray highlights. The unit's insignia shows a ghost against a starry-night backdrop.

OFFICERS

Galaxy Commander Carlos Hutchinson was a junior Cluster Commander in Clan Burrock's Alpha Galaxy prior to the Absorption. After the deaths of his two Khans, he took command of the remaining Burrock forces on Albion. Khan N'Buta defeated him in single combat and took Hutchinson as a bondsman. N'Buta quickly declared him abtakha, and he became the first Burrock to be accepted as an Adder warrior. Soon afterward, Khan N'Buta offered Hutchinson command of Epsilon Galaxy.

TACTICS

Still rebuilding, Epsilon Galaxy has yet to show any marked tactical abilities.



13th Adder Assault Cluster (Arcadian Devils)

5 Binaries/Regular/Questionable

CO: Star Colonel Maeko Guidice

His command nearly wiped out in the Absorption, Star Colonel Guidice was determined to rebuild the shattered Thirteenth. In the past five months he has brought the Devils back from barely two Binaries to five full Binaries. The Thirteenth Assault's insignia is a pair of demonic eyes in a starfield above the planet Arcadia.



42nd Adder Cavaliers (The Answer)

5 Trinaries/Elite/Reliable

CO: Star Colonel Zachariah Truscott

Luck has favored the Forty-Second throughout its existence. On Marshall in 2943, the unit ran across and destroyed the Mongoose command post, severely hampering that Clan's ability to fight. During the Burrock Absorption campaign, the Forty-Second moved to seize Clan Burrock's supply depot on Dagda. The Blood Spirits' Delta Galaxy had already taken the depot and added their own supply cache before moving on to engage Burrock forces. The Forty-Second captured the depot in just five minutes, shortening the Dagda campaign and all but guaranteeing the Adders' success. The Forty-Second's insignia shows a large "42" inscribed into the side of a pyramid that rises from the floor of a jungle.



193rd Dragoon Cluster (Restless Spirit)

3 Binaries/Regular/Fanatical

CO: Star Colonel Nicholas Hallik

The 193rd, a former Burrock unit, is having trouble requisitioning replacement 'Mechs and pilots. Its recent loss of nearly two Stars to Clan Wolf, leaving it with just three Binaries, has not helped the unit. The 193rd's insignia shows a badly wounded soldier floating above the ruins of a battlefield.



212th Battle Cluster (Sheet Lightning)

3 Trinaries/Green/Questionable

CO: Star Colonel Kira

A group of enthusiastic former Burrocks make up the Supernova Trinary and three Binaries of the 212th. The unit's insignia shows an unarmored fist holding several lightning bolts.

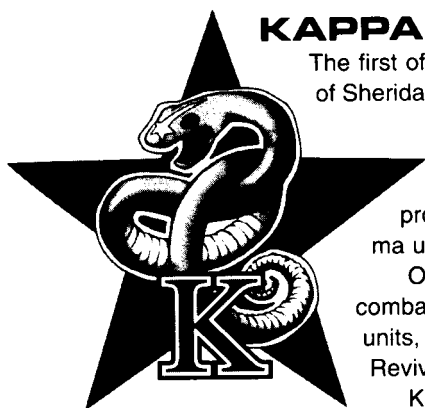


471st Adder Guards (Serpent's Squires)

5 Binaries/Regular/Questionable

CO: Star Colonel Graham Van Houten

The 471st is comprised mainly of former Burrocks. A veritable dumping ground of machinery, its thirty-four semi-functioning fighters complement twenty-eight OmniMechs in similar condition. The 471st's insignia is a star adder coiled around a sword.



KAPPA PROVISIONAL GALAXY

The first of the second-line Galaxies in service, Kappa Galaxy has defended Clan Star Adder's homeworld of Sheridan and Adder holdings on Arcadia throughout its career. Various Defense Adjutants have long used

Kappa as a training ground for new second-line units. These new units tend to see more action than others, as they or their elements are often briefly attached to front-line Clusters and Galaxies. Units that prove themselves in battle are transferred to other Provisional Galaxies to protect Adder interests elsewhere. Failed units are disbanded; most of their warriors end up in solahma units or banished to lower castes. Accordingly, the atmosphere in Kappa is tense and competitive.

Over the past four decades, Kappa has also acted as the aggressor in Star Adder war games and combat drills. The Clusters of Kappa were the first to use "dezgra" Inner Sphere tactics against other units, to better prepare them for the invasion. Though Clan Star Adder did not earn a place in Operation Revival, its Clusters still practice fighting against Kappa units.

Kappa paints its equipment in classic Star League colors: white and gray, with blue and silver trim. The Galaxy's insignia is the Greek letter Kappa over the Star Adder emblem.

OFFICERS

Galaxy Commander Jenica Turgidson has held this position for more than two decades. Prior to that, she served as Defense Adjutant and commanded Beta Galaxy. Though some see her position as fit only for the weak and useless, Commander Turgidson knows that the successful defense of Adder territory ultimately rests on her shoulders.

TACTICS

Kappa has grown proficient in urban combat and can also emulate Inner Sphere combat tactics.



300th Adder Sentinels

5 Trinaries/Regular/Reliable

CO: Star Colonel Gretchen Talasko

Though a garrison Cluster, the 300th easily matches any Adder Assault Cluster in firepower. Nearly half of its five Trinaries are OmniMechs. A gold and blue "300" centered beneath Kappa Galaxy's emblem is the 300th's insignia.



884th Gatekeeper Cluster

4 Trinaries/Green/Questionable

CO: Star Colonel Somerset Cathis

The solahma 'Mechs of the 884th are almost all light. Out of four Trinaries, the unit includes only one Star of aerospace fighters. The 884th's insignia is a black and blue "884" centered beneath Kappa Galaxy's emblem.



417th Adder Sentinels

6 Trinaries/Veteran/Reliable

CO: Star Colonel Darren Gena

A year prior to the Absorption, the 417th was expanded to include a Supernova. Its six Trinaries boast four Stars of fighters and almost forty OmniMechs. The 417th is currently assigned to the planet Hoard, where it and two Clusters of conventional forces guard the small continent of Toolan and its battle-armor factory. The 417th's insignia is a gold and blue "417" centered beneath Kappa Galaxy's emblem.



1009th Adder Sentinels

3 Binaries/Veteran/Questionable

CO: Star Colonel Tatiana Opriq

Just a month ago, Adder Keeper Stanislov assigned this group of Burrock veterans to the defense of Sheridan. The 1009th's equipment, virtually all drawn from the scrap heaps on Albion and Priori, badly needs upgrading. Kappa's experienced techs have worked feverishly to keep the 1009th in service, but without needed shipments of replacement parts, the unit's three Binaries will soon drop below operational capability. A gold and blue "1009" centered beneath Kappa Galaxy's emblem is the 1009th's insignia.



421st Adder Sentinels

5 Trinaries/Regular/Reliable

CO: Star Colonel Kayla

During the Burrock Absorption, saKhan Paik ordered the 421st Sentinels and elements of Mu Galaxy to attack the Blood Spirit enclave on Arcadia. The 421st made up for its few losses quickly after the Absorption, and is currently at full strength. A gold and blue "421" centered underneath Kappa Galaxy's emblem is the 421st's insignia.



CLAN STAR ADDER

MU PROVISIONAL GALAXY

Khan Tomas Banacek formed Mu Provisional Galaxy in the wake of Clan Mongoose's early incursions into Adder territory. Originally equipped with BattleMechs cast off by Alpha and Beta Galaxies in favor of the new OmniMechs, Mu has received few new combat units over the years. Mu's first active assignment after its formation was to protect the Adder colony world of Marshall, a task it only recently relinquished.

Two Clusters from Mu saw action during the Burrock Absorption, one assigned each to Tau and Upsilon Galaxies. The rest of Mu, ordered to help garrison the Adder enclave on Arcadia, moved against Clan Blood Spirit's enclave in retaliation for that Clan's intrusion in the Absorption. In fighting that lasted for more than a week, neither Clan managed to gain the upper hand. Eventually, both left the field bloodied and frustrated.

After the Absorption, Mu received more bad news: neither of its transferred Clusters would return to their former posts. The Ninety-eighth had been wiped out along with Upsilon Galaxy and the 286th would remain with Tau. Since that time, the 1001st Sentinels, a unit made up almost entirely of Burrock expatriates, has joined Mu Galaxy. Though hampered by distrust on both sides, the older warriors of Mu are working with the 1001st in an effort to fully incorporate their new comrades into the Adder fold. A month ago, Adder Keeper Stanislov ordered each of Mu's four Clusters to garrison Brim and Priori together with a Cluster from the new Rho Galaxy. The two Galaxies' Clusters will continue to operate and train together until Rho is considered a viable force.

Mu paints its equipment in standard Adder colors with blue and green highlights. The Greek letter Mu emblazoned on the Star Adder emblem serves as the Galaxy's insignia.

OFFICERS

Recently moved to Mu, Galaxy Commander Mavis DeMarque led Upsilon Provisional Galaxy during the Absorption. Her performance during that conflict was acceptable, but her command did not survive the fighting. When Galaxy Commander Sen LeFabre failed his latest warrior testing, Defense Adjutant Stanislov moved DeMarque into Mu's vacant command.

Recently relegated to the command of a solahma Cluster, Star Colonel Tristyn N'Buta was once among the best Clan Star Adder had to offer. A series of strategic blunders against Clan Diamond Shark, however, cost him a chance at commanding Alpha Galaxy.

TACTICS

Mu distinguishes itself in the rough, mountainous terrain that typifies its former homeworld of Marshall.



178th Adder Sentinels

4 Trinaries/Regular/Reliable

CO: Star Colonel Abigail Turgidson

The 178th has a long history, fighting Clans Coyote, Diamond Shark, Mongoose and Smoke Jaguar. The recent fighting with Clan Blood Spirit left them wanting more. The unit's posting on Priori, paired up with Rho Galaxy's 362nd Sentinels, gives them excellent chances of once again tasting Spirit blood. A gold and green "178" centered beneath Mu Galaxy's emblem is the 178th's insignia.



383rd Adder Sentinels

2 Trinaries/Green/Fanatical

CO: Star Colonel Ketzia

The 383rd took the most serious casualties of any Adder unit on Arcadia. Surprised by the Ninety-ninth Red Assault Cluster while moving into position for a coordinated attack, they took nearly 80 percent casualties before Kappa Galaxy's 417th Sentinels came to their rescue. The 383rd, reduced to a Trinary and two Binaries, is currently stationed on Brim with the 714th Sentinels of Rho Galaxy. The 383rd's insignia is a gold and green "383" centered beneath Mu Galaxy's emblem.



935th Gatekeeper Cluster

4 Trinaries/Regular/Reliable

CO: Star Colonel Tristyn N'Buta

These solahma troops consist of three BattleMech Trinaries and two aerospace Binaries. The unit garrisons Priori, where its members are doing their best to acclimate the Burrock solahma warriors of the 1129th Gatekeeper Cluster to life in their new Clan. A black and green "935" centered beneath Mu Galaxy's emblem is the 935th's insignia.

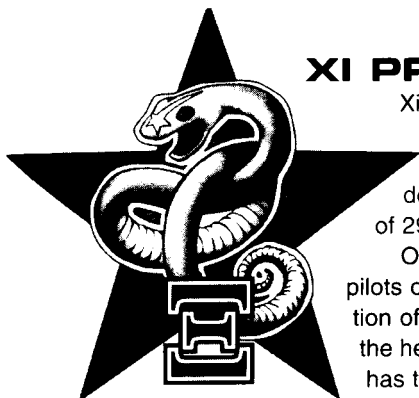


1001st Adder Sentinels

3 Trinaries/Regular/Questionable

CO: Star Colonel Ian Andersen

The 1001st, comprised of mostly former Burrocks, boasts a Supernova Trinary and an aerospace Binary, in addition to five Stars of BattleMechs. The unit is teamed with Rho's 152nd Sentinels on Brim. A gold and green "1001" centered beneath Mu Galaxy's emblem is the 1001st's insignia.



XI PROVISIONAL GALAXY

Xi is the best-manned and equipped second-line Galaxy in the entire Star Adder Touman. In the latter 30th century, Khan Ashanti Banacek recognized the potential of the Paxon system and immediately organized a force to defend it. She stripped three Clusters from Mu and the now-defunct Nu Provisional Galaxies to make up Xi, officially commissioning the new Galaxy in February of 2966. Xi has faithfully guarded the planet Krakau and its moons ever since.

Over the years, the Khans of Clan Star Adder equipped Xi with the newest BattleMechs and the best pilots of any second-line force. Nearly two-thirds of the Galaxy is equipped with OmniMechs, an indication of how seriously Adder Khans have taken the defense of Krakau. Few invading units make it past the heavy naval forces positioned in the system; those that do face some of the best warriors the Adder has to offer.

For almost a hundred years, Xi remained an understrength Galaxy, with only three component Clusters. That changed only after the Burrock Absorption. During the operation, Khan N'Buta ordered Xi into action against the one Burrock Cluster that had also guarded the Paxon system since its discovery. Galaxy Commander Malachi Reisch relayed his Khan's orders to Star Colonel Hoyt Marghar, the Burrock commander. Marghar, after realizing the depth of his Clan's indiscretions, agreed to a unique Trial: a game of golf on the surface of the airless moon, Persephone. Marghar gave Reisch a good run, but in the end Reisch came in seven under par, just four strokes better than Marghar. Marghar's command was the first whole unit to be added to the Adder Touman.

Xi uses traditional Adder colors with light gray trim, a scheme that camouflages its equipment well. Though the official insignia has the Greek letter Xi superimposed on the Star Adder emblem, a recent and unofficial one shows the Xi superimposed on a golf ball traveling away from a stylized moon.

OFFICERS

Galaxy Commander Malachi Reisch enjoys commanding the most powerful and prestigious garrison Galaxy in the Adder Touman. His troops protect the most vital natural resources that Clan Star Adder owns and see enough real combat to keep their abilities honed.

Star Colonel Wyatt Talasko is a recent addition to Xi who formerly distinguished himself commanding a Trinary on Marshall. Though an excellent officer, he is having trouble adjusting to Xi's unusual nature.

TACTICS

Xi Galaxy has continuously practiced and fought in the rocky terrain that covers most of the moons and asteroids the unit is charged to protect. Xi warriors are equally at home in or out of gravity, on the surface or underground.



97th Adder Sentinels

6 Trinaries/Veteran/Reliable

CO: Star Colonel Isis Phoushath

Star Colonel Phoushath's six Trinaries of mixed 'Mechs and fighters is Xi's quick-response force. Teamed with a number of *Broadsword* and *Leopard* CV class DropShips, the unit can reinforce any component of Xi within minutes. A gold and gray "97" centered beneath Xi Galaxy's emblem is the 97th's insignia.



522nd Adder Sentinels

5 Trinaries/Elite/Reliable

CO: Star Colonel Dalton Banacek

The medium-weight, jump-capable 'Mechs that make up Banacek's 522nd prefer to fight in the asteroid belt that orbits Krakau. Despite this dangerous inclination, the 522nd has lost few 'Mechs and warriors to the belt in the past hundred years. The 522nd's insignia is a gold and gray "522" centered beneath Xi Galaxy's emblem.



235th Adder Sentinels

5 Trinaries/Elite/Reliable

CO: Star Colonel Wyatt Talasko

Three Supernova and two fighter Trinaries, all Omnis and massing an average of 86 tons, give Xi its massive hitting power. The 235th's insignia is a gold and gray "235" centered under Xi Galaxy's emblem.



1015th Adder Sentinels

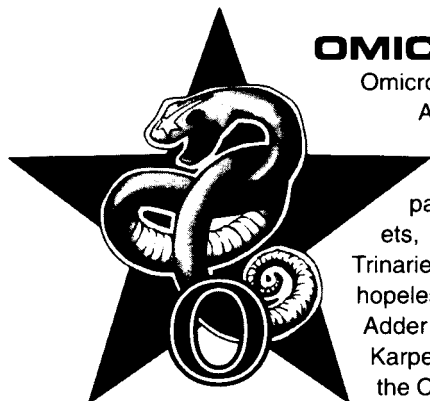
3 Trinaries/Veteran/Fanatical

CO: Star Colonel Hoyt Marghar

Recently redesignated as a second-line Adder unit, the 1015th was part of Clan Burrock's Beta Galaxy. Its third Trinary is an aerospace unit. A gold and gray "1015" centered under Xi Galaxy's emblem is the 1015th's insignia.



CLAN STAR ADDER



OMICRON PROVISIONAL GALAXY

Omicron was organized shortly after Xi Provisional Galaxy in the late 2900s to help safeguard Clan Star Adder's expanding frontiers. Originally assigned only two Clusters to protect a single world, Omicron has grown to five full Clusters and is now spread across two systems.

Vanel Talasko, then the Defense Adjutant, stripped two Clusters from Omicron to participate in the Absorption. That left the Galaxy understrength, divided and assigned to two new planets, Marshall and Tathis. Clan Coyote, quick to sense a potential weakness, dispatched several Trinaries to probe Omicron's defenses. The Coyotes found Omicron's three 'Mech Clusters stretched hopelessly thin across two worlds. Shortly thereafter, two Coyote Clusters landed on Tathis. The 271st Adder Sentinels were immediately overwhelmed, but retreated in good order to the capital city of St. Karpens, where they held their ground. Backed only by a Binary from the 460th, the 271st valiantly held the Coyotes off for weeks. The timely arrival of elements from Delta Galaxy prevented the 271st's anni-

OFFICERS

Galaxy Commander Gerrell LeFabre is one of the oldest warriors still on active duty. Though approaching sixty-one years, he proved his mettle against Clan Coyote by accounting for seven 'Mech and two aerospace kills.

Omicron Galaxy's Adder Keeper is Star Colonel Hazel. Of the Schuetz and LeFabre Bloodlines, Hazel takes her role as keeper of Omicron's honor seriously. Though an average tactician, her fervor has earned her the attention of Loremaster Dagmar Lahiri.

TACTICS

Because Omicron Galaxy's component units usually fight separately, they do not work well in large formations. Instead, the Galaxy favors hit-and-run tactics.



271st Adder Sentinels

3 Binaries/Regular/Fanatical

CO: Star Colonel Makarios Nguyi

The 271st remains undermanned from Clan Coyote's recent attack. The unit currently fields two Binaries; a third awaits sufficient replacement parts to bring it back into full operation. Almost all of the unit's aerospace fighters were destroyed in the battle with Clan Coyote, and no replacements have yet arrived. The 271st's insignia is a gold and violet "271" centered beneath Omicron Galaxy's emblem.



983rd Adder Sentinels

2 Trinaries/Green/Questionable

CO: Star Colonel Stedman Connery

Star Colonel Connery accepted the 983rd on the condition that once he improved the unit's rating, he would be considered for a front-line command. Tensions within the 983rd's seven Stars are high, however. The unit is split almost evenly between Adders and former Burrocks, and some resentments still crop up between the two groups.

The 983rd's insignia is a gold and violet "983" centered under Omicron Galaxy's emblem.



312th Adder Sentinels

5 Trinaries/Green/Reliable

CO: Star Colonel Raizel LeFabre

The 460th has seen little action in the past decade, and so its warriors are still considered green. A gold and violet "312" centered beneath Omicron Galaxy's emblem is the 312th's insignia.



1008th Adder Sentinels

2 Trinaries/Regular/Fanatical

CO: Star Colonel Edick Lamongue

Shortly after the Absorption, the 1008th's Battle Trinary forwarded a batchall to the Second Falcon Velites of Clan Jade Falcon's Sigma Galaxy. The veteran former Burrocks fought the Falcons for nearly six hours in the foothills of Marshall's Waushaura Mountains before finally conceding the battle. They were incorporated shortly afterward into the Falcon's rolls, leaving the 1008th down to two BattleMech Binaries and an aerospace Star.

A gold and violet "1008" centered beneath Omicron Galaxy's emblem is the 1008th's insignia.

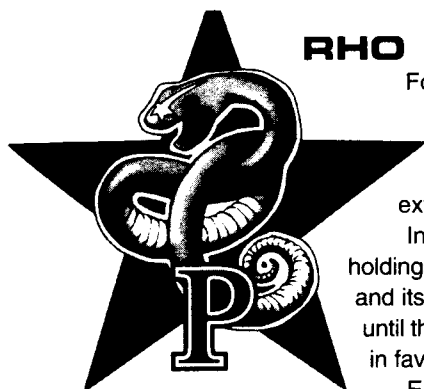


460th Adder Sentinels

5 Trinaries/Regular/Reliable

CO: Star Colonel Kameko Gena

Each of the 312th's Trinaries has an attached aero Star. Trinary Assault, assigned to the 271st during its fight on Tathis, still has four 'Mechs down for repairs. A gold and violet "460" centered under Omicron Galaxy's emblem is the 460th's insignia.



RHO PROVISIONAL GALAXY

Formed in the last decade of the 30th century, Rho was decommissioned by Khan Gerrick N'Buta in 3017, who used its warriors to boost sagging numbers in several other Provisional Galaxies.

SaKhan Paik recommissioned Rho a year ago to help defend Adder merchant traffic. The Galaxy initially received brand new equipment and warriors fresh from the sibkos who displayed extreme enthusiasm at the prospect of forming the new Galaxy.

In the wake of the Burrock Absorption, Rho's priorities have changed. Rho now defends former Burrock holdings on Priori as well as Clan Star Adder's colony on Brim. The Galaxy remains woefully understrength and its warriors have had little time to train together. Rho continued to receive new equipment and warriors until the Absorption; since then, Defense Adjutant Stanislov has prioritized Rho last to receive replacements, in favor of established Galaxies decimated in battle.

Each of Rho's Clusters is currently assigned to a sister Cluster from Mu Provisional Galaxy. This pairing provides full protection for the Clan's colonies and allows Rho to train with more seasoned warriors. Until its Clusters are at near-full strength, Rho's four component units will remain paired with the Mu Clusters.

Rho adds blue and silver highlights to the standard Adder colors. The unit's insignia is a Greek letter rho over the Star Adder emblem.

OFFICERS

A recent winner of the Polczyk Bloodname, Galaxy Commander Ellison Polczyk formerly led the Twenty-third Burrock Grenadiers Cluster. The Twenty-third was all but wiped out during the Absorption, its surviving warriors transferred to fill in losses in its new Clan. That left Polczyk without a command until saKhan Paik announced the formation of Rho Galaxy. Polczyk entered and won the Trial of Position for command of the Galaxy.

Star Colonel Kenneth Hutchinson is a rare breed within any Clan. After testing out of his sibko as a Star Commander, he chose to join the solahma ranks, where he could work with conventional armored vehicles. His fascination with conventional armor has earned him contempt; in spite of this opprobrium, however, Hutchinson and his Ninety-fourth Scales have proven time and again the potential of conventional forces. During the Burrock Absorption, Hutchinson's light hovercraft Cluster alone accounted for forty-three Blood Spirit Mech kills.

TACTICS

Rho is still building and training its warrior complement and has thus far shown no strong tactical tendencies.



152nd Adder Sentinels

2 Trinaries/Green/Reliable

CO: Star Colonel Roderick Peck

The 152nd consists of just five Stars. An additional BattleMech Binary was scheduled to become operational by the end of this year, but that plan has been postponed indefinitely since Adder Keeper Stanislov put Rho's allotments on hold. A gold and silver "152" centered beneath Rho Galaxy's emblem is the 152nd's insignia.

Colonel Paik actively recruited more than a Trinary of veteran warriors from his former unit in Kappa Galaxy. Though fielding just twenty BattleMechs and twenty fighters, when combined with Mu's 383rd Sentinels in a defensive role, the 714th becomes more than a match for most front-line Clusters in Clan space. A gold and silver "714" centered underneath Rho Galaxy's emblem is the 714th's insignia.



362nd Adder Sentinels

2 Binaries/Green/Reliable

CO: Star Colonel Tai

Though more than forty warriors are currently assigned to the 362nd, the unit has machines for less than half that number. The 362nd's insignia is a gold and silver "362" centered under Rho Galaxy's emblem.



1129th Gatekeeper Cluster

3 Trinaries/Regular/Questionable

CO: Star Colonel Burgess

In numbers, the 1129th is the strongest of Rho's four Clusters. Its personnel, however, have mostly failed to pass muster as second-line warriors. Since his posting as commander three months ago, Star Colonel Burgess has been either unwilling or unable to correct his Cluster's severe discipline problems. The 1129th consists of two Trinaries, one a Supernova, and two Binaries. Its insignia is a black and silver "1129" centered under Rho Galaxy's emblem.

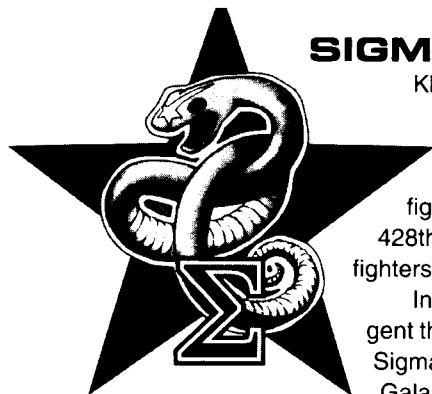


714th Adder Sentinels

3 Binaries/Regular/Reliable

CO: Star Colonel Deniz Paik

The warriors of the 714th are the best Rho has to offer. After taking command a little more than two years ago, Star



SIGMA PROVISIONAL GALAXY

Khan Eamon Phoushath ordered Sigma into service in 2998 to give his Clan a quick-response force capable of reinforcing any of the Adders' holdings. When Clan Smoke Jaguar decided to punish Clan Star Adder for alleged wrongdoing in early 3027, half of Sigma dropped onto Marshall to reinforce Mu Galaxy. The other three Clusters, temporarily assigned to Alpha Galaxy, brought the fight to the Jaguars on the planet Atreus. While the bulk of Alpha fought the Jaguars' Pi Galaxy, the 428th and 471st secured and held Aerospace Plant CM-T72673. Hundreds of new *Jagatai* and *Khargiz* fighters flowed into the Adders' ranks until Jaguar Khan Leo Showers finally took the factory back in 3040.

In support of the Burrock Absorption, Sigma landed on Hoard to deal with the small Burrock contingent there. The fighting ended in a day, with no losses on either side. A month later, saKhan Paik ordered Sigma to garrison the former Burrock homeworld of Albion and the Burrock enclave on Dagda. The Galaxy lost one Cluster to the Absorption fight: the 377th, decimated in action on Dagda in support of Upsilon Galaxy. With the addition of the 1143rd Gatekeeper Cluster just three weeks ago, Sigma is

back up to five full Clusters. The warriors of the 1143rd, previously assigned to the defense of Albion, are working well with their new comrades.

Sigma paints its equipment with yellow and red accents over the standard Adder colors. A Greek letter sigma superimposed on the Star Adder emblem is the Galaxy's insignia.

The Galaxy's four original Clusters show a gift for arriving unexpectedly in battle via 'Mech drop or forced march.



428th Adder Sentinels

5 Binaries/Regular/Fanatical

CO: Star Colonel Adri Mikino

Because of its long-running assignment to garrison Atreus, the 428th contains a disproportionate number of aerospace fighters. Three of its five Binaries are aerospace units. The 428th's insignia is a gold and red "428" centered beneath Sigma Galaxy's emblem.



471st Adder Sentinels

2 Trinaries/Elite/Reliable

CO: Star Colonel Wyndham Earle

Defense Adjutant Vanel Talasko reassigned the 471st to Upsilon Galaxy for the Absorption, and it was the only Upsilon unit to survive the fight on Albion. Since then, its numbers have doubled, but the unit still fields a mere five Stars of MechWarriors. A gold and red "471" centered underneath Sigma Galaxy's emblem is the 471st's insignia.



504th Adder Sentinels

2 Trinaries/Regular/Questionable

CO: Star Colonel Kimi Reisch

Nearly half of the 504th's warriors have arrived within the past five months. More than 90 percent of those received their new assignments after failing to pass muster next to Burrock abtakha. A gold and red "504" centered beneath Sigma Galaxy's emblem is the 504th's insignia.



822nd Gatekeeper Cluster

6 Binaries/Veteran/Reliable

CO: Star Colonel Osaze

The warriors of the 822nd are some of the oldest still on Clan Star Adder's rolls and are the most talented of any solah-ma unit in the Touman. Despite recognizing their declining status within the Clan, they remain wholeheartedly committed to its welfare. The 822nd's seventy MechWarriors, many of whom still pilot their personal OmniMechs, garrison Dagda and protect Caron, the capital of the former Burrock enclave on the northern continent of Dratha. The 822nd's insignia is a black and red "822" centered under Sigma Galaxy's emblem.



1143rd Gatekeeper Cluster

3 Trinaries/Veteran/Questionable

CO: Star Colonel Fatima Gaiba

The warriors of the 1143rd predominantly hail from the Eighty-second Burrock Guards Cluster. The Eighty-second garrisoned Albion for a century and a half prior to the Absorption. Shortly afterward, Defense Adjutant Stanislov decided to keep the former Eighty-second's personnel together and in the same assignment. The unit's three Trinaries are an integral part of the former Burrock homeworld, and have helped ease the transition of Albion's population into Clan Star Adder.

A black and red "1143" centered under Sigma Galaxy's emblem is the 1143rd's insignia.



TAU PROVISIONAL GALAXY

Tau is the most recent addition to Clan Star Adder's Tourman. Organized for the Absorption of Clan Burrock, Tau's original four Clusters each came from a different second-line Galaxy and had no time to train together before they were dispatched to reinforce Gamma and Delta Galaxies in the Star Adder assault on Priori. Despite this handicap, Tau performed outstandingly in the face of Blood Spirit sneak attacks. Tau lost only one Cluster in battle, though the remaining three took heavy casualties.

In recognition of its exemplary actions, saKhan Paik ordered Tau into permanent service. Many survivors of Upsilon Provisional Galaxy, which had also been raised for action against Clan Burrock, were transferred into Tau's weakened Clusters to make up for that Galaxy's losses. Recently, Adder Keeper Stanislov made the 1114th Gatekeeper Cluster operational and assigned it to Tau, once again giving Tau four active Clusters. Though it remains one Cluster short of full strength, Khan N'Buta ordered Tau

to assist Clan Cloud Cobra in garrisoning the Tanite worlds.

Tau Galaxy uses the standard Adder paint scheme with maroon and gold highlights. Its insignia is a Greek letter tau superimposed on the Star Adder emblem.

OFFICERS

Formerly commander of the Thirteenth Cluster assigned to Beta Galaxy, Galaxy Commander Dara Shi-Lu chose to move into a position usually occupied by someone ten years her senior. Her decision seems motivated by a genuine desire to advance her Clan's interests rather than a lack of skill or determination.

TACTICS

As a new unit, Tau has yet to display any tactical preferences.



286th Adder Sentinels

4 Binaries/Veteran/Reliable

CO: Star Colonel Arri Turgidson

Once part of Mu Provisional Galaxy, Star Colonel Turgidson and his 286th are now the backbone of Tau. Rebuilt since the Absorption, the unit is back up to four full Binaries. The primary backup for Gamma Galaxy on Priori, the heavy and slow 286th was unable to react quickly enough to contest Clan Blood Spirit's drop onto the planet. They avenged their fallen comrades, however, when they blocked Clan Blood Spirit's retreat from the Kannenberg Plateau, sealing the fate of Spirit saKhan Daryl Keller and his Beta Galaxy.

A gold and maroon "286" centered under Tau Galaxy's emblem is the 286th's insignia.



343rd Adder Sentinels

2 Trinaries/Green/Questionable

CO: Star Colonel Kahlil

As Gamma Galaxy's reserve for the assault on Priori, the 343rd was called into battle by Gamma Commander Jei Nguvi just before Blood Spirit forces ripped her command Trinary apart. The 343rd emerged from the fight with nearly 80 percent casualties, more than half of them fatalities. Upon officially assuming command two weeks after the fight, Star Colonel Kahlil began rebuilding his Cluster. Half of its warriors are fresh from the Burrock and Adder sibkos; most of the rest are still recovering from wounds sustained during the Absorption. The 343rd's insignia is a gold and maroon "343" centered beneath Tau Galaxy's emblem.



899th Gatekeeper Cluster

5 Trinaries/Regular/Reliable

CO: Star Colonel Yuriko

The 899th was one of Omicron Galaxy's first new units, assigned to it in 2999. Until reassigned to Tau, the 899th garrisoned the area surrounding weapons plant SL-R63073 on Brim. They defended their protectorate numerous times against Clan Fire Mandrill, the former owners of the facility. Assigned to Delta Galaxy's reserve on Priori, they saw little combat against Clans Burrock or Blood Spirit. A black and maroon "899" centered under Tau Galaxy's emblem is the 899th's insignia.



1114th Gatekeeper Cluster

3 Binaries/Veteran/Questionable

CO: Star Colonel Anatole Taglieri

All twenty-six of the 1114th's warriors are former Burrocks who did not test well enough for a second-line assignment. The bulk of their equipment consists of salvage from the battlefields on Albion and Priori, much of it taken from Clan Blood Spirit. The unit's three understrength Binaries are currently assigned to the defense of the Tanite system alongside several Clan Cloud Cobra units. Star Colonel Taglieri's troops have occasionally sparred with the Cloud Cobras, but in every case have lost to the Cobras and earned a severe reprimand from Galaxy Commander Shi-Lu. A black and maroon "1114" centered beneath Tau Galaxy's emblem is the 1114th's insignia.



CLAN WOLF

WOLF EXCLUSIVE BLOODNAMES

General Bloodnames

Fetladral
Kerensky
Conners*

MechWarriors

Carns
Radick
Vickers*
Ward
Sender*

Elementals

Shaw
Sradac
Tutuola

Aerospace Pilots

Ch'in
Leroux*
Mehta
Rhyde*

*Names marked with an asterisk are Widowmaker Bloodnames under the genetic control of Clan Wolf, though warriors of these names appear in other Clans.

campaign to reclaim the Pentagon worlds from civil war, all of the Clans had worked to prove themselves the most worthy of that honor, and many rivalries sparked at that time continue to this day. Clan Jade Falcon, which had confidently expected to win the prize, never got over the humiliation of seeing the Kerensky Bloodname go to Clan Wolf. Though they ultimately accepted Nicholas's choice, they privately refused to acknowledge the Wolves' superiority in combat. The rivalry between the two Clans escalated to bitter enmity that the passage of time did nothing to mitigate.

The Wolves proved their loyalty and gratitude by becoming valiant champions of Kerensky and his ideals, most spectacularly in their defense of the Grand Council's call for Annihilation against the Not-Named Clan. Though joined in this effort by Clan Widowmaker, the Wolves proved far more successful in battle despite bidding that had left them fighting against extremely poor odds. Just a few years later, a resentful Clan Widowmaker accused Clan Wolf of stirring up the Widowmaker merchant caste against that Clan's warriors. The accusations and counter-accusations resulted in a Trial of Refusal in which a Clan Widowmaker MechWarrior fired the fateful shot that killed Nicholas Kerensky. The furious Wolves then fell on their rival Clan in a crusade marked by ferocious, brutal battles. Clan Wolf emerged victorious, killing or capturing every Widowmaker warrior and then taking all Widowmaker assets as spoils of war. This Absorption of Clan Widowmaker made Clan Wolf the most powerful of the Clans.

The remaining eighteen Clans, recognizing the Wolves as rightful heirs of Kerensky's legacy, elected Wolf Khan Jerome Winson to succeed Nicholas as ilKhan. For more than two centuries since, the rest of the Clans looked to Clan Wolf for guidance in following their Founder's path. As a further sign of devotion to Nicholas's memory, Clan Wolf has fiercely guarded the Founder's genetic legacy, allowing no other Clan to bear descendants of the cherished Kerensky Bloodname.

From a 'Mech grave he rose, snarling

Ready to do battle for his vanquished Clan

Stalking the Falcon Khans, who would remake us

His actions, the Wolf incarnate.

—*The Remembrance* (Clan Wolf), Passage 412, Verse 10, Lines 9–12

On the world of Wotan, 10 December 3057, the long and remarkable history of Clan Wolf seemed to have come to an end. Charged with genocide by the Clans' Grand Council for agreeing to the Truce of Tukayyid, the Wolves had fought the bitter Refusal War against Clan Jade Falcon and lost. Their leaders were dead—Ulric Kerensky, once ilKhan and commander of the Inner Sphere invasion, and Khan Natasha Kerensky, the famed Black Widow, who fell in combat on Twycross. Following Ulric's last orders, saKhan Phelan Ward led Clan Wolf's surviving Warden faction to sanctuary in the Inner Sphere. In response, Jade Falcon Khan Elias Crichtell laid claim to all Clan Wolf assets. He called for a Trial of Absorption; the victorious Falcons would absorb the remnants of Clan Wolf, in accordance with Clan tradition. No one disputed the claim ... until 14 December 3057, when Star Captain Vladimir Ward of the Wolves challenged the Falcon leaders to defend it in combat.

This is the story of our Clan and its resurrection.

—Katya Kerensky, Loremaster of Clan Wolf, 3 December 3059

HISTORICAL DATA

Though politically divorced from our previous history as Wolves, much of our Clan's renewed identity remains tied to its origins. To understand the new Clan Wolf, one must first know something of the old.

THE FOUNDING

Here, with the Strana Mechty wolf, we see what may be the epitome of a warrior—cunning matched with instinct and stealth, joined with a final, terrifying attack. For this mighty creature, I name you. You are Clan Wolf.

—Nicholas Kerensky, 2810

Nicholas Kerensky did more than name Clan Wolf for the beast he saw as the ultimate warrior. He also bestowed upon them the coveted Kerensky name and genetic heritage. Throughout the cam-



THE GOLDEN CENTURY

Throughout the age of prosperity known later as the Golden Century, Clan Wolf remained in the political forefront, partly by choosing its rivals carefully. The feud with Clan Jade Falcon continued, and for a time it seemed the Falcons opposed Clan Wolf wherever the Wolves went. On the planet Dagda, the Falcons carved out a niche from which their warriors could harass the Widowmaker enclave claimed by the Wolves. The two feuding Clans settled the world of Glory almost simultaneously, each Clan keeping the other from claiming the planet as its own. Fortunately for the Wolves, the Jade Falcons' rigid interpretation of Clan laws, traditions and customs precluded the flexibility needed for successful, large-scale colonization. Unable to grant their colonists even limited freedom from traditional caste restrictions, the Jade Falcons ultimately dismantled their colonies and turned their energies in other directions. The Wolves took advantage of the respite to build extensive industrial outposts on worlds such as Paxon and Tiber, unopposed by their hidebound enemy.

Clan Coyote's development of OmniMech technology in 2854 initially threatened to knock Clan Wolf from its pre-eminent position. While the Coyotes were working on improving 'Mech technology, Clan Wolf had devoted much of its research and development resources to the design and production of armored battlesuits for infantry. Though these battlesuits would allow infantry to fight effectively in varying conditions, the greater potential value of OmniMech technology was clear, as were the reversals of fortune Clan Wolf might suffer if forced to spend the years—perhaps decades—necessary to completely retool its R & D programs for OmniMech development. A Trial of Possession could bring the new technology into Wolf hands, but the Wolves had little desire to alienate Clan Coyote, a political ally of long standing in the Grand Council. Then Clan Coyote confirmed that Clan Jade Falcon had won OmniMech technology from them in a Trial of Possession, and the leaders of the Wolf Clan had their answer. After obtaining details on the Falcon unit in question, Clan Wolf mobilized forces to intercept the Falcons and seized from them copies of the OmniMech designs. Though the assimilation of the new technology into the Wolves' industrial complex took time, the Wolves ended up technologically just a few years behind Clan Coyote and on a par with the rest of the Clans in making full use of the OmniMech. In gratitude for Clan Coyote's help in getting the OmniMech designs, Clan Wolf technicians returned the favor; upon completion of their battle-armor development program, the Wolves shared their information with their Clan Coyote counterparts.

Clan Wolf first deployed its Elemental armor in 2868, when two Stars of battle-suited infantry defeated a light Star of Nova Cat OmniMechs in a Trial of Possession. Almost immediately, Khan Eric Amirault of Clan Hell's Horses demanded a Trial of Possession for this new technology. Wolf Khan Alexis Ward, impressed with recent Hell's Horses' advances in breeding genetically superior conventional infantry, arranged a series of three Trials in which Elemental technology was put up against genetic material and procedures for breeding the stronger, bulkier soldiers who would become known as Elemental warriors. Held on the colony world of Tiber, each Trial was fought for one-third of the two Clans' respective wagers. The Wolves won two of the three Trials, and might have claimed a substantial victory except for a Jade Falcon raid that occurred just after the Trials in which the Falcons took the battlesuit technology and some of the genetic material. The Wolves posted several reluctant congratulatory remarks to the Falcons on the chatterweb run by Clan Sea Fox (later known as Clan Diamond Shark), and took silent satisfaction two months later when Clans Coyote and Fire Mandrill raided the Jade Falcons and won from them exactly what they had taken from Clan Wolf.

The Wolves defended against several more Trials of Possession for Elemental suits. Clan Sea Fox used preemptive batchalls to trade a substance known as HarJel—a jellylike liquid which, upon contact with a simple starch, hardened into a tough protective coating that could withstand the stress of vacuum—for Elemental technology, as both the Sea Foxes and the Wolves saw the benefit of incorporating HarJel into the Elemental suit. The Ice Hellions bid conventional infantry forces in their Trial, conveniently failing to mention that they had recently re-equipped said infantry with new armored vehicles. The element of surprise granted by the vehicles contributed greatly to the Ice Hellions' victory, and the Wolves began to regard them as a more serious rival than they had in the past—

ELEMENTALS

Clan Wolf based its armored battlesuits on underwater-suit technology originally developed by Clan Goliath Scorpion for exploiting Dagda's resource-rich oceans. Clan Wolf scientists, recognizing the potential military value that the Goliath Scorpions had overlooked, directed the Wolf merchant caste to acquire the technology. Concessions to Clan Goliath Scorpion included resource rights to Clan Wolf's ocean territory on Dagda for twenty years, a period in which the Goliath Scorpions would be able to use only a small percentage of the vast underwater resources.

Each Elemental battlesuit, as they came to be called, was tailored to a specific element at first—from water to arctic conditions to the vacuum of space. The minor gains from such specified use, however, quickly proved inconsequential compared to the cost of producing the various types of suits and training the warriors who would wear them in their specialized operations. In late 2867, the Wolf scientist caste developed the general-purpose Elemental suit, incorporating the strengths of each individual-element battlesuit.

While other Clans contested hotly for the Elemental battle armor design, Clan Goliath Scorpion sought a more diplomatic solution. Feeling the Wolves owed them for the original concept, the Goliath Scorpions sought to trade for the technology just as the Wolves had done with them several years before. In exchange for the battle armor designs, Clan Goliath Scorpion gave up genetic material belonging to three of its most protected Bloodheritages, with the understanding that Clan Wolf would restrict the use of these genes to three breeding cycles and would never contest the Scorpions' control of the Bloodnames associated with them.



though the rivalry never approached the bitter hatred between Clans Wolf and Jade Falcon, or the vitriol of the developing feud between the Wolves and Clan Smoke Jaguar. Clan Smoke Jaguar made a prolonged and determined effort to win Elemental technology from Clan Wolf, even though they could have won it from easier targets by the time they launched their bid. The Wolves took pleasure in thwarting the Jaguars, and near the end offered them a contest it seemed they could not lose. In exchange for territory and resources on the Jaguar colony world of Tranquil, the Wolves offered to fight at odds greatly favoring the Jaguar Clan. This battle, won by Wolf forces, marked Clan Wolf's first use of OmniMech technology as well as the debut of the highly successful *Timber Wolf* design. The Smoke Jaguars eventually won Elemental suit technology from Clan Sea Fox.

THE CALL TO INVADE

As the Golden Century drew to a close, the Clans began to look outward, toward the return to the Inner Sphere promised by Aleksandr and Nicholas Kerensky. As debate over the Return intensified between the Warden and Crusader factions, Clan Wolf remained largely noncommittal. When pressed, the Wolves finally came down in favor of the Warden viewpoint. Even those Wolves who believed in the ultimate rightness of the Crusader cause saw the Crusader faction as too eager to move too quickly. Protective of its place in the forefront of Clan society, Clan Wolf recognized the wisdom in observation and preparation, preferring to wait until victory was assured before committing forces to a massive invasion.

As part of this effort, in the year 3000 Wolf Khan Kerlin Ward proposed sending a scouting force to the Inner Sphere to gather hard intelligence on the military opposition that the invading Clans would face. The scout force, soon to become famous throughout the Inner Sphere as the mercenary unit Wolf's Dragoons, fought for each Successor State in the Inner Sphere over a period of two decades and sent back valuable intelligence on each army to Clan space. Though the Dragoons ultimately betrayed their Clan by defecting to the Inner Sphere, the Clans used the information they had sent up until that point when formulating the final invasion plans.

In 3048, the Crusaders finally won the latest of several votes on whether or not to invade. Wolf Khan Ulric Kerensky, a staunch Warden, demanded and lost a Trial of Refusal against the champions of the Crusader view. His defeat, however, did not keep Clan Wolf from being chosen unanimously as one of the four Clans that would make up the primary invasion force, with a fifth Clan held in reserve. As one Khan put it, "Through the blood of Wolf flows the blood of the Kerenskys. It is only right they participate as the conscience and living soul of the Clans."

THE INVASION

As the invasion progressed, the Wolves once again showed their true mettle and proved themselves the champions of Kerensky. The assaults on Periphery worlds and the first two

waves of attacks on Inner Sphere planets proceeded as expected. In May of 3050, however, Clan Wolf nearly doubled the number of worlds it planned to take in the third wave. The Clan's aggressive fighting style, coupled with its prudent concern for proper logistical support, brought astounding success and placed the Wolves in an excellent position to lead the entire invasion.

Building on these victories, Clan Wolf raced ahead of the planned fourth wave. By October of 3050 the Wolves had seized almost twice as many worlds as any other Clan, to the vocal dismay of less successful Clans such as the Jade Falcons and Smoke Jaguars. In response to the complaints, ilKhan Leo Showers called for a Grand Kurultai, assembling the Khans of all the invading Clans aboard the Wolf Clan flagship *Dire Wolf*. The ilKhan meant to bring the Wolves to heel, but Fate intervened. During an assault against the *Dire Wolf*, an Inner Sphere fighter crashed into the bridge and killed ilKhan Showers. His unexpected death stalled the invasion for a year, as the Clans retreated to their homeworlds to choose a new leader.

The assembled Clans chose Wolf Khan Ulric Kerensky as ilKhan, thereby honoring the Wolves' successes in the invasion. IlKhan Kerensky called for an immediate renewal of the fighting, and Clan Wolf once again leaped into the vanguard toward the ultimate prize—Terra, the cradle of humanity. In a prolonged fifth wave, the Wolves took thirty-two worlds before ComStar challenged the Clans to a proxy fight for Terra. This battle, which would either secure a Clan victory or stop the invasion cold for fifteen years, took place on the backwater planet of Tukayyid.

Though the Clans lost, Tukayyid nonetheless stands as a testimony to Clan Wolf's fighting ability; of all the invading forces, only the Wolves took both their objectives. The truce that followed the battle, however, remains a stain on the honor of the old Wolf Clan. By agreeing to halt the invasion for fifteen years should the Clans be defeated, IlKhan Ulric Kerensky ensured the resulting failure of several breeding cycles and deprived a generation of Clan warriors of the right to prove themselves in combat. Denied the experience that only real war can give, younger warriors went down to defeat and even death at the hands of Inner Sphere forces.

Challenged to defend his actions in the Grand Council, Ulric was ultimately charged with attempted genocide. The Trial of Refusal he demanded, which cost the lives of so many brave warriors, nearly destroyed Clan Wolf.

THE REFUSAL WAR

By bidding the entire Wolf Clan in a Trial of Refusal, Ulric Kerensky seemed willing to drag his Wolves down to complete destruction. Yet the Wolves proved themselves superior fighters once again, rolling over Jade Falcon positions and destroying unit after unit. Even the actions of saKhan Phelan Ward—who led a Warden task force, a third of the Wolf spearhead, from the world of Baker Three over to the Inner Sphere—could not stop the Wolf drive. The remaining Wolves charged onward, making the Falcons pay dearly for every Wolf warrior slain. On Twycross



the aging Khan Natasha Kerensky fell to the Jade Falcons, and still the Wolf Clan kept going. When battle came to Wotan, only a treacherous Jade Falcon ambush won the day, costing the Wolves their rightful victory and Ulric Kerensky his life.

In the aftermath of the Refusal War, the Jade Falcon Khans attempted through political means to destroy Clan Wolf forever. They first simply declared the Wolves Absorbed, but they reckoned without Star Captain Vladimir Ward. That brave Wolf warrior clawed his way out of the steel grave in which the Falcons had left him on Wotan to avenge Ulric's death and deny the Jade Falcons the ultimate victory they sought. He challenged Khan Chistu of the Falcon Clan, murderer of Ulric, to single combat disputing the Absorption. With his victory, he reclaimed and re-formed Clan Wolf.

To complete the Wolves' redemption, however, he first had to eliminate the last man who stood in his way. Falcon Khan Elias Crichell manipulated events following Khan Chistu's death to re-form the Wolf Clan as the Jade Wolves, a hybrid that Crichell thought would increase his political power. Meanwhile, Star Captain Vlad had claimed the Bloodname of Ward and was subsequently elected Khan of the Jade Wolves. Though enraged over the slight to his Clan represented by the Jade Wolf name, the new Khan bided his time. He waited until Crichell was named ilKhan, then exposed him as unfit to lead the Clan war machine against the Inner Sphere. Challenging Crichell's claim to be a warrior, in personal combat he first humbled and then killed the deceitful Falcon Khan.

THE NEW BREED

We are a new breed of Wolves. You will find us similar to those you once knew, but to mistake us for them would be a grave error.

—Wolf Khan Vladimir Ward, 2 January 3058

With combat winning out over politics, Khan Vlad Ward re-created the true Wolf Clan, throwing off the disgrace brought by Ulric Kerensky and the manipulative talons of the Jade Falcons. Khan Ward then turned all the Clans back toward their goal, the election of a new ilKhan and the resumption of the invasion of the Inner Sphere. Once again, the Clans made ready to return to the homeworlds for the choosing of the ilKhan.

The weakened Wolves knew they might risk a call for Absorption upon their arrival on Strana Mechty. The Wolves grew stronger every day as units all but destroyed in the Refusal War were rebuilt and garrison troops were pressed into front-line service, but the process was too slow to ensure that none would challenge the Clan's right to exist. Therefore, Khan Ward ordered a show of strength. While crossing the Clan Ghost Bear Occupation Zone, the Wolves launched a deep-strike raid against Clan Smoke Jaguar holdings. Jaguar accounts of the battle placed Inner Sphere units there as well, but that information is highly unreliable; the recent rout of the Jaguars from the Inner Sphere only casts more doubt upon their claims. The victorious Wolves proved their strength to the satisfaction of most—but some needed further convincing.

UNLIKELY ALLIES AND NEW ENEMIES

Once on the homeworlds, the Wolves and Falcons both faced calls for Absorption, instigated by Khan Asa Taney of the Ice Hellions and Khan Ian Hawker of the Diamond Sharks. As expected, the Falcons and Wolves both mounted a defense. Surprisingly, however, Khan Ward of the Wolves rose first to defend the Falcons, a gesture immediately reciprocated by Falcon

THE ICE HELLION TRAP

A victim of his own lack of foresight, Khan Asa Taney apparently saw his defeat over the Absorption challenge as a personal affront from Khan Ward and the Wolves. Relations between the Wolves and Ice Hellions, never warm, turned extremely hostile. Nonetheless, so strong was the Hellions' desire to join the invasion force that several Ice Hellion units logged challenges against the Wolves after news of the Harvest Trials leaked.

One of these challenges came from the Lithe Kill Keshik, commanded by saKhan Weiland Cage. Having heard credible tales of differences between the two Ice Hellion Khans, Khan Ward chose to honor the challenge. To show his respect for saKhan Cage, Khan Ward chose two Binaries of MechWarriors from Alpha Galaxy's Fourth Wolf Striker Cluster and led them personally in the battle. As far as the Wolf forces knew, the Lithe Kill Keshik consisted of a Trinary and a Command Star, two Stars of which had been newly transferred to the Keshik and contained no Bloodnamed warriors.

On the field of battle, it quickly became apparent that the new transfers were far better fighters than the Wolves had expected. The fighting was the most brutal yet seen in the Harvest Trials; every Fourth Striker warrior rallied to Khan Ward, who fought with a Strana Mechty wolf's tenacity and endurance. Both sides lost gifted warriors, and several OmniMechs were destroyed past salvage. During a lull, Khan Ward established communications with saKhan Cage and inquired after the new warriors. The saKhan told him they were a gift from Khan Taney to make up for Keshik warriors lost in an earlier Harvest Trial against the Jade Falcons. Unwilling to sacrifice more good warriors on either side who ought to be fighting together against the forces of the Inner Sphere, Khan Ward renounced his claim to the Lithe Kill Keshik, then walked his critically damaged *Timber Wolf* onto the battlefield and directed the five least-experienced warriors from the Fourth Striker Cluster to establish a line in front of him. He then challenged Cage to send against them the five best warriors that Taney had given him.

Two Ice Hellions made it through the Wolf gauntlet, leaving behind five scrapped Wolf 'Mechs and two dead Wolf warriors. Khan Ward fought a grueling two-against-one duel, his *Timber Wolf* finally succumbing to gyro failure as he put down the last Ice Hellion. Impressed by the Hellions' skill, Khan Ward kept the survivors as bondsmen.



Khan Marthe Pryde, who rose to the Wolves' defense. Khan Ward, taking advantage of the stalled debate, quickly won over to his side Khan Lincoln Osis of the Smoke Jaguars. Against such opposition, Khan Taney withdrew his call for Absorption rather than face the humiliation of losing the vote or, if he won it, the ultimate irony of his Ice Hellions suffering Absorption should they lose in combat.

Khan Taney, however, had set other designs in motion—one in particular that Khan Ward capitalized on without meaning to. Asa Taney had spent time stirring up the Crusader faction within the homeworld Clans, warning them that they might once again be left out of the renewed invasion. Khan Ward's own plans to increase his Clan's strength by conducting Trials of Possession for Crusader units from other Clans—later dubbed Harvest Trials—seemed to offer a chance at glory to many who desperately wanted it. When news of the Harvest Trials began to spread, Wolf Clan headquarters was flooded with challenges from Crusader units of almost every Clan. Apparently, the same Crusaders on whom Khan Taney had counted for support against the Wolves in a Trial of Absorption had decided that their best chance at combat in the Inner Sphere would come as members of Clan Wolf. Khan Ward chose the best from among the challenging units, simultaneously strengthening the Wolves and undercutting Khan Taney's power base.

Overall, the Harvest Trials proved an astounding success for Clan Wolf. The front-line ranks swelled with acquisitions, all Crusaders eager to crush any Inner Sphere opposition. Khan Ward's advancement of the best units from second-line Galaxies to front-line units was also progressing well. Then, just as the Wolves appeared ready to renew the invasion, the Inner Sphere attacked Clan Smoke Jaguar.

Newly elected ilKhan Lincoln Osis grudgingly and belatedly admitted to the Inner Sphere assault on his Clan, revealing details concerning the supposed rebirth of the Star League only under direct questioning. He then offered to allow the homeworld Clans into the Inner Sphere to meet this threat. The Ice Hellions, among others, jumped at this opportunity. In response, Clans Jade Falcon and Wolf challenged any Clan that had not yet earned the right to invade the Inner Sphere. Before they could assist the Smoke Jaguars, such Clans would have to prove their mettle by besting the Falcons and the Wolves. To the detriment of Lincoln Osis and his dying Clan, the Jaguars were left to fend for themselves. Only victory would prove them worthy of survival. As Khan Ward wisely put it, "The Jaguars may die, but the Clans are eternal."

FORCE STRENGTH

With the devastating losses of the Refusal War, Wolf Khan Vladimir Ward has been forced to take extreme measures to ensure the survival of his Clan.

His first and most ambitious decision was to rebuild all four Wolf front-line Galaxies at once. After refuting the attempted Absorption of the Wolves by Clan Jade Falcon, the Wolves reclaimed all salvage taken up to the battle on Wotan. As Wolf warriors and OmniMechs came back into service, Khan Ward identified a small, elite core of warriors around whom three Galaxies could be re-formed. To these he added upper-quality garrison troops, providing them with OmniMechs when possible and giving them the best possible BattleMechs when not. To create the fourth front-line Galaxy, he gave the unprecedented order that one full garrison Galaxy would be integrated with front-line forces under a new Galaxy Commander. Currently, this new Delta Galaxy is considered somewhere between second-line and front-line troops in quality, but Galaxy Commander Katya Kerensky has wrought astounding improvements.



With troops being shifted to form four front-line Galaxies, filling in all the ranks left vacant posed a formidable challenge. The reorganization left the garrison Clusters in shambles, and still Khan Ward did not have enough warriors qualified for front-line duty. To address these pressing problems, the Khan recruited from lower castes for the garrison Clusters, putting them through Trials of Position against garrison-level troops. The warriors who passed the Trials will serve in garrison units until they can pass another Trial of Position against front-line warriors. For the front-line Galaxies, the Harvest Trials rounded out front-line Clusters while serving Khan Ward's political agenda.

The Wolves currently field four slightly undertrained, front-line Galaxies and a Galaxy and a half of garrison troops. The front-line Galaxies still contain BattleMechs, though OmniMechs replace them as soon as they become available. Taking into account increased factory production and a conservative estimate of salvage and isoria likely to be taken in the near future, Alpha and Beta Galaxies should be fully equipped with OmniMechs within a year. Gamma and Delta Galaxy should have full complements of OmniMechs less than a year after that. Within the year Clan Wolf also expects to field two full garrison Galaxies, with a third the following year. The renewal of the invasion and the capture of Inner Sphere machines and resources will speed up the process.

The average Clan Wolf Cluster currently includes a command Trinary or Supernova, one 'Mech Trinary, one fighter Binary or Trinary and one Elemental Trinary, organized according to a variety of schemes. A common variation includes mixing 'Mechs with the Elemental Trinary. The Wolf Clan also fields an abundance of aerospace fighters; as the Refusal War was fought primarily on the ground, aerospace assets suffered markedly fewer losses than ground units.

The recent contract between Clans Wolf and Hell's Horses has further strengthened the Wolves' front-line forces. Under the contract, the Horses gave the Wolves nominal command of the Steelhorse Cluster in exchange for allowing the unit to retain its ties to its parent Clan. Khan Ward may bid this front-line Cluster into any Wolf engagement, just as if the Wolves had won its warriors in a Harvest Trial. However, because no Trial was fought, the Steelhorse Cluster is full-strength and fresh, ready for battle. The Wolves have dropped this Cluster from sight, along with several front-line Wolf Clusters. Most of the Clans believe these forces have returned to the Inner Sphere, but no one knows precisely where they might turn up.

NAVAL ASSETS

The Clan Wolf WarShip fleet was once among the largest in the Clans. The departure of the Wolves-in-Exile, however, cost the Clan several ships. Five went with Phelan Ward to the Inner Sphere, including the *McKenna*-class *Werewolf*. Another WarShip escaped the disaster on Wotan and presumably left to rendezvous with the exiled Wolves. With the current preference for bidding away WarShips, only two vessels remain on active duty in Wolf Clan: the *Sovetskii Soyuz*-class flagship *Dire Wolf* with Alpha Galaxy and the *Cameron*-class *Bloody Fang* with Beta Galaxy.

Most of the remaining WarShips are on escort duty between the homeworlds and the Clan Wolf Occupation Zone; two are on patrol between Clan Wolf colonies. These vessels are: the *Carrack* class *Night Warrior*, the *Vincent Mk 42* class *Trailblazer* and *Relentless Pursuit*, the *Lola III* class *Nature's Wrath*, the *Congress* class *Rogue*, the *Volga* class *Provider*, the *Black Lion* class *Stealthy Kill* and *Blood Drinker*, the *Liberator* class *Jerome Winson* and *Victoria Ward* and the *Texas* class *Nicholas Kerensky*. All WarShips leased from Clan Snow Raven for the purposes of reinforcing the invasion have been returned.

REGARDING OTHER CLANS

Clan Jade Falcon

With the ascension of Khan Marthe Pryde, our views of this Clan have changed somewhat. The Falcons remain repressive and hidebound, but our common situations and goals make us friends for the moment.

Clan Ghost Bear

The Ghost Bears seem lately to have gone into hibernation. Our relations with them have become somewhat strained since Clan Wolf's rebirth, and our Khan has no desire to rouse their attention.

Clan Star Adder

Though we recognize the Star Adders' victory over Clan Burrock, they remain an upstart Clan. The Absorption of the Burrocks has undeniably increased their power, but their losses in several Harvest Trials should remind them that numbers do not an ilClan make.

Clan Hell's Horses

Throughout our history, we have maintained cordial relations with the Hell's Horses. When their Khan proposed a contract with the Wolf Clan, Khan Ward recognized the potential gain, not only in the use of Hell's Horses warriors, but in demonstrating the Wolves' superior position to less-insightful Clans.

Clan Coyote

Though we have been friends of this Clan in the past, the Coyotes can no longer trade on their reputation as the developer of the OmniMech. Given their Warden views and unfortunate tendency toward bizarre spiritual philosophies, our relations with them are likely to deteriorate.

Clan Steel Viper

As an invading Clan, the Vipers garnered a modicum of our respect for keeping the Jade Falcons occupied. They tend toward Warden views, but not all Steel Vipers suffer from that taint. During the Harvest Trials, Clan Wolf accepted batchalls sent by several Crusader-minded Steel Viper units.



Clan Blood Spirit

Isolationists almost since their founding, the Blood Spirits are unworthy of Clan Wolf's attention. This Clan's apparent desire for independence from its fellow Clans may one day lead them to betray the Way of the Clans.

Clan Goliath Scorpion

The Goliath Scorpions remain content to support us in the Grand Council and follow our lead in military organization and custom. Khan Ward graciously accepted the Scorpions' "tribute" of a few small units during the Harvest Trials, though the units were not needed.

Clan Diamond Shark

The rise in power of the Diamond Shark merchant caste has led us to wonder about the Diamond Sharks' viability as a Clan, but so far they have not abandoned the Clan way.

Clan Snow Raven

Like the Diamond Sharks, Clan Snow Raven has proven its usefulness in many different ways throughout Clan history. Militarily, however, the Snow Ravens are weak; our victories over their units in the Harvest Trials came all too easily.

Clan Cloud Cobra

We will not trouble the Cloud Cobras as long as they do nothing to oppose the Wolf Clan. They are neither strong enough nor politically adept enough to merit Wolf attention.

Clan Fire Mandrill

The Fire Mandrills walk a fine line between a severe interpretation of Kerensky's teachings and outright lunacy. Despite their slow degradation over the centuries, they have managed to maintain a respected military force. Otherwise, we or someone else would surely have Absorbed or Annihilated them by now.

Clan Ice Hellion

Over the decades, the Ice Hellions have proven an amusement and an annoyance. The "Hellion's Fury" campaign they fought after failing to win a place in the invasion was the tantrum of spoiled children, costing lives and materiel for no reason. Khan Taney's military and political challenges to Clan Wolf's power show a similar foolishness.

STRATEGIES, TACTICS AND MILITARY PRACTICES

The Wolves have always relied on a three-fold system of military operations: intelligence, preparation and the willingness to take calculated risks. Nicholas Kerensky took to heart Sun Tzu's ancient maxim from the *Art of War*—"Know the enemy and know oneself, and in a hundred battles you will never be in danger"—and Wolf commanders ever since have followed his example. The study of Inner Sphere military strength by Wolf leaders before the invasion brought Clan Wolf its incredible advances during the first several waves of the conflict. Preparation was the key to success in the fifth wave, and also in the Wolf victory on Tukayyid. Once battle is engaged, the Wolves do not shirk from their responsibility, no matter what the risk.

The Wolves recognize that combat begins with the batchall, and bid as if the entire battle hangs on the outcome. Wolf commanders often affect a cavalier attitude when bidding, but only the most inexperienced warrior mistakes this apparently care-free approach for a true lack of concern. Clan Wolf has also been known to liberally interpret the Clan rules of engagement—for example, to use stronger forces if doing so means victory with fewer losses. While some Clans disparage what they regard as tactics of questionable honor, Clan Wolf sees such actions as a commendable conservation of resources, as taught by Nicholas Kerensky. Less waste makes the Clan stronger. The Wolves' impressive victories testify to that.

COLORS, INSIGNIA AND RITUALS

The new Clan Wolf has kept all of the old Wolf standards, Galaxy insignias and uniforms, partly because we abhor waste and partly to stay connected to our history and identity. Khan Ward, however, has cast aside the different rituals once held dear by each front-line Galaxy. As the Galaxies have been created anew, so have the rites that bind them.

Standards of Warfare

The Wolf Clan standard is a snarling, red-and-brown wolf's head, facing to the right and set over a gold bar studded with six stars. The sixth star, an exception to the usual Clan preference for fives, represents Nicholas Kerensky, who adopted the Wolf Clan as his own. This standard may be worn as a patch on all uniforms except ceremonial garb and is painted prominently on every military vehicle. The patch is generally worn on the right arm, though some warriors in battledress place it behind the right shoulder so that during advances in the battlefield, their allegiance is clear to the friendly troops behind them.

Clan Wolf's Galaxy and Keshik insignias follow a simple overlay pattern. Each has the snarling red-and-brown wolf's head as its central feature. For front-line Galaxies, the wolf's head is set over a colored, five-pointed star backed by a white circle. The color of the star designates the Galaxy: gold for Alpha Galaxy, silver for Beta, Bronze for Gamma and red for Delta. All second-line Galaxies use a white circle over a white star for the background; the Greek letter for the Galaxy designation appears on the wolf's throat in gold. Keshiks place the wolf's head over an inverted triangle, then set that device over an appropriate white star-and-circle design. The color of the triangle designates the Galaxy to which the Keshik belongs: gold, silver, bronze and red for front-line Keshiks, white for second-line units. Although front-line units originally did not have the Greek letter in the insignia, Khan Vlad Ward added the Greek letter to all unit insignia.

Rank insignia reflects typical Clan organizational doctrine. A square patch worn on the arm designates members of a Star as Points 1 through 5. The patch is brown with a red star for Point 1, the field is split diagonally into brown and gold for Point 2, and brown lines are added over the gold area for Points 3, 4 and 5. A Point Commander wears simple gold collar devices. Red five-pointed stars added to these



designate ranks from Star Commander (one star) to Galaxy Commander (four stars). The two Wolf Khans wear similar gold collar devices with one large star on each.

Uniforms

Clan Wolf uniforms follow the standard cuts for Clan warriors. Full regalia and ceremonial battledress are primarily leather, with synthetic wolf fur trimming and an enameled wolf-head face mask. In addition, the mask and outfits all possess some feature unique to every warrior. Primary colors tend to be black, white or gray. Brown, red, gold and silver are all used for trim or as the primary colors of uniforms worn by elite warriors.

Wolf field uniforms sport an olive camouflage pattern, with a half-visor built into the helmet. The standard dress uniform has a light-olive base and heavy brown trim across the chest, on the cuffs and backing the cape. Red piping accents the shoulders and legs. A red cape lined in brown falls straight down the back and flares slightly out from the hips, adding a dramatic touch.

Undress or utility uniforms add reinforced elbows and knees and protective shoulder pads as concessions to military function. Similar to working uniforms worn by other Wolf castes, the shoulder pads are marked with the warrior caste insignia.

The honor of wearing real wolf fur with ceremonial or dress uniforms is allowed only to Bloodnamed warriors designated worthy by the Khan or saKhan. Such a warrior must stalk and kill a Strana Mechty wolf single-handedly, with no weapons save those he can make in the wilderness.

Rituals

Rituals are based on a Clan's overarching philosophy. Wishing to purge any remnant of Warden influence, Khan Ward discarded the rituals once performed by each front-line Galaxy, saying, "Let each warrior's skill on the battlefield speak for him or her." Formal, Clan-wide rituals are still observed, such as the Rite of Maturity and the adoption ceremony, as well as a select few Cluster rituals judged as being of sound warrior quality.

The Wolf adoption ceremony resembles that of most other Clans. Freeborn warriors may only undergo it after proving their worth to the Clan. The Rite of Maturity, held after a cadet's Trial of Position, includes the gift of a new warrior's ceremonial garb. The Wolves require no additional loyalty test as some other Clans do—they trust the upbringing of their warriors.

CLAN WOLF LEADERSHIP AND RISTARS

The Refusal War and the flight of the Wolves-in-Exile claimed many of Clan Wolf's potential leaders. To the surprise of many of the other Clans, however, confident and competent warriors swiftly filled the leadership void. Now firmly entrenched in their positions, the new leaders of Clan Wolf stand ready to guide the Clan toward a future as glorious as most of its past.

KHAN VLADIMIR WARD

Long lost in the shadow of Ulric Kerensky and his traitorous protégé Phelan, Vlad of the Wards endured until the true Wolf Clan could emerge. Throughout much of his life, events appeared to conspire against his rise to power, but every defeat only brought him new strengths and insights. An unflagging Crusader, Vlad learned leadership and tactics at Ulric Kerensky's side, as well as the political acumen needed by a Clan Khan. When the time was right, Vlad engineered the political crisis that forced Ulric Kerensky to answer for his actions in signing the Truce of Tukayyid. After the Refusal War, Vlad seemingly came back from the dead, full of righteous fire and raw determination to rebuild his Clan. Because of him, Clan Wolf lives again. After claiming his rightful Bloodname unopposed, he was unanimously selected by the assembly of Wolf warriors as Khan of the Wolf Clan.

Since that time, Khan Ward has demonstrated the same dogged persistence in strengthening the Wolves enough to reclaim their prominent place among the Clans. His political and military machinations stopped the call for Absorption of the Wolves and cut the strength from the homeworld Clans that had sought to usurp the glory earned by the invading Clans. Clearly, to challenge Khan Ward and his Wolves is to risk losing all.

SAKHAN MARIALLE RADICK

A staunch Crusader, Marialle Radick first worked with Vlad of the Wards to precipitate the crisis that brought down Khan Ulric. After rescuing Vlad from the wreckage of his OmniMech on Wotan, she quickly became his most ardent supporter as he freed the Wolves from bondage to the Jade Falcons and later resurrected Clan Wolf. In return, Khan Ward backed her for the position of saKhan, a recommendation the rest of the Wolves could not ignore.

It is uncommon among the Clans for two Khans to so strongly support common agendas, but Khan Ward and saKhan Radick exemplify a meeting of minds not seen since the early days of the Clans.

LOREMASTER KATYA KERENSKY

Though Phelan Ward claimed the majority of Clan Wolf's Wardens, not all of them followed him to the Inner Sphere. Katya Kerensky, then a Star Colonel, recognized Khan Ward's triumph in resurrecting the Wolves and pledged to help him make her Clan strong once again.

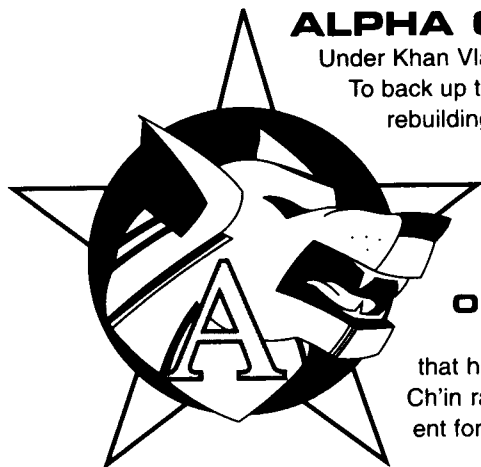
Katya Kerensky's appointment as Loremaster came as something of a surprise to many Crusader Wolves, though it makes sound strategic sense. As a Kerensky, Katya has inherited many of the talents for which her Bloodname is known. In addition, by placing a Warden in so high a position, Khan Ward hopes to heal a potential breach in Wolf ranks.



CLAN WOLF

ALPHA GALAXY: THE WOLF SPIRITS

Under Khan Vlad Ward's direction, the Wolves have maneuvered back into the forefront of Clan leadership. To back up this position, the Wolves needed to resurrect Alpha Galaxy as a powerful military presence. In rebuilding Alpha, Khan Ward chose to rely heavily on his command unit and the elite Fourth Striker, allowing other Galaxies to share the depleted Wolf roster of elite warriors. The other Alpha Clusters cannot yet claim elite status, but are comprised of excellent warriors with enormous potential. Even the partial garrison Clusters promoted to Alpha Galaxy have shown remarkable improvement.



OFFICERS

Star Colonel Jiln Ch'in is a Wolf ristar, so devoted to Khan Ward and the new Wolf Clan that he turned down command of Epsilon Galaxy to fight as Khan Ward's second in Alpha Galaxy. Ch'in racked up an incredible fifty-two OmniFighter kills and fourteen OmniMech kills before his talent for battlefield strategies and tactics earned him a promotion to his current rank.

TACTICS

The Golden Keshik and the Reivers fight extremely well together, using coordinated strategy as well as the full spectrum of tactics, from concentrated fire to flanking techniques.

The Fifth Wolf Battle Cluster is designed to execute fast-movement tactics such as scouting, flanking engagements and headhunter missions. Its commander, Star Colonel Alfelia Carns, is renowned for her ability to avoid enemy patrols.



Clan Command Trinary: The Golden Keshik Trinary/Elite/Fanatical

CO: Galaxy Commander Khan Vladimir Ward

Built around the old Silver Keshik, the Clan command unit boasts a Binary of five OmniMechs and ten OmniFighter escorts, plus a Nova of five Omnis and five Elemental Points. The unit insignia depicts a large, ferocious wolf leaping forward.



4th Striker Cluster (The Reivers) 4 Trinaries/Elite/Fanatical

CO: Star Colonel Jiln Ch'in

Once a part of Delta Galaxy, this Cluster of proud trueborn warriors became the nucleus of the new Alpha Galaxy. The Reivers have seen more action than any other Alpha unit. The new Cluster insignia is the Amaris coat of arms being shredded by a golden wolf.



1st Wolf Assault Cluster (The Inquisitors) 4 Trinaries/Veteran/Fanatical

CO: Star Colonel Giorgy Shaw

Formerly the First Wolf Cavalry Assault Cluster of Tau Galaxy, this unit worked hard under Star Colonel Jiln Ch'in to earn its new front-line status. Star Colonel Giorgy Shaw has kept up the grueling pace, which accounts for the unit's Veteran quality rating. One Trinary is a Supernova of BattleMechs and Elementals. The unit insignia is a *Timber Wolf* wreathed in spectral fire.



5th Wolf Battle Cluster (Ghost Hunters) 4 Trinaries/Regular/Fanatical

CO: Star Colonel Alfelia Carns

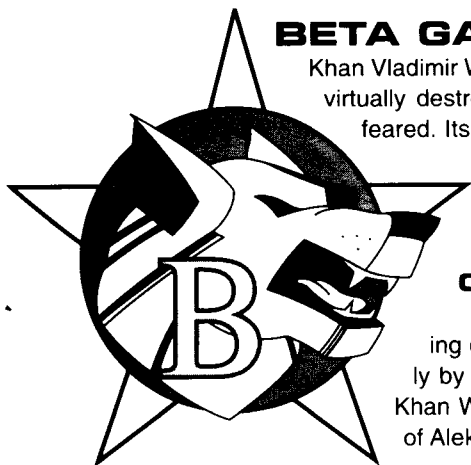
Once part of Tau Galaxy's Fifth Wolf Regulars garrison Cluster, the new Fifth Wolf is comprised of the best warriors from the Regulars. All officers are trueborns, though some of the best freeborn warriors remain in the unit. The veteran Command Trinary is comprised of light OmniMechs; the rest of the Cluster includes two Elemental Trinaries and one fighter Trinary, all Regular quality. The unit insignia is a white wolf racing over a black shield.



3rd Wolf Guard Battle Cluster (The Sentinels) 3 Trinaries/Regular/Reliable

CO: Star Colonel Magarite Vickers

This new front-line Cluster was raised from trueborns rushed through the breeding program. Every warrior in it has passed a standard Trial of Position; their sibkin who failed the Trial but still gave a decent accounting of themselves went on to the garrison Galaxy Trials. The Third Wolf Guard uses the Sixth Wolf Regulars of Iota Galaxy as a training ground, often culling the best of the Sixth Regulars to add to its own ranks. The unit's three Trinaries are mixed: one of OmniMechs and Elementals, one of Omnis and fighters and one of older BattleMechs and Elementals. The unit insignia depicts the monument of Stonehenge on Terra.



BETA GALAXY: THE SHADOW WOLVES

Khan Vladimir Ward knew that the Wolves could not survive by the grace of Alpha Galaxy alone. Beta Galaxy, virtually destroyed in the Refusal War, was fortunately not as difficult to re-form as the Wolf Khan had feared. Its core warriors came from front-line trueborn stock, filled in as necessary with the best of the garrison troops and Harvest Trial isorla. With the addition of the Eleventh Battle Cluster, Beta Galaxy has a higher average troop quality than Alpha Galaxy, though it suffers from a lack of cohesion between its various Clusters.

OFFICERS

Star Colonel Erik Kerensky was once dubbed "the ilKhan's shadow" because of the striking differences between himself and Ulric. Since the Wolves' rebirth, this warrior has risen quickly by demonstrating his inheritance of Kerensky leadership ability untainted by Warden leanings. Khan Ward has lately begun consulting the Star Colonel for his literal interpretations of the writings of Aleksandr and Nicholas Kerensky.

TACTICS

The Eleventh Battle Cluster, for all its Warden leanings, fought with devastating impact in the latest Harvest Trials. The unit has a knack for causing even the most resolute defenders to split their forces on a battlefield, at which point the Eleventh forms a "wheel" in which both halves turn on the enemy with concentrated fire. Isorla troops won by the Eleventh Battle Cluster have filled in several Clusters in Beta and Gamma Galaxies.



Beta Galaxy Command Trinary: The Silver Keshik Trinary/Elite/Fanatical

CO: Galaxy Commander saKhan Marialle Radick

SaKhan Radick scavenged the few surviving warriors from her own and Khan Ward's old unit, the Eleventh Wolf Guards, to build her Galaxy Command Trinary. Ever one to promote the MechWarrior above all else, she relies on a single elite Trinary of OmniMechs. The Silver Keshik's insignia is a pair of silver-lined lupine eyes set in a black inverted triangle.



9th Wolf Guard Striker Cluster (The Arctic Wolves) 5 Trinaries/Elite/Fanatical

CO: Star Colonel Erik Kerensky

This Cluster was formed from the Crusader remnants of two Beta Galaxy Clusters and the decimated Red Keshik of the old Delta Galaxy. Though reorganizing took time, once the Ninth came together, it was the perfect choice around which to rebuild Beta Galaxy. The Cluster includes a Command Trinary of OmniMechs and fightercraft, two OmniMech Trinaries, a Supernova of Omnis and Elementals and one Binary of Elementals and fighters. The unit insignia is a gray wolf shadow against a blizzard.



13th Battle Cluster (The Stalkers) 3 Trinaries/Veteran/Fanatical

CO: Star Colonel Evon Ward

The Thirteenth began as the Tenth Wolf Regulars, the best fighting Cluster in Iota Galaxy. When the Cluster was transferred to front-line duty, Star Colonel Evon Ward received command along with wide discretionary powers in order to bring the unit up to front-line quality. He pared it down to three Trinaries in an effort to form a high-quality unit without freeborn

warriors. The unit contains an elite Command Nova of Omnis and Elementals, a BattleMech Striker Binary, a BattleMech and fighter mixed Trinary and an Elemental Binary. Its insignia is a pair of red wolf paws on a black diamond.



11th Battle Cluster (The Watchers) 4 Trinaries/Elite/Questionable

CO: Star Colonel Stevic Hawker

A devout Warden Cluster, the Eleventh survived the Refusal War but failed to make it off Wotan. Rather than spread possible dissenters throughout Beta Galaxy, Khan Ward left the warriors of the Eleventh in one easy-to-observe place. This Cluster has recently seen quite a bit of combat as Khan Ward attempts to weed out Wardens through attrition.

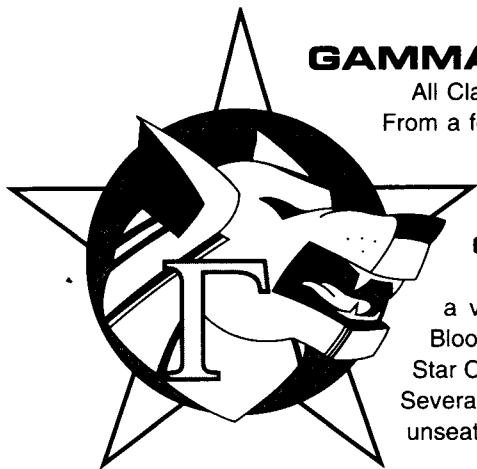
Three OmniMech Trinaries and one fighter Binary make up this unit. Petitions for Elemental support have gone unanswered. The unit insignia is a gray wolf's head with red eyes that bears a remarkable resemblance to the crest of the Kell Hounds mercenary unit.



2nd Wolf Assault Cluster (Swift Strikers) 5 Binaries/Regular/Reliable

CO: Star Colonel Catherine Schroeder

Formed around marginal cadets and warriors drawn from various garrison Clusters, the Second Wolf was filled out with several Crusader units captured in the Harvest Trials. Fighters are prominent in this Cluster, which organizes itself exclusively in Binaries. 'Mechs tend to be light, and Elementals are trained for headhunter missions. The unit insignia is a winged wolf.



GAMMA GALAXY: THE WOLF HUSSARS

All Clan Wolf Galaxies benefited from the Harvest Trials, but Gamma owes its existence to them. From a few Goliath Scorpion warriors to two full Trinaries won from Clan Coyote, almost half of this Galaxy is made up of recent Wolf adoptees. Many of Gamma's warriors are isorla won by the Eleventh Battle Cluster, a Warden unit.

OFFICERS

Star Colonel Dirk Radick of the Seventh Battle Cluster is known for aggressive tactics and a vicious streak that has earned him the hatred of units in other Clans and also of some Bloodnamed warriors. Above all, he detests freeborn warriors, who return his sentiments. Star Colonel Krems of the 271st is the only freeborn Star Colonel in the Wolf Clan front-line forces. Several trueborn warriors in his Cluster have repeatedly challenged him to Trials in fruitless efforts to unseat him.

TACTICS

The Seventh Battle Cluster works from the start to intimidate the enemy, after which it applies merciless pressure until the opposing unit breaks or is destroyed. The 271st Assault Cluster likewise relies on intimidation, throwing itself at the enemy in a frenzy. More often than not, the enemy line falters in the face of such a charge.



Gamma Galaxy Command Trinary (The Bronze Keshik)

Trinary/Veteran/Fanatical

CO: Galaxy Commander Edwina Carns

In an interesting decision, Edwina Carns formed her Command Trinary of OmniMechs from hand-picked and hungry cadets and MechWarriors rather than from elite warriors with longer battle histories. Commander Carns has put all her MechWarriors through incredibly tough training cycles, and the hard work has paid off.



7th Battle Cluster (The Blood-Drinkers)

4 Trinaries/Veteran/Fanatical

CO: Star Colonel Dirk Radick

Formed around a surviving Binary from the old Seventh Battle Cluster and augmented with Harvest Trial acquisitions, the new Seventh owes much of its character to its commander's own visions. The Cluster is swiftly gaining a reputation for utter ruthlessness and an extreme pro-Crusader attitude. One side effect of this is the unhealthy rivalry developing between the Seventh and the 271st Assault Cluster, with its large numbers of freeborns.

Harvest Trial isorla incorporated into the Seventh includes two mixed Trinaries won from Clan Coyote and an elite OmniMech Binary taken from Clan Star Adder. The unit's insignia is a black wolf's head in profile, with bronze eyes and blood dripping from its fangs.



103rd Striker Cluster (Red Thunder)

5 Trinaries/Regular/Questionable

CO: Star Colonel Cathleen Jorgensson

The few garrison troops that saw battle in the Refusal War and survived were either used to fill holes in other Galaxies or, if still not quite up to front-line standards, dumped on the 103rd. Since then, more garrison troops have been moved into the 103rd while lower castes are recruited into the vacant garrison posts. The 103rd suffers from low morale, and is one of the few Clusters whose warriors espouse neither the Warden nor the Crusader philosophy with any fervor. The only Harvest Trial isorla assigned to the 103rd is the Trinary taken from Clan Ice Hellion, though Khan Ward took the Ice Hellions' OmniMechs as personal isorla. Lacking OmniMechs, the 103rd relies heavily on mixed BattleMech and Elemental Trinaries. This unit has no insignia.

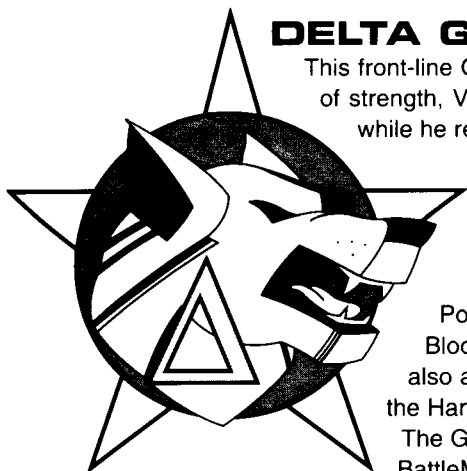


271st Assault Cluster (The Big Bad Wolves)

5 Trinaries/Veteran/Fanatical

CO: Star Colonel Krems

This Cluster has an above-average number of freeborn Wolf warriors, and is known for its wild tactics and suicidal attitude in battle. Units won in the Harvest Trials and assigned to the 271st have adapted to its style, refusing to be upstaged in combat. Galaxy Commander Carns has encouraged this attitude, developing the Cluster into Gamma Galaxy's troubleshooter unit. In addition to three Binaries of freeborn Wolf warriors, the 271st has been assigned Harvest Trial warriors won from the Cloud Cobras, Snow Ravens and Diamond Sharks. Though the freeborns still pilot BattleMechs, all adopted warriors have been allowed to retain their OmniMechs. The 271st includes only one Binary of Elementals and one fighter Binary. The unit insignia is a wolf gnawing on a bone.



DELTA GALAXY: THE SNARLING WOLVES

This front-line Galaxy is little more than the old Sigma garrison Galaxy given a new name. Needing a show of strength, Vlad Ward handed this Galaxy over to Katya Kerensky with orders to "make it battle-worthy" while he rebuilt the other front-line Galaxies. Katya surrendered one Cluster of troops toward rebuilding other Galaxies and then transferred the worst of the remaining burnouts and solahmas.

She kept the discipline cases, the near-solahma and the talented freeborn or undistinguished but competent trueborn warriors, and from them began to make Delta Galaxy live up to its new responsibilities.

By opening several officer slots at the rank of Star Commander and above for Trials of Position, and also guaranteeing sponsorship to one warrior for each of seven different Bloodnames, Katya Kerensky lured good warriors away from the regular front-line Galaxies. She also accepted a number of warriors taken from the Jade Falcons in the Refusal War as well as all the Harvest Trial isorla warriors she could get.

The Galaxy Commander has held Khan Ward to his promise of a full refit, replacing the unit's older BattleMechs with OmniMechs. The refit is about half accomplished, thanks to salvage collected during the many Wolf victories of the Refusal War and the tireless labor of the technician and merchant

castes. Khan Ward personally presented Katya Kerensky with a full Star of OmniMechs for her Command Keshik, won from Clan Ice Hellion in the Harvest Trials.

OFFICERS

Though a Warden, Katya Kerensky has proven to Khan Ward that her ultimate allegiance lies with Clan Wolf, earning her an appointment to the position of Loremaster. She has a solid grasp of organization, as well as the Kerensky predisposition toward leadership, strategy and tactics. Under her training, the Delta officer corps is progressing at an impressive rate.

TACTICS

Delta has fought mock engagements ranging in size from Star against Star to several Clusters on a side as Galaxy Commander Kerensky tests her grasp of all levels of strategy and tactics. Her warriors so far have proven remarkably adaptable, able to quickly negate battlefield advantages seized by opposing units.



Delta Galaxy Command Trinary (The Wolfkin Keshik)

2 Trinaries/Elite/Reliable

CO: Galaxy Commander Katya Kerensky

This unit consists of an OmniMech Command Star, two Novas of Omnis and Elementals and a support Star of fighters. The Wolfkin Keshik is almost always in the thick of battle, which appears not to hamper Katya's overall command of her Galaxy. The Wolfkin insignia is a howling wolf silhouetted by a large moon.



1st Wolf Lancers (Steel Wolves)

5 Trinaries/Veteran/Reliable

CO: Star Colonel Ygrane Fetladral

An assault Cluster, the First Lancers can hang on until the bitter end of a battle. The Command Trinary is comprised of two assault OmniMech Stars and one assault Nova. Only one Trinary still uses BattleMechs instead of Omnis. The unit insignia is an articulated steel wolf.



2nd Wolf Lancers (The Hunting Pack)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Isabelle Pryde

Captured in the Refusal War, Isabelle Pryde's personal honor did not allow her to rejoin the Falcons after their victory on Wotan. House Pryde has tried twice to reclaim her and failed. As a new Wolf, Isabelle has had the greatest luck with warriors won in Harvest Trials. The Second Lancers employ a Command Trinary of OmniMechs, two mixed Trinaries of BattleMechs and Elementals and a fighter Trinary. The unit insignia is a wolf chasing another creature, usually a caricature of another Clan's totem—which one is left up to the individual warrior. In battle against another Clan, warriors with that Clan's caricature spearhead any drive.

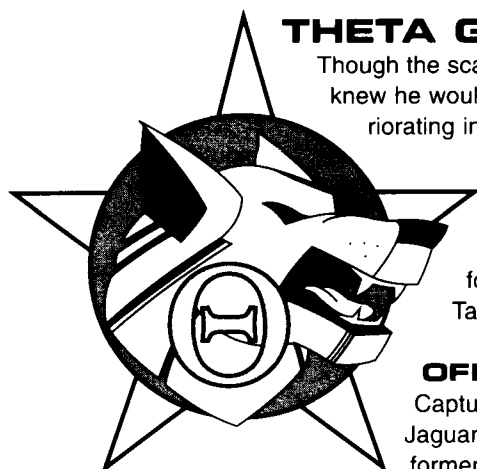


3rd Wolf Lancers (Wolf Trap)

4 Trinaries/Veteran/Reliable

CO: Star Colonel Kieran Noruff

The main difference between the Second and Third Wolf Lancers is configuration; the Third Lancers prefer fewer but harder-hitting weapons that let them quickly peel away an opponent's armor. Elementals in this unit are extremely proficient at knee-capping techniques. The Cluster insignia is an animal trap with bloody teeth.



THETA GALAXY: A STRONG FOUNDATION

Though the scavenging of garrison forces was vital to Clan Wolf's continued existence, Khan Vladimir Ward knew he would have to field at least one strong garrison Galaxy or else risk his new front-line forces deteriorating in garrison posts. He therefore left the garrison units of Theta Galaxy virtually untouched, and added to it another Cluster drafted from the lower castes and equipped with cast-off BattleMechs from Delta Galaxy. Theta became the workhorse Galaxy, shifting around the Clan Wolf Occupation Zone in an effort to keep Inner Sphere natives down while the newly expanded front-line Galaxies deterred other Clans from attacking Wolf holdings. Plans for the future include splitting Theta into two Galaxies and possibly re-creating the destroyed Tau Galaxy.

OFFICERS

Captured in a strike against Clan Smoke Jaguar before the so-called Star League forces drove the Jaguars from the Inner Sphere, Star Colonel Showers had been trying to prove his worth so that his former Clan would reclaim him. With the Jaguars recent sharp reversals of fortune, however, he has begun making efforts to prove his loyalty to the Wolves.

TACTICS

The First Wolf Regulars keep combat-ready at all times. This heightened state of alert has given them an edge with regard to anticipating enemy actions.



Theta Galaxy Command Binary (The Green Keshik) Binary/Elite/Fanatical

CO: Galaxy Commander Warren Stiles

This unit relies on a Command Star of four BattleMechs and two aerospace fighters, plus a back-up Star of heavy BattleMechs. The Command Star uses fast machines, allowing the Galaxy Commander to move around a battlefield quickly, while the heavies act as a shield when necessary. The Keshik has no insignia apart from its regular designation.



12th Wolf Regulars 4 Trinaries/Veteran/Fanatical

CO: Star Colonel Ulysses Showers

With Star Colonel Showers driving the Twelfth to excel, everyone expected the unit to be posted to high-profile garrison areas where combat was imminent. Why the unit has been recalled from the Wolf Clan Occupation Zone and stationed on Paxon near Ghost Bear territory is uncertain, as the Wolves' relations with the Bears are calm at the moment.



1st Wolf Regulars 5 Trinaries/Regular/Reliable

CO: Star Colonel Naela Ward

This unit is a mobile force specializing in fast drops into combat. In the past year, it has ranged over six Wolf OZ worlds. Though only of Regular quality, this unit has held its own against veteran opponents. It recently adopted a scrawny wolf snarling over a bone as its insignia.



13th Wolf Regulars 4 Trinaries/Regular/Reliable

CO: Star Colonel Teresa Sender

Though less than impressive fighters compared to most Wolf Clan warriors, the Thirteenth Wolf Regulars have nonetheless shown a consistent competence that is sometimes missing in fast-paced, fluid Clan warfare. The veteran Command Star is made up of OmniMechs; the Thirteenth is one of the few garrison Clusters to have them. The unit insignia is a wolf protecting two pups.



2nd Wolf Cavalry 3 Trinaries/Green/Questionable

CO: Star Colonel Jacob

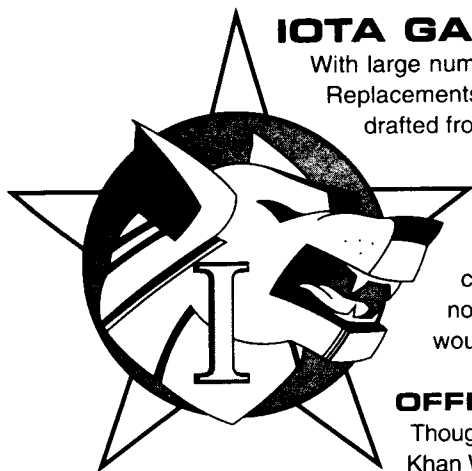
This unit includes a Binary of armored vehicles, retained when Clan Ice Hellion fought Clan Wolf over Elemental technology nearly two centuries ago. With so many under-trained freeborn members, however, the unit is considered in poor condition for combat. Galaxy Commander Stiles is currently working on improvements.



5th Wolf Cavalry 3 Trinaries/Regular/Fanatical

CO: Star Colonel Berlitz

More than three-quarters of this unit is comprised of trueborn warriors who failed their Trials of Position and were relegated to lower castes. Tested again, this time against mid-level garrison troops, they passed and were allowed to claim warrior status, but only in garrison forces. The Fifth also includes many freeborn warriors, but there has been little friction between them and the trueborns so far.



IOTA GALAXY: DOWN TO THE BONES

With large numbers of its warriors transferred to front-line duty, Iota Galaxy remains slightly understrength. Replacements, many of them trueborn warrior sibkin who washed out of their training cycles, have been drafted from the lower castes. Having filled out the front-line forces with Harvest Trial acquisitions, Khan Ward hopes to fully rebuild Iota Galaxy as soon as possible. Testing of the lower castes continues as a means to locate garrison-quality warriors.

Currently, Iota Galaxy is spread thinly along the Ghost Bear border where little activity is expected. Though the worlds they garrison might appear to be easy targets, Khan Ward is confident that none are under immediate threat. Some consider Iota's posting as a tentative non-aggression pledge toward the Ghost Bears; if the Wolves intended otherwise, the Khar would have stationed more experienced fighting forces near Ghost Bear territory.

OFFICERS

Though Galaxy Commander Sradac recognizes that the needs of the entire Wolf Clan must be met Khan Ward's actions in depriving him of his staunchest Crusader warriors has done little for Iota's devotion to the Crusader philosophy. Only Iota's officer corps can be considered reliable in that regard.

Star Colonel Rhyssa of the Sixth Regulars comes from the Carns Bloodline. Though she failed her original Trial of Position, her rise since rejoining the warrior ranks has been meteoric. Her recent petition for a new Trial of Position against front-line warriors has likely been denied because of her Warden persuasion.

TACTICS

Many front-line Cluster commanders are studying Galaxy Commander Shistu Sradac's use of Elementals. On the field, the Galaxy Commander has shown an uncanny knack for delivering Elementals to critical spots and attacking with devastating effect. In his Bloodname Trial, Shistu defeated a *Hellbringer* in augmented combat using a one-man breaching technique against the 'Mech's cockpit.

Star Colonel Rhyssa favors maneuver-based tactics, particularly flanking techniques. The inexperience of her warriors, however, makes it difficult to coordinate their actions long enough to make a difference.



Iota Galaxy Command Trinary (The Blue Keshik) Trinary/Veteran/Reliable

CO: Galaxy Commander Shistu Sradac

This Trinary of BattleMechs and Elementals is the only unit that lost no personnel to front-line Clusters. Commander Sradac usually takes the field, refusing to command from the safety of a bunker or mobile command post. The unit insignia is the official Clan Wolf designation. The Blue Keshik participated in one Harvest Trial, from which they won a Star of Cloud Cobras for the Sixth Wolf Regulars.



6th Wolf Regulars 4 Trinaries/Regular/Questionable

CO: Star Colonel Rhyssa

Formed from new sibko cadets who failed their first Trial of Position but performed well enough to warrant a second chance against garrison-level opponents, this Cluster serves as a training camp for the Third Wolf Guard Battle Cluster. Warriors of exceptional ability are often transferred to the Third Battle Cluster from this unit.



17th Wolf Regulars 3 Binaries/Green/Questionable

CO: Star Colonel Onyx

The Seventeenth Wolf Regulars lost so many warriors to front-line transfers that the unit may soon be disbanded. The remaining warriors are freeborns and a few Warden trueborn of questionable worth. The command Trinary is a mixed unit of BattleMechs, Elementals and fighters. The other three Trinaries are only half-formed, making them Binaries. Only Star Colonel Onyx's knack for defensive engagements may keep the unit alive long enough to fully rebuild.



20th Wolf Regulars 3 Trinaries/Regular/Questionable

CO: Star Colonel Tahme Wirth

Though deprived of her best and most reliable warriors, Star Colonel Wirth has nonetheless kept her Trinaries in good order. The BattleMechs, Elementals and fighters of the Twentieth all serve in separate units.



THE CRUSADER CLANS

(Deployment as of 25 December 3059)

CLAN BLOOD SPIRIT

Commander: Khan Karianna Schmitt
Aide: saKahn Troy Boques
Strength: Approximately 6 Galaxies (27 Clusters)

CLAN BLOOD SPIRIT COMMAND

Commander: Khan Karianna Schmitt
Aide: Loremaster Bayle Campbell
Strength: 1 Cluster

Unit Name

Blood Guard Keshik (CO: Khan Karianna Schmitt)
Naval Reserve (CO: Star Admiral Brean McFadden)

Experience

Elite
Elite

Loyalty

Fanatical
Fanatical

Homeworld

Strana Mechty
York

ALPHA GALAXY (THE BLOODING)

Commander: Galaxy Commander Jon Church
Strength: 6 Clusters

Unit Name

Red Guards (CO: Star Colonel Jessie Keller)
7th Blood Drinkers Cluster (CO: Star Colonel Mikel Dinour)
37th Red Assault Cluster (CO: Star Colonel Chadwick Yanez)
55th Red Vanguard Cluster (CO: Star Colonel Kevin Galen)
72nd Crimson Cuirassiers Cluster (CO: Star Colonel Sibyl Noruff)
112th Scarlet Battle Cluster (CO: Star Colonel Jen Vishio)

Experience

Elite
Elite
Veteran
Elite
Veteran
Elite

Loyalty

Fanatical
Fanatical
Fanatical
Fanatical
Fanatical
Fanatical

Homeworld

York
York
York
York
York
York

OMEGA GALAXY (THE SANGUINE REAVERS)

Commander: Galaxy Commander Jud Schmitt
Strength: 6 Clusters

Unit Name

Scarlet Guards (CO: Star Colonel Megghan Boques)
33rd Red Battle Cluster (CO: Star Colonel Til Winson)
79th Blood Hussars (CO: Star Colonel Jesup Cluff)
71st Crimson Assault Cluster (CO: Star Colonel Tanica Campbell)
91st Crimson Vanguard Cluster (CO: Star Colonel Zoe Church)
271st Crimson Assault Cluster (CO: Star Colonel Erin Osborne)

Experience

Elite
Veteran
Elite
Elite
Veteran
Veteran

Loyalty

Fanatical
Fanatical
Fanatical
Fanatical
Fanatical
Fanatical

Homeworld

York
York
York
York
York
York

OMICRON PROVISIONAL GALAXY

Commander: Galaxy Commander Josh Kemp
Strength: 4 Clusters

Unit Name

21st Crimson Guards (CO: Star Colonel Darrin Keller)
73rd Crimson Guards (CO: Star Colonel Joeb Blackburn)
98th Crimson Guards (CO: Star Colonel Raphael Johns)
171st Crimson Guards (CO: Star Colonel Suzanne Church)

Experience

Regular
Veteran
Regular
Regular

Loyalty

Fanatical
Reliable
Reliable
Fanatical

Homeworld

York
York
York
York

SIGMA PROVISIONAL GALAXY

Commander: Galaxy Commander Virgil Keller
Strength: 4 Clusters

Unit Name

42nd Crimson Guards (CO: Star Colonel Joel Ban Chu)
88th Crimson Guards (CO: Star Colonel Martoc Keller)
158th Crimson Guards (CO: Star Colonel Regina Carmichael)
258th Crimson Guards (CO: Star Colonel Paul)

Experience

Elite
Regular
Regular
Veteran

Loyalty

Reliable
Reliable
Fanatical
Reliable

Homeworld

York
York
York
York



TAU PROVISIONAL GALAXY

Commander: Galaxy Commander Amerlin Johns
Strength: 3 Clusters

Unit Name

17th Crimson Guards (CO: Star Colonel Geoff DeLuca)
79th Crimson Guards (CO: Star Colonel Mort Cluff)
101st Crimson Guards (CO: Star Colonel Stephen)

Experience

Regular
Veteran
Regular

Loyalty

Fanatical
Reliable
Reliable

Homeworld

York
York
York

UPSILON PROVISIONAL GALAXY

Commander: Galaxy Commander Hunter Lewis
Strength: 3 Clusters

Unit Name

77th Crimson Guards (CO: Star Colonel Nuwanda)
181st Crimson Guards (CO: Star Colonel Beverly Dumont)
221st Crimson Guards (CO: Star Colonel Vulta Lewis)

Experience

Regular
Veteran
Regular

Loyalty

Fanatical
Fanatical
Reliable

Homeworld

York
York
York

CLAN FIRE MANDRILL

Commander: Khan Amanda Carrol
Aide: saKahn Garret Sainze
Strength: Approximately 7 Galaxies (30 Clusters)

KINDRAA SAINZE

Commander: Kindraa Leader SaKhan Garret Sainze
Strength: 5 Clusters

Unit Name

Kindraa Command Trinary (CO: Kindraa Leader saKhan Garret Sainze)
3rd Sainze Honor Guard Battle Cluster (CO: Star Colonel Ellissa Sainze)
53rd Assault Cluster (CO: Star Colonel Taki Sainze)
7th Sainze Honor Guard Striker Cluster (CO: Star Colonel Enraku Sainze)
14th Sainze Rear Guard Battle Cluster (CO: Star Colonel Jemm Sainze)
19th Sainze Rear Guard Striker Cluster (CO: Star Colonel Draymon Sainze)

Experience

Elite
Elite
Veteran
Veteran
Regular
Regular

Loyalty

Fanatical
Fanatical
Fanatical
Fanatical
Fanatical
Fanatical

Homeworld

Strana Mechty
Shadow
Shadow
Dagda
Shadow
Dagda

KINDRAA FARADAY-TANAGA

Commander: Kindraa Leader Star Colonel Marc Faraday
Strength: 4 Clusters

Unit Name

Kindraa Command Trinary (CO: Kindraa Leader Marc Faraday)
1st Battle Cluster CO: Star Colonel (Loremaster) Drew Tanaga
(Aide: Acting Star Colonel Zachary Bush)
3rd Battle Cluster (CO: Star Colonel Jerald Danforth)
16th Assault Cluster (CO: Star Colonel Heather Tanaga)
12th Support Cluster (CO: Star Colonel Simone Angharobis)

Experience

Elite
Elite

Veteran
Veteran
Regular

Loyalty

Reliable
Reliable

Reliable
Reliable
Reliable

Homeworld

Shadow
Atreus

Dagda
Atreus
Shadow

KINDRAA PAYNE

Commander: Kindraa Leader Laurel Payne
Strength: 3 Clusters

Unit Name

Kindraa Command Trinary (CO: Kindraa Leader Laurel Payne)
1st Battle Payne (CO: Star Colonel LaDon Jewel)
1st Striker Payne (CO: Star Colonel Icabod Payne)
2nd Battle Payne (CO: Star Colonel Morganna Payne)

Experience

Elite
Elite
Elite
Regular

Loyalty

Questionable
Reliable
Questionable
Questionable

Homeworld

Foster
Foster
Shadow
Foster

KINDRAA MATTILA-CARROL

Commander: Kindraa Leader Khan Amanda Carrol
Strength: 4 Clusters

Unit Name

Kindraa Command Binary (CO: Kindraa Leader Khan Amanda Carrol)
61st Firestorm Cluster ((CO: Star Colonel Drax Mattila)
71st Firestorm Cluster ((CO: Star Colonel Emanuel Lopez)

Experience

Elite
Elite
Veteran

Loyalty

Reliable
Fanatical
Reliable

Homeworld

Strana Mechty
Marshall
Shadow



MANUAL: CRUSADER CLANS

Unit Name

202nd Firebrand Cluster (CO: Star Colonel Evan Kreese)
301st Firebrand Cluster (CO: Star Colonel Angela Mattila)

Experience
Regular
Veteran

Loyalty
Fanatical
Questionable

Homeworld
Shadow
Marshall

KINDRAA BEYL-GRANT

Commander: Kindraa Leader Bodee Beyl
Strength: 4 Clusters

Unit Name

Kindraa Command Binary (CO: Kindraa Leader Bodee Beyl)
42nd Battle Cluster (CO: Star Colonel Marjoree Grant)
87th Mandrill Airborne (CO: Star Colonel Dora Beyl)
17th Auxiliary Cluster (CO: Star Colonel Mason Angharobis)
31st Auxiliary Cluster (CO: Star Colonel Esther Lynn)

Experience
Elite
Veteran
Veteran
Regular
Regular

Loyalty
Questionable
Questionable
Questionable
Questionable
Reliable

Homeworld
Warship
Foster
Shadow
Shadow
Foster

KINDRAA KLINE

Commander: Kindraa Leader Samantha Kline
Strength: 4 Clusters

Unit Name

Kindraa Command Cluster (CO: Kindraa Leader Samantha Kline)
21st Vanguard Battle Cluster (CO: Star Colonel Thaddeus Bush)
27th Vanguard Assault Cluster (CO: Star Colonel Tamarin Smythe)
31st Vanguard Striker Cluster (CO: Star Colonel Clive Mattila)
42nd Vanguard Battle Cluster (CO: Star Colonel Emery Goulet)

Experience
Veteran
Veteran
Regular
Veteran
Regular

Loyalty
Reliable
Reliable
Fanatical
Reliable
Reliable

Homeworld
Dagda
Dagda
Shadow
Foster
Dagda

THE MICK-KREESE KINDRAA

Commander: Kindraa Leader Andrew Kreese
Strength: 4 Clusters

Unit Name

Kindraa Command Trinary (CO: Kindraa Leader Andrew Kreese)
4th Elemental Assault Force (CO: Star Colonel Abraxas Mick)
11th Battle Force (CO: Star Colonel Rahb Xing)
23rd Air Assault Force (CO: Star Colonel Richard Kreese)
32nd Vanguard Battle Cluster (CO: Star Colonel Bethany Komolosi)

Experience
Elite
Elite
Regular
Veteran
Regular

Loyalty
Fanatical
Fanatical
Fanatical
Reliable
Reliable

Homeworld
Atreus
WarShip
Shadow
Atreus
Shadow

CLAN HELL'S HORSES

Commander: Khan Malavai Fletcher
Aide: saKhan Tanya DeLaurel
Strength: Approximately 9 Galaxies (37 Clusters)

CLAN HELL'S HORSES COMMAND

Commander: Khan Malavai Fletcher
Aide: Star Colonel Alicia Ravenwater
Strength: 2 Clusters

Unit Name

Alpha Keshik (CO: Khan Malavai Fletcher)
Omega Keshik (CO: saKhan Tanya DeLaurel)

Experience
Elite
Elite

Loyalty
Fanatical
Reliable

Homeworld
Niles
Strana Mechty

ALPHA GALAXY (STAMPEDE OF STEEL)

Commander: Galaxy Commander Nobel DeLaurel
Aide: Star Colonel Sasha Mitchell
Strength: 5 Clusters

Unit Name

Alpha Galaxy Command (CO: Galaxy Commander Nobel DeLaurel)
11th Mechanized Cavalry (CO: Star Colonel James Cobb)
12th Mechanized Cavalry (CO: Star Colonel Douglas Mitchell)
21st Mechanized Assault (CO: Star Colonel Andrew Amirault)
22nd Mechanized Assault (CO: Star Colonel Derrik Fletcher)
30th Mechanized Strike (CO: Star Colonel Siobahn Cooper)

Experience
Elite
Elite
Elite
Elite
Veteran
Elite

Loyalty
Fanatical
Fanatical
Fanatical
Fanatical
Fanatical
Fanatical

Homeworld
Niles
Niles
None
Niles
Niles
Niles



MANUAL: CRUSADER CLANS

THETA GALAXY (HELL'S STORMTROOPERS)

Commander: Galaxy Commander Francesca Cooper

Aide: Star Colonel Porthos Houan

Strength: 3 Clusters

Unit Name

42nd BattleMech Cluster (CO: Galaxy Commander Francesca Cooper)

49th BattleMech Cluster (CO: Star Colonel Rosella)

53rd BattleMech Cluster (CO: Star Colonel Porthos Houan)

Experience

Veteran

Regular

Green

Loyalty

Reliable

Reliable

Reliable

Homeworld

Kirin

Niles

Niles

IOTA GALAXY (THE NINTH RING OF HELL)

Commander: Galaxy Commander Zelda Lassenerra

Aide: Star Colonel Johann Seidman

Strength: 4 Clusters

Unit Name

61st BattleMech Cluster (CO: Galaxy Commander Zelda Lassenerra)

67th BattleMech Cluster (CO: Star Colonel Johann Seidman)

69th BattleMech Cluster (CO: Star Colonel Garrett)

74th BattleMech Cluster (CO: Star Colonel Priscilla)

Experience

Veteran

Regular

Regular

Green

Loyalty

Questionable

Questionable

Questionable

Questionable

Homeworld

Strato Domingo

Kirin

Eden

Kirin

CLAN ICE HELLION

Commander: Khan Asa Taney

Aide: saKhan Sellen Cage

Strength: Approximately 6 Galaxies (21 Clusters)

ALPHA GALAXY (THE BLINDING KESHIK)

Commander: Khan Asa Taney

Aide: Star Colonel Gale Hordwon

Strength: 5 Clusters

Unit Name

7th Attack Cluster (CO: Khan Asa Taney)

150th Hellion Lancers (CO: Star Colonel Phillepe Lienet)

77th Hellion Lancers (CO: Star Colonel Freed Hasbrin)

78th Hellion Lancers (CO: Star Colonel Grace Lienet)

40th Hellion Lancers (CO: Star Colonel Raina Montose)

Experience

Elite

Elite

Veteran

Veteran

Elite

Loyalty

Fanatical

Fanatical

Fanatical

Fanatical

Reliable

Homeworld

Hector

Hector

Hector

Hector

Hector

BETA GALAXY (THE LITHE KILL)

Commander: saKhan Sellen Cage

Aide: Star Colonel Josh Moore

Strength: 2 Clusters

Unit Name

200th Attack Cluster (CO: saKhan Sellen Cage)

121st Hellion Lancers (CO: Star Colonel Magda Moore)

90th Striker Irregulars (CO: Star Colonel Marcus Wick)

Experience

Elite

Veteran

Veteran

Loyalty

Reliable

Reliable

Questionable

Homeworld

Atreus

Barcella

None

DELTA GALAXY (DAUNTLESS HUNTERS)

Commander: Galaxy Commander Drew Norizuchi

Aide: Star Colonel Josephine

Strength: 4 Clusters

Unit Name

2nd Assault Cavaliers (CO: Galaxy Commander Drew Norizuchi)

33rd Striker Irregulars (CO: Star Colonel Damon Hawkins)

45th Striker Irregulars (CO: Star Colonel Scott Moore)

53rd Striker Irregulars (CO: Star Colonel Perry Taney)

Experience

Veteran

Regular

Regular

Regular

Loyalty

Reliable

Fanatical

Questionable

Reliable

Homeworld

Babylon

Foster

Hoard

Londerholm

ZETA GALAXY (GUARDIANS OF THE LAIR)

Commander: Galaxy Commander Curtis

Aide: Star Colonel Joman

Strength: 4 Clusters

Unit Name

3rd Hector Cavaliers (CO: Galaxy Commander Curtis)

Experience

Regular

Loyalty

Reliable

Homeworld

Marshall

FIELD MANUAL: CRUSADER CLANS



Unit Name

7th Hector Cavaliers (CO: Star Colonel Lillith)
150th Attack Cluster (CO: Star Colonel Vik Horn)
45th Hector Cavaliers (CO: Star Colonel Gertwin)

Experience

Regular
Green
Green

Loyalty

Questionable
Questionable
Reliable

Homeworld

Marshall
Tathis
Tathis

ZETA PRIME GALAXY (FREEBORN FANATICISM)

Commander: Galaxy Commander Eld
Strength: 3 Clusters

Unit Name

175th Attack Cluster (CO: Galaxy Commander Eld)
176th Attack Cluster (CO: Star Colonel Rose)
52nd Hector Cavaliers (CO: Star Colonel Rilla)

Experience

Regular
Regular
Regular

Loyalty

Fanatical
Fanatical
Fanatical

Homeworld

New Kent
New Kent
New Kent

THETA GALAXY (CASTE SAVIORS)

Commander: Galaxy Commander Renold
Aide: Star Colonel Willis
Strength: 3 Clusters

Unit Name

180th Attack Cluster (CO: Galaxy Commander Renold)
43rd Hector Cavaliers (CO: Star Colonel Balfour)
44th Hector Cavaliers (CO: Star Captain Grey)

Experience

Regular
Green
Green

Loyalty

Questionable
Questionable
Questionable

Homeworld

Hector
Babylon
Atreus

CLAN JADE FALCON

Commander: Khan Marthe Pryde
Aide: saKhan Samantha Clees
Strength: Approximately 10 Galaxies (49 Clusters)

COMMAND ASSETS

Commander: Khan Marthe Pryde
Aide: Star Captain Withyn Kaga
Strength: 1 Cluster

Unit Name

Turkina Keshik (CO: Khan Marthe Pryde)
Naval Reserve (CO: Vishnu Folkner)

Experience

Elite
Elite

Loyalty

Fanatical
Fanatical

Homeworld

Strana Mechty
Wotan

GAMMA GALAXY (JADE FALCON GALAXY)

Commander: Galaxy Commander Rozendo Hazen
Strength: 5 Clusters (nominal)

Unit Name

Jade Falcon Guards (CO: Star Colonel Ravill Pryde)
1st Falcon Hussars (CO: Star Colonel Amelia Icaza)
3rd Falcon Talon Cluster (CO: Star Colonel Cewen Newclay)
9th Talon Cluster (CO: Star Colonel Dev Iler)
Jade Solahma Cluster (CO: Star Captain Tamara)

Experience

Elite
Elite
Veteran
Veteran
Veteran

Loyalty

Fanatical
Fanatical
Fanatical
Fanatical
Fanatical

Homeworld

Sudeten
Evciler
Colmar
Quarell
Alyina

DELTA GALAXY (GYRFALCON GALAXY)

Commander: saKhan Samantha Clees
Strength: 4 Clusters (nominal)

Unit Name

1st Falcon Striker Cluster (CO: Star Colonel Uvin Buhallin)
7th Talon Cluster (CO: Star Colonel Daniel Kyle)
8th Talon Cluster (CO: Star Colonel Allison Sonoma)
Gyrfalcon Solahma Cluster (CO: Star Captain Regina)

Experience

Veteran
Veteran
Elite
Regular

Loyalty

Fanatical
Reliable
Reliable
Reliable

Homeworld

Wotan
Black Earth
Winfield
Hot Springs

OMEGA GALAXY

Commander: Galaxy Commander Jared von Jankmon
Strength: 4 Clusters (nominal)

Unit Name

4th Falcon Striker Cluster (CO: Star Colonel Jagjit Buhalin)
8th PGC (CO: Star Colonel Patrick)

Experience

Veteran
Regular

Loyalty

Reliable
Reliable

Homeworld

Wotan
Gotterdammerung/
Lackhove



MANUAL: CRUSADER CLANS

Unit Name

7th PGC (CO: Star Colonel Srac)
Omega Solahma Cluster (CO: Star Colonel Mahan)

Experience

Veteran
Veteran

Loyalty

Reliable
Reliable

Homeworld

Bone Norman
Golandrinas

RHO GALAXY

Commander: Galaxy Commander Lizabet Danforth
Strength: 4 Clusters (nominal)

Unit Name

124th Striker Cluster (CO: Star Colonel Fallon Hazen)
7th Falcon Regulars (CO: Star Colonel Colbert Icaza)
12th Falcon Regulars (CO: Star Colonel Creed Mattlov)
Jade Falcon Eyrie Cluster (CO: Star Colonel Mikos Roshak)

Experience

Elite
Regular
Regular
Green

Loyalty

Reliable
Reliable
Reliable
Fanatical

Homeworld

Roadside
Malibu/Derf
Alyina/Apolakkia
Beta VII

IOTA GALAXY

Commander: Galaxy Commander Gran Newclay
Strength: 6 Clusters (nominal)

Unit Name

2nd Falcon Jaegers (CO: Star Colonel Taman Malthus)
5th Talon Cluster (CO: Star Colonel Mar Helmer)
305th Assault Cluster (CO: Star Colonel Tara)
73rd Striker Cluster (CO: Star Colonel Angus)
51st Garrison Cluster (CO: Star Colonel Marin)
Gyrfalcon Eyrie Cluster (CO: Star Colonel Jurgen Mattlov)

Experience

Regular
Regular
Regular
Regular
Regular
Green

Loyalty

Fanatical
Reliable
Reliable
Reliable
Reliable
Fanatical

Homeworld

Romulus/Seiduts
Maxies Planet
Leskovik
Zoetermeer
Denizli
Butler

EPSILON GALAXY

Commander: Galaxy Commander Rard Hoyt
Strength: 6 Clusters (Nominal)

Unit Name

1st Falcon Jaegers (CO: Star Colonel Bjarn Folkner)
5th Battle Cluster (CO: Star Colonel Diane Anu)
18th Falcon Regulars (CO: Star Colonel Teague)
10th Talon (CO: Star Colonel Ellym)
8th Falcon Regulars (CO: Star Colonel Terrence)
6th PGC (CO: Star Captain Hiroe)

Experience

Elite
Regular
Veteran
Regular
Regular
Green

Loyalty

Fanatical
Reliable
Reliable
Questionable
Reliable
Reliable

Homeworld

Dompair
Quarell
La Grave
Colmar
Devin
Baker 3

MU GALAXY

Commander: Galaxy Commander Heston Shi-Lu
Strength: 4 Clusters

Unit Name

1st Falcon Velites (CO: Star Colonel Serendine Prentice)
5th Falcon Regulars (CO: Star Colonel Per Mattlov)
5th PGC (CO: Star Colonel Aisling)
9th PGC (CO: Star Colonel Kabir)

Experience

Elite
Veteran
Regular
Regular

Loyalty

Reliable
Reliable
Questionable
Reliable

Homeworld

Toland
Steelton
Here/Apollo
Botany Bay/Last
Chance

LAMBDA GALAXY

Commander: Galaxy Commander Joel Thastus
Strength: 4 Clusters

Unit Name

Falcon Stoop Naval Attack Star (CO: Star Commodore Mark Thastus)
22nd PGC (CO: Star Colonel Misha Helmer)
74th Battle Cluster (CO: Star Colonel Amado Roshak)
24th PGC (CO: Star Colonel Francis Helmer)
Lambda Solahma Cluster (CO: Star Colonel Ramon)

Experience

Veteran
Green
Veteran
Regular
Regular

Loyalty

Reliable
Reliable
Questionable
Reliable
Reliable

Homeworld

Deep Periphery
Deep Periphery
Deep Periphery
Deep Periphery
Deep Periphery

SIGMA GALAXY (TURKINA'S EYES)

Commander: Galaxy Commander Timur Malthus
Strength: 6 Clusters, 1 Naval Star

Unit Name

Emerald Talon Assault Star (CO: Star Admiral Adrian Malthus)
12th Talon Cluster (CO: Star Colonel Andrea Pershaw)

Experience

Elite
Veteran

Loyalty

Fanatical
Fanatical

Homeworld

Ironhold
Ironhold

FIELD MANUAL: CRUSADER CLANS



Unit Name
3rd Battle Cluster (CO: Star Colonel Maraig Binetti)

2nd Falcon Velites (CO: Star Colonel Dien)
1st Falcon Dragoons (CO: Star Colonel Johannes Irons)
3rd Falcon Dragoons (CO: Star Colonel Quayne)
Sigma Solahma Cluster (CO: Star Colonel Nicholai Icaza)

Experience	Loyalty	Homeworld
Elite	Fanatical	Strana
		Mechty/Marshall
Regular	Reliable	Marshall
Veteran	Reliable	Eden
Veteran	Questionable	Ironhold
Veteran	Reliable	Tokasha/Huntress

ZETA GALAXY (TURKINA'S BEAK)
Commander: Galaxy Commander Yesukai Shambag
Strength: 5 Clusters

Unit Name
3rd Falcon Velites (CO: Star Colonel Jaunie Zywt)
53rd Battle Cluster (CO: Star Colonel Fyona Koga)
109th Striker Cluster (CO: Star Colonel Heston Shu-li)
2nd Falcon Dragoons (CO: Star Colonel Emer)
Zeta Solahma Cluster (CO: Star Colonel Brikai Buhallin)

Experience	Loyalty	Homeworld
Veteran	Reliable	Eden
Veteran	Reliable	Gatekeeper
Regular	Reliable	Barcella
Veteran	Reliable	Glory
Veteran	Reliable	Ironhold

CLAN STAR ADDER

Commander: Khan Cassius N'Buta
Aide: saKhan Tabitha Paik
Strength: Approximately 11 Galaxies (52 Clusters)

CLAN STAR ADDER COMMAND
Commander: Khan Cassius N'Buta
Aide: Adder Keeper Stanislov
Strength: 2 Clusters

Unit Name
Adder Command Keshik (CO: Khan Cassius N'Buta)
Adder Quasar Keshik (CO: saKhan Tabitha Paik)

Experience	Loyalty	Homeworld
Elite	Fanatical	Sheridan
Elite	Fanatical	Sheridan

ALPHA GALAXY (OLD BLOOD AND GUTS)
Commander: Galaxy Commander Dante Truscott
Aide: Star Colonel Piper
BattleMech Strength: 5 Clusters

Unit Name
5th Assault Cluster (CO: Star Colonel Hannibal Banacek)
11th Armored Cavalry Squadron (CO: Star Colonel Eliza Talasko)
85th Adder Cavaliers (CO: Star Colonel Jarrod Truscott)
87th Dragoon Cluster (CO: Star Colonel Ravi Gena)
191st Adder Guards (CO: Star Colonel Boyd Truscott)

Experience	Loyalty	Homeworld
Elite	Elite	Sheridan
Veteran	Questionable	Hoard
Elite	Reliable	Sheridan
Regular	Reliable	Sheridan
Elite	Fanatical	Sheridan

GAMMA GALAXY (BLOOD FEUD)
Commander: Galaxy Commander Leo Cathis
Aide: Star Colonel Salvador
Strength: 4 Clusters

Unit Name
9th Armored Cavalry Squadron (CO: Star Colonel Tao Shi-Lu)
69th Dragoon Cluster (CO: Star Colonel Yves)
73rd Adder Cavaliers (CO: Star Colonel MacLeod Connery)
133rd Hussar Cluster (CO: Star Colonel Dabir Truscott)

Experience	Loyalty	Homeworld
Veteran	Reliable	Tathis
Veteran	Questionable	Tathis
Veteran	Fanatical	Marshall
Regular	Questionable	Marshall

DELTA GALAXY (THUNDERSTRIKE)
Commander: Galaxy Commander Vanel Talasko
Aide: Star Colonel Risha
Strength: 5 Clusters

Unit Name
6th Adder Assault Cluster (CO: Star Colonel Lissa Mikino)
17th Strike Cluster (CO: Star Colonel Bryza Meytani)
18th Armored Cavalry Squadron (CO: Star Colonel Fletcher Daniels)
132nd Adder Guards (CO: Star Colonel Tor Cathis)
206th Hussar Cluster (CO: Star Colonel Doreen McMillan)

Experience	Loyalty	Homeworld
Elite	Fanatical	Albion
Regular	Fanatical	Albion
Elite	Questionable	Strana Mechty
Regular	Fanatical	Albion
Green	Questionable	Albion



MANUAL: CRUSADER CLANS

EPSILON GALAXY (NIGHT TERRORS)

Commander: Galaxy Commander Carlos Hutchinson

Aide: Star Colonel Vaughn

Strength: 5 Clusters

Unit Name

13th Adder Assault Cluster (CO: Star Colonel Maeko Guidice)
42nd Adder Cavaliers (CO: Star Colonel Zachariah Truscott)
193rd Dragoon Cluster (CO: Star Colonel Nicholas Hallik)
212th Battle Cluster (CO: Star Colonel Kira)
471st Adder Guards (CO: Star Colonel Graham Van Houten)

Experience

Regular
Elite
Regular
Green
Regular

Loyalty

Questionable
Reliable
Fanatical
Questionable
Questionable

Homeworld

Arcadia
Dagda
Arcadia
Dagda
Dagda

KAPPA PROVISIONAL GALAXY

Commander: Galaxy Commander Jenica Turgidson

Aide: Star Colonel Kristoph

Strength: 5 Clusters

Unit Name

300th Adder Sentinels (CO: Star Colonel Gretchen Talasko)
417th Adder Sentinels (CO: Star Colonel Darren Gena)
421st Adder Sentinels (CO: Star Colonel Kayla)
884th Gatekeeper Cluster (CO: Star Colonel Somerset Cathis)
1009th Adder Sentinels (CO: Star Colonel Tatiana Opriq)

Experience

Regular
Veteran
Regular
Green
Veteran

Loyalty

Reliable
Reliable
Reliable
Questionable
Questionable

Homeworld

Sheridan
Hoard
Arcadia
Sheridan
Sheridan

MU PROVISIONAL GALAXY

Commander: Galaxy Commander Mavis DeMarque

Aide: Star Colonel Gwentyth

Strength: 4 Clusters

Unit Name

178th Adder Sentinels (CO: Star Colonel Abigail Turgidson)
383rd Adder Sentinels (CO: Star Colonel Ketzia)
935th Gatekeeper Cluster (CO: Star Colonel Tristyn N'Buta)
1001st Adder Sentinels (CO: Star Colonel Ian Andersen)

Experience

Regular
Green
Regular
Regular

Loyalty

Reliable
Fanatical
Reliable
Questionable

Homeworld

Priori
Brim
Priori
Brim

XI PROVISIONAL GALAXY

Commander: Galaxy Commander Malachi Reisch

Aide: Star Colonel Bryan

Strength: 4 Clusters

Unit Name

97th Adder Sentinels (CO: Star Colonel Isis Phoushath)
235th Adder Sentinels (CO: Star Colonel Wyatt Talasko)
522nd Adder Sentinels (CO: Star Colonel Dalton Banacek)
1015th Adder Sentinels (CO: Star Colonel Hoyt Marghar)

Experience

Veteran
Elite
Elite
Veteran

Loyalty

Reliable
Reliable
Reliable
Fanatical

Homeworld

Krakau (Paxon)
Krakau (Paxon)
Krakau (Paxon)
Krakau (Paxon)

OMICRON PROVISIONAL GALAXY

Commander: Galaxy Commander Gerrell LeFabre

Aide: Star Colonel Hazel

Strength: 5 Clusters

Unit Name

271st Adder Sentinels (CO: Star Colonel Makarios Nguvi)
312th Adder Sentinels (CO: Star Colonel Raizel LeFabre)
460th Adder Sentinels (CO: Star Colonel Kameko Gena)
983rd Adder Sentinels (CO: Star Colonel Stedman Connery)
1008th Adder Sentinels (CO: Star Colonel Edick Lamongue)

Experience

Regular
Green
Regular
Green
Regular

Loyalty

Fanatical
Reliable
Reliable
Questionable
Fanatical

Homeworld

Tathis
Tathis
Marshall
Tathis
Marshall

RHO PROVISIONAL GALAXY

Commander: Galaxy Commander Ellison Polczyk

Aide: Star Captain Yates

Strength: 4 Clusters

Unit Name

152nd Adder Sentinels (CO: Star Colonel Roderick Peck)
362nd Adder Sentinels (CO: Star Colonel Tai)
714th Adder Sentinels (CO: Star Colonel Deniz Paik)
1129th Gatekeeper Cluster (CO: Star Colonel Burgess)

Experience

Green
Green
Regular
Regular

Loyalty

Reliable
Reliable
Reliable
Questionable

Homeworld

Brim
Priori
Brim
Priori

FIELD MANUAL: CRUSADER CLANS



SIGMA PROVISIONAL GALAXY

Commander: Galaxy Commander Julius Schuetz

Aide: Star Colonel Ronald

Strength: 5 Clusters

Unit Name

428th Adder Sentinels (CO: Star Colonel Adri Mikino)
471st Adder Sentinels (CO: Star Colonel Wyndham Earle)
504th Adder Sentinels (CO: Star Colonel Kimi Reisch)
822nd Gatekeeper Cluster (CO: Star Colonel Osaze)
1143rd Gatekeeper Cluster (CO: Star Colonel Fatima Gaiba)

Experience

Regular
Elite
Regular
Veteran
Veteran

Loyalty

Fanatical
Reliable
Questionable
Reliable
Questionable

Homeworld

Albion
Albion
Dagda
Dagda
Albion

TAU PROVISIONAL GALAXY

Commander: Galaxy Commander Dara Shi-Lu

Aide: Star Captain Brenda

Strength: 4 Clusters

Unit Name

286th Adder Sentinels (CO: Star Colonel Arri Turgidson)
343rd Adder Sentinels (CO: Star Colonel Kahilil)
899th Gatekeeper Cluster (CO: Star Colonel Yuriko)
1114th Gatekeeper Cluster (CO: Star Colonel Anatole Taglieri)

Experience

Veteran
Green
Regular
Veteran

Loyalty

Reliable
Questionable
Reliable
Questionable

Homeworld

Tanite Worlds
Tanite Worlds
Tanite Worlds
Tanite Worlds

CLAN WOLF

Commander: Khan Vladimir Ward

Aide: saKahn Marialle Radick

Strength: Approximately 6 Galaxies (24 Clusters)

NAVAL RESERVE (THE WOLF CHARIOTS)

Commander: Star Commodore Amel Radick

Unit Name

Alpha Naval Reserve (CO: Star Commodore Amel Radick)
Bravo Naval Reserve (CO: Star Commodore Nihsen Shaw)

Experience

Regular
Regular

Loyalty

Reliable
Reliable

Homeworld

None
None

ALPHA GALAXY (THE WOLF SPIRITS)

Commander: Galaxy Commander Khan Vladimir Ward

Strength: 4 Clusters

Unit Name

Clan Command Trinary (CO: Galaxy Commander Khan Vladimir Ward)
4th Striker Cluster (CO: Star Colonel Jiin Ch'in)
1st Wolf Assault Cluster (CO: Star Colonel Giorgy Shaw)
5th Wolf Battle Cluster (CO: Star Colonel Alfelia Carns)
3rd Wolf Guard Battle Cluster (CO: Star Colonel Margarite Vickers)

Experience

Elite
Elite
Veteran
Regular
Regular

Loyalty

Fanatical
Fanatical
Fanatical
Fanatical
Reliable

Homeworld

Strana Mechty
Strana Mechty
Altenmarkt
None
Suk II

BETA GALAXY (THE SHADOW WOLVES)

Commander: Galaxy Commander saKhan Marialle Radick

Strength: 4 Clusters

Unit Name

Beta Galaxy Command Trinary (CO: Galaxy Commander saKhan Marialle Radick)
9th Wolf Guard Striker Cluster (CO: Star Colonel Erik Kerensky)
13th Battle Cluster (CO: Star Colonel Evon Ward)
11th Battle Cluster (CO: Star Colonel Stevic Hawker)
2nd Wolf Assault Cluster (CO: Star Colonel Catherine Schroeder)

Experience

Elite
Elite
Veteran
Elite
Regular

Loyalty

Fanatical
Fanatical
Fanatical
Questionable
Reliable

Homeworld

Strana Mechty
Ramsau
Carase
None
Icar

GAMMA GALAXY (THE WOLF HUSSARS)

Commander: Galaxy Commander Edwina Carns

Strength: 3 Clusters

Unit Name

Gamma Galaxy Command Trinary (CO: Galaxy Commander Edwina Carns)
7th Battle Cluster (CO: Star Colonel Dirk Radick)
103rd Striker Cluster (CO: Star Colonel Cathleen Jorgensson)
271st Assault Cluster (CO: Star Colonel Krems)

Experience

Veteran
Veteran
Regular
Veteran

Loyalty

Fanatical
Fanatical
Questionable
Fanatical

Homeworld

Nox
Lothan
Radstadt
Satalice



MANUAL: CRUSADER CLANS

DELTA GALAXY (THE SNARLING WOLVES)

Commander: Galaxy Commander Katya Kerensky
Strength: 3 Clusters

Unit Name
Delta Galaxy Command Trinary (CO: Galaxy Commander Katya Kerensky)
1st Wolf Lancers (CO: Star Colonel Ygrane Fettadral)
2nd Wolf Lancers (CO: Star Colonel Isabelle Pryde)
3rd Wolf Lancers (CO: Star Colonel Kieran Noruff)

Experience	Loyalty	Homeworld
Elite	Reliable	Strana Mechty
Veteran	Reliable	None
Veteran	Reliable	Rasalhague
Veteran	Reliable	Skandia

THETA GALAXY (A STRONG FOUNDATION)

Commander: Galaxy Commander Warren Stiles
Strength: 5 Clusters

Unit Name
Theta Galaxy Command Binary (CO: Galaxy Commander Warren Stiles)
1st Wolf Regulars (CO: Star Colonel Naela Ward)
2nd Wolf Cavalry (CO: Star Colonel Jacob)
12th Wolf Regulars (CO: Star Colonel Ulysses Showers)
13th Wolf Regulars (CO: Star Colonel Teresa Sender)
5th Wolf Cavalry (CO: Star Colonel Berlitz)

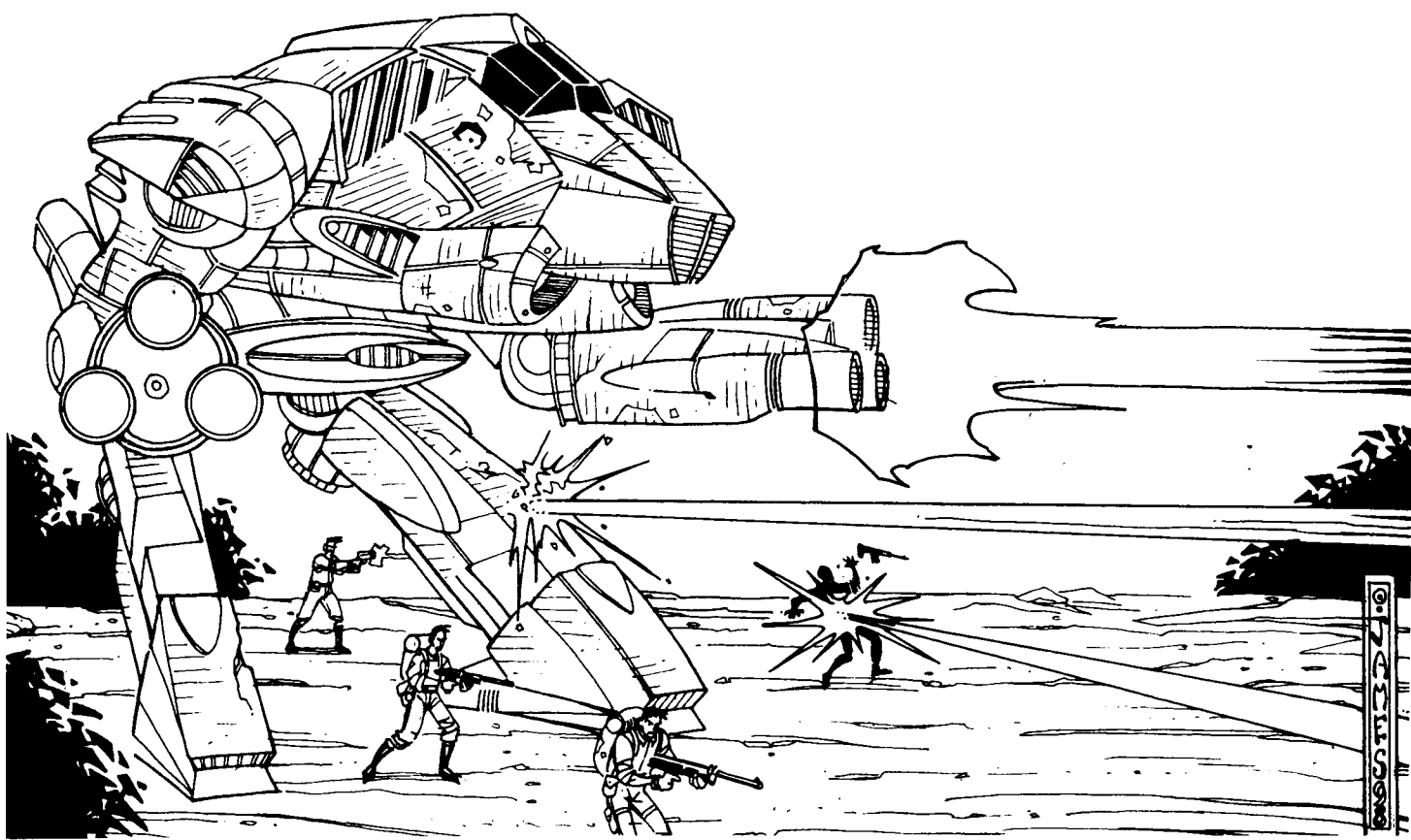
Experience	Loyalty	Homeworld
Elite	Fanatical	Domain
Regular	Reliable	None
Green	Questionable	Chateau
Veteran	Fanatical	Paxon
Regular	Reliable	Vantaa, Vulcan
Regular	Fanatical	Butte Hold, Sigurd

IOTA GALAXY (DOWN TO THE BONES)

Commander: Galaxy Commander Shistu Sradac
Strength: 3 Clusters

Unit Name
Iota Galaxy Command Trinary (CO: Galaxy Commander Shistu Sradac)
6th Wolf Regulars (CO: Star Colonel Rhyssa)
17th Wolf Regulars (CO: Star Colonel Onyx)
20th Wolf Regulars (CO: Star Colonel Tahme Wirth)

Experience	Loyalty	Homeworld
Veteran	Reliable	Dawn
Regular	Questionable	Ferleiten, Engadin
Green	Questionable	Skallevoil
Regular	Questionable	Balsta, Leob





GLOSSARY

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

Abjuration, Trial of

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

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

Abtakha

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

Annihilation, Trial of

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

Batchall

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

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

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

Bloodname

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

Bloodname House

The warriors bearing or eligible to bear a particular Bloodname form a

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

After the first generation, Bloodnames are determined matrilineally and so a warrior may only claim membership of one Bloodname house.

Bloodheritage

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

Bloodright

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

Bloodright, Trial of

The Trial of Bloodright is a series of one-on-one, single-elimination duels fought by warriors to win possession of a Bloodname. Each competition consists of thirty-two entrants, the majority of which are nominated by the existing Bloodnamed warriors of the house. The Head of the House (or Clan Loremaster) nominates all but one of the remaining entrants, and the thirty-second slot is filled by the winner of a Grand Melee.

Bondcord

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

Bondholder

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

Bondsman

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

Bondsref

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

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.



GLOSSARY

Canister

Clan slang for the artificial wombs.

Canister Born

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

Caste

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

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

Chalcas

Someone or something that challenges the Clan caste system.

Circle of Equals

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

Codex

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

Contract

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

Coregn

A personal aide to a Star Colonel or garrison commander.

Cutdown

The accepted minimum force necessary to win a trial. Bidders who force their opponents below the accepted 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.

Elemental

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

Eugenics Program

The Clans believe strongly in the principals of eugenics, the improvement of the population by controlled breeding. The Clans implement such a program along two distinct strands. The warrior caste uses an artificial breeding program based on genetic engineering and incubation in artificial wombs in order to create the ultimate warriors. In the civilian castes, a sys-

tem of mandatory arranged marriages provides a similar but less technical means of advancement. According to a strict definition, both of these methods may be called eugenics, but within the Clans only the artificial breeding program is commonly referred to as such.

Freebirth

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

Freeborn

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

Giftake

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

Grand Council

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

(Grand) Melee

A free-for-all battle offering no targeting restrictions and ignoring the rules of zellbrigen. Any trial may become a melee if a participant violates zellbrigen by firing on a target already engaged in combat with another participant. The battle to determine the thirty-second place in a Trial of Bloodright is by default a Grand Melee.

Grievance, Trial of

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

Hegira

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

ilChi

The ambassador-messengers that Clan Blood Spirit assigns to its allies.

ilKhan

The war-leader of the Clans, elected from the members of the Grand Council. He or she also serves as the arbiter between Clans in times of crisis, acting with the power of the Grand Council. The ilKhan enjoys wide-ranging powers in military matters, but his or her power is not absolute; the ilKhan answers to the Grand Council and his authority is limited to those matters ordinarily belonging to the Grand Council. The ilKhan normally may not interfere in events deemed internal to a Clan, but when the martial code is in effect they operate largely unhindered.

Isorla

The spoils of battle, including bondsmen, claimed by the victorious warriors is called isorla.

Keshik

The Keshiks comprise a combination of bodyguard and command unit, usually serving a Khan. Traditionally, a Khan commands a Keshik, but in practice a Star Colonel oversees day-to-day matters. Keshiks range from Trinary to Cluster size.

**Khan**

Each Clan Council elects two of its number as Khans, who serve both as rulers of the Clan and its representatives on the Grand Council. Traditionally, these individuals are the best warriors of the Clan, but in practice many Clans instead elect the best politicians. The most senior Khan acts as the head of the Clan, overseeing relationships between castes and Clans, while the junior Khan—the saKhan—acts as the Clan's warlord. The senior Khan decides the exact distribution of tasks, however, and may assign the saKhan additional or different duties.

Kindraa

A political-military faction within Clan Fire Mandrill composed of one or more Bloodname houses.

Kurultai

A kurultai is a Clan war council. A Grand Kurultai is a war council involving all the Clans. Traditionally, Grand Kurultai are held in the Hall of Khans on Strana Mechty and only may be convened by the petition of three or more Clans. An iKhan may call a Grand Kurultai at any time or place.

Loremaster

The Loremaster is the keeper of Clan laws and history. He or she plays a key role in investigations and trials and is the only individual allowed to take action against active Khans. Unlike the Khans, who are nominally above the political infighting in the Grand Council, the Loremaster can take a proactive role in any inquiries and trials, acting as either advocate or inquisitor. Traditionally, however, the Loremaster does not vote on issues save in the event of a tie, at which point his vote decides the issue.

The position grants considerable political power, encompassing the equivalent of several more familiar minor roles such as the High Bailiff (responsible for issuing writs and summonses), the Provost Marshall (head of the Clan's police) and Adjutant General (chief administrator). The Loremaster also oversees any trials resulting from Clan Council decisions and is the final arbiter in such disputes. Further, it is the only post within the Clan able to authorize an internal investigation without the authority of the Khans (though only when the Khans themselves are implicated in the charges). In times of crisis, legal provisions allow for the Loremaster to take the place of a Khan in the event of incapacity, death or censure. As a result, many ambitious warriors view the post of Loremaster as a stepping stone to a Khanship.

Martial Code

The Martial Code is a collection of rules and laws governing Clan actions in times of war. Its primary goal is to minimize the political prevarication that often accompanies Grand Council meetings, forcing the participants to keep to the matter at hand and to carry out business with the minimum of fuss. When in effect it also grants the iKhan extraordinary powers, such as the right to dismiss any charges brought before the Clan or Grand Councils that he or she deems frivolous.

Master Codex

The master codex comprises the master files of the Clan breeding program, mapping the DNA and genealogy of every trueborn warrior, alive or dead.

Oathmaster

The Oathmaster serves as the honor guard for any official Clan ceremony. They administer all oaths taken at the ceremony and are traditionally the oldest and most experienced Bloodnamed warrior at the gathering.

Ovkhana

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 Trial of Position, known as testing, is held periodically and determines whether a warrior is qualified to maintain his or her rank in the Clan military. Those who perform as expected (against targets based on role, rank and age) maintain their rank, while those who perform better than expected "test up" (are promoted). Those who perform more poorly than expected "test down," or are demoted. A non-officer MechWarrior, pilot or elemental who tests down is relegated to a non-combat role or else is transferred to a civilian caste.

Possession, Trial of

A Trial of Possession resolves disputes between two parties over ownership or control. This can include equipment, territory or even genetic material. The traditional batchall forms the core of the trial in order to encourage the participants to resolve the dispute with minimal use of force.

Powless

The vulnerability of a warrior forced to fight without his or her customary weapons.

Quiaff/Quineg

Grammatical constructs associated with rhetorical questions. They are a formalized version of language structures used with spoken language, intended to remove any ambiguity. When the speaker expects a negative answer, he or she ends the sentence with quineg; when expecting a positive answer, the sentence ends in quiaff.

Ransom

Clan custom dictates that a warrior who has been successful in his first Trial of Position may be rewarded with a gift. The gift depends on the degree of success in the trial, ranging from a personal weapon to a Mech or unit command. This gift is known as a ransom. In exceptional circumstances, a ransom may be given for later trials of position, such as Natasha Kerensky's re-testing after her return to the Clans in which she was awarded the right to form the Thirteenth Wolf Guards.

Rede

A rede is an honor-bound oath. Usually administered by a Council, anyone breaking a rede is severely punished, commonly by execution.

Refusal, Trial of

Any decision made by a Clan Council or the Grand Council may be challenged by a member of that body. The Trial of Refusal epitomizes the Clan belief that might makes right, with the victor of the trial being regarded as in the right. The odds of the battle are determined on a pro-rated basis, with the forces of the two sides matched according to the ratio of winning and losing votes. The challenger announces what forces they will use and the defender can field forces proportionate to their margin of success in the vote. For example, a Trial of Refusal against a decision that passed five-to-one could give the defender a force five times the size of that used by the challenger. In practice, the result of bidding among those wishing to defend the decision usually shifts the odds in favor of the challenger.

Remembrance, The

The Remembrance is an ongoing heroic saga that describes Clan history from the time of the Exodus to the present day. Each Clan maintains its own version, reflecting its opinions and perceptions of events. Inclusion in the Remembrance is one of the highest honors possible for a member of the Clans. All Clan warriors can recite passages from the Remembrance from memory, and written copies of the book are among the few non-technical books allowed in Clan society. These books are usually lavishly illustrated in a fashion similar to the illuminated manuscripts and bibles of the medieval period. Warriors frequently paint passages of the Remembrance on the sides of their OmniMechs, fighters and battle armor.

Ristar

A gifted warrior on his way to a high position in the Clan is referred to as a ristar, literally, a rising star.

Safcon

Safcon is a Clan ritual that allows troops to land on a world unmolested in advance of a trial. In the absence of safcon, the incoming DropShips, JumpShips and warships are open to attack. Even in those cases when Clan ships are not approaching a world to engage in a trial, the inbound vessels may broadcast a "beam of neutrality"—a message indicating non-hostile intentions—when they are attempting to make planetfall while avoiding any hostile actions from the occupying troops.

saKhan

The junior Khan of a Clan is known as the saKhan.

Satarra

A satarra is a veto used in Clan Councils to settle or postpone disputes within or between castes. Traditionally, the Councils invoke satarra only when negotiations have reached an impasse or the dispute threatens the ability of the Clan to function as it should.

Savashri

A Clan epithet.

Seyla

A ritual response in Clan ceremonies. The origin of this phrase is unknown, though it may be a variation on the French phrase "c'est la" (that is it). Another possible origin for the phrase is the Biblical notation "selah," thought to be a musical notation or a reference to contemplation.

Sibko

A group of trueborn warrior-caste children raised and trained together. In many Clans, sibkos are produced from the same gene-parents and thus are literally siblings. A few Clans, most notably Clan Wolf, create sibkos from members of a number of Bloodname Houses and subcastes. Such groups tend to be smaller (twenty individuals rather than the hundred or so in gene-parent-based sibkos), with more emphasis given to cooperation. In both types of sibko, usually only four or five warriors pass their initial Trial of Position.

Sibkin

Members of the same sibko.

Sibbies

Derogatory name used within Clan Jade Falcon for those members of sibkos who underwent accelerated training and whose Trial of Position consisted of the Coventry campaign. This term is also used as a derogatory epithet to imply poor training or a young, inexperienced warrior of any kind.

Solahma

Clan warriors considered too old to serve in mainstream units are assigned to solahma units. The members of such units generally seek suicide missions in order to die in combat, but most often they serve as garrison troops.

Stravag

A Clan epithet, probably a corruption of stran, meaning independent, and vagon, meaning birthing.

Surkai

Surkai is the rite of forgiveness. When two parties disagree, or when one offends the other, Clan society expects the opponents to undergo surkai. As a matter of honor and pride, the offending party freely admits his wrongdoing and requests punishment. The Clan views those who do not request surkai as a divisive influence and finds another way to deal with such members. Actions too severe to be excused by surkai result in a Trial of Grievance.

Surkairede

Surkairede, the Rede of Forgiveness, is the honor-bound oath associated with surkai. It binds the two parties and ensures that the offender suffers no further disgrace from the offense once he or she accepts punishment.

Touman

The fighting arm of a Clan is known as the Touman.

Trothkin

Used formally, trothkin refers to members of an extended sibko. It is more commonly used to denote members of a gathering, and warriors also frequently use it when addressing someone they consider a peer.

Trueborn/Truebirth

A warrior born of the Clan's artificial breeding program is known as a trueborn. In less formal situations, the Clans use the term truebirth.

Vineers

Members of some Clans, most notably the Nova Cats, collect keepsakes of their battles. These items are called vineers, probably derived from the word souvenirs.

Zellbrigen

Zellbrigen is the body of rules governing duels. These rules dictate that such actions are one-on-one engagements, and that any warriors not immediately challenged should stay out of the battle until an opponent is free.

Once a Clan warrior engages a foe, no other warriors on his side may target that foe, even if it means allowing the death of the Clan warrior. Interfering in a duel by attacking a foe that is already engaged constitutes a major breach of honor, usually resulting in loss of rank, and also opens the battle to a melee.

INNER SPHERE DESIGNATIONS FOR CLAN 'MECHS

Clan Name	Inner Sphere Name
Adder	Puma
Bane	Kraken
Black Python	Viper
Conjurer	Hellhound
Dire Wolf	Daishi
Executioner	Gladiator
Fire Moth	Dasher
Gargoyle	Man O'War
Glass Spider	Galahad
Hellbringer	Loki
Horned Owl	Peregrine
Howler	Baboon
Ice Ferret	Fenris
Incubus	Vixen
Kit Fox	Uller
Mad Dog	Vulture
Mist Lynx	Koshi
Huntsman	Nobori-nin
Nova	Black Hawk
Stone Rhino	Behemoth
Stormcrow	Ryoken
Summoner	Thor
Timber Wolf	Mad Cat
Vapor Eagle	Goshawk
Viper	Dragonfly
Warhawk	Masakari



RULES

This section provides new rules for regular campaign play that reflect the unique strengths and weaknesses of Crusader Clan forces. These rules are for use with **BattleTech**, **BattleForce 2** and **MechWarrior, Second Edition (MWII)** as noted in the text. References to the **BattleTech Compendium: The Rules of Warfare** are abbreviated as **BTC:RoW**.

Creating Scenarios includes rules and tables for quickly generating **BattleTech** scenarios, while **Unit Generation** offers a quick-and-dirty method for creating Clan forces for a pick-up game. **Crusaders Touman** provides optional rules for simulating the unique characteristics of the various Galaxies and Clusters described previously in this manual. The final three sections, **Crusader Battle Armor**, **New Equipment** and **New 'Mechs** provide descriptions and game information for new weapons and vehicles.

CREATING SCENARIOS

Unless noted otherwise in the specific rules for each scenario type, the following rules apply to all **BattleTech** scenarios created with this system.

Number of Players

The mission-generation rules are written for two-player scenarios. If more than two individuals are playing, simply divide all players into two opposing teams.

Map Selection

Choose scenario mapsheets using the **Selecting Mapsheets** rules beginning on page 165. The total playing area of a scenario is referred to as simply "the map," whether it consists of single or multiple mapsheets.

Force Selection

In most scenarios, the forces on each side will be equal. For example, each side might consist of one Veteran heavy Star, or of one Elite light Star and two Regular medium Stars. If both players agree, the composition of each side can be generated randomly using the tables in **Unit Generation**, p. 168.

In general, forces created in this manner will be roughly balanced, but only if both sides are playing Inner Sphere forces or both sides are fielding Clan forces. If one player is using Clan forces and his opponent is using Inner Sphere forces, the resulting match-up may be quite unequal because Clan 'Mechs and MechWarriors are superior to their Inner Sphere counterparts. Players can address this problem by giving the Inner Sphere side a two-to-one numerical advantage over the Clan side; the Clan player should have half the 'Mechs normally assigned according to the scenario.

For a more detailed system for balancing forces, see the Point System on pp. 58–60 of **First Strike!** or the Battle Value System on pp. 99–124 of **Maximum Tech: The BattleTech Advanced Rulebook**.

Set-Up

Both players roll 2D6 to begin. The player with the higher result chooses his home map edge—the edge of the map where his units will enter. The opposite edge becomes the opposing player's home map edge. A player's units can safely exit the map only through his or her home edge.

Roll Initiative for the first turn per standard rules. All units start play off the map. A player's units may enter the map on any hex along the player's home edge. Each unit must enter the map on a full hex nearest the home edge, and that hex counts as its first hex of movement.

Movement and Retreat

Scenario maps are fixed once play begins. Unless otherwise noted, units that exit the map from any edge other than their home edge are considered destroyed. Units that exit the map from their home edge have retreated—they remain out of play for the remainder of the scenario and cannot return. Units that retreat do not count as destroyed units when determining victory.

Units may exit the map by intentionally moving off the map or being forced off by an opposing unit using a push, charge or death-from-above attack.

Half-hexes along the edge of the map, even those with hex numbers in them, are not considered part of the map. A unit that enters one of these half-hexes for any reason automatically exits the map.

Ending the Game

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario type, however, a player may need to achieve additional or alternate goals to claim victory.

SCENARIO TYPE

If desired, one player may roll 1D6 and consult the Scenario Type Table to randomly generate a scenario type to play. Brief descriptions and victory conditions for each scenario type follow the table. Alternatively, players may simply select a scenario type or use the types as models to create their own.

Stand-Up Fight

In a stand-up fight, two forces of roughly equal size square off against each other. Only one side will leave the field alive. The scenario ends when all the units on one side have been destroyed or have retreated off the map. The surviving side wins the scenario.

Trial of Position

A Trial of Position determines a Clan warrior's rank within the military and, in the case of a cadet's initial Trial, whether he will be

SCENARIO TYPE TABLE

1D6 Roll	Scenario Type
1	Stand-Up Fight
2	Trial of Position
3	Hold the Line
4	Extraction
5	Breakthrough
6	The Chase

a warrior at all. These Trials are fairly common, and in some Clans they are actually compulsory on an annual basis to prove one's mettle. The following scenario describes the typical Trial of Position, which is used with some variation throughout the Clans.

The Trial of Position is best played by four players, though it can also be played with two or three players. In a four-player setup, two of the players are undergoing the Trial, and each of them will pilot one medium or heavy OmniMech of their choice. This OmniMech can be a standard configuration or, if all players agree, a custom configuration. These pilots have a Regular experience level (Piloting 4, Gunnery 3).

The remaining two players control the defenders, each playing three OmniMechs. The players should choose which defending player opposes which attacking player at this point. Each defending player generates his three OmniMechs using the appropriate Clan column of the Random 'Mech Assignment Table: Crusader Clan Front-Line on page 169. The first of the three 'Mechs is one weight class lighter than the attacking 'Mech it opposes, the second 'Mech is the same weight class as the opposing 'Mech and the final 'Mech is one weight class heavier. All of these 'Mechs are piloted by Veteran Clan warriors (Piloting 3, Gunnery 2).

Rather than moving onto the map during Turn 1, each player's forces are placed on the map before play begins. The attacking 'Mechs are deployed first, placed in any chosen Clear or Paved hexes within 2 hexes of their home map edge and at least 8 hexes from each other. The defending 'Mechs are placed in any Clear or Paved hexes within 2 hexes of their home map edge.

The rules for strict Clan Honor (see p. 172) are in effect for this scenario.

The game proceeds as described on page 12 of **Martial Practices**, with the attacking 'Mech facing the first (lightest) of his opponents in a one-on-one duel, while the other defending 'Mechs stand by. 'Mechs not involved in the duel cannot move or make attacks. When a defending 'Mech is destroyed or its pilot concedes (which is often the case if his 'Mech is badly damaged or crippled, with no loss of honor), the next heaviest defending 'Mech is activated, and may move and attack normally in the following turn.

If either attacking 'Mech makes an attack against the other attacker's target or against a 'Mech that has not yet entered a duel, the battle becomes a melee. Starting in the next turn, all defending 'Mechs may move and attack normally, and all 'Mechs may target opponents freely with no regard to the rules of zellbrigen.

The scenario ends when all 'Mechs on one side or the other are destroyed. After defeating at least one opponent, an attacking player may withdraw from the scenario during any End Phase by simply declaring he is doing so. His opponents remain on the map, but will not move or attack. The other attacker continues play normally. A player may not exercise this option if the Trial has become a melee.

Victory is determined somewhat differently in this scenario. Each attacker's victory is determined separately. If he defeats one opponent, he has achieved a Marginal Victory and earned the rank of MechWarrior. If he defeats two or more opponents, he has achieved a complete victory. Defeating two opponents earns the rank of Star Commander, defeating three earns Star Captain rank and defeating four opponents (an almost unheard-of accomplishment) earns the rank of Star Colonel. A defender only "wins" if his opponent fails to defeat a single 'Mech.

Hold the Line

In a hold-the-line scenario, the defending player must stop a larger attacking force. Set the attacking player's force at twice the size of the defender's force. For example, if the defending player controls a single Star, the attacking player may use two Stars. Players may use any size forces they wish, as long as the attacker's force is twice the size of the defender's.

Set the experience levels of the defending player's forces at one level higher than those of the attacker's forces. For example, if the attacking force consists of Regular units, the defender uses Veteran units.

The defending units may not intentionally leave the map for any reason.

The scenario ends when all the units on one side have been destroyed or retreated off the map. If the defenders destroy a number of opposing units equal to the number of defending units that started the scenario (or more), the defending player wins. For example, if the defending player begins with a single Star, he can claim victory if he manages to destroy five or more attacking units. In all other cases, the player whose forces survive or control the map at the scenario's end wins.

Extraction

In an extraction scenario, the attacking player attempts to extract a target, such as a secret weapon, an important diplomat or a computer memory core, from behind the defender's lines.

After the players roll dice and select their home map edges, the attacker secretly chooses a target hex for the extraction. The target hex must be within 4 hexrows of the defender's home edge and must be at least 4 hexes away from any other map edge. The attacker then writes down the target hex's number and mapsheet name on a slip of paper, which he folds and gives to a neutral party for safekeeping (or the defending player can simply put the paper in his pocket without looking at it).

The attacking player can reveal the target hex to the defender during any End Phase. Any attacking unit can pick up the extraction target simply by occupying the hex during an End Phase.



Additionally, a unit that retrieves the target can pass it to any friendly unit in the same hex or an adjacent hex during any End Phase.

If a unit carrying the extraction target is destroyed, place the slip of paper in the hex occupied by the unit when it was destroyed. Any unit in play can retrieve the extraction target by occupying that hex during any End Phase.

If the attacker can move a unit carrying the extraction target off his home map edge, he wins the scenario. Otherwise, the defender wins.

Breakthrough

In a breakthrough scenario, the attacking player's forces have become trapped behind enemy lines. To reach safety, his units must cross the scenario map and break through the defender's forces.

Use one more mapsheet than the number recommended in **Selecting Mapsheets**. For example, if playing with eight 'Mechs, use three mapsheets rather than two. When setting up the mapsheets, place them in a single, long row with their short edges touching.

Next, both players roll 2D6. The player who achieves the higher result may choose to be the defender or attacker for the scenario. The attacker then chooses one of the narrow edges of the map where his forces will enter. The attacker's home edge is the one opposite the edge where his forces enter. (The attacker's objective is to exit his forces at his home edge.)

The defender may set up his forces in any hexes on the map. Additionally, he may position up to half of his units (round down) using the **Hidden Units** rules.

The scenario ends when all the defending units have been destroyed or retreated off the map, or when all attacking units have retreated or been destroyed or crippled. For the purposes of this scenario, units become crippled when they lose one or more legs or their gyros are destroyed. Attacking units may intentionally exit the map only through their home edge.

If all the attacking units survive and exit at their home edge, the attacking player wins a complete victory. If all the attacking forces are destroyed or crippled and none exit at their home edge, the defending player wins a complete victory.

If neither of these conditions is met, consult the Breakthrough Victory Points Table to determine each player's Victory Points. The player with the most points wins a marginal victory. If both players achieve equal numbers of Victory Points, the scenario ends in a draw.

The Chase

In a chase scenario, the attacker's forces must race across the map to reach their DropShip before a larger force of pursuing defenders can reach them. Chase scenarios use the same rules as breakthrough scenarios, with the following exceptions.

Set the defender's force at twice the size of the attacking force. For example, if the attackers form a single Star, the defending force contains two Stars.

BREAKTHROUGH VICTORY POINTS TABLE

Attacker Points

- 2 for each attacking unit that safely exits at home edge
- 1 for each defending unit destroyed

Defender Points

- 3 for each attacking unit destroyed or crippled (destroyed units forced off map only count for 2)

The defending player does not deploy his forces before Turn 2. During Turn 1, the attacking units may enter the map and move unopposed per standard rules. The defending units enter the map during the Movement Phase of Turn 2, from the same map edge where the attacking units entered.

SELECTING MAPSHEETS

After selecting a scenario type, determine the terrain for the scenario by selecting mapsheets. Certain scenarios specify certain types of mapsheets in the setup instructions. In most scenarios, however, players can simply select whichever mapsheets they like or roll dice and consult the appropriate mapsheet tables to randomly select mapsheets.

Before selecting mapsheets, determine how many mapsheets you want to use. For most **BattleTech** play, one mapsheet for every five 'Mechs or units works best. For example, a scenario that pits one Star of attackers against one Star of defenders (ten 'Mechs total) will work best with two mapsheets. A scenario that pits one Trinary of attackers against a Trinary of defenders (thirty total 'Mechs) will work best with six mapsheets. Different scenarios may work best with other mapsheet/unit ratios, so check the scenario-type description.

Using the Mapsheet Tables

Players may use one of two groups of mapsheet tables on p.167 to randomly select mapsheets. When using the Terrain-Specific Mapsheet Tables, one player rolls 1D6. The result indicates which terrain table is used. For example, on a result of 1, use the Flatlands Terrain table; on a result of 2, the Hill Terrain table; and so on. (Alternatively, the players may simply select a specific terrain and skip this step.) Note that the Urban terrain type is set off from the others. Generally, urban terrain is only suitable for scenarios involving buildings, so players may simply select this terrain when appropriate.

Next, select mapsheets from the appropriate table by rolling 1D6. If using two mapsheets, roll twice; if using four mapsheets, roll four times; and so on.

When using the Random Mapsheet Tables, make two 1D6 rolls for each mapsheet. The first roll indicates the specific Random Mapsheet Table from which the mapsheet is selected. For example, on a result of 1, use Random Mapsheet Table 1. The second roll indicates which map from the table is used.



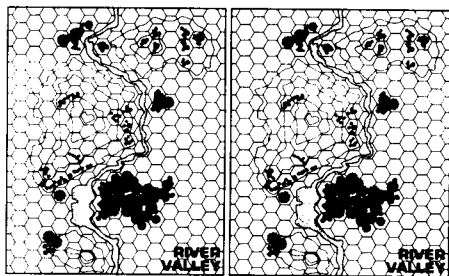
RULES

All of the mapsheet tables assume that players possess one copy each of **BattleTech Map Sets 2–5**. (For easy reference, each mapsheet name is followed by an abbreviation of the map set or boxed game that contains the mapsheet.) If any roll result indicates a mapsheet that is not available, simply repeat the roll.

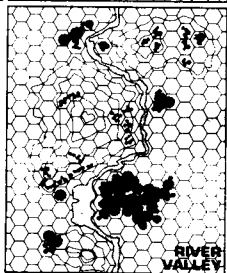
Laying Out the Mapsheets

To begin laying out the mapsheets, the players roll 2D6. The player with the higher result places the first selected mapsheet on the table or floor. The other player then places the next selected mapsheet. The players continue to alternate laying out the remaining mapsheets.

Each mapsheet must be placed with one of its short edges touching the short edge of a mapsheet already placed or with one of its long edges touching the long edge of a mapsheet already placed. Additionally, the mapsheets must be placed so that they form a single, continuous rectangular or square playing area. Within these and any guidelines provided in the scenario-type description, players may arrange the mapsheets as they see fit.



NO



UNIT GENERATION

After selecting the scenario type and mapsheets, generate the units that will take part in the scenario. Players can generate their forces in two ways. First, they may simply assemble any units they wish based on the descriptions provided earlier in this book and in the **Crusaders Toman** (p. 171 of this section). The battlefield strength of a unit is determined by its size, weight class, status and experience level, and so players who want to create evenly matched battles should take note of these factors when assembling their forces. Players should also select appropriately sized forces for the chosen scenario.

Alternatively, players may use dice rolls to randomly generate forces. When using this system, players perform three steps: determine their forces' composition, assign BattleMechs and set unit experience levels. This system may not always produce evenly matched forces, but players may increase the likelihood of generating balanced forces by setting a specific weight class, status and experience level for both forces before rolling the dice.

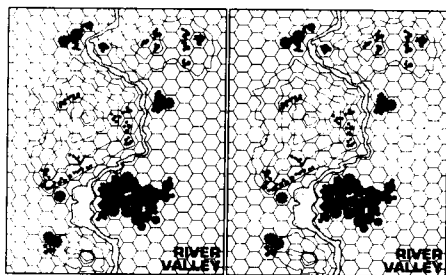
Though the tables used in this system assume that players' forces will consist entirely of BattleMechs and Elementals, these tables can be easily adapted to accommodate armor, infantry and other units.

FORCE COMPOSITION

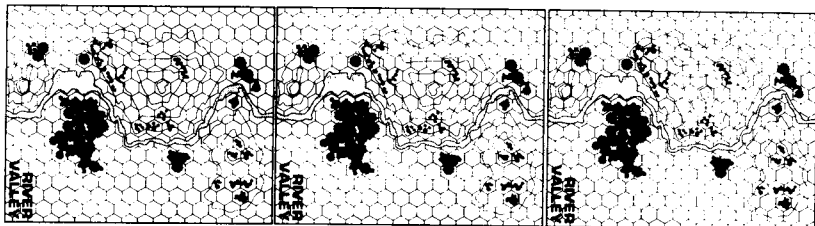
Begin assembling forces by determining the size of each force. Often, the specific conditions of a scenario may suggest a particular size. Players may wish to consider available playing time as well—larger engagements may take considerably longer to complete than smaller ones. Most engagements pit two five-Mech Stars against one another, but players are free to use any size forces they desire.

Bidding

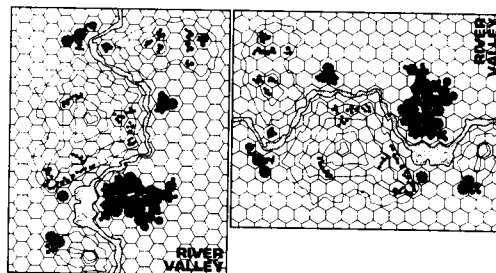
When playing a game involving Clan forces on both sides, the element of batchall can be added to the force selection process. First, the players set the size of the defending force. Then, starting with the number of units that would normally be allowed the attacker



YES



YES



NO



TERRAIN-SPECIFIC MAPSHEET TABLES

Table 1: Flatlands Terrain

1D6 Mapsheet

- 1 Open Terrain #1 (MS5)
- 2 Open Terrain #2 (MS2)
- 3 Desert Hills (MS2)
- 4 City Ruins (MS2)
- 5 City Street Grid/Park #1 (MS4)
- 6 City Street Grid/Park #2 (MS4)

Table 2: Hill Terrain

1D6 Mapsheet

- 1 Desert Hills (MS2)
- 2 Rolling Hills #1 (MS3)
- 3 Rolling Hills #2 (MS3)
- 4 City (Hills/Residential) #1 (MS3)
- 5 City (Hills/Residential) #2 (MS3)
- 6 **BattleForce** Map (BF2)

Table 3: Mountain Terrain

1D6 Mapsheet

- 1 Mountain Lake (MS2)
- 2 River Valley (MS2)
- 3 Desert Mountain #1 (MS3)
- 4 Desert Mountain #2 (MS3)
- 5 Large Mountain #1 (MS5)
- 6 Large Mountain #2 (MS5)

Table 4: Badlands Terrain

1D6 Mapsheet

- 1 Desert Sinkhole #1 (MS3)
- 2 Desert Sinkhole #2 (MS3)
- 3 Moonscape #1 (MS5)
- 4 Moonscape #2 (MS5)
- 5 Desert Mountain #1 (MS3)
- 6 Desert Mountain #2 (MS3)

Table 5: Wetlands Terrain

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 Lake Area (MS2)
- 3 Large Lakes #1 (MS4)
- 4 Large Lakes #2 (MS4)
- 5 River Delta/Drainage Basin #1 (MS4)
- 6 River Delta/Drainage Basin #2 (MS4)

Table 6: Wooded Terrain

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 **BattleTech** Map (BT, MS2)
- 3 Woodland (BP)
- 4 Rolling Hills #1 (MS3)
- 5 Heavy Forest #1 (MS4)
- 6 Heavy Forest #2 (MS4)

Urban Terrain Table

1D6 Mapsheet

- 1 City Ruins (MS2)
- 2 **CityTech** Map (CT, MS2)
- 3 City (Hills/Residential) #1 (MS3)
- 4 City (Hills/Residential) #2 (MS3)
- 5 City Street Grid/Park #1 (MS4)
- 6 City Street Grid/Park #2 (MS4)

RANDOM MAPSHEET TABLES

Table 1

1D6 Mapsheet

- 1 Scattered Woods (MS2)
- 2 Desert Hills (MS2)
- 3 City Ruins (MS2)
- 4 Mountain Lake (MS2)
- 5 **BattleTech** Map (BT, MS2)
- 6 **CityTech** Map (CT, MS2)

Table 2

1D6 Mapsheet

- 1 River Valley (MS2)
- 2 Lake Area (MS2)
- 3 Desert Mountain #1 (MS3)
- 4 Desert Mountain #2 (MS3)
- 5 Desert Sinkhole #1 (MS3)
- 6 Desert Sinkhole #2 (MS3)

Table 3

1D6 Mapsheet

- 1 Rolling Hills #1 (MS3)
- 2 Rolling Hills #2 (MS3)
- 3 City (Hills/Residential) #1 (MS3)
- 4 City (Hills/Residential) #2 (MS3)
- 5 Heavy Forest #1 (MS4)
- 6 Roll both dice again

Table 4

1D6 Mapsheet

- 1 Heavy Forest #2 (MS4)
- 2 City Street Grid/Park #1 (MS4)
- 3 City Street Grid/Park #2 (MS4)
- 4 Large Lakes #1 (MS4)
- 5 Large Lakes #2 (MS4)
- 6 Roll both dice again

Table 5

1D6 Mapsheet

- 1 River Delta/Drainage Basin #1 (MS4)
- 2 River Delta/Drainage Basin #2 (MS4)
- 3 Deep Canyon #1 (MS5)
- 4 Deep Canyon #2 (MS5)
- 5 Large Mountain #1 (MS5)
- 6 **BattleForce** Map (BF2)

Table 6

1D6 Mapsheet

- 1 Large Mountain #2 (MS5)
- 2 Moonscape #1 (MS5)
- 3 Moonscape #2 (MS5)
- 4 Open Terrain #1 (MS5)
- 5 Open Terrain #2 (MS5)
- 6 Woodland (BP)

Abbreviations: MS = Map Set, CT = **CityTech** boxed game, BT = **BattleTech** boxed game, BF2 = **BattleForce** 2 boxed game, BP = BattlePack: Fourth Succession War

RANDOM WEIGHT-CLASS TABLE

Star Type

2D6 Result	Weight Class
2	Elemental
3-6	Light
7-8	Medium
9-10	Heavy
11	Assault
12	Nova (Roll again for weight class)

Binary/Trinary Type

2D6 Result	Star Weight Classes (Binary)	Star Weight Classes (Trinary)
2-4	2 Light	3 Light
5-6	2 Medium	1 Light, 1 Medium, 1 Heavy
7	1 Light, 1 Medium	2 Light, 1 Heavy
8	1 Medium, 2 Heavy	1 Light, 1 Heavy, 1 Assault
9	1 Heavy, 1 Assault	2 Heavy, 1 Assault
10-11	2 Heavy	1 Medium, 1 Heavy, 1 Assault
12	Supernova Binary (Roll again for weight classes)	Supernova Trinary (Roll again for weight classes)

in the scenario being played, the players take turns bidding away units from the attacking force to determine which of them will have the honor of being the attacker in the scenario. The lowest bid is the attacker. If neither player is willing to bid away any portion of his force, the attacker is determined randomly.

As long as the attacker bids away some portion of his starting force, he will receive the following bonuses. He may add +1 to the die roll when rolling on the Random Experience Level Table, and he gains a +1 Initiative bonus for the entire scenario, in addition to any other Initiative bonuses to which he may be entitled. If the attacker bid away half or more of his starting force, these bonuses are doubled to 2.

Players may not use bidding in the setup for the Trial of Position.

Weight Class

After determining the size of each force, determine its weight class. For Star-sized forces, roll 2D6 and consult the Star Type section on the Random Weight-Class Table. A result of 12 indicates a Nova unit, consisting of a Star of OmniMechs and a Star of Elemental battle armor. In this case, roll again to determine the weight class of the 'Mechs in the unit, re-rolling a result of 2 or 12. Note that Nova units must consist of OmniMechs, so second-line units should re-roll Nova results. For Binary and Trinary-sized forces, roll 2D6 and consult the Binary/Trinary Type section of the table.

After determining the weight classes of the Star(s) in each force, use the Star Composition Table to determine the weight classes of the BattleMechs in each Star.

STAR COMPOSITION TABLE

Light Star

1D6 Result	'Mech Weight Classes
1	5 Light
2-3	4 Light, 1 Medium
4-5	3 Light, 2 Medium
6	2 Light, 2 Medium, 1 Heavy

Medium Star

1D6 Result	'Mech Weight Classes
1	1 Light, 4 Medium
2-3	5 Medium
4-5	4 Medium, 1 Heavy
6	3 Medium, 2 Heavy

Heavy Star

1D6 Result	'Mech Weight Classes
1	2 Medium, 3 Heavy
2-3	1 Medium, 4 Heavy
4-5	5 Heavy
6	1 Medium, 3 Heavy, 1 Assault

Assault Star

1D6 Result	'Mech Weight Classes
1	1 Medium, 2 Heavy, 2 Assault
2-3	4 Heavy, 1 Assault
4-5	3 Heavy, 2 Assault
6	2 Heavy, 3 Assault

ASSIGNING 'MECHS

After determining the weight classes of the BattleMechs in each force, use the Random 'Mech Assignment Table to determine the specific 'Mech designs.

To use the table, the players must first set the status (Front-Line or Second-Line) of their forces. If playing Stars or Binaries/Trinaries from specific Crusader Clans, consult **Crusaders Touman**, p. 171, to determine the status of each force. Alternatively, the players may simply set the status for their forces. Or the players may each roll 1D6 to determine status; a result of 1-3 indicates front-line troops, while a result of 4-6 indicates second-line forces. Keep in mind that using similar status for both sides will increase the likelihood of an evenly matched battle.

After determining the status, roll 2D6 to find the specific 'Mech. If the result indicates two 'Mechs separated by a slash, roll an additional 1D6. On a result of 1-3, use the first 'Mech; on a result of 4-6, use the second 'Mech.

Though players can use the Random 'Mech Assignment Table in this book to determine the composition of any Clan force, it is designed specifically for use with Crusader units. When playing scenarios with other types of units, use the Random 'Mech Assignment Table from the appropriate **BattleTech Field Manual** for more accurate force composition.



RANDOM 'MECH ASSIGNMENT TABLE: CRUSADER CLAN FRONT LINE

Light							
'Mechs	Blood	Fire	Hell's	Ice	Jade	Star	Wolf
2D6	Spirit	Mandrill	Horses	Hellion	Falcon	Adder	
2	Incubus	Kit Fox B	Fire Moth A	Fire Moth D	Cougar Prime	Kit Fox A	Fire Moth Prime
3	Mist Lynx B	Mist Lynx C	Fire Moth Prime	Mist Lynx A	Cougar Prime	Mist Lynx Prime	Adder C
4	Incubus	Adder Prime	Mist Lynx B	Kit Fox D	Adder A	Kit Fox D	Adder B
5	Kit Fox Prime	Kit Fox A	Mist Lynx Prime	Hellion A	Adder Prime	Fire Moth A	Kit Fox Prime
6	Adder B	Mist Lynx Prime	Hankyu Prime	Hankyu A	Kit Fox D	Adder A	Adder A
7	Kit Fox A	Mist Lynx A	Kit Fox Prime	Hellion Prime	Kit Fox Prime	Mist Lynx B	Adder Prime
8	Mist Lynx B	Kit Fox Prime	Kit Fox B	Adder C	Fire Moth Prime	Adder C	Adder Prime
9	Adder A	Mist Lynx B	Adder Prime	Fire Moth Prime	Fire Moth A	Fire Moth Prime	Mist Lynx Prime
10	Hankyu A	Adder A	Adder B	Fire Falcon A	Fire Falcon A	Hankyu Prime	Mist Lynx A
11	Horned Owl	Mist Lynx D	Fire Moth Prime	Hellion B	Mist Lynx D	Fire Moth D	Kit Fox B
12	Locust IIC	Fire Falcon B	Fire Moth D	Hankyu B	Fire Falcon Prime	Hankyu C	Adder D
Medium							
'Mechs	Blood	Fire	Hell's	Ice	Jade	Star	Wolf
2D6	Spirit	Mandrill	Horses	Hellion	Falcon	Adder	
2	Conjurer	Stormcrow A	Ice Ferret A	Phantom A	Ice Ferret Prime	Viper Prime	Hunchback IIC
3	Conjurer	Hunchback IIC	Phantom Prime	Phantom D	Viper B	Huntsman B	Ice Ferret D
4	Battle Cobra A	Shadow Cat Prime	Ice Ferret Prime	Viper Prime	Viper C	Nova C	Pouncer Prime
5	Stormcrow Prime	Nova C	Viper Prime	Viper A	Nova D	Viper C	Ice Ferret A
6	Nova Prime	Huntsman Prime	Viper B	Black Lanner Prime	Nova Prime	Grendel A	Stormcrow Prime
7	Battle Cobra A	Nova Prime	Nova Prime	Stormcrow B	Stormcrow Prime	Nova Prime	Ice Ferret Prime
8	Nova Prime	Nova A	Stormcrow A	Black Lanner B	Black Lanner Prime	Stormcrow B	Ice Ferret B
9	Stormcrow A	Huntsman A	Nova A	Ice Ferret D	Stormcrow A	Grendel B	Ice Ferret C
10	Griffin IIC	Stormcrow Prime	Stormcrow B	Stormcrow Prime	Black Lanner C	Stormcrow Prime	Phantom Prime
11	Battle Cobra B	Huntsman B	Stormcrow Prime	Stormcrow A	Grendel Prime	Nova Prime	Nova Prime
12	Hunchback IIC	Shadow Cat A	Pouncer Prime	Ice Ferret Prime	Phantom Prime	Viper Prime	Viper A
Heavy							
'Mechs	Blood	Fire	Hell's	Ice	Jade	Star	Wolf
2D6	Spirit	Mandrill	Horses	Hellion	Falcon	Adder	
2	Thresher	Mad Dog B	Linebacker A	Linebacker A	Linebacker Prime	Cauldron-Born Prime	Timber Wolf D
3	Mad Dog B	Summoner C	Summoner A	Mad Dog A	Mad Dog C	Mad Dog Prime	Linebacker A
4	Crossbow B	Summoner B	Summoner Prime	Hellbringer B	Mad Dog Prime	Mad Dog A	Summoner B
5	Timber Wolf D	Cauldron-Born C	Hellbringer A	Summoner C	Hellbringer B	Night Gyr Prime	Timber Wolf B
6	Summoner A	Mad Dog Prime	Hellbringer Prime	Timber Wolf D	Summoner Prime	Timber Wolf Prime	Mad Dog A
7	Crossbow Prime	Cauldron-Born B	Mad Dog A	Linebacker Prime	Summoner D	Cauldron-Born A	Timber Wolf Prime
8	Crossbow Prime	Summoner Prime	Mad Dog Prime	Summoner A	Hellbringer Prime	Hellbringer Prime	Timber Wolf A
9	Grizzly	Summoner A	Timber Wolf D	Linebacker Prime	Night Gyr Prime	Summoner C	Linebacker Prime
10	Crossbow B	Cauldron-Born A	Timber Wolf Prime	Cauldron-Born Prime	Timber Wolf A	Timber Wolf D	Hellbringer Prime
11	Rifleman IIC	Mad Dog A	Timber Wolf B	Hellbringer Prime	Summoner B	Cauldron-Born B	Timber Wolf C
12	Grizzly	Cauldron-Born Prime	Linebacker Prime	Mad Dog C	Night Gyr A	Cauldron-Born C	Linebacker D
Assault							
'Mechs	Blood	Fire	Hell's	Ice	Jade	Star	Wolf
2D6	Spirit	Mandrill	Horses	Hellion	Falcon	Adder	
2	Blood Kite	Turkina B	Dire Wolf Prime	Naga Prime	Gargoyle Prime	Executioner Prime	Warhawk Prime
3	Warhawk Prime	Turkina A	Kingfisher Prime	Gargoyle A	Executioner A	Executioner B	Executioner A
4	Blood Kite	Warhawk B	Warhawk B	Executioner A	Executioner Prime	Kingfisher Prime	Gargoyle C
5	Kingfisher D	Warhawk C	Executioner Prime	Gargoyle C	Turkina B	Naga Prime	Executioner Prime
6	Blood Kite	Gargoyle Prime	Executioner A	Warhawk A	Turkina Prime	Executioner A	Dire Wolf A
7	Kingfisher D	Warhawk A	Gargoyle C	Gargoyle Prime	Warhawk Prime	Kingfisher D	Gargoyle Prime
8	Blood Kite	Warhawk Prime	Gargoyle Prime	Warhawk Prime	Warhawk B	Gargoyle A	Gargoyle A
9	Warhawk C	Gargoyle B	Naga Prime	Gargoyle B	Dire Wolf Prime	Warhawk Prime	Dire Wolf Prime
10	Blood Kite	Turkina Prime	Warhawk Prime	Executioner Prime	Dire Wolf B	Dire Wolf B	Gargoyle B
11	Kingfisher C	Gargoyle A	Warhawk A	Gargoyle Prime	Naga Prime	Gargoyle C	Executioner B
12	Dire Wolf A	Gargoyle C	Dire Wolf A	Naga A	Naga D	Warhawk C	Dire Wolf Widowmaker



RULES

RANDOM 'MECH ASSIGNMENT TABLE: CRUSADER CLAN SECOND-LINE

Light							
'Mechs	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2D6							
2	Howler	MCY-97 Mercury	THE-N Thorn	Horned Owl	Mist Lynx Prime	Locust IIC	Jenner IIC
3	MON-66 Mongoose	HER-1S Hermes	Howler	Howler	THE-N Thorn	HSR-200-D Hussar	Jenner IIC
4	Jenner IIC	Locust IIC	Piranha	MCY-97 Mercury	Howler	Jenner IIC	THE-N Thorn
5	Locust IIC	Incubus	Piranha	Locust IIC	Kit Fox Prime	HER-1S Hermes	Incubus
6	Horned Owl	Jenner IIC	Mercury	Horned Owl	Locust IIC	Incubus	MON-66 Mongoose
7	Locust IIC	Locust IIC	Locust IIC	Incubus	Locust IIC	Jenner IIC	Locust IIC
8	Incubus	Howler	Jenner IIC	Incubus	Jenner IIC	Howler	Locust IIC
9	MCY-97 Mercury	HSR-200-D Hussar	Jenner IIC	HER-1S Hermes	Jenner IIC	Horned Owl	Jenner IIC
10	Incubus	Howler	Incubus	Incubus	MON-66 Mongoose	Horned Owl	MCY-97 Mercury
11	Horned Owl	Howler	HER-1S Hermes	Jenner IIC	Incubus	Locust IIC	HSR-200-D Hussar
12	Piranha	Piranha	Horned Owl	THE-N Thorn	Horned Owl	MCY-97 Mercury	Adder (Prime)
Medium							
'Mechs	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2D6							
2	Griffin IIC	Conjurer	Hunchback IIC	Hunchback IIC	Stormcrow Prime	Vapor Eagle	Hunchback IIC
3	CRB-27 Crab	Conjurer	STN-3L Sentinel	Shadow Hawk IIC	Nova Prime	Shadow Hawk IIC	Conjurer
4	Conjurer	WVE-5N Wyvern	Conjurer	WVE-5N Wyvern	STN-3L Sentinel	Griffin IIC	Griffin IIC
5	Griffin IIC	STN-3L Sentinel	Shadow Hawk IIC	CRB-27 Crab	Shadow Hawk IIC	KTO-19 Kintaro	CRB-27 Crab
6	Shadow Hawk IIC	Shadow Hawk IIC	Shadow Hawk IIC	Griffin IIC	Conjurer	Hunchback IIC	STN-3L Sentinel
7	Conjurer	Griffin IIC	Shadow Hawk IIC	Vapor Eagle	Conjurer	Shadow Hawk IIC	Griffin IIC
8	Conjurer	Griffin IIC	KTO-19 Kintaro	Griffin IIC	Griffin IIC	Conjurer	WVE-5N Wyvern
9	Shadow Hawk IIC	Shadow Hawk IIC	Griffin IIC	STN-3L Sentinel	Viper Prime	Conjurer	Shadow Hawk IIC
10	Griffin IIC	Hunchback IIC	WVE-5N Wyvern	Conjurer	Hunchback IIC	Griffin IIC	Shadow Hawk IIC
11	CRB-27 Crab	STN-3L Sentinel	Vapor Eagle	Vapor Eagle	KTO-19 Kintaro	WVE-5N Wyvern	Hunchback IIC
12	Hunchback IIC	Vapor Eagle	Vapor Eagle	Conjurer	Vapor Eagle	Vapor Eagle	Ice Ferret Prime
Heavy							
'Mechs	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2D6							
2	Glass Spider	Black Python	GLT-3N Guillotine	Grizzly	Timber Wolf Prime	Rifleman IIC	BL-6-KNT Black Knight
3	Thresher	BMB-12D Bombardier	Thresher	FLS-8K Flashman	Mad Dog Prime	LNC25-01 Lancelot	Black Python
4	Rifleman IIC	FLS-8K Flashman	CHP-1N Champion	GLT-3N Guillotine	Summoner C	Glass Spider	Glass Spider
5	BL-6-KNT Black Knight	Thresher	Glass Spider	Thresher	EXT-4D Exterminator	Hellfire	Rifleman IIC
6	Thresher	Rifleman IIC	Grizzly	Black Python	Glass Spider	Glass Spider	Glass Spider
7	Grizzly	Rifleman IIC	Rifleman IIC	Black Python	Glass Spider	Hellfire	Glass Spider
8	Rifleman IIC	LNC25-01 Lancelot	GLT-3N Guillotine	Thresher	Rifleman IIC	Grizzly	BMB-12D Bombardier
9	Grizzly	LNC25-01 Lancelot	Rifleman IIC	Grizzly	Rifleman IIC	Hellfire	Rifleman IIC
10	Rifleman IIC	EXT-4D Exterminator	Thresher	Thresher	FLS-8K Flashman	Grizzly	EXT-4D Exterminator
11	Glass Spider	Rifleman IIC	Black Python	LNC25-01 Lancelot	Hellbringer A	Black Python	FLS-8K Flashman
12	BL-6-KNT Black Knight	Thresher	Black Python	Glass Spider	Summoner Prime	GLT-3N Guillotine	Timber Wolf Prime
Assault							
'Mechs	Blood Spirit	Fire Mandrill	Hell's Horses	Ice Hellion	Jade Falcon	Star Adder	Wolf
2D6							
2	HGN-732 Highlander	Stone Rhino	Supernova	Marauder IIC	Stone Rhino	Stone Rhino	Supernova
3	Marauder IIC	Phoenix Hawk IIC	Stone Rhino	KGC-000 King Crab	Warhawk Prime	Bane	Marauder IIC
4	Stone Rhino	THG-11E Thug	HGN-732 Highlander	Warhammer IIC	THG-11E Thug	HGN-732 Highlander	Naga Prime
5	Blood Kite	KGC-000 King Crab	Warhammer IIC	Phoenix Hawk IIC	Phoenix Hawk IIC	Marauder IIC	CRK-5003-1 Crockett
6	Blood Kite	Warhammer IIC	Warhammer IIC	Phoenix Hawk IIC	Phoenix Hawk IIC	Warhammer IIC	Naga A
7	Blood Kite	Phoenix Hawk IIC	Marauder IIC	Phoenix Hawk IIC	Warhammer IIC	Warhammer IIC	Warhammer IIC
8	Blood Kite	THG-11E Thug	CRK-5003-1 Crockett	Marauder IIC	Warhammer IIC	Stone Rhino	Marauder IIC
9	CRK-5003-1 Crockett	Bane	Bane	Kodiak	Bane	KGC-000 King Crab	KGC-000 King Crab
10	Warhammer IIC	Warhammer IIC	Kodiak	Warhammer IIC	Bane	Phoenix Hawk IIC	Naga D
11	Warhammer IIC	HGN-732 Highlander	Kodiak	THG-11E Thug	HGN-732 Highlander	Bane	THG-11E Thug
12	Supernova	Bane	CRK-5003-1 Crockett	Stone Rhino	Marauder IIC	HGN-732 Highlander	Supernova



Assigning 'Mechs in MechWarrior

The Random 'Mech Assignment Tables can also be used to assign the starting 'Mech for a new **MechWarrior** character who is part of a Crusader Clan. In this case, use the table below instead of the standard **MechWarrior** 'Mech-assignment table (p. 20, **MWII**). Base the character's status on the unit with which the character last served.

If the character has not served in a unit, assume he has a front-line 'Mech if he is trueborn or a second-line 'Mech if he is freeborn.

EXPERIENCE LEVEL AND SKILLS

After determining the 'Mech designs employed by each force, the players determine the experience levels (Green, Regular, Veteran or Elite) of their forces. If the players are using units from specific Crusader units, they can consult the unit rosters found earlier in this book. Alternatively, the players may simply set any experience levels they wish, or use the Random Experience Level Table. Again, players can help ensure a balanced battle by setting the same level for both forces.

After determining his forces' experience level, each player determines the Gunnery and Piloting Skills of his MechWarriors. If the players agree, they can simply assign all MechWarriors the standard starting skill levels (Piloting 5, Gunnery 4). Alternatively, each player may use the Random Skills Table to randomly determine the skill levels of his MechWarriors. To do so, each player makes two 1D6 rolls for each MechWarrior in his force (add 2 to each roll result for Clan MechWarriors). The first die roll result determines the MechWarrior's Piloting Skill; the second, the MechWarrior's Gunnery Skill.

FINISHING TOUCHES

If all players agree, they can fine-tune their units by shifting 'Mechs between Stars after they have generated all their 'Mechs and MechWarriors, though MechWarriors may not be removed from their assigned 'Mechs. Fine-tuning a force in this manner enables a player to group 'Mechs with similar movement capabilities in Stars.

Commanders

In some cases, players may wish to designate Star, Binary/Trinary, Cluster or Galaxy commanders within their forces. Usually, the MechWarrior with the highest skills and/or heaviest BattleMech in each unit is the unit's commander, but

RANDOM SKILLS TABLE (EXPANDED)

1D6 (Green)	1D6 (Regular)	1D6 (Veteran)	1D6 (Elite)	Piloting	Gunnery
1	—	—	—	7	6
2-3	—	—	—	6	5
4-5	1-2	—	—	6	4
6-7	3-4	1-2	—	5	4
8	5-6	3-4	1-2	4	3
—	7-8	5-6	3-4	3	2
—	—	7-8	5-6	2	1
—	—	—	7-8	1	0

players may use any criteria they want when designating commanders. After selecting commanders, each player should identify command units as such on those units' record sheets.

CRUSADERS TOUMAN

Each unit possesses certain specialties and skills based on its experience and the abilities of its commanders. The Galaxy descriptions in the **Strength of the Clans** sections discuss these characteristics in detail. The following game rules simulate these characteristics and are intended to supplement existing **BattleTech**, **BattleForce 2** and **MWII** rules. These rules are intended to add variety to and enhance game play, but not to give unfair advantage to players, and so gamemasters and players should all agree on any supplemental rule before using it in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules, and are inappropriate for tournament play.

Many of the following rules are specifically designed for use with the **Creating Scenarios** rules (p. 163). Players should feel free to use them in other game situations if appropriate. Unless otherwise stated, the following rules apply to **BattleTech** games only.

CLAN HONOR

The following rules reflect the level of commitment to Clan honor, and are broken into the three main spheres of battlefield conventions: Dueling, Physical Attacks and Retreat. For the purposes of these rules there are two levels of commitment: Strict and Liberal (equivalent to levels 1 and 2, respectively, of the rules found on pages 40-42 of **First Strike!**). Unless otherwise noted, Crusader units follow the strict interpretation of Clan Honor when facing Clan opponents, and liberal rules against Inner Sphere foes.

Clan dueling rules and restrictions on physical attacks apply only to MechWarriors engaging enemy 'Mechs. Conventional vehicles and infantry targets may be targeted without reference to Clan honor. Likewise, Clan infantry need not follow the rules of engagement, though Elemental points often follow the zellbrigen (dueling) code.

RANDOM EXPERIENCE LEVEL TABLE

2D6 Roll	Experience Level
2-5	Green
6-9	Regular
10-11	Veteran
12	Elite



RULES

Dueling Rules

Under the rules for ritual dueling, or zellbrigen, Clan players must declare targets for each of their dueling 'Mechs. During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a second enemy unit interferes with a duel, the dueling Clan warrior may attack that unit, provided that another Clan 'Mech has not already challenged that unit to a duel. A duel ends when one combatant is destroyed, disabled or withdraws from the battlefield.

Clan units following the strict interpretation of zellbrigen will uphold all the rules of dueling, regardless of his opponent's actions. MechWarriors following the liberal interpretation will follow the dueling protocol as long as other forces do so. However, if any enemy unit violates zellbrigen (a third party interfering, a 'Mech involved in one duel firing on a 'Mech in another duel, and so on), a Clan warrior need no longer follow any battlefield protocol, turning the engagement into what the Clans call a melee.

At either honor level, refusal by an Inner Sphere unit to adhere to Clan precepts of honor by, for example, running away, voids the zellbrigen. Furthermore, while Clan units may challenge Inner Sphere forces to duel, the same Clan unit need not accept challenges made by Inner Sphere units.

Physical Attacks

Unlike the formal dueling protocol, the Clan's avoidance of physical 'Mech attacks is an informal, if widespread, custom. To reflect this custom, Clan warriors following strict interpretations of honor will never make physical attacks. Warriors following the liberal interpretation may make physical attacks, but only if an enemy unit makes one first during the Physical Attack Phase of that turn.

Retreating from Battle

Though Clan MechWarriors view withdrawal from battle as a breach of personal honor, many of them accept that such actions may be necessary for the honor of the Clan, a way of preserving their fighting strength for later battles.

To reflect this, Clan warriors following the strict interpretation will not retreat so long as enemy forces remain on the map, even if crippled. Units following the liberal interpretation may retreat, but only if crippled or when scenario Special Rules apply.

USING HIDDEN UNITS RULES

Certain units can use the **Hidden Units** rules (p. 89, **BTC:RoW**) to set up part or all of their forces when scenario circumstances allow. If a scenario offers no such opportunity, the regiments cannot exercise this option. In a chase scenario, for example, both sides move at the very beginning of the scenario, and so neither side can use these rules. In a stand-up fight scenario, however, one side can use the **Hidden Units** rules. Players must decide for themselves if a scenario accommodates the use of hidden units; in all cases, both players must agree before using the rules in a scenario.

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

OVERLAPPING ABILITIES AND ADVANTAGES

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

FORCING THE INITIATIVE

Several Crusader units have the ability to "force the Initiative" and gain bonuses to their Initiative rolls in **BattleTech** games (see p. 14, **BTC:RoW**). The bonus is equal to the number of enemy units the regiment destroyed in the previous turn, reduced by the number of its own destroyed units.

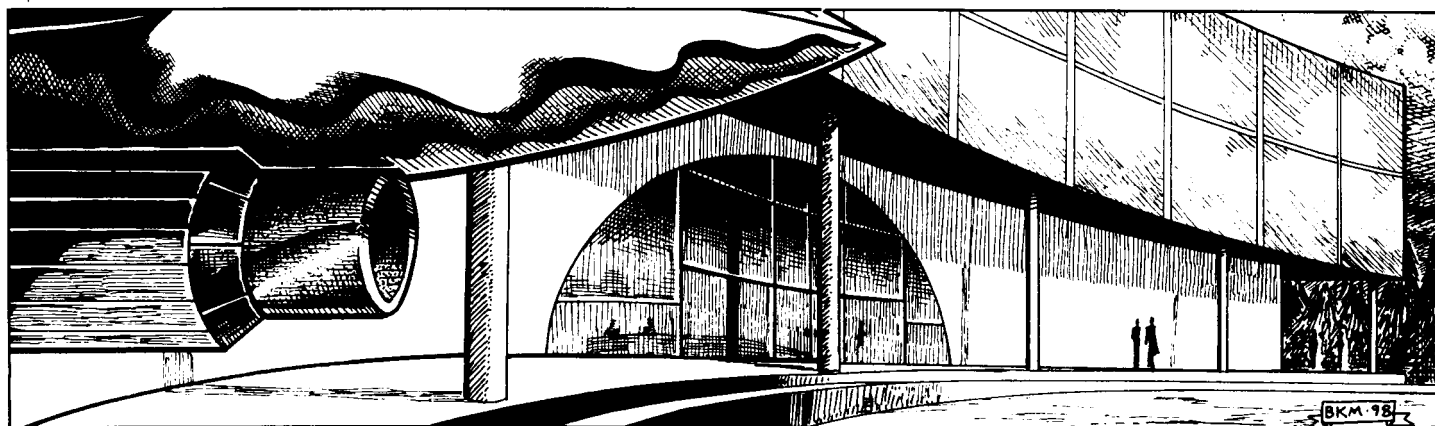
For example, a Cluster with this capability receives a +2 Initiative bonus if it destroys four enemy units and loses two of its own during the previous turn.

OFF-MAP MOVEMENT

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

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

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



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

Once the returning unit has re-entered the map, any enemy unit adjacent to it may immediately attack it using the rules for **Point Blank Shots from Hidden Units** (p. 89, **BTC:RoW**). This attack does not restrict the attacking unit's ability to make attacks in the following turn.

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

OVERRUN COMBAT

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

When rolling Initiative for overrun-capable units, note the die roll result's Margin of Success. Divide the Margin of Success by 2 and round fractions down. The result equals the number of individual units that may move, designate and resolve their firing before any other units move and fire. "Extra" successes do not carry over into later turns (i.e., if the player has more successes than 'Mechs available to move). For example, an overrun-capable unit makes an Initiative Roll of 11, while its opponent rolls only a 6. That gives the overrun-capable unit a Margin of Success of 5, which means that two of its units may move and fire before any other units move (5 divided by 2 = 2.5, rounded down to 2).

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

BATTLEFORCE 2 COMMAND LISTS

Following are new command lists for use with the **BattleForce 2** game, reflecting the unique combat style of each of the Crusader Clans. Command lists for Clans Jade Falcon and Wolf appear in the **BattleForce 2** rulebook, and so are not repeated here.

Blood Spirit Command List

- 11 Hello, HQ?
- 12 Alpha Strike!
- 13 Stand and Shoot
- 14 Careful Aim
- 15 Hello, HQ?
- 16 Doubletime March
- 17 Alpha Strike!
- 18 Stand and Shoot
- 19 Careful Aim
- 20 Careful Aim

Fire Mandrill Command List

- 11 Careful Aim
- 12 Alpha Strike!
- 13 Doubletime March
- 14 Evasive Action
- 15 Hello, HQ?
- 16 Evasive Action
- 17 Stand and Shoot
- 18 Stand and Shoot
- 19 Careful Aim
- 20 Careful Aim

Hell's Horses Command List

- 11 Alpha Strike!
- 12 Ambush
- 13 Doubletime March
- 14 Evasive Action
- 15 Hello, HQ?

- 16 Luck of the Fox
- 17 Jam Transmission
- 18 Stand and Shoot
- 19 Careful Aim
- 20 Careful Aim

Ice Hellion Command List

- 11 Doubletime March
- 12 Evasive Action
- 13 Doubletime March
- 14 Evasive Action
- 15 Hello, HQ?
- 16 Careful Aim
- 17 Fall Back!
- 18 Luck of the Fox
- 19 Ambush
- 20 Fall Back!

Star Adder Command List

- 11 Alpha Strike!
- 12 Alpha Strike!
- 13 Ambush
- 14 Careful Aim
- 15 Doubletime March
- 16 Hello, HQ?
- 17 Luck of the Fox
- 18 Luck of the Fox
- 19 Stand and Shoot
- 20 Stand and Shoot



CLAN BLOOD SPIRIT

Blood Guard Keshik

The Blood Guard Keshik presents an intimidating presence on the battlefield; if the Keshik outnumbered an opponent by 2-to-1 or more at the beginning of the turn, it automatically wins the Initiative for that turn.

In addition, any time the Keshik wins Initiative in this way for 3 consecutive turns, they automatically receive the overrun combat ability for one-fourth of their forces (rounding down) starting in the fourth turn and continuing as long as they outnumber their opponent by 2-to-1 or more.

Alpha Galaxy (The Bleeding)

Alpha Galaxy attempts to lull their opponents into a false sense of security by repeating the same maneuver over and over again. Once they believe the enemy is reacting out of habit, they strike.

If Alpha Galaxy wins the Initiative 4 turns in a row, in the fifth and subsequent turns they may move half of their forces (rounding down) after all other units have moved.

Omega Galaxy (The Sanguine Reavers)

The Omega Galaxy recently has been enlarged with the surviving units of four different Galaxies. Modify their Initiative rolls by -2 to represent the confusion this sudden influx created.

Omicron Galaxy

The Omicron Galaxy is adept at moving its forces unknown to the enemy commander. This enables them to surprise their enemies by striking from an unexpected quarter. Each consecutive time Omicron Galaxy wins the Initiative, that player may move one unit last. For example, if Omicron Galaxy has won the Initiative for 4 consecutive turns, he will move four of his units last.

Sigma Galaxy

The Sigma Galaxy excels in small-unit actions. Any time Sigma Galaxy fields a unit smaller than a Binary, they receive a +1 Initiative bonus. Any time Sigma Galaxy fields a force larger than a Binary, they receive a -1 Initiative modifier.

Tau Galaxy

Tau Galaxy always fields complete combined arms units, including aerospace. The ground units work in conjunction with their aerospace counterparts in spotting for aerospace strikes.

If the Tau Galaxy force fields aerospace fighters, the fighters receive a -1 to-hit modifier. However, because the ground forces are distracted by spotting for the aerospace units, Tau Galaxy receives a -2 Initiative penalty.

Upsilon Galaxy

Upsilon Galaxy spends a great deal of time moving their forces rapidly in unexpected directions, in an attempt to confuse their enemy.

All units fighting against Upsilon automatically receive a +1 to-hit modifier. The only way for an attacker to counteract this modifier is for the attacker to stand still, in which case the additional modifier is disregarded. However, because Upsilon is spending so much time trying to out-manuever the opponent, they receive a -2 Initiative bonus.

CLAN FIRE MANDRILL

Kindraa Sainze

The Scout/Striker trinary of the Third Sainze Honor Guard Battle Cluster may use off-map movement.

Eager to prove themselves, the Seventh Sainze Honor Guard Striker Cluster receives a +1 modifier to their Initiative when they are the attacker in a scenario.

The command Binary of the Fourteenth Sainze Rear Guard Battle Cluster may roll on the front-line table for choosing random 'Mechs. It receives a +1 Initiative modifier as the defender or in woods, mountain or urban terrain. These modifiers are not cumulative.

Kindraa Faraday-Tanaga

Each MechWarrior of Veteran quality or better in this Kindraa may re-roll one failed to-hit roll for a single weapon once per scenario.

No matter how many units are on the map, so long as all combat in the scenario is fought according to the rules of zellbrigen, 'Mechs of the First Battle Cluster receive a -1 to-hit modifier for any weapon firing at short range. If the weapon is at or under minimum range, this bonus does not apply.

The Sixteenth Assault Cluster gains a +1 Initiative bonus as the defender in a scenario.

Kindraa Payne

Except for the First Battle Payne, units of this Kindraa receive a +1 Initiative bonus when fighting against a Crusader enemy, increased to +2 if the enemy unit is from the Sainze Kindraa. All 'Mechs are OmniMechs in this Kindraa.

The Screen Trinary of First Battle Payne is well-versed in targeting Elementals, and as such their units do not suffer the usual +1 to-hit modifier for firing on battle armor units.

Kindraa Mattila-Carrol

Medium and light 'Mechs of this Kindraa may use off-map movement at 1.5 times the normal amount of time required for such actions. Members of the Kindraa Command Trinary may use off-map movement with no time penalty.

The Seventy-first Firestorm Cluster unit receives a +2 Initiative bonus when fielding combined-arms forces including 'Mechs, fighters and Elementals in a battle where the enemy does not include all three unit types.

If the 301st Firebrand Cluster destroys more enemy 'Mechs in a single turn than it loses itself, the enemy may only move at Walk/Cruise speed in the following turn.



Kindraa Beyl-Grant

The aerospace fighters of the Kindraa Command Trinary gain a -1 to-hit modifier against ground targets.

The Second Battle Cluster is highly proficient at anti-aircraft attacks. Its units receive a -1 to-hit modifier when making return fire attacks against aerospace units.

As the defending force, the Seventeenth Auxiliary Cluster gains a +2 Initiative modifier and may select their home edge. As the attacker, the unit automatically loses home edge selection and the first two turns of Initiative, after which they still suffer a -1 Initiative penalty.

Kindraa Kline

The forces of Kindraa Kline have a limited selection of OmniMechs. They may only field the *Adder*, *Summoner*, and *Warhawk* OmniMech designs, and because they have no access to medium OmniMechs, front-line forces must use second-line medium 'Mechs. However, familiarity with these 'Mechs grants a -1 modifier to their piloting target numbers. Second-line BattleMechs are chosen normally.

The Twenty-first Vanguard Battle Cluster receives a +3 Initiative bonus as the defender in a scenario, but suffers a -1 penalty to Initiative as the attacker.

The Twenty-seventh Vanguard Assault Cluster receives a +1 Initiative bonus as the defender in a scenario. Additionally, their MechWarriors receive an additional -1 to-hit modifier for weapon attacks against targets at a range of 1 hex.

Kindraa Mick-Kreese

The aerospace pilots of the Kindraa Command Trinary gain a -1 to-hit modifier against a target fighter if in that fighter's rear arc. They also receive a +2 Initiative bonus in space, while suffering a -1 Initiative penalty and a +1 to-hit modifier while in atmosphere.

The command 'Mech binary of the Eleventh Battle Force may trade one point of movement for a +1 modifier to hit and to be hit. Up to 2 points of movement can be spent in this way. The Veteran fighter Binary may declare a strafing run to be a "high angle dive," in which case any hits are scored on the Punch Hit Location Table; after the attack, however, the player must make a Piloting Roll with a +2 modifier to avoid crashing into the ground.

CLAN HELL'S HORSES

When rolling on the Star Type and Binary/Trinary Table for Hell's Horses front-line forces, a roll result of 6 indicates a Nova unit, in addition to the usual chance on a 12.

The Hell's Horses' strong infantry training also results in troopers of far better quality than the norm. To reflect this, the to-hit rolls of all Horse conventional (unarmored) infantry gain a to-hit modifier of -1.

To reflect the Clan's training in infantry support tactics, all units of the Hell's Horses Clan gain a +1 bonus to their Initiative

rolls, in addition to any other unit bonuses, when infantry of any kind is used in conjunction with any other battlefield unit type. This bonus is lost if, at any point, the Horses lose all of the deployed infantry. If forced to operate without infantry from the start, Hell's Horses' units automatically suffer a -1 penalty to their Initiative.

Alpha Keshik

Alpha Keshik's presence on the battlefield infuses the warriors of the Clan Hell's Horses with utter confidence that victory is assured. To reflect this, Hell's Horses units involved in any battle alongside the Alpha Keshik gain the ability to overrun and force the Initiative.

Alpha Galaxy

Alpha Galaxy warriors are fierce fighters and possess the overrun ability.

Units of the Eleventh Mechanized Cavalry must subtract 2 from the die roll result when rolling for random Star and Binary/Trinary weight class. However, the warriors of the Eleventh reduce by 1 all to-hit penalties for target movement. Additionally, **MWII** characters assigned to the Blackhorse receive a -1 modifier to all social skills used among the Clans, as a posting to the Eleventh is considered a high honor.

Presently assigned to Clan Wolf as part of a contract between the Horses and the Wolves, units of the Twelfth Mechanized Cavalry may roll once per Star on the appropriate Wolf Clan table for random 'Mech assignments instead of the Hell's Horses table.

The Thirtieth Mechanized Strike can choose its home edge when acting as attacker in a scenario.

Beta Galaxy

Beta Galaxy receives a +1 Initiative bonus when operating in conjunction with aerospace forces, or when acting as the attacker in a scenario. If both conditions exist, a net bonus of +2 applies to the Initiative roll.

The 666th Mechanized Assault adds +2 to all rolls for determining random Star and Binary/Trinary weight class.

The Seventy-seventh Mechanized Cavalry must subtract 1 when rolling for Star and Binary/Trinary weight class. Additionally, the Seventy-seventh has grown used to fighting in the violent weather common to Eden. To reflect this, reduce by half all to-hit and Piloting Skill roll modifiers caused by bad weather and visibility, including night combat conditions, rounding fractions down.

The 333rd Mechanized Strike's infantry are extremely adept at evading enemy fire, and impose an additional +1 modifier to their opponents' to-hit rolls against them.

Gamma Galaxy

Gamma suffers from an unusually low morale, which translates to a -2 Initiative penalty in battle. However, the liberal use of aerospace fighters by Gamma gives all Gamma's fighter pilots



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a -1 modifier to all to-hit and Piloting Skill rolls when involved in air-to-ground attacks.

The 201st Mechanized Assault may ignore the Gamma Galaxy Initiative penalty for low morale when engaging in any mission against Clan Ghost Bear units. Further, the Bearslayer player adds +1 to the roll when determining random Star and Binary/Trinary weight class.

When rolling to determine random Star and Binary/Trinary weight class for the Eighty-seventh Mechanized Cavalry, subtract 2 from the roll. The Eighty-seventh's aerospace, which includes several *Kirghiz C* fighters, can use these craft to deploy Elementals on the field. When deploying Elementals this way, use the standard rules for BattleMech drop procedures (p. 82, **BTC:RoW**).

Delta Galaxy

Delta Galaxy gains a +1 Initiative bonus when working with aerospace units. Delta Galaxy is also the Hell's Horses' premiere second-line Galaxy. As a result, when rolling for random 'Mech assignment, Delta may roll twice on the front-line table for each Star committed to the scenario.

When rolling to determine random Star and Binary/Trinary weight class for the Seventy-first Mechanized Cavalry, subtract 2 from the result. Further, if aerospace units are included in the Horses' forces, the Delta player may choose one of the scenario mapsheets from the appropriate table and may select the Seventy-first's home map edge. The Seventy-first may also use off-map movement.

Due to the hostility the Forty-fourth's commander feels for Delta's Galaxy Commander, the Delta player subtracts 4 from all Initiative rolls when elements from the Forty-fourth work with elements of the Seventy-first. Reduce this penalty by half if either force's commander is killed or not present in the battle. The Forty-fourth adds a +2 to all random Star and Binary/Trinary weight class rolls.

The Sixty-fifth Mechanized Assault adds +1 to rolls when determining random Star Composition.

Epsilon Galaxy

Epsilon Galaxy specializes in defensive operations and close-quarters combat. Thus, the warriors of Epsilon gain a +1 bonus to their Initiative when acting as defenders or when fighting in anything but flatland terrain. Their 'Mechs also receive an additional to-hit modifier of 1 to weapon attacks made at short range. However, against targets at medium and long range, Epsilon's warriors suffer an additional +1 penalty to their targets. Unless the specific scenario type forbids it, the player of Epsilon Galaxy can use the hidden units rules for up to one fourth of his forces.

When rolling to determine random Star and Binary/Trinary weight class for the 108th Mechanized Cavalry, subtract 2 from the roll. The 108th may employ off-board movement.

The Sixty-second Mechanized Assault gains overrun abilities when fighting in mountainous, urban or wooded terrain.

The Twenty-second BattleMech Cluster gain a +2 bonus to all to-hit rolls for off-board artillery attacks when they have infantry present on the board.

Zeta Galaxy

All units of Zeta Galaxy possess the ability to force the Initiative.

The Fortieth Mechanized Cavalry subtracts 2 from all Star and Binary/Trinary weight class rolls. Further, Apollo has worked without air support for so long that it cannot effectively work with air cover, imposing a -1 Initiative penalty in engagements that employ aerospace forces.

When rolling random 'Mech assignments for the 229th Mechanized Strike, re-roll any 'Mech design which does not feature at least one SRM or LRM launcher. If the second roll results in a missile-free 'Mech, the player must choose one of the two results.

Eta Galaxy

All units in Eta Galaxy possess overrun and off-map movement capabilities. In addition, the Eta Galaxy player may use the hidden units rules for up to half of his force. At the end of every turn, the player controlling Eta's forces should roll 2D6. On any result of 7 or higher, Eta will break with the rules of zellbrigen, allowing massed weapons fire.

As rebels in the Hell's Horses Touman, **MWII** characters belonging to Eta Galaxy suffer a +2 penalty to all Social skill roll targets numbers (+4 if the player serves in Eta's Thirty-ninth BattleMech Cluster) when interacting with Clan characters. Eta Galaxy characters also gain double skill point awards for any use of Unarmed Combat or Blade skill rolls, reflecting their tendency to get into brawls with their fellow warriors.

Theta Galaxy

All warriors of Star Captain Rank and higher in Theta Galaxy are actually more experienced warriors than the rest, acting as Stablemasters (Hell's Horses' term for training officers) to the others (referred to as Colts). These officers are always one experience level higher than the roll on the Random Experience Level Table indicates, and may roll on the appropriate front-line table rather than the second-line table for 'Mech assignments.

Iota Galaxy

Iota Galaxy never uses zellbrigen, and may employ off-map movement and hidden unit rules. Unlike other Hell's Horses Galaxies, Iota gains no benefits from working with Alpha Keshik. Characters from Iota Galaxy are treated as lower than scum by their fellow Horses, and suffer a +3 target number modifier to all Social skill rolls when interacting with Clan characters. Because they fight frequently and in a variety of styles, Iota Galaxy warriors may improve any combat skill at a cost of one Adventure Point less than normal.



CLAN ICE HELLION

Alpha Galaxy

All units from Alpha Galaxy gain a +1 modifier to their Initiative die rolls.

Elemental units of the 150th Hellion Lancers receive a -1 to-hit modifier for anti-BattleMech Leg and Swarm attacks.

Due to the heavier nature of the Seventy-eighth Hellion Lancers, and the MechWarrior's problems in dealing with it, this unit does not receive the usual Alpha Galaxy Initiative Bonus. However, apply +1 to all rolls on the Star and Binary/Trinary weight class tables.

Beta Galaxy

The 200th Attack Cluster may use the hidden units rules for up to half their force.

Members of the 121st Hellion Lancers gain a +1 Initiative bonus due to their skill in pursuit. Additionally, individual light or medium Stars may swarm a single target. This gives the entire Star a -1 to-hit modifier with weapon attacks. Star members may only fire at the Swarmed 'Mech. After the target is destroyed in a Swarm attack, the entire Star must leave the battlefield as quickly as possible through their home map edge as punishment for dishonorable conduct.

Delta Galaxy

All units in Delta Galaxy are experts in fighting under hazardous or extreme conditions. All warriors receive a -1 to any Piloting skill rolls required by Hostile Environments (p. 89-91, **BTC:RoW**). They also receive a +1 Initiative bonus in these types of environments, as well as in mountain or wooded terrain. If none of these conditions are present, the unit suffers a -1 Initiative penalty.

Warriors of the Fifty-third Striker Irregulars constantly push themselves to work harder. To this end, their **MWII** characters need only pay half the required Skill Points for advancement of any combat skills. However, Skill Point costs to advance all other types of skills are doubled.

Zeta Galaxy

Masters of harassment warfare, the Third Hector Cavaliers is constantly on the move. In the End Phase of each turn, one 'Mech unit per Star may attempt a Piloting Skill Roll with a +2 modifier. A successful roll grants the unit a number of MP equal to half its Walking MP, rounded down. This movement must be used immediately (moving in the End Phase) or it is lost. This movement has no effect on the movement mode chosen by the unit in the following turn, nor its target movement modifier.

Though untested in combat, members of the Forty-fifth Hector Cavaliers possess an unmatched enthusiasm. Each **MWII** character in the unit gains an extra point of Edge at no cost. In **BattleTech**-only games, the Forty-fifth's player is allowed 3 re-rolls per scenario to be used only for failed Piloting or Gunnery skill rolls (not Hit Location or Missile Hit rolls).

Zeta Prime Galaxy

The 176th Attack Cluster has the ability to escape from almost any bad situation. **MWII** characters in this unit receive 1 point of Edge at no cost, and need only pay half the cost for further Edge improvements while a member of the unit.

Theta Galaxy

Whenever Theta Galaxy fights as a Trinary or larger, the entire unit suffers a -2 Initiative penalty.

If the 180th Attack Cluster is fighting with combined arms ('Mechs, aerospace and Elementals), it gains a +2 Initiative bonus. Members of this unit are also low-G combat specialists. They gain a -1 Piloting skill modifier to any Piloting rolls required in low G. Additionally, any damage suffered due to extra movement (see p. 90, **BTC:RoW**) is reduced by one point.

If fighting as a Star- or Nova-sized or smaller force, the members of the Forty-third Hector Cavaliers gain a +1 Initiative bonus.

Because of their constant exposure to members of the merchant caste, **MWII** characters in the Forty-fourth Hector Cavaliers may purchase advancement in Negotiation, Appraisal and Scrounge skills at half the normal cost in Skill Points.

CLAN JADE FALCON

Turkina Keshik

Warriors of the Turkina Keshik are among the best Clan Jade Falcon has to offer. As such, each may re-roll a single failed Piloting roll or missed to-hit roll once per battle. Furthermore, if Khan Pryde is present during an engagement, the Jade Falcon side gains a +1 Initiative bonus and may re-roll Initiative twice during the battle.

Gamma Galaxy (Jade Falcon Galaxy)

The members of the Jade Falcon Guards are driven to prove themselves and honor the memory of Aidan Pryde. To simulate this, the Guard gains a +1 Initiative bonus when acting as the attackers in a scenario.

The First Falcon Hussars are new to the Inner Sphere and relish in combat. The unit gains a +2 Initiative bonus. However, their naiveté means no member of the unit can refuse an honor duel provided the rules of zellbrigen are followed and the opposing unit always follows the strict honor rules.

The members of Third Falcon Talon Cluster are proficient in fighting in adverse conditions, and thus suffer only half the normal penalties (round up) for fighting at night or in adverse weather conditions.

Star Colonel Ceren Newclay of the Ninth Talon Cluster is adept at getting the best from his troops during large-scale engagements, and so in **BattleForce 2** scenarios, any unit commanded directly by Newclay may draw two commands each turn, with the player choosing which to keep. Further, the entire Ninth Talon may ignore the effects of the *Hello, HQ?* special command.



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Delta Galaxy (Gyrfalcon Galaxy)

If saKhan Samantha Clees commands a battle, her side gains a +2 Initiative bonus while her 'Mech remains operational. However, if she is eliminated, the Falcons suffer a -2 Initiative penalty.

The First Falcon Strikers are adept at firing on the move and so reduce their attacker movement modifier by 1 (to a minimum of 0). The First Striker may deploy a maximum of six OmniMechs, but may deploy up to six Stars of Elementals.

The Seventh Talon prefer simple engagements and gain a +1 Initiative bonus in flatland or hill terrain, but suffer a -1 penalty in mountain or urban environs.

Omega Galaxy

The members of Fourth Falcon Striker Cluster always follow the strict interpretation of honor, but suffer only a +3 to-hit penalty for long-range attacks rather than the normal +4. The unit gains a +1 Initiative bonus when fighting Snow Raven troops.

When defending in a scenario, the Eighth PGC may reduce by 1 the to-hit penalty of the medium- and long-range brackets (i.e., the medium-range penalty becomes +1 and the long range penalty becomes +3). When acting as the attacking force, however, the unit suffers a +1 penalty to *all* to-hit target numbers.

Rho Galaxy

Galaxy Commander Danforth's Wolf-like approach to warfare allows units under her direct command to use tactics rarely seen in the Jade Falcon Toman. She may detach up to one-fourth of the Falcon force at the beginning of a scenario, bringing the detached units on to the map later. To do so, the Jade Falcon player must designate the map edge through which the detached units will enter. At the start of every turn, the Falcon player rolls 2D6. If the result is equal to or lower than the current turn number, the designated units enter the map through that edge during the Falcon Movement Phase. Units under Danforth's command also use liberal honor rules.

The 124th Striker Cluster specializes in assault operations. The unit may use overrun combat and can force the Initiative.

Since the disaster at Semore Chasm, the Seventh Falcon Regulars has drilled in cold-weather tactics. Consequently, the unit suffers no MP penalties for snow and icy terrain. Similarly, the unit suffers only a +3 Piloting skill penalty for icy conditions. However, skidding and bog-down rules still apply.

The inexperienced Jade Falcon Eyrie Cluster automatically loses the Initiative in the first turn of combat and suffers a -4 Initiative penalty in the second turn. Reduce this penalty by 1 during each subsequent turn. After the fifth turn, the unit suffers no Initiative penalty. Regardless of the interpretation of honor under which they fight, the members of the Jade Eyrie Cluster may make physical attacks.

Iota Galaxy

The Second Falcon Jaegers specialize in orbit-to-surface assaults and gain a +3 bonus to their Landing rolls and atmospheric Control rolls (see pp. 37-8, **BattleSpace**).

Members of the Fifth Talon are adept at urban warfare, gaining a +1 Initiative bonus in such terrain. Further, the members of the unit may avoid a Piloting roll for skidding on paved surfaces by spending an additional Movement Point when turning.

Bloodied on Coventry, the rebuilt 305th Assault Cluster has an intimidating presence, and as such gains a +2 Initiative bonus unless outnumbered 2-to-1 or worse. The unit favors aggressive tactics and may use overrun combat.

When fighting Inner Sphere forces, the Seventy-third Striker Cluster may ignore all honor rules, and when facing mercenaries the unit also gains a +2 Initiative bonus. However, the unit will not withdraw when faced with such units, preferring death over more dishonor.

The inexperienced Gyrfalcon Eyrie Cluster automatically loses the Initiative in the first round of combat and suffers a -4 Initiative penalty in the second turn. Reduce this penalty by 1 during each subsequent turn. After the fifth turn, the unit suffers no Initiative penalty.

Epsilon Galaxy

Rard Hoyt has earned the respect of the warriors under his command, but has problems with units from outside Epsilon Galaxy. As a result, any force commanded by Hoyt and comprised solely of Epsilon troops gains a +2 Initiative bonus, but a force containing units from outside the Galaxy suffers a -1 Initiative penalty.

The Fifth Battle Cluster have an abiding hatred of Clan Wolf and gain a +1 Initiative bonus when fighting units from that Clan. Since the siege of Borealtown on Wotan, the unit has become adept at defensive operations, gaining a +1 bonus when fighting in urban terrain or as the defender (cumulative with each other and with that of the Wolf feud).

Any Falcon force including members of the Tenth Talon suffers a -2 Initiative penalty.

Mu Galaxy

The First Velites hate pirates; reduce their to-hit target numbers by 1 when facing such foes.

The Fifth Falcon Regulars possess above-average equipment and may roll on the front-line 'Mech table once per Star when assigning random 'Mechs.

The Fifth PGC suffers a -2 Initiative penalty when deployed as the defenders in a scenario or when outnumbered 2-to-1 or worse.

When deployed in units larger than Tertiary size, the Ninth PGC suffers a -1 Initiative penalty. The unit possesses excellent logistics and repair facilities and so gains +1 to all rolls when using the Scavenging and Repair rules (pp. 94-95, **BTC:RoW**).



Lambda Galaxy

Adept at fighting in a wide range of conditions, the Twenty-second PGC may ignore any enemy terrain or environment-based Initiative modifiers.

The Seventy-fourth Battle Cluster has a reputation for swift attacks: the attacks of the 'Mechs in the unit suffer no to-hit modifier for attacker movement when they use only half or less of their MP available according to their chosen movement mode.

Sigma Galaxy

Though forced to resign his post as saKhan, Timur Malthus remains a formidable commander. Any Falcon units under his control ignore enemy Initiative bonuses.

Twelfth Talon gains a +1 Initiative bonus when fighting as a Trinary-sized unit or on Ironhold (this is cumulative, so that a Trinary-sized detachment from the Twelfth on Ironhold gains a +2 bonus). However, when fighting in larger formations, the unit suffers a -2 Initiative penalty.

The Second Falcon Velites gain a +1 Initiative bonus when facing Clan Wolf units and may force the Initiative.

The First Dragoons are staunch Crusaders and gain a +1 Initiative bonus when facing units of a Warden clan. The unit may force the Initiative and use overrun combat, but must adhere to strict honor rules.

Zeta Galaxy

When facing Clan units, a force commanded by Yesukai Shambag gains a +1 Initiative bonus. When facing Inner Sphere or bandit forces, her command suffers a -2 Initiative penalty.

In scenarios where the Third Falcon Velites act as the defender, they gain a +2 Initiative bonus. In addition, units of the Velites who do not move gain a -1 to-hit modifier in the same turn.

The Second Falcon Dragoons have become proficient in jungle and swamp operations, reducing the MP cost and Piloting skill modifiers for such terrain by 1.

CLAN STAR ADDER

Clan Star Adder Command

Both Keshiks are staffed with elite warriors piloting the best equipment. When choosing 'Mechs, the controlling player may choose from *any* Clan OmniMech once per Star. Additionally, the presence of either of the Khans on the field of battle will motivate the warriors of Clan Star Adder to perform better. If one or both Khans are present on the field, the Star Adders gain a +2 Initiative bonus. If a Khan's 'Mech is destroyed and/or a Khan is killed, all Adder warriors will fly into a berserker rage; they must immediately choose the closest enemy target and engage it until it is destroyed or leaves the field of battle. The Keshiks also possess the ability to overrun an opponent and to force the Initiative.

Alpha Galaxy

Alpha Galaxy has trained extensively against each other in protracted engagements. When fighting in groups of more than one Binary or Trinary, the Adders receive a +1 to their Initiative.

When rolling to determine random Star and Binary/Trinary weight class for the Fifth Assault Cluster, add a +2 modifier. The Fifth also possesses the overrun capability.

All OmniMech Stars of the Eighty-fifth Adder Cavaliers are Novas. Apply a -1 modifier to all Piloting skill rolls while Elementals are mounted, to account for the fact that the warriors of the Eighty-fifth have yet to become fully accustomed to carrying armored infantry.

The 191st Adder Guards can force the Initiative.

Gamma Galaxy

Generally, Gamma does not work well in large groups. When fighting with more than one Binary or Trinary, apply a -2 modifier to the Initiative roll of Gamma's warriors.

The Ninth Armored Cavalry Squadron prefers to fight in the traditional ways of Clan zellbrigen. As long as all of their warriors uphold the strictest tenets of zellbrigen, they receive a +2 bonus to Initiative rolls. Also, when rolling to determine random Star and Binary/Trinary weight class, add 2 to the roll results.

When fighting in urban terrain, the warriors of the Seventy-third Adder Cavaliers receive a +2 Initiative bonus. When fighting in mountainous or wooded terrain, they receive a +1 Initiative bonus. **MWII** characters of the Seventy-third may purchase each new Tactics skill level at half the normal cost in AP and Skill Points, up to a maximum level of their INT score, due to Star Colonel Connery's tactical ingenuity.

Delta Galaxy

Delta works closely with their aerospace fighter support. When fighting in a force that includes aerospace fighters, the warriors of Delta may use overrun movement, allowing that number of fighters to make their ground attacks and leave before taking enemy fire. If they are deprived of their aerospace cover for any reason, however, they become overly cautious and are subject to a -1 Initiative penalty.

When rolling to determine random Star and Binary/Trinary weight class for the Sixth Adder Assault Cluster, add a +2 modifier. The Sixth also possesses overrun capabilities.

When rolling to determine random Star and Binary/Trinary weight class for the Eighteenth Armored Cavalry Squadron, add a +1 modifier. When fighting alongside Elementals, the warriors of the Eighteenth receive a +1 Initiative bonus.

Epsilon Galaxy

Epsilon's technical staff has become quite proficient in the art of scavenging. The unit receives a +2 bonus to all rolls when using the Scavenging and Repair rules (see pp. 94-95, **BTC:RoW**).

When rolling to determine random Star and Binary/Trinary weight class for the Thirteenth Adder Assault Cluster, add a +1 modifier. In addition, the Thirteenth possesses standard overrun capabilities and can force the Initiative.

The warriors of the Forty-second Adder Cavaliers are the "luckiest" unit in the Touman. Each warrior is awarded an extra point of edge, and **MWII** characters with the Combat Sense or Sixth Sense advantages make rolls against those advantages with a +2 modifier (unit members receive these bonuses only after six months of service with the Forty-second).

The 471st Adder Guards do not work well with other units or in large formations. If warriors from the 471st take part in an operation with warriors from another Cluster and/or take part in a battle with more than one Binary or Trinary, apply a -1 Initiative modifier and a -1 Piloting skill roll modifier.

Kappa Provisional Galaxy

While fighting in urban terrain, Kappa may use the hidden units rules for up to half their force. They may also forego zell-brigen and receive a +2 modifier to their Initiative rolls.

The warriors of the 417th Adder Sentinels are adept in many forms of combat. They may fire at two or more targets within the Front firing arc without incurring the standard +1 to-hit modifier. When randomly determining Star composition, the controlling player may roll for a front-line 'Mech in the appropriate weight class once per Star.

Mu Provisional Galaxy

When fighting in hill or mountain terrain, the warriors of Mu may force the Initiative and possess overrun capabilities.

The warriors of the 178th Adder Sentinels may not be ambushed while in hill or mountain terrain (enemy forces may not use hidden units). Additionally, the warriors of the 178th receive a +1 to their Initiative rolls when fighting units hailing from Clan Blood Spirit.

Xi Provisional Galaxy

Xi is the best trained and equipped second-line Galaxy in Clan Star Adder's Touman. When rolling for BattleMech acquisition, the controlling player may pick any one 'Mech of the appropriate class from the second-line table once per Star. The controlling player may also roll on the OmniMech column once per Star.

All of the 235th Adder Sentinels' 'Mechs are of Omni technology. Roll on the front-line table when determining random force composition.

Omicron Provisional Galaxy

The warriors of Omicron are relatively new and have yet to learn to work well with each other. Apply a -1 Initiative modifier when fighting with more than one Binary or Trinary.

The 271st Adder Sentinels is having major difficulties keeping all of its BattleMechs functioning. Roll 1D6 for each BattleMech fielded. On a roll of 6, that 'Mech is not completely

functional. Roll $1D6 \div 2$, and apply that number of critical hits randomly to the 'Mech. Re-roll any hits that would cripple or otherwise destroy the 'Mech (3 Engine hits, 2 Gyro hits, ammo hit, and so on).

Rho Provisional Galaxy

Rho Galaxy receives a negative modifier to their Initiative roll starting on the first game turn equal to a 1D6 roll. That negative modifier continues until they engage in combat (a Rho warrior either hits or is hit by an enemy unit). Beginning from the turn at which the unit engages in combat, subtract 1 from the modifier for each turn past the first turn in combat, until the modifier reaches 0. The modifier cannot go below zero (resulting in a positive modifier).

Sigma Provisional Galaxy

Sigma specializes in surprise attacks. If entering battle via a combat drop (p. 82, **BTC:RoW**), all Piloting Skill Rolls for landing are made with a -2 modifier.

The warriors of the 471st Adder Sentinels possess overrun capabilities.

The 1143rd Gatekeeper Cluster Warriors are well versed in urban combat. They receive a +2 initiative and -1 Piloting skill modifier when engaged in combat in urban terrain.

Tau Provisional Galaxy

The 1114th Gatekeeper Cluster receives a -2 Initiative penalty when working with warriors from any other unit. If the unit is outnumbered by more than a 3-to-2 ratio, its warriors will fly into a berserker rage. They will move toward the nearest enemy unit at their best possible speed and fire, at the very least, their maximum number of weapons without overheating. If adjacent to an enemy unit, they will perform physical attacks. When in a berserker rage, they receive a blanket +1 to-hit bonus.

CLAN WOLF

Alpha Galaxy

No unit gains positive Initiative modifiers when fighting the Golden Keshik. If operating with members of the Fourth Striker Cluster, units of the keshik and the Fourth Striker may use off-map movement.

When elements of the Fifth Wolf Battle Cluster are involved in a battle, the opposing force may not use hidden units rules unless the scenario specifically allows them. Also, the Fifth may designate one of the two map sides as part of their home map edge (allowing them to enter or retreat through their regular home edge and one map side). This additional "edge" begins at the home map edge and extends up the chosen map side for only 5 full hexes.

Beta Galaxy (The Shadow Wolves)

If members of different Beta clusters are present in battle at one time, the controlling player must roll Initiative for each Cluster



represented. In order to win Initiative, the player must win the Initiative for all Clusters in use.

Marielle Radick of the Silver Keshik possesses the **MWII** advantage of Sixth Sense. In combat, she will automatically know if hidden units are present, though not where they are.

The Second Wolf Assault Cluster automatically wins the Initiative during the first turn of combat. Any turn in which the unit wins Initiative, it gains a +1 initiative bonus the following round.

Gamma Galaxy (The Wolf Hussars)

In any turn in which the Seventh Battle Cluster kills or cripples more 'Mechs than it loses, it gains a +1 bonus to Initiative the following round. This is a cumulative modifier; if the unit gains the bonus in three consecutive turns, it has a +3 Initiative modifier. The Seventh maintains the Initiative bonus in turns where neither side gains an advantage in kills or cripples, but if the unit loses more 'Mechs than the opponent, it loses the Initiative bonus and must begin again at a bonus of 0.

Delta Galaxy (The Snarling Wolves)

When facing another Clan, the Second Wolf Lancers may designate up to one 'Mech per Binary or Trinary as a "caricature unit"—a unit painted with a caricature of the insignia of the Clan they are facing. The opposing side gains a -1 to-hit modifier against these 'Mechs. However, the enemy suffers a +1 to-hit modifier against all other Lancer units until all caricature 'Mechs are off the map, destroyed or crippled.

The Third Wolf Lancers suffer a -1 Initiative penalty any time they are outnumbered on the field. However, all Elementals of the Lancers may always set up using the hidden units rules unless the scenario precludes it.

Theta Galaxy

When the Green Keshik is engaged in combat, any enemy unit targeting a Keshik warrior may be targeted by any Theta warrior at a -1 to-hit modifier.

Except for the Ice Hellions and Hell's Horses, opposing Clan units must ignore the Second Wolf Cavalry's conventional vehicles until they fire or move to within a range of 3 hexes.

As the defenders, the Twelfth Wolf Regulars may set up no more than half their force using the hidden units rules, and receive a +2 Initiative bonus. As the attackers, the Twelfth receives none of these advantages and suffers a -1 penalty to Initiative rolls.

As the defenders in a scenario, warriors of the Thirteenth Wolf Regulars who move at Walking speed suffer only half the target movement modifiers (rounded down) generated by enemy movement.

Iota Galaxy

Sradac's command Star of Elementals are all highly trained in evasive techniques. Any unit attempting to fire on them receives an additional +1 to-hit modifier.

The Sixth Wolf Regulars may use off-map movement, but at twice the normal cost in time required for such movement. These units return to the map during the Initiative Phase rather than the End Phase, and may move and fire in that turn per normal rules.

CRUSADER BATTLE ARMOR

Early versions of Clan battle armor were tailored to specific combat roles and environments. Clan Wolf perfected the battlesuit known as Elemental battle armor, a compromise between the various different types that was designed to function equally well in any environment and on virtually any type of mission. None of the earlier versions could match the Wolf suit's versatility, and so they faded into obscurity as Elemental battle armor gained wide acceptance among all the Clans.

Unexpectedly, the Clans' invasion of the Inner Sphere disturbed the status quo regarding battle armor. Initially, Clan battle armor had no equivalent among Inner Sphere troops. In fact, Elementals were mistaken for alien invaders when first seen among Clan forces. However, as the Inner Sphere began to develop its own battle armor, the Clans started to lose their dominance in that field. Especially in recent years, with the introduction of innovative new suits such as the Draconis Combine's Kanazuchi and the Free Worlds League's Achilles, Clan forces are finding their Elementals outflanked and out-gunned.

In response, some Clans have begun to redevelop mission-specific battle armor to supplement the Elementals already in the field. The first two of these to see full-scale deployment are described below: the Hell's Horses heavy Gnome armor and Clan Fire Mandrill's incendiary Salamander suit.

Unless specified otherwise in the rules following each entry, the new battle armor follows all the standard battle armor rules provided in **BTC:RoW** (pp. 66–69) and the **MechWarrior Companion** (pp. 95–97). Both new suits are Level 2 **BattleTech** equipment.

GNOME BATTLE ARMOR

In 3054, rumors filtered to the Clan homeworlds that the Inner Sphere was developing assault battle armor in order to counter the venerable Elemental design used by all Clans for the past century. Clan Hell's Horses, aware that any success in that field could threaten the edge they had long held over their fellow Clansmen as well as over the Inner Sphere, immediately set up a program to study the feasibility of such a concept. When the Clan's scientists, citing prototypes of pre-Elemental armor, demonstrated that assault battle armor was possible, Khan Malavai Fletcher ordered them to develop a similar system with Clan technology. The new armor, Fletcher insisted, had to retain its mobility, increase its firepower and be able to withstand all but the most powerful weapons.

Earlier models, tested throughout the history of Clan Hell's Horses, became the basis for the new design. Each attempt had previously met with failure. However, advances in metallurgical, electronic and myomer technologies allowed the scientists to



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overcome many of the problems with those early cousins of modern Elemental armor.

The designers of the new battle armor dubbed it the Gnome, after an elemental being that inhabits earth. Using the latest techniques in small-scale, ferro-fibrous armor design, the Gnome mounts enough armor to withstand two strikes from Clan medium lasers. Its main armament is an extended-range small laser in the right arm, with a fully articulated claw on the left arm. In addition, the suit upgrades the Elemental's detachable SRM-2 launcher to a permanently attached Streak model for increased range and accuracy. The Gnome sacrifices mobility for firepower and armor, but thanks to advanced Clan manufacturing techniques, it is less ponderous than the Kanazuchi. It maintains jump capability, though at a 33 percent reduction in speed compared to standard Elemental suits. However, the Gnome's sheer bulk reduces the user's dexterity to such a degree that effective anti-Mech swarming attacks are impossible.

The first Gnomes entered service in the Alpha Keshik of Clan Hell's Horses in the spring of 3056, and played havoc with the conventional suits used by the Omega Keshik during the annual sparring between the two Keshiks. Though the battle was only a simulation, Khan Fletcher was sufficiently impressed by the new armor's capabilities to order an immediate increase in production.

BattleTech Game Rules

Gnome units can jump up to 2 MP. Each Gnome battlesuit has an Armor Value of 14 points, plus 1 additional point that represents the trooper inside. Though Gnome troopers can jump and travel aboard OmniMechs using the Mechanized Battle Armor rules, they lack the dexterity to make anti-Mech leg or swarm attacks.

Unlike the weapons in the standard Elemental suit, those mounted in the Gnome are not modular. Every Gnome suit mounts an ER small laser. It also mounts a special SRM 2 launcher with two shots, that uses the following rules: The missiles have the range profile of a Clan Streak SRM. When rolling to determine the number of missile hits, roll on the standard Battle Armor Missiles Table. If an odd number of missiles is called for, add one missile to the result. For example, with five Point members active, a roll of 3 would indicate three missiles hit. However, because these are advanced missiles, the result is increased to four missiles.

MechWarrior Game Rules

Tech Level: 4
Availability: D
Legality: D
Cost: 750,000 C-Bills
Energy: 3/4
Ballistic: 3/4
Melee: Special
Coverage: Full
Damage Capacity: 170
Movement: 2/3, with jump

Physical: +3

Athletic: +4

BLD: +4

Battle Value (per point): 360

The Gnome comes equipped with a right-arm mounted Clan ER small laser as its primary weapon; it mounts no secondary weapons. The laser has the following **MechWarrior** game statistics:

Extended Range Small Laser

Range: 1-12/13-24/25-36

Power Use: 15

Damage: 25D6 + 15

Recharge Time: 1

In **MWII** play, the SRMs mounted on the Gnome are fired in the same way as the standard Elemental SRM launcher, except that the launcher may not be jettisoned. The suit's left arm is equipped with a claw that adds +2D6 to melee attack damage.

SALAMANDER BATTLE ARMOR

Clan Fire Mandrill scientists were intrigued by the concept of heavy battle armor, but learned that Clan Hell's Horses had beaten them to the punch. Rather than pouring resources into developing a technology they could gain through a Trial of Possession, a group of scientists from Kindraa Faraday-Tanaga decided to take a unique approach to their new battle armor design.

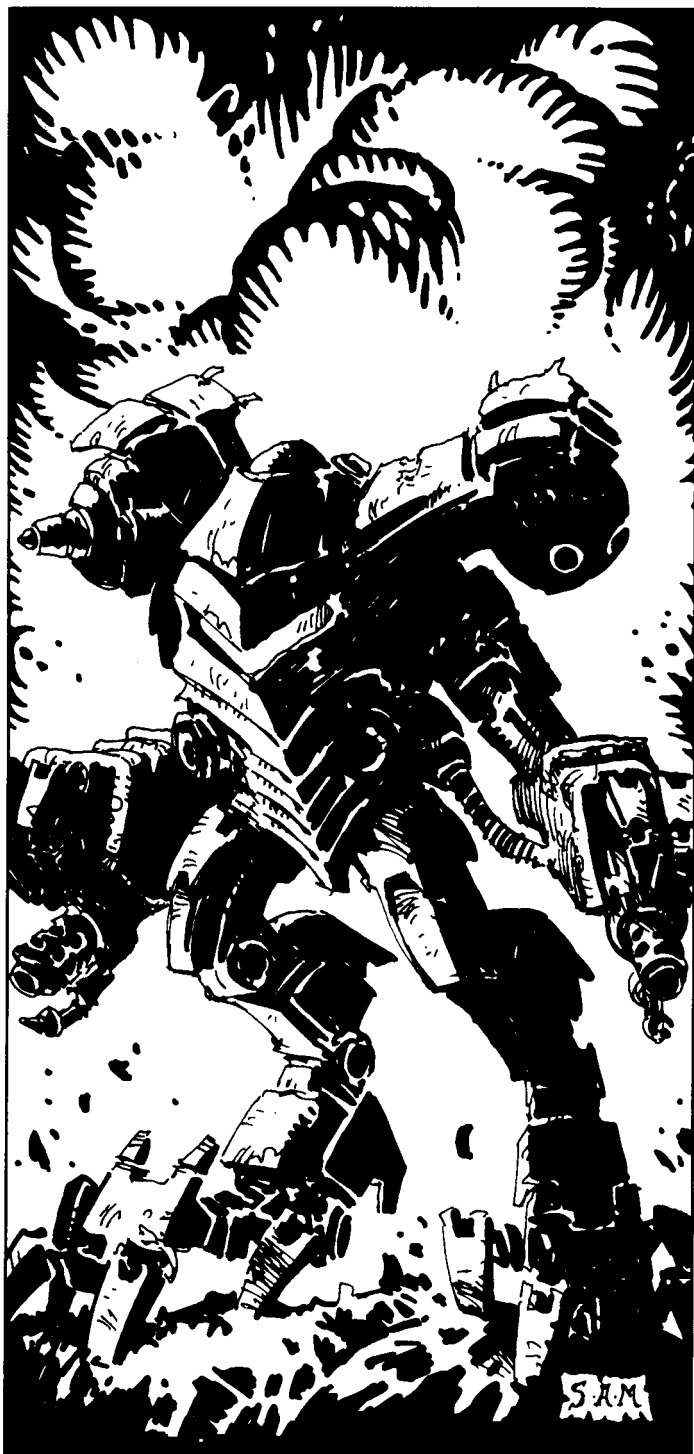
One of the early Elemental versions, named the Salamander after the elemental creature of fire, was designed specifically for urban warfare and anti-infantry operations, before unarmored infantry had fallen into disuse among the Clans. The Faraday-Tanaga scientists chose to model their new armor after this prototype while enhancing the suit's anti-Mech capabilities. They eventually created a potent guerrilla fighter and counter-insurgency weapon.

As much a psychological as a physical weapon, the Salamander has a menacing look and a selection of weapons virtually guaranteed to break the will of any infantry that dares to stand against it. The Salamander's primary weapon is the flamer, which wreaks havoc with opposing infantry and can also be used to raise the heat levels of enemy 'Mechs. The Salamander carries a 'Mech-scale flamer underslung on each arm beneath a powerful claw for use in anti-Mech swarm attacks. The suit's feet are also modified with gripping claws and magnets to aid in grabbing on to enemy 'Mechs. As an added anti-Mech weapon, each Salamander suit also carries a single Inferno SRM, mounted over the shoulder in an insulated launch tube.

In order to increase the Salamander's weapon load while maintaining its maneuverability, designers had to reduce its armor protection. In spite of this, the suit is still well-protected from attack, and its armor is specially formulated to make the wearer impervious to fire and flamer attacks—a vital safety factor, given the Salamander's weapon assortment.



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Though plagued with design problems and bogged down by the Mandrills' usual infighting between Kindraa, the new Salamander completed field testing in 3058, in time to be ready for the renewed invasion of the Inner Sphere when it comes.

BattleTech Game Rules

Salamander suits are armed with two flamers per trooper. Resolve the attack normally, but double the result from the Battle Armor Direct Fire Table to determine how many flamers hit the target. Each suit also carries a single Inferno SRM (see p. 117, **BTC:RoW**). A Salamander Point may fire its SRMs only once, determining the number of missile hits using the Battle Armor Direct Fire Table.

Each Salamander battlesuit has an Armor Value of 7 points, plus 1 additional point that represents the trooper inside. Salamander units are immune to fire; they take no damage from flamers and are unaffected by inferno missiles and fires in their hexes.

Salamander suits have two powerful, articulated claws as well as clawed magnetic boots, making them extremely adept at anti-Mech leg and swarm attacks. Apply a -1 modifier to the Base To-Hit number for such attacks. In addition, any attempt to remove swarming Salamanders, whether through punch attacks or jumping movement, suffers a +1 modifier to the target number.

MechWarrior Game Rules

Tech Level: 4
Availability: D
Legality: D
Cost: 475,000
Energy: 2/3
Ballistic: 2/3
Melee: Special
Coverage: Full
Damage Capacity: 80
Movement: Full, with jump
Physical: +1
Athletic: +2
BLD: +3
Battle Value (per point): 247

Each Salamander suit comes equipped with two arm-mounted flamers as its primary weapons. The suit supports no secondary weapons, though it carries a single inferno SRM missile. This weapon is fired in the same way as a heavy SRM launcher, except that it starts a fire in its area of effect instead of inflicting damage directly.

The claws of the Salamander suit are strong and sharp, adding +2D6 to melee attack damage. The suit's clawed arms and legs make climbing almost as easy as walking for Salamander troopers, applying a -4 modifier to all Climbing Skill target numbers. As in **BattleTech**, characters wearing Salamander armor take no damage from fire-based attacks.

NEW EQUIPMENT

Though the Clans possess the most advanced weapons technology available in known space, they are not known for innovation. In fact, Clan scientists have made no significant technological breakthroughs since the development of Elemental battle



armor in 2868, primarily because they had no need to. Faced with opponents who used the same weapons in the same ways and protected from all-out conflict by their code of honor, the Clans never entered into a major arms race with each other.

All this changed in the face of a new enemy. After fighting the Inner Sphere, the Clans saw a foe with a diverse palette of 'Mechs and equipment. At first they saw no cause for concern, as Clan equipment was still superior to the Inner Sphere's in every way. After several Clans suffered defeat at the hands of Inner Sphere forces, however, many Khans began prompting their scientists to begin developing new weapons to use against this new foe.

Old habits die hard, and the development process has been slow and difficult. However, the Clans are finally unveiling a few surprises just as the Inner Sphere armies have chased the Smoke Jaguars from Inner Sphere worlds. In fact, internal Smoke Jaguar reports indicate that Jaguar scientists were on the verge of a major breakthrough just before the Inner Sphere offensive began.

HEAVY LASERS

The warriors of the Crusader Clans constantly press their scientist and technician castes to improve the damage-dealing capabilities of their 'Mechs. Traditionally, this meant cramming as many weapon pods as possible onto a chassis, exemplified by the *Nova* and *Dire Wolf* OmniMechs. After almost a century of technological stagnation, however, this prodding has finally resulted in a breakthrough in laser weapon development. Clan Star Adder scientists drastically increased the barrel and crystal size of standard lasers while improving on heat efficiency and intensity. The result, the so-called heavy laser, has effective ranges equivalent to Inner Sphere lasers, but inflicts twice the damage of those antiquated weapons.

All that firepower comes at a price, however. The Star Adders achieved the increased beam intensity at the expense of all other considerations. Warriors who use the new lasers report that their cockpit monitors are plagued with static every time the weapons are fired. Apparently, poor shielding of the laser emitters—one of the many sacrifices made by the designers—allows interference with nearby electromagnetic fields.

The long-term effects of these emissions on MechWarriors are unknown, but are also of little concern to most Crusaders. The poor range compared to ER and pulse lasers is also of no consequence to warriors who prefer to crush their enemies from up close. Though heavy lasers have only been available since December of 3059,

CRUSADER WEAPON COSTS AND BATTLE VALUES

Type	Cost (unloaded)	Ammo Costs (per ton)	Battle Value
Heavy Laser (Large)	250,000	—	243
Heavy Laser (Medium)	100,000	—	76
Heavy Laser (Small)	20,000	—	15

they have already gained wide acceptance among the Crusader Clans, spreading quickly from Clan Star Adder to others thanks to vigorous Trials for technology in response to intensified Inner Sphere activity. Warriors of the Warden Clans have generally been slower to accept the new weapons, citing health risks to the pilot as a primary concern.

Game Rules

Heavy lasers are used in the same way as standard lasers, except that a +1 modifier applies to the base to-hit number for attacks made with these weapons to reflect the interference they cause in cockpit systems. This interference has no other game effect, though **MWII** gamemasters may inflict penalties on warriors who use these weapons for extended periods of time.

Heavy lasers are Level 2 equipment, and can be used in tournament play unless specifically prohibited under the rules of individual tournaments.

BATTLEFORCE 2 ROSTER SUPPLEMENT

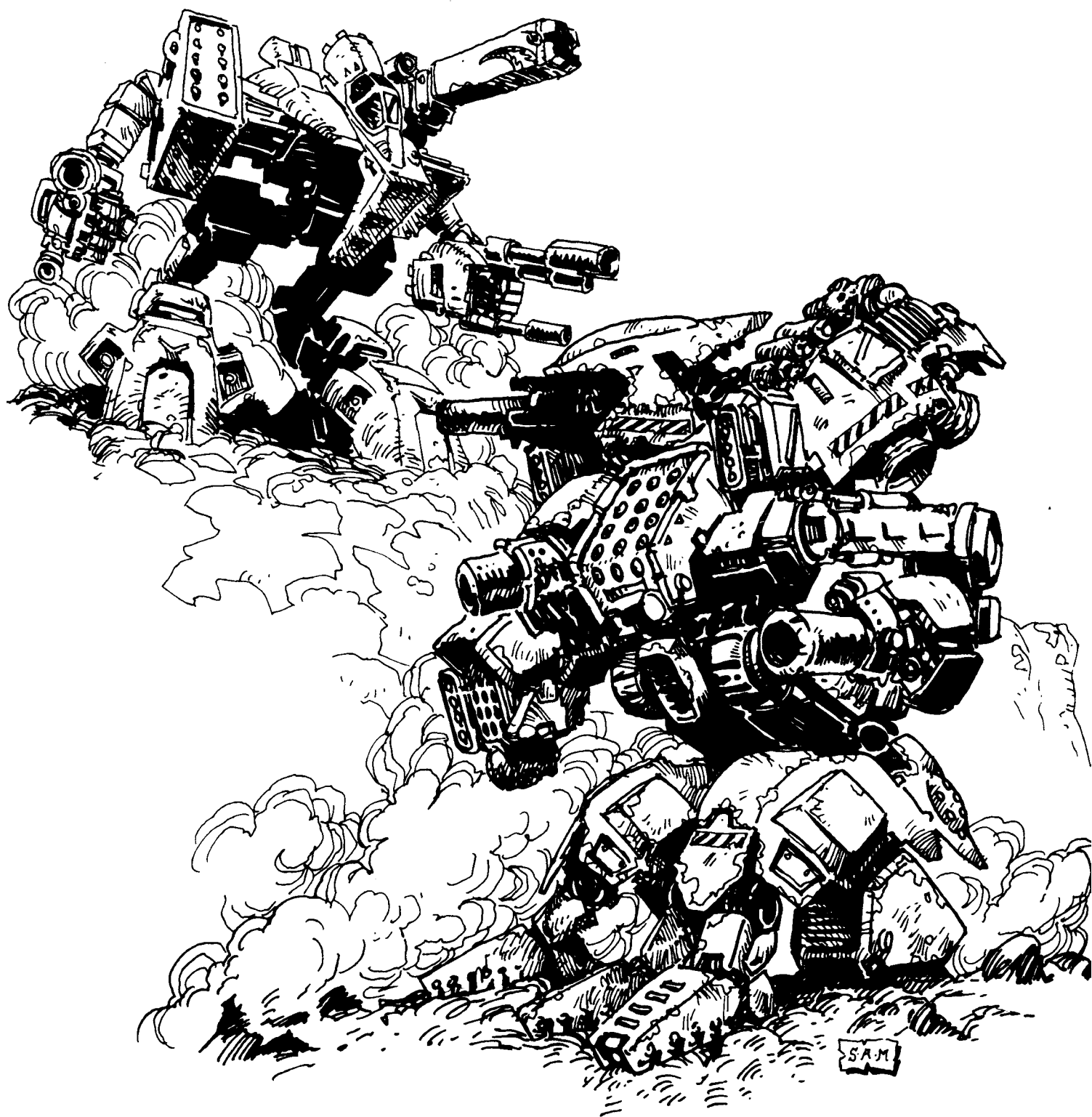
Name	MP	Damage PB/M/L	Over-heat	Class	Armor/Structure	Point Value	Specials
<i>Clan BattleMechs</i>							
Blood Kite	3J	7/5/4	3	A	6/7	25	
Hellfire	4	5/4/1	2	H	4/5	15	if
Hellion Prime	7	4/3/—	2	L	3/2	14	omni
Hellion A	7	3/3/2	—	L	3/2	13	omni, if
Hellion B	7	4/3/—	3	L	3/2	10	omni
<i>Clan Battle Armor</i>							
Gnome	2J	2/2/—	—	I	3/—	4	car5
Salamander	3J	1/—/—	—	I	2/—	2	car5

CRUSADER WEAPONS TABLE

Type	Heat	Dmg	Min.	Short	Range Med.	Long	Tons	Crit.	Ammo
<i>Energy Weapons</i>									
Heavy Laser (Large)	18	16	—	1-5	6-10	11-15	4	3	—
Heavy Laser (Medium)	7	10	—	1-3	4-6	7-9	1	2	—
Heavy Laser (Small)	3	6	—	1	2	3	0.5	1	—



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BLOOD KITE

Mass: 85 tons
Chassis: York XT
Power Plant: 255 Standard
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: 3
Jump Capacity: 90 meters
Armor: Standard
Armament:
 3 Extended Range Large Lasers
 3 Long Range Missile 15-Racks
 3 Short Range Missile 4-Racks
Manufacturer: York BattleMech Y3 Facility
Communications System: York Y3-Com
Targeting and Tracking System: York Y3-T&T

OVERVIEW

When Khan Ceana Boques initiated her programs to revitalize a flagging Clan Blood Spirit, her reforms included a new way of looking at 'Mech design. When Clan Coyote introduced the OmniMech in 2854, the Blood Spirits could only field three under-sized Galaxies. This shocking lack of equipment meant that a Trial of Possession for the OmniMechs would simply be escalated to the point that the Spirits could not afford to participate. Therefore, Khan Boques ordered the scientist caste to reevaluate their 'Mech design procedures. Each new design must answer four points: low cost, survivability, sustained firepower and maximum efficiency. Though most of these points seemed like common sense, the Blood Spirits had built and fielded many BattleMech designs that violated some or all of them. Khan Ceana believed that her Clan must optimize its BattleMech technology because she foresaw no way to capture and develop OmniMechs.

After several decades of constructing and perfecting new designs using Khan Ceana's principles, the pride of the scientist caste rolled off the assembly line: the *Blood Kite*.

CAPABILITIES

The *Blood Kite* faithfully conforms to every single point required by Khan Ceana Boques. Doing away with such expensive equipment and higher-priced weapons as the extra-light engine, PPCs and rapid-fire autocannons, the *Kite* employs only extra-light internal structure material in its construction and uses only the lowest-cost weapons. With regard to survivability, the *Blood Kite's* 85-ton frame mounts the maximum armor protection available to that weight class. In addition, per standard Clan procedure, all ammunition is protected with CASE. Finally, the *Blood Kite's* jump jets give it enough maneuverability to survive where other, more cumbersome machines would likely perish.

Three ER large lasers and three LRM 15s, each launcher equipped with excessive amounts of ammo, allow the *Blood Kite*

to hold the field long after most 'Mechs' ammo bins have run dry. Finally, with regard to efficiency, the placement and use of weapons enable this 'Mech to fire the bulk of its weapons at all times. Though heat build-up can occur, it is minimal compared with that suffered by most other 'Mechs of the same weight class.

DEPLOYMENT

The pride and joy of Clan Blood Spirit, the *Blood Kite* has been manufactured in large quantities since its debut in the early 30th century. It appears in every Galaxy and almost every Cluster in the Blood Spirit Touman.

Type: **Blood Kite**
 Technology Base: Clan
 Tonnage: 85

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	21 [42]	11
Gyro:		3
Cockpit:		3
Armor Factor:	240	15
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	27	39
Center Torso (rear)		12
R/L Torso	18	27
R/L Torso (rear)		9
R/L Arm	14	24
R/L Leg	18	30

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	H	1	4
ER Large Laser	CT	1	4
LRM 15	RA	2	3.5
Ammo (LRM) 16	RA	2	2
SRM 4	RA	1	1
LRM 15	RT	2	3.5
Ammo (LRM) 16	RT	2	2
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 16	LT	2	2
SRM 4	LT	1	1
ER Large Laser	LA	1	4
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1



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HELLFIRE

Mass: 60 tons

Chassis: Star League XT

Power Plant: 240 Standard

Cruising Speed: 43 kph

Maximum Speed: 65 kph, 86 kph w/MASC

Jump Jets: None

Jump Capacity: None

Armor: Ferro-Fibrous with CASE

Armament:

1 Heavy Large Laser

3 LRM-10 Launchers

2 ER Medium Lasers

2 Heavy Medium Lasers

2 Heavy Small Lasers

Manufacturer: Arcadia BattleMech Plant CM-T4

Communications System: Hector CC-22E

Targeting and Tracking System: Brim CT-37 Mk. XII

OVERVIEW

Following the development of the new heavy lasers, Clan Star Adder warriors and scientists needed a test bed for the weapons. They chose to revive the *Lupus*, a second-line BattleMech long dismissed by most Clans, to serve in this capacity. The testing process went far better than expected and the lasers were rushed into production. Clan Star Adder scientists immediately began the long process of refitting the scores of *Lupus* 'Mechs, re-christened *Hellfire*, mothballed in the Clan's Brian Caches.

CAPABILITIES

Though its weapons load was designed to test the new lasers, little has changed in the final production model. The array of heavy lasers, combined with the paired extended-range lasers, give the *Hellfire* withering firepower at medium and shorter ranges. The three long-range missile packs, not present in the prototype models, are intended to compensate for the short range and relative inaccuracy of the heavy lasers.

Originally meant to be a fast BattleMech, the *Hellfire* is powered by a standard 240-rating fusion engine. Galaxy Commander Jenica Turgidson, who supervised the design and testing process, insisted on keeping the smaller engine, arguing that a BattleMech designed for a predominantly defensive role requires more firepower than speed. She eventually won the argument, though she did order the inclusion of a MASC system to give the *Hellfire* quick bursts of extra speed so that it could close with the enemy.

Recently, disheartening reports about this 'Mech have begun to filter in from the field. In addition to the interference caused by the heavy lasers' poor shielding, several laser tubes have reportedly ruptured, with catastrophic results. Also, the rate

of MASC failure in the *Hellfire* is 15 percent greater than the baseline—whether due to the new weapons or the age of the 'Mechs in question, no one has yet determined.

DEPLOYMENT

Almost a hundred of these 'Mechs have been refitted and returned to service, where they operate in each of the Star Adders' second-line Galaxies. Only Clan Star Adder deploys the *Hellfire* in significant numbers. That will likely soon change, however; as other Clans are coming to recognize the hitting power of the new lasers.

Type: **Hellfire**

Technology Base: Clan

Tonnage: 60

Equipment		Mass
Internal Structure:		6
Engine:	240	11.5
Walking MP:	4	
Running MP:	6 (8)	
Jumping MP:	0	
Heat Sinks:	17 [34]	7
Gyro:		3
Cockpit:		3
Armor Factor:	173	9
	<i>Internal</i>	<i>Armor</i>
	<i>Structure</i>	<i>Value</i>
Head	3	9
Center Torso	20	24
Center Torso (rear)		10
R/L Torso	14	20
R/L Torso (rear)		7
R/L Arm	10	19
R/L Leg	14	19

Weapons and Ammo	Location	Critical	Tonnage
Heavy Medium Laser	RA	2	1
ER Medium Laser	RA	1	1
Heavy Small Laser	RA	1	.5
Heavy Medium Laser	LA	2	1
ER Medium Laser	LA	1	1
Heavy Small Laser	LA	1	.5
LRM 10	RT	2	2.5
LRM 10	RT	2	2.5
Ammo (LRM) 24	RT	2	2
Heavy Large Laser	LT	3	4
LRM 10	LT	2	2.5
MASC	CT	2	2



HELLION

Mass: 30 tons
Chassis: Endo Steel
Power Plant: 210 XL
Cruising Speed: 76 kph
Maximum Speed: 119 kph, 151 kph w/MASC
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
 11.5 tons pod space
Manufacturer: Hector MechWorks Facility Alpha
Communications System: HCFA 3035 3.0
Targeting and Tracking System: HCFA 3047 1.5

OVERVIEW

The *Hellion* is the direct result of Clan Ice Hellion's philosophy of swift warfare. Using a heavier version of the *Mist Lynx* chassis, the Ice Hellions have created an effective blend of speed, armor and firepower. A fast and capable fighter, the *Hellion* can enter a battlefield, approach and strike a target before being touched. The 'Mech has greater speed than others in its class, making it an easy choice for Hellion warriors as a command 'Mech in recon Stars.

The Hellion's sleek, humanoid design appears menacing on the battlefield. Opposing pilots quickly learn to respect the 'Mech when it uses its amazing speed to its fullest potential.

CAPABILITIES

The *Hellion* was designed to balance speed and firepower on the battlefield. Though slower than heavier models such as the *Ice Ferret* and *Viper*, it supports more pod space than either of them. The 'Mech can also outpace lighter models that can mount a larger weapons array, especially when its myomer acceleration signal circuitry (MASC) is engaged.

The Primary configuration of the *Hellion* functions well as a Star command 'Mech. With both long- and short-range punch, this 'Mech can hold its own on any ground. The four medium lasers and trio of Streak 2-packs also make it a potent headhunter 'Mech.

The A configuration of the *Hellion* has been redesignated in wake of the conflict with the Inner Sphere. Responding to the diversity of Inner Sphere tactics, Ice Hellion commanders are using a configuration that functions as a mobile harassment platform. The *Hellion-A*'s three LRM 10-packs become devastating when paired with Narc-equipped 'Mechs.

The B version of the *Hellion* is another redesign, made possible by the recent acquisition of heavy lasers from the Star Adders. Paying little heed to safety, the *Hellion-B* has been outfitted with as many heavy lasers as possible to provide a knock-out punch to enemy 'Mechs. Designers added heat sinks to compensate for the lasers' massive heat build-up; however, a pilot who fires all his heavy lasers at once will have more to worry about than a little static across his monitors.

DEPLOYMENT

The *Hellion* is popular among the Ice Hellions, appearing in nearly every light Star. In other Clans it is far less common, but appears periodically among the Toumans of all the homeworld Clans. The *Hellion* is used primarily as a recon command 'Mech. The Ice Hellions also use it in roles other Clans reserve for fast medium 'Mechs such as the *Stormcrow*.

Type: **Hellion**
 Technology Base: Clan OmniMech
 Tonnage: 30

Equipment		Mass
Internal Structure	Endo Steel	1.5
Engine:	210 XL	4.5
Walking MP:	7	
Running MP:	11 (14)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	105	5.5
Internal Structure Value		
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Weight and Space Allocations

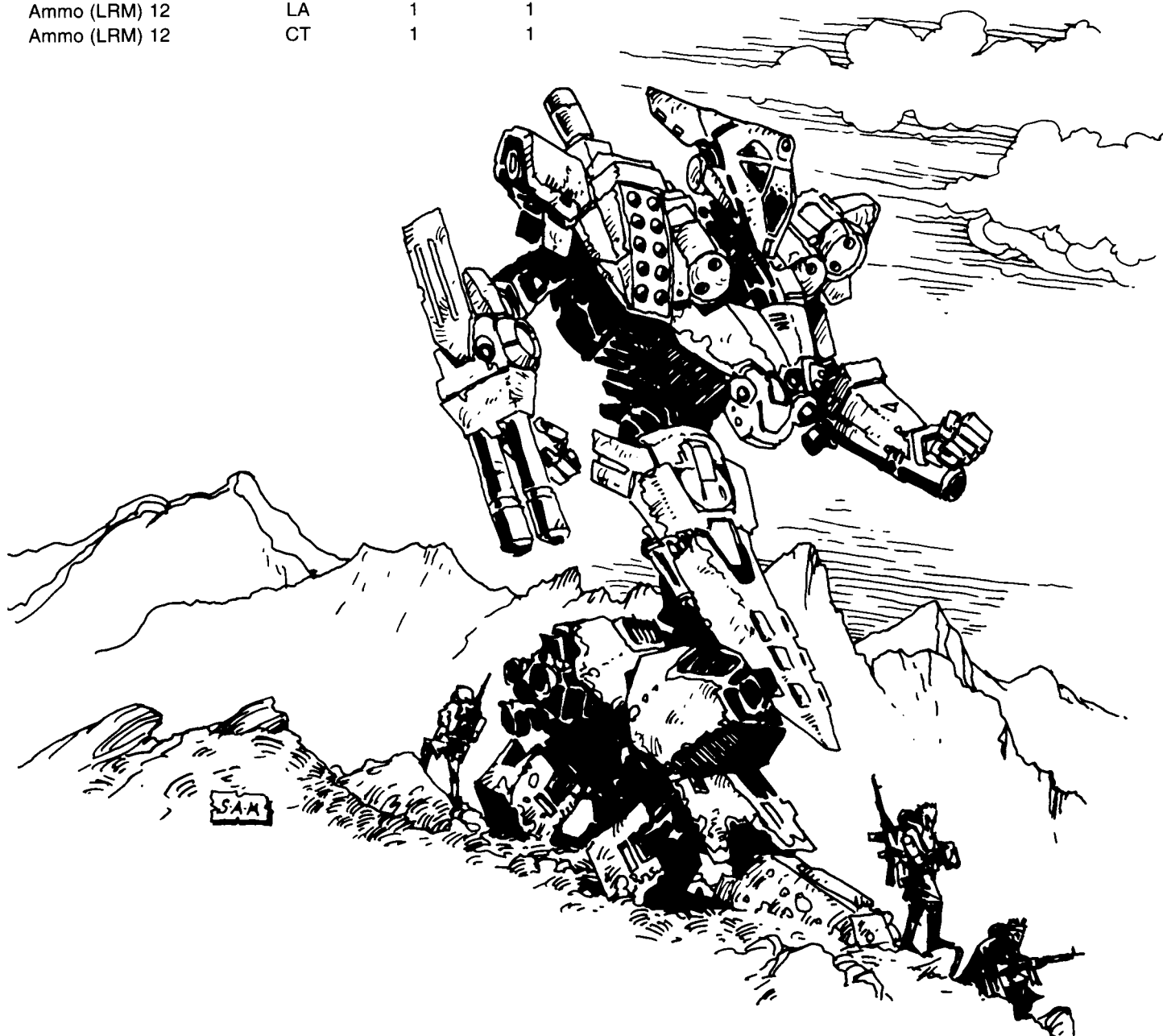
Location	Fixed	Spaces Remaining
Head		1
Center Torso		2
Right Torso	2 Endo Steel 1 MASC	7
Left Torso	3 Endo Steel	7
Right Arm	2 Endo Steel 2 Ferro-Fibrous	4
Left Arm	5 Ferro-Fibrous	3
Right Leg	Double Heat Sink	0
Left Leg	Double Heat Sink	0

Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
2 ER Medium Lasers	RA	2	2
ER Medium Laser	LA	1	1
LRM 10	RT	2	2.5
Streak SRM2	RT	1	1
2 Streak SRM2	LT	2	2
ER Medium Laser	H	1	1



RULES

Weapons and Ammo	Location	Critical	Tonnage	Alternate Configuration B			
Ammo (Streak) 50	LT	1	1	Large Heavy Laser	RA	3	4
Ammo (LRM) 12	RT	1	1	2 Medium Heavy Lasers	RT	4	2
<i>Alternate Configuration A</i>				2 Medium Heavy Lasers	LT	4	2
LRM 10	RA	1	.5	Small Heavy Laser	H	1	.5
LRM 10	LA	1	2.5	Double Heat Sink	LT	2	1
LRM 10	LT	1	.5	Double Heat Sink	RT	2	1
ER Medium Laser	H	1	1	Double Heat Sink	CT	2	1
Ammo (LRM) 12	RA	1	1				
Ammo (LRM) 12	LA	1	1				
Ammo (LRM) 12	CT	1	1				





CRUSADER CLAN CLUSTER INDEX

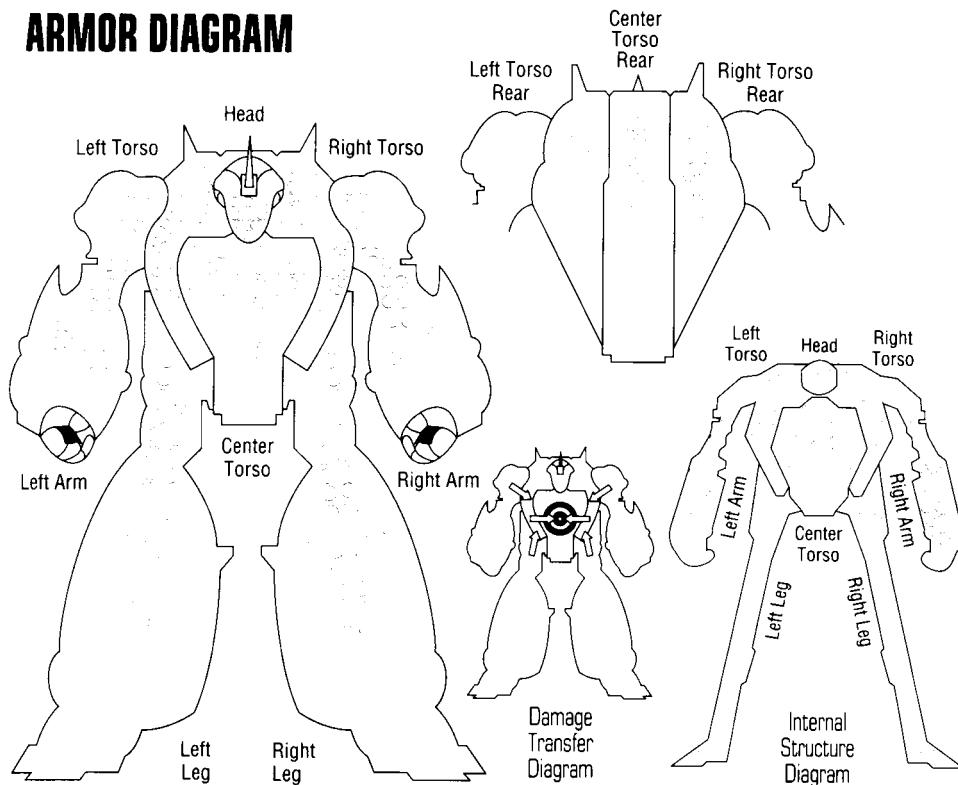
Cluster Name	Status	Page	Cluster Name	Status	Page
Clan Blood Spirit			Clan Hell's Horses		
7th Blood Drinkers Cluster	1	31	Alpha Galaxy Command (Hell's Horses)	1	65
Blood Guard Keshik	1	30	Alpha Keshik (Might Before Metal)	1	64
79th Blood Hussars	1	32	22nd BattleMech Cluster (West Wall Cluster)	2	69
71st Crimson Assault Cluster	1	32	27th BattleMech Cluster (Hades Cluster)	2	70
271st Crimson Assault Cluster	1	32	31st BattleMech Cluster (Zeus Cluster)	2	70
72nd Crimson Cuirassiers Cluster	1	31	35th BattleMech Cluster (The Phantoms)	2	71
17th Crimson Guards	2	35	39th BattleMech Cluster (The Ghostwalkers)	2	71
21st Crimson Guards	2	33	42nd BattleMech Cluster (Shock Force)	2	72
42nd Crimson Guards	2	34	49th BattleMech Cluster (Battle Force)	2	72
73rd Crimson Guards	2	33	53rd BattleMech Cluster (Sweep Force)	2	72
77th Crimson Guards	2	36	61st BattleMech Cluster (Fire and Brimstone)	2	73
79th Crimson Guards	2	35	67th BattleMech Cluster (Greed, Envy, Lust and Pride)	2	73
88th Crimson Guards	2	34	69th BattleMech Cluster (Bottomless Pit)	2	73
98th Crimson Guards	2	33	74th BattleMech Cluster (Unholy Vengeance)	2	73
101st Crimson Guards	2	35	Beta Galaxy Command	1	66
158th Crimson Guards	2	34	Epsilon Galaxy Command	2	69
171st Crimson Guards	2	33	Gamma Galaxy Command	1	67
181st Crimson Guards	2	36	21st Mechanized Assault (Firehorse Cluster)	1	65
221st Crimson Guards	2	36	22nd Mechanized Assault (Icehorse Cluster)	1	65
258th Crimson Guards	2	34	44th Mechanized Assault (Tornado Cluster)	2	68
91st Crimson Vanguard Cluster	1	32	62nd Mechanized Assault (South Wall Cluster)	2	69
37th Red Assault Cluster	1	31	91st Mechanized Assault (East Wall Cluster)	2	69
33rd Red Battle Cluster	1	32	201st Mechanized Assault (Bearslayer Cluster)	1	67
Red Guards	1	31	666th Mechanized Assault (War Cluster)	1	66
55th Red Vanguard Cluster	1	31	888th Mechanized Assault (Death Cluster)	1	66
112th Scarlet Battle Cluster	1	31	11th Mechanized Cavalry (Blackhorse Cluster)	1	65
Scarlet Guards	1	32	12th Mechanized Cavalry (Steelhorse Cluster)	1	65
Clan Fire Mandrill			40th Mechanized Cavalry (Apollo Cluster)	2	70
23rd Air Assault Force (Amber Fire)	2	52	51st Mechanized Cavalry (Nightrider Cluster)	2	71
16th Assault Cluster (Silent Sentinels)	1	47	71st Mechanized Cavalry (Thunderstrike Cluster)	1	68
53rd Assault Cluster (Stalwarts)	1	46	77th Mechanized Cavalry (Famine Cluster)	1	66
17th Auxiliary Cluster (Magenot Line Cluster)	2	50	82nd Mechanized Cavalry (Firestorm Cluster)	1	68
31st Auxiliary Cluster (The Barnburners)	2	50	87th Mechanized Cavalry (Vindicator Cluster)	1	67
1st Battle Cluster	1	47	99th Mechanized Cavalry (Hellhound Cluster)	1	66
3rd Battle Cluster (The Valiant)	1	47	108th Mechanized Cavalry (North Wall Cluster)	2	69
42nd Battle Cluster (Groundfire)	1	50	30th Mechanized Strike (Lightninghorse Cluster)	1	65
11th Battle Force (The Phoenix Cluster)	2	52	45th Mechanized Strike (Worldtaker Cluster)	1	67
1st Battle Payne (Embers of Warfare)	1	48	65th Mechanized Strike (Starfire Cluster)	2	68
2nd Battle Payne (The Lionhearts)	2	48	229th Mechanized Strike (Artemis Cluster)	2	70
4th Elemental Assault Force (The Boarders)	1	52	333rd Mechanized Strike (Pestilence Cluster)	1	66
202nd Firebrand Cluster (The Furies)	2	49	Omega Keshik (Hell's Inferno)	1	64
301st Firebrand Cluster (Citizens of Hades)	2	49	Clan Ice Hellion		
61st Firestorm Cluster (The Brimstone Cluster)	1	49	2nd Assault Cavaliers	1	86
71st Firestorm Cluster (Dante's Torment)	1	49	7th Attack Cluster	1	84
Kindraa Beyl-Grant Command Trinary	1	50	150th Attack Cluster	2	87
Kindraa Faraday-Tanaga Command Trinary	1	47	175th Attack Cluster	2	88
Kindraa Kline Command Cluster	1	51	176th Attack Cluster	2	88
Kindraa Matilla-Carrol Command Trinary	1	49	180th Attack Cluster	2	89
Kindraa Mick-Kreese (Goulet) Command Trinary	1	52	200th Attack Cluster	1	85
Kindraa Payne Command Trinary	1	48	3rd Hector Cavaliers	2	87
Kindraa Sainze Command Trinary	1	46	7th Hector Cavaliers	2	87
87th Mandrill Airborne (Red Skies Cluster)	1	53	43rd Hector Cavaliers	2	89
3rd Sainze Honor Guard Battle Cluster (Banner-Bearers)	1	46	44th Hector Cavaliers	2	89
7th Sainze Honor Guard Striker Cluster (The Fire-Eaters)	1	46	45th Hector Cavaliers	2	87
14th Sainze Rear Guard Battle Cluster	2	46	52nd Hector Cavaliers	2	88
19th Sainze Rear Guard Striker Cluster	2	46	40th Hellion Lancers	1	84
1st Striker Payne (The Fire Dancers)	1	48	77th Hellion Lancers	1	84
12th Support Cluster (The Keystone Cluster)	2	47	78th Hellion Lancers	1	84
27th Vanguard Assault Cluster (Steel Mandrills)	2	51	121st Hellion Lancers	1	85
21st Vanguard Battle Cluster (Hades' Gate)	1	51	150th Hellion Lancers	1	84
42nd Vanguard Battle Cluster (The Fire Ants)	2	51	33rd Striker Irregulars	1	86
32nd Vanguard Battle Cluster (The Watchmen)	2	52	45th Striker Irregulars	1	86
31st Vanguard Striker Cluster (Hell's Wind)	2	51	53rd Striker Irregulars	1	86
			90th Striker Irregulars	1	85



CLUSTER INDEX

Cluster Name	Status	Page	Cluster Name	Status	Page
Clan Jade Falcon			286th Adder Sentinels	2	133
305th Assault Cluster	1	104	300th Adder Sentinels	2	127
3rd Battle Cluster	1	108	312th Adder Sentinels	2	130
5th Battle Cluster	1	105	343rd Adder Sentinels	2	133
53rd Battle Cluster	1	109	362nd Adder Sentinels	2	131
74th Battle Cluster	1	107	383rd Adder Sentinels	2	128
1st Falcon Dragoons	1	108	417th Adder Sentinels	2	127
2nd Falcon Dragoons	2	109	421st Adder Sentinels	2	127
3rd Falcon Dragoons	2	108	428th Adder Sentinels	2	131
1st Falcon Hussars	1	100	460th Adder Sentinels	2	130
1st Falcon Jaegers	1	105	471st Adder Sentinels	2	131
2nd Falcon Jaegers	1	104	504th Adder Sentinels	2	132
5th Falcon Regulars	2	106	522nd Adder Sentinels	2	129
7th Falcon Regulars	2	103	714th Adder Sentinels	2	131
8th Falcon Regulars	2	105	983rd Adder Sentinels	2	130
12th Falcon Regulars	2	103	1001st Adder Sentinels	2	128
18th Falcon Regulars	2	105	1008th Adder Sentinels	2	130
1st Falcon Striker Cluster	1	101	1009th Adder Sentinels	2	127
4th Falcon Striker Cluster	1	102	1015th Adder Sentinels	2	129
3rd Falcon Talon Cluster	1	100	9th Armored Cavalry Squadron	1	124
1st Falcon Velites	1	106	11th Armored Cavalry Squadron	1	123
2nd Falcon Velites	1	108	18th Armored Cavalry Squadron	1	125
3rd Falcon Velites	1	109	5th Assault Cluster	1	123
51st Garrison Cluster	2	104	212th Battle Cluster	1	126
Gyrfalcon Eyrie Cluster	2	104	17th Cavalier Cluster		125
Gyrfalcon Solahma Cluster	2	101	69th Dragoon Cluster	1	124
Jade Falcon Eyrie Cluster	2	103	87th Dragoon Cluster	1	123
Jade Falcon Guards	1	100	193rd Dragoon Cluster	1	126
Jade Solahma Cluster	2	100	822nd Gatekeeper Cluster	2	132
Lambda Solahma	2	107	884th Gatekeeper Cluster	2	127
Omega Solahma Cluster	2	102	899th Gatekeeper Cluster	2	133
5th PGC	2	106	935th Gatekeeper Cluster	2	128
6th PGC	2	105	1114th Gatekeeper Cluster	2	133
7th PGC	2	102	1129th Gatekeeper Cluster	2	131
8th PGC	2	102	1143rd Gatekeeper Cluster	2	132
9th PGC	2	106	133rd Hussar Cluster	1	124
22nd PGC	2	107	206th Hussar Cluster	1	125
24th PGC	2	107	17th Strike Cluster	1	
Sigma Solahma Cluster	2	108	Clan Wolf		
73rd Striker Cluster	1	104	271st Assault Cluster (The Big Bad Wolves)	1	144
109th Striker Cluster	1	109	7th Battle Cluster (The Blood-Drinkers)	1	144
124th Striker Cluster	1	103	11th Battle Cluster (The Watchers)	1	143
5th Talon Cluster	1	104	13th Battle Cluster (The Stalkers)	1	143
7th Talon Cluster	1	101	Gamma Galaxy Command Trinary (The Bronze Keshik)	1	144
8th Talon Cluster	1	101	Theta Galaxy Command Binary (The Green Keshik)	2	146
9th Talon Cluster	1	100	Iota Galaxy Command Trinary (The Blue Keshik)	2	147
12th Talon Cluster	1	108	Clan Command Trinary (The Golden Keshik)	1	142
5th Talon	2	108	Delta Galaxy Command Trinary (The Wolfkin Keshik)	1	145
10th Talon	2	105	Beta Galaxy Command Trinary (The Silver Keshik)	1	143
Turkina Keshik	1	99	4th Striker Cluster (The Reivers)	1	142
Zeta Solahma	2	109	103rd Striker Cluster (Red Thunder)	2	144
Clan Star Adder			1st Wolf Assault Cluster (The Inquisitors)	1	142
Adder Command Keshik	1	122	2nd Wolf Assault Cluster (Swift Strikers)	1	143
Adder Quasar Keshik	1	122	5th Wolf Battle Cluster (Ghost Hunters)	1	142
6th Adder Assault Cluster	1	125	2nd Wolf Cavalry	2	146
13th Adder Assault Cluster	1	126	5th Wolf Cavalry	2	146
42nd Adder Cavaliers	1	126	3rd Wolf Guard Battle Cluster (The Sentinels)	1	142
73rd Adder Cavaliers	1	124	9th Wolf Guard Striker Cluster (The Arctic Wolves)	1	143
85th Adder Cavaliers	1	123	1st Wolf Lancers (Steel Wolves)	1	145
132nd Adder Guards	1	125	2nd Wolf Lancers (The Hunting Pack)	2	145
191st Adder Guards	1	123	3rd Wolf Lancers (Wolf Trap)	2	145
471st Adder Guards	1	126	1st Wolf Regulars	2	146
97th Adder Sentinels	1	129	6th Wolf Regulars	2	147
152nd Adder Sentinels	1	121	12th Wolf Regulars	2	146
178th Adder Sentinels	2	128	13th Wolf Regulars	2	146
235th Adder Sentinels	1	129	17th Wolf Regulars	2	147
271st Adder Sentinels	2	130	20th Wolf Regulars	2	147

ARMOR DIAGRAM



Left Arm

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Heat Sink
 4. Heat Sink
 5. Heat Sink
 6. Heat Sink
- 4-6**
1. Heat Sink
 2. Heat Sink
 3. ER Large Laser
 4. Endo Stick
 5. Endo Stick
 6. Endo Stick

Left Torso (Case)

- 1-3**

 1. Heat Sink
 2. Heat Sink
 3. Heat Sink
 4. Heat Sink
 5. Jump Jet
 6. LRM 15

4-6

 1. LRM 15
 2. SRM 4
 3. Ammo (LRM 15) 8
 4. Ammo (LRM 15) 8
 5. Extra Steel
 6. Extra Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Critical Hit Table

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso

- 1-3**
1. Engine
 2. Engine
 3. Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 4-6**
1. Gyro
 2. Engine
 3. Engine
 4. Engine
 5. Jump Jet
 6. ER Large Laser

- Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Cost : 9,691,225
Battle Value: 2,484

Right Arm (Case)

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Heat Sink
 4. Heat Sink
 5. Heat Sink
 6. Heat Sink
- 4-6**
1. LRM 15
 2. LRM 15
 3. SRM 4
 4. Ammo (LRM 15) 8
 5. Ammo (LRM 15) 8
 6. Ammo (SRM 4) 8

Right Torso (Case)

- 1-3**
1. Heat Sink
 2. Heat Sink
 3. Heat Sink
 4. Heat Sink
 5. Jump Jet
 6. LRM 15
- 4-6**
1. LRM 15
 2. SRM 4
 3. Ammo (LRM 15) 8
 4. Ammo (LRM 15) 8
 5. Ammo (SRM 4) 25
 6. ~~Heat Sink~~

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Mech Data

Type: **Blood Kite** Tonnage: 85
 Movement Points:
 Walking: **3**
 Running: **5**
 Jumping: **3**
 Technology Base:
 Clan
 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Lg. Laser	H	12	10	-	8	15	25
1 ER Lg. Laser	CT	12	10	-	8	15	25
1 ER Lg. Laser	LA	12	10	-	8	15	25
1 LRM 15	RA	5	1	-	7	14	21
1 LRM 15	RT	5	1	-	7	14	21
1 LRM 15	LT	5	1	-	7	14	21
1 SRM 4	RA	3	2	-	3	6	9
1 SRM 4	RT	3	2	-	3	6	9
1 SRM 4	LT	3	2	-	3	6	9

Ammo Type	Rounds
LRM 15	48
SRM 4	25

Total Heat Sinks: 21 (42)

Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

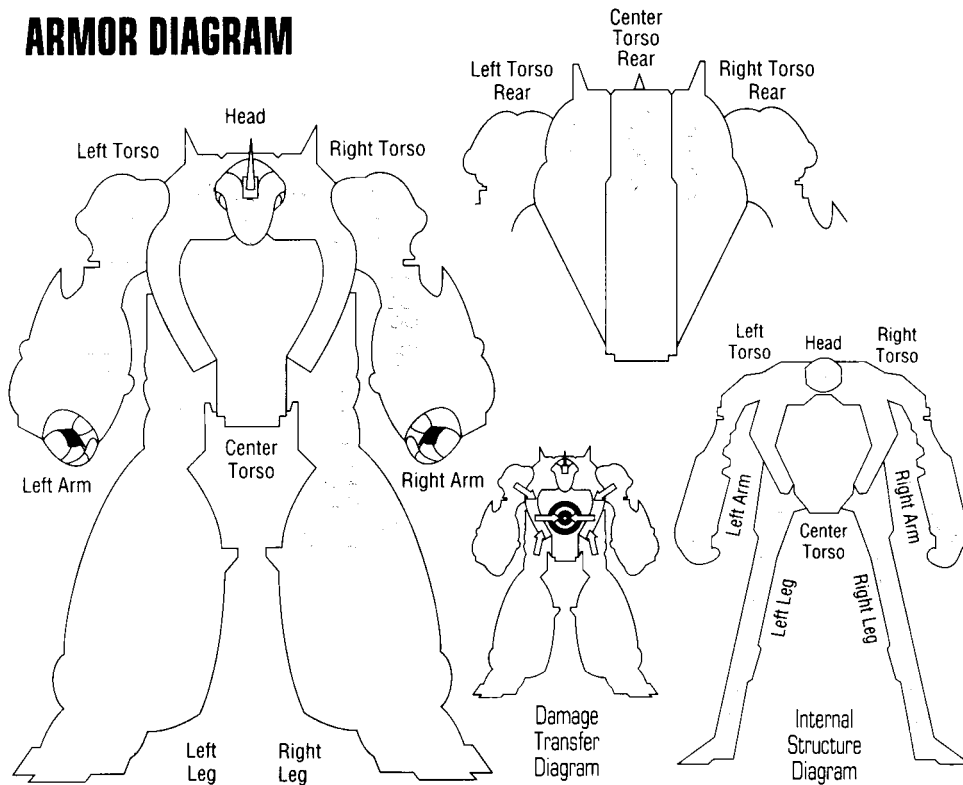
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **HELLFIRE** Tonnage: 60
 Movement Points:
 Walking: 4 Technology Base:
 Running: 6 [8] Clan
 Jumping: 0 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Heavy Med. Laser	RA	7	10	-	3	6	9
1 ER Med. Laser	RA	5	7	-	5	10	15
1 Heavy Sm. Laser	RA	3	6	-	1	2	3
1 Heavy Med. Laser	LA	7	10	-	3	6	9
1 ER Med. Laser	LA	5	7	-	5	10	15
1 Heavy Sm. Laser	LA	3	6	-	1	2	3
2 LRM 10	RT	4	1	-	7	14	21
1 LRM 10	LT	4	1	-	7	14	21
1 Heavy Lg. Laser	LT	18	16	-	5	10	15

Ammo Type
LRM 10

Rounds
24

Total Heat Sinks: 17 (34)

○○○○○○○○○○
○○○○○○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

- ER Medium Laser
- Heavy Small Laser
- Foot Actuator
- Foot Actuator
- Foot Actuator
- Roll Apert

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- LRM 10
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Roll Apert
- Roll Apert

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Form-Fibrous
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- MASC
- MASC
- MASC

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 6,824,960
 Battle Value: 1,495

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

- ER Medium Laser
- Heavy Small Laser
- Foot Actuator
- Foot Actuator
- Foot Actuator
- Roll Apert

Right Torso (Case)

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Apert
- Roll Apert

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Heat Scale

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

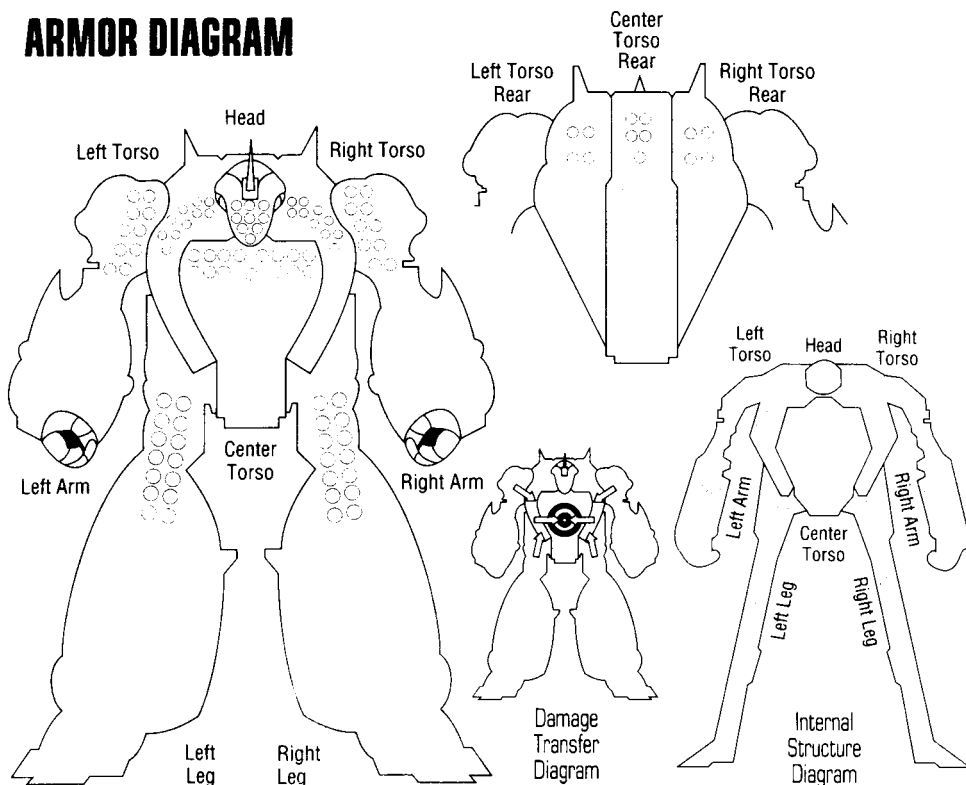
+1 Modifier to Fire

-1 Movement Points

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Hellion PRIME** Tonnage: 30
 Movement Points:
 Walking: 7
 Running: **11 [14]** Technology Base:
 Jumping: 0 Clan 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 ER Med. Laser	RA	5	7	-	5	10	15
1 ER Med. Laser	LA	5	7	-	5	10	15
1 ER Med. Laser	H	5	7	-	5	10	15
1 LRM 10	RT	4	1	-	7	14	21
1 SRM 2 Streak	RT	2	2	-	4	8	12
2 SRM 2 Streak	LT	2	2	-	4	8	12

Ammo Type

LRM 10
 SRM 2 Streak

Rounds

12
 50

Total Heat Sinks: 10 (20)

○○○○○
 ○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (Case)

- XL Engine
- XL Engine
- SRM 2 Streak
- SRM 2 Streak
- Ammo (SRM 2 Streak) 50
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Roll Again
- Roll Again

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost : 6,600,425
 Battle Value: 1,439

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso (Case)

- XL Engine
- XL Engine
- MASC
- LRM 10
- SRM 2 Streak
- Ammo (LRM 10) 12

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed

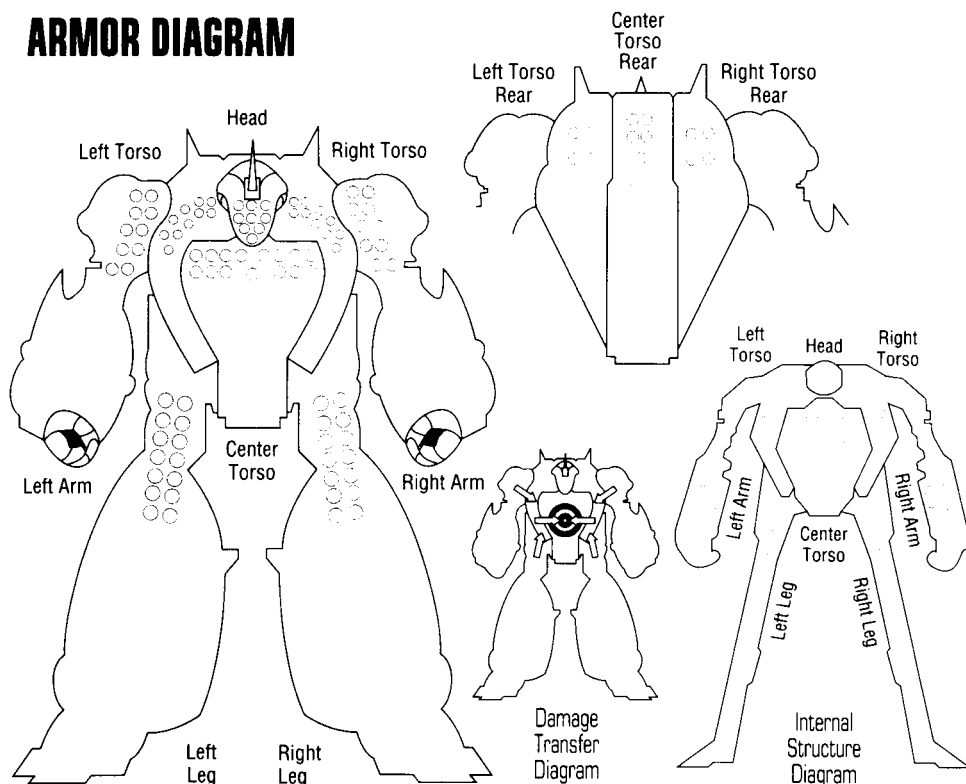
Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Hellion A** Tonnage: 30
 Movement Points:
 Walking: 7 Technology Base:
 Running: 11 (14) Clan
 Jumping: 0 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Med. Laser	H	5	7	-	5	10	15
1 LRM 10	LA	4	1	-	7	14	21
1 LRM 10	RA	4	1	-	7	14	21
1 LRM 10	CT	4	1	-	7	14	21

Ammo Type
LRM 10

Rounds
36

Total Heat Sinks: 10 (20)

○○○○○
○○○○○

Double

Auto Eject

☐ Operational

☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

Heat Scale

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
09
08
07
06
05
04
03
02
01
00

Shutdown

Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+

-5 Movement Points

+4 Modifier to Fire

Ammo Explosion, avoid on 6+

Shutdown, avoid on 8+

-4 Movement Points

Ammo Explosion, avoid on 4+

Shutdown, avoid on 6+

+3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Left Arm (Case)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso (Case)

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - XL Engine
 - XL Engine
 - LRM 10
 - Ammo (LRM 10) 12

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 6,545,500
 Battle Value: 1,290

Right Arm (Case)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous

- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- MASC
- Endo Steel
- Endo Steel
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

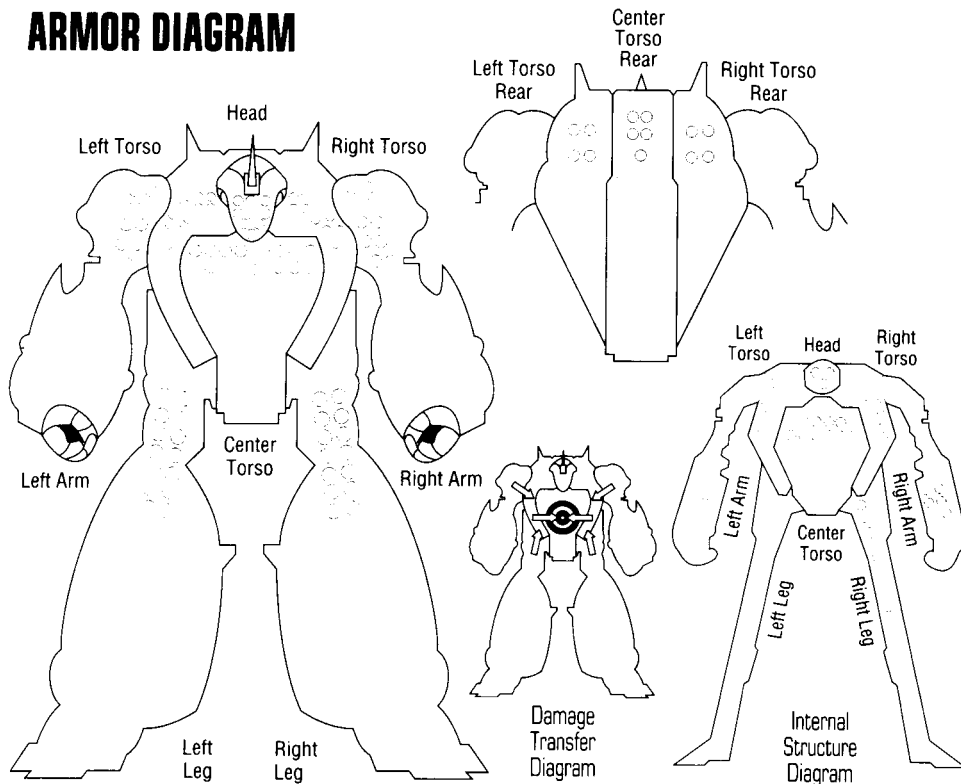
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Hellion B** Tonnage: 30
 Movement Points:
 Walking: 7
 Running: 11 [14]
 Jumping: 0
 Technology Base:
 Clan
 3059

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Heavy Lg. Laser	RA	18	16	-	5	10	15
2 Heavy Med. Laser	RT	7	10	-	3	6	9
2 Heavy Med. Laser	LT	7	10	-	3	6	9
1 Heavy Sm. Laser	H	3	6	-	1	2	3

Ammo Type Rounds

Total Heat Sinks: 13 (26)

Double

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- Heat Sink-Pod
- Heat Sink-Pod
- Heavy Medium Laser
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Heavy Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Heat Sink-Pod
- Heat Sink-Pod

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost: 6,659,900
 Battle Value: 1,043

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- MASC
- Heat Sink-Pod
- Heat Sink-Pod
- Heavy Medium Laser

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	-2 Movement Points
10	
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points



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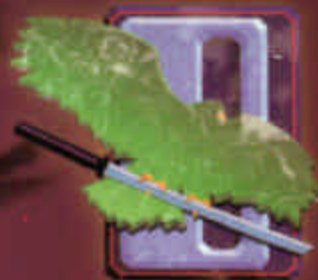
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Nearly three hundred years ago, the Star League was torn apart when the lies and deceptions of the petty House Lords launched the Inner Sphere into endless war. The Great Father Aleksandr Kerensky led our forefathers, the remnants of the righteous Star League army, away from that chaotic despotism. In turn, his son Nicholas forged us into the Clans: a society dedicated to becoming the greatest fighting force in all of history. We grew stronger with each generation, awaiting the day when we would return to the Inner Sphere to save it from itself.

Now is the time of the Return. Some among the Clans oppose the Crusaders' campaign of conquest, but we know that true enlightenment can only come to the misguided rabble of the Successor States through total subjugation. We will crush their honorless armies with our OmniMechs and plant the flag of the Clans on sacred Terra. Only then will the true Star League have returned to the Inner Sphere.

—LINCOLN OSIS, ILKHAAN OF THE CLANS

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9 781555 603434

ISBN# 1-55560-343-2 \$ 22.00

CRUSADER CLANS



MECHWARRIOR

ELEMENTAL

AEROSPACE

**DROPSHIP
JUMPSHIP**

TECHNICIAN



CLAN BLOOD SPIRIT



Following his successful Trial of Position, this former member of the technician caste stands proud as a new Blood Spirit MechWarrior.



Kingfisher, Guard Keshik

The Blooding



Rank Insignias



Point
Commander



Star
Commander



Star Captain



Star Colonel



Galaxy
Commander



saKhan



Khan

Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5



CLAN FIRE MANDRILL



Rank Insignias

Point Commander



Star Commander



Star Captain



Star Colonel



Kindraa Leader



Khan



Convinced of his Kindraa's superiority, this infantry Point Commander guards a valuable Clan asset: A Cauldron-Born OmniMech.

Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5



Cauldron-Born, Kindraa Sainze Command Trinary



CLAN HELL'S HORSES

Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5

Rank Insignias



Warrior



Point Commander



Star Commander



Nova Commander



Star Captain



Nova Captain



Star Colonel



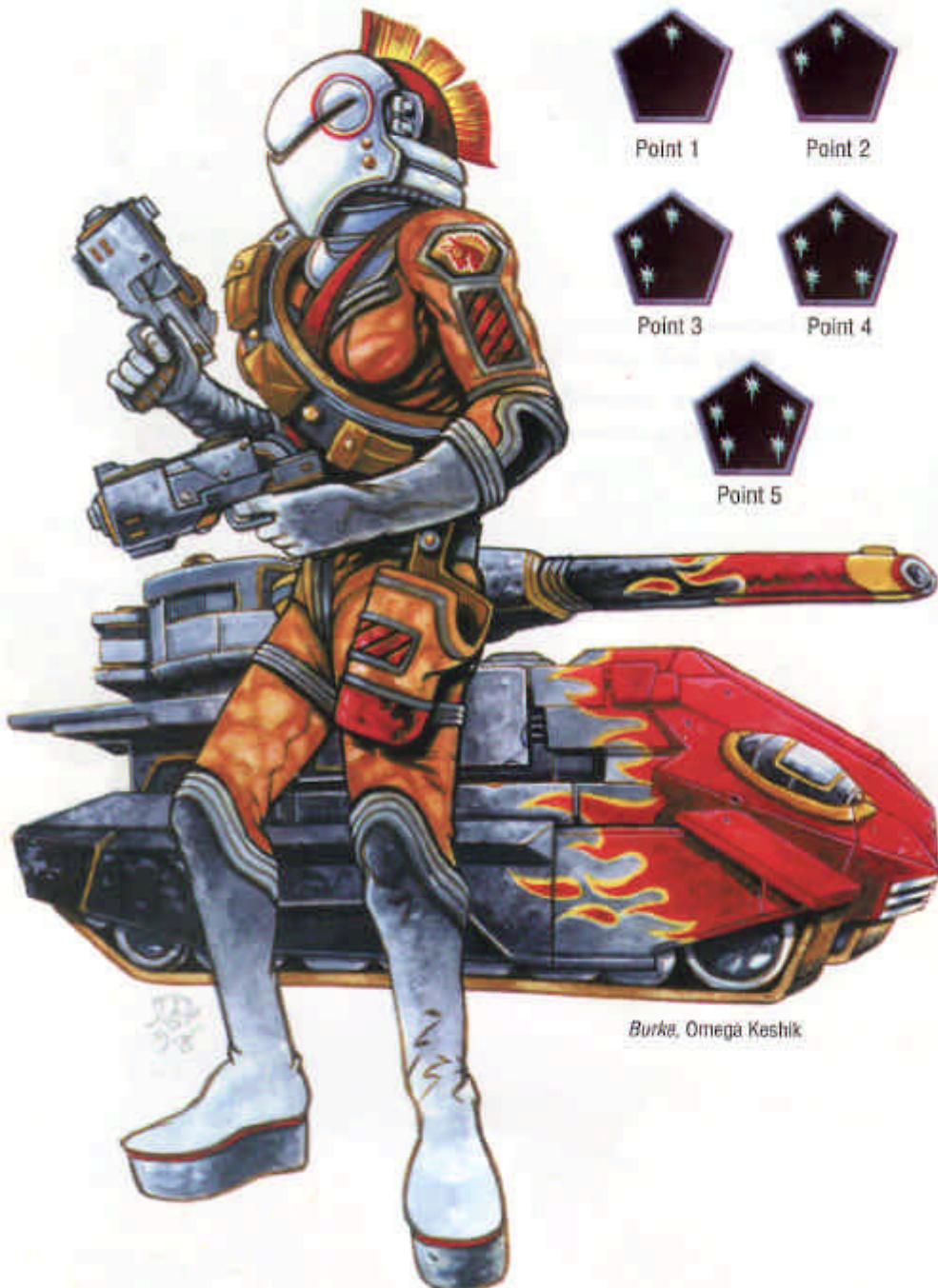
Galaxy Commander



saKhan



Khan



Burke, Omega Keshik

This warrior can be identified as a Hell's Horses tank commander by her dual pistols and distinctive crested helmet.



CLAN ICE HELLIONS



Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5

Rank Insignias



Point Commander



Star Commander



Star Captain



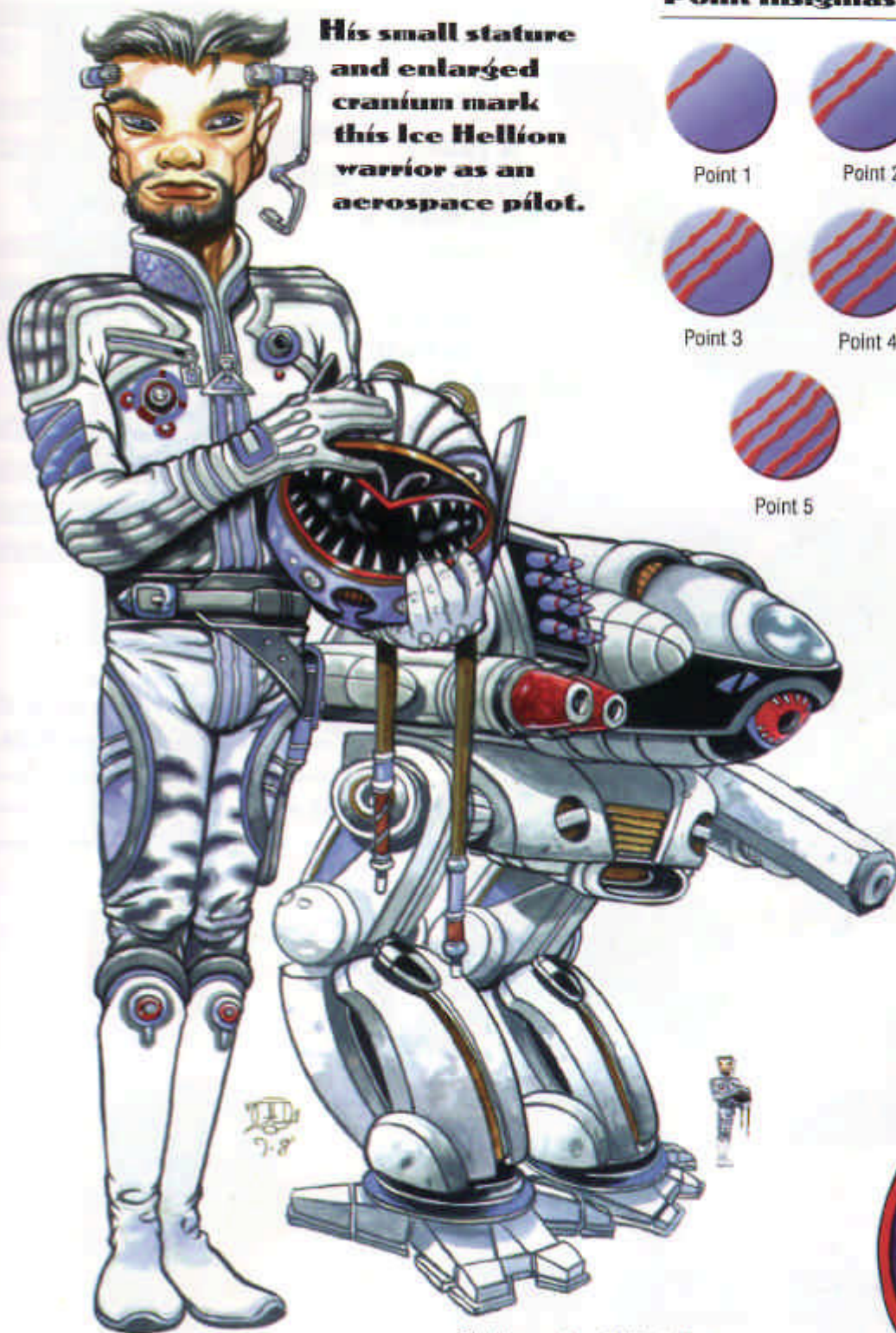
Star Colonel



Galaxy Commander



Khan



His small stature and enlarged cranium mark this Ice Hellion warrior as an aerospace pilot.

Black Lanner, Seventh Attack Cluster



CLAN JADE FALCON



A Jade Falcon MechWarrior is instantly recognizable in his field uniform, complete with half cape and "Falcon Helmet."



Summoner, Turkina Keshik



Rank Insignias



Point Commander



Star Commander



Star Captain



Star Colonel



Galaxy Commander



Khan

Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5

CLAN STAR ADDER



Rank Insígnias

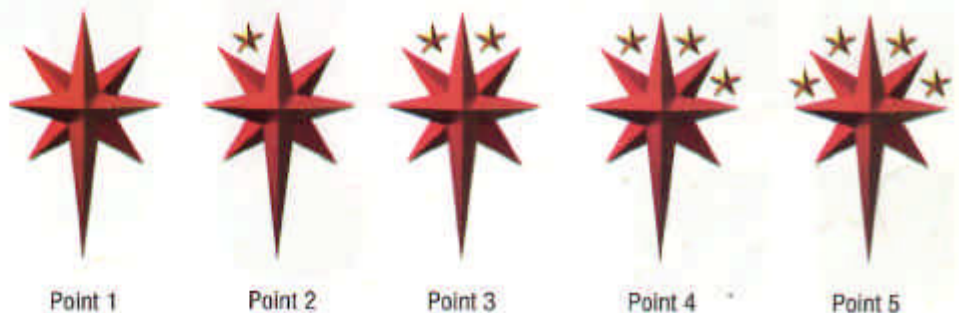
A testament to Star Adder's disdain of ostentation, this infantry trooper proudly wears the utilitarian field uniform of his Clan.



Nova, Adder Quasar Keshik



Point Insígnias



CLAN WOLF

Rank Insignias



Point
Commander



Star
Commander



Star Captain



Star Colonel



Galaxy
Commander



Khan

A product of genetic manipulation, this giant Elemental proves his fanaticism by the enhanced imaging tattoos on his body.

Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5



Elemental, The Golden Keshik

CLAN WOLF

Rank Insignias



Point
Commander



Star
Commander



Star Captain



Star Colonel



Galaxy
Commander



Khan

A product of genetic manipulation, this giant Elemental proves his fanaticism by the enhanced imaging tattoos on his body.

Point Insignias



Point 1



Point 2



Point 3



Point 4



Point 5



Elemental, The Golden Keshik