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MERCENARY'S HANDBOOK 3055

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MERCENARY'S HANDBOOK 3055

FASA CORPORATION

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With the Clan invasion barely on hold and the armies of the Inner Sphere still recovering from the onslaught, the opportunities for mercenaries in 3056 are more and better than ever before. Glory, honor, and C-bills await any warrior willing to seize the initiative. Here on Outreach, mercenary capital of the known universe, anything can happen for the prospective hired gun who knows the business of war and can make the right connections. This handbook, published by the Mercenary Review and Bonding Commission, is intended to teach new mercenaries that business.

The **Mercenary's Handbook** provides all the information needed to start a mercenary unit and join the action. It contains information on the workings of the Mercenary Review and Bonding Commission, including safeguards against dishonest employers and advice on dealing with arbitration proceedings. To help prospective commanders build their units and choose their equipment, this handbook contains descriptions of typical Inner Sphere and Clan unit organization schemes, as well as detailed information about cutting-edge technology and suggestions on where to find it. The **JumpShips/DropShips** section covers ship specifications, maintenance and repair, and information on buying or renting transport from job to job. The following section presents briefings on selected mercenary units—Wolf's Dragoons, the Kell Hounds, the Gray Death Legion, and others. All these units have earned the respect of employers and mercenaries alike for their professionalism, innovation, and battle experience, and provide prospective mercs with excellent models for their own forces.

Whether reviled as unprincipled hired guns loyal only to the highest bidder or honored as disciplined, highly trained warriors, the warring powers of the Inner Sphere have long depended on mercenary units to lead their troops in battle. Four years after ComStar's Com Guards stopped the Clan invasion on Tukayyid, the Houses of the Inner Sphere are once again hiring freelance MechWarriors to strengthen their ravaged armies. Though the Clans signed the Truce of Tukayyid, agreeing to halt their drive toward Terra until 3067, Clan forces continue to raid worlds above and along the Tukayyid boundary. During the invasion, while most regular Inner Sphere units crumbled under the onslaught of the Clans' superior technology and superhuman fighting ability, many mercenary units stood up to the invaders and defeated them. In fact, the Successor States owe their survival to the Clan-based training, technical assistance, and insight into Clan thinking provided by the Clan-born mercenary unit Wolf's Dragoons. The invaluable knowledge of the Clans possessed by units such as the Dragoons and Snord's Irregulars, the impressive battle records against the invaders amassed by the Gray Death Legion and their ilk, and mercenary expertise in using unorthodox tactics to beat the technologically superior Clan forces are certain to keep mercenary units in high demand.

The Truce of Tukayyid has opened other opportunities for mercenary units as well. Some in the Inner Sphere have begun taking advantage of the temporary Clan truce to raid their war-weary neighbors and embark on other military adventures, offering mercenary units any number of possible jobs. For recent arrivals to Outreach interested in taking advantage of those opportunities, this handbook offers the following information about the mercenary planet.

WARRIOR WORLD

Ceded to Wolf's Dragoons by Prince Hanse Davion in 3030, the planet Outreach—once called the "Warrior World"—had served centuries ago as the site of the Star League Army Martial Olympics. After taking possession of the planet, the Dragoons shaped it into the mercenary hiring capital of the Inner Sphere. Within a few years of the Dragoons' arrival, Outreach had eclipsed even the legendary Galatea, once called the Mercenary Star. The Dragoons instituted a rating system for all Inner Sphere mercenary units to provide prospective employers with evaluations of unit capabilities, built extensive training facilities, and reactivated Outreach's Star League-era armaments factories and repair facilities. When the ComStar schism after the battle of Tukayyid caused the Successor Lords to replace ComStar's Mercenary Review Board, they set up the new Mercenary Review and Bonding Commission on Outreach. This move cemented the planet's reputation as the new Mercenary Star.

Outreach contains two major land masses. Romulus, home to most of the planet's population, boasts the only major city on the world: Harlech, planetary capital and headquarters of Wolf's Dragoons. Remus, the second continent, is known among the Dragoons as "the Outback" or "the other side of the mountain." By order of the Dragoon commander, access to Remus is restricted.

MERCENARY REVIEW AND BONDING COMMISSION

The Mercenary Review and Bonding Commission has taken the place of ComStar's Mercenary Review Board. Like its predecessor, the Bonding Commission provides impartial arbitration in contract disputes between mercenaries and their employers, and through its ComStar-bonded bank accounts, it offers a secure depository of payment funds to help guarantee the good faith of both mercenary units and their employers. Under pressure from the Successor Lords, who lost faith in ComStar in the aftermath of the ComStar schism, the order dissolved the Review Board in 3052. The Successor Lords replaced it that same year with the Bonding Commission, on which ComStar retained only a single seat. The remainder of the commission comprises volunteer mercenary officers from elite units and representatives from each of the Successor States' ruling Houses: House Liao of the Capellan Confederation, Houses Steiner and Davion of the Federated Commonwealth, House Kurita of the Draconis Combine, House Marik of the Free Worlds League. Representatives from the Free Rasalhague Republic and the St. Ives Compact also hold seats on the commission. The House Steiner seat is currently occupied by Duchess Marion Reynolds, an avid political supporter of Ryan Steiner.

When sitting in arbitration over a contract dispute, a panel of four commission members hears the arguments of the contending

parties. In order to ensure fairness, each judging panel consists of one ComStar official who usually serves as the chairman of the panel, one mercenary officer unaffiliated with either party, and two national representatives, neither of whom may be from the hiring state or any state against which the mercenaries have fought during their disputed contract. Either contending party may dismiss one sitting judge if they believe that person unfairly biased against them. In the case of a hung panel, an executive session of the entire commission hears and judges the dispute.

Despite its lack of an enforcement arm, the commission continues to ensure the safe and fair employment of mercenaries.

HARLECH

Harlech contains Wolf Hall, the Dragoons' command headquarters. The Mercenary Review and Bonding Commission also maintains its headquarters in Harlech in the towers of the Hiring Hall. In an innovative move, the planetary government plans to connect the nearby public HPG station to the Hiring Hall and its offices via fiber-optic cable.

The six towers of the Hiring Hall dominate the city skyline, dwarfing the surrounding buildings. In this Dragoon-sponsored mercenary marketplace, employers and potential employees meet, post job offers or situation-wanted notices, and conduct the business of hiring paid troops. All reputable hires of Dragoon or other mercenary units are conducted through the offices of the Hiring Hall, including the Dragoons' rare recruitment drives. The Hiring Hall also offers Dragoon training programs in the Hall's classrooms and simulators and at other locations. Several famous arms manufacturers, including Blackwell Industries, maintain showrooms and demonstration facilities in the Hall for interested customers.

A ramshackle shantytown called the Free Hire Quarter, or TempTown, occupies southwestern Harlech. This blighted area teems with mercenaries on the way down or looking for a way up, from honest mercs too poor to rent space in the Hiring Hall to those so dishonorable that Wolf's Dragoons have refused them admittance. Anyone foolish or desperate enough to travel through the Quarter should take reasonable safety precautions. Critics of the Dragoons claim that TempTown reflects badly on the Dragoons' administration of Outreach. Despite the occasional public outcry, Commander Jaime Wolf has initiated no real efforts to clean up the Quarter beyond instituting weapons-control laws and ordering squads of Elementals to patrol the area's boundaries. Though reassuring to some residents of nearby districts, these actions have only confined TempTown's worst excesses within the boundaries of the Quarter.

THE OUTBACK

Also known among Dragoons as "the other side of the mountain," the Outback is the larger but less populated of Outreach's two continents. A harsh landscape of arid plains fringed with mountain ranges, the Outback offers little to the comfort-minded visitor, and only a select few non-Dragoons have access to it. The Dragoons use the continent as a training area,

and their Tetsuhara proving ground surpasses any facility in the Inner Sphere. The proving ground includes automated target ranges, simulated fortresses, and open fields heavily cratered from long and enthusiastic use. Though its products remain a closely held Dragoon secret, Blackwell Industries operates a factory in the Outback, producing various OmniMechs, battle suits, and the Dragoons' newly unveiled Elemental transports, known as "zoomers."

CYCLOPS STATION

The Cyclops I Orbital Station, commonly known as "Gobi," is set in geosynchronous orbit over the east coast of Romulus. All in-system traffic is routed to Gobi, and its position requires a long approach to and from Harlech spaceport, which allows the station's sensors to electronically inspect all incoming craft. Two aerospace fighter bases located along the principal flight lane allow easy interception of traffic. This arrangement enables the Dragoons to easily spot and intercept any unauthorized craft approaching the Outback.

Gobi station offers docking facilities for DropShips and shuttles as well as recreational facilities for crews. For those disinclined to visit the surface of Outreach, additional amenities include conference and entertainment chambers. The Dragoons have recently opened Bataar Cyclops Station near Outreach's primary jump point, with a state-of-the-art recharging system for Kearny-Fuchida drives and JumpShip docking facilities.

HOSPITALITY

Outreach offers the hospitality of Harlech to all mercenaries. Harlech's status as the place to hire or be hired has attracted a vast transient population, ranging from the well-dressed emissaries that frequent the Hiring Hall to the unkempt, desperate men who haunt the dives of TempTown.

This "hospitality" means the Dragoons stringently enforce their laws to ensure the safety of all visitors to Outreach. Visitors may only carry personal weapons; battle suits, BattleMechs, or armored vehicles other than those belonging to the Dragoons are prohibited within city limits. Units bringing heavy armaments onto the planet for training exercises with the Dragoons must transfer them onto Dragoon DropShips at the system's jump point, from which the Dragoons convey the equipment to Remus.

The Dragoons operate under standing orders to treat unidentified DropShips as hostiles attempting an invasion. In one recent incident, a Dragoon warship intercepted and destroyed a ship belonging to Wannamaker's Widowmakers, an untried merc unit. The DropShip's flight recorder indicated that its transponder and ship-to-ship communications system were both off-line when the DropShip left its hired JumpShip at a pirate point in the Outreach system. Dragoon Fleet Captain Chandra expressed condolences to the DropShip crew's survivors, but no regrets.

A knowledge of the conventions governing warfare is invaluable for any mercenary commander. Most obviously, an acquaintance with these conventions will allow a merc commander to better predict the tactics of an opponent. Knowing these rules will also enable him to ascertain the stakes of a battle. A mercenary unit defeated by another unit of professional soldiers, for example, could expect fairly lenient terms of surrender. A unit defeated by a Clan force, however, could only hope for a life of virtual slavery under the Clans' conventions of war.

Mercenary units also have two other important reasons to encourage general compliance with war conventions. First, these accords provide guidelines for salvage rights after battles, a vital source of machinery for any unit lacking the easy access to 'Mech manufacturers and the financial resources enjoyed by most House armies. But perhaps more important, mercenary units lack large reserve forces and so depend almost exclusively on war conventions to ensure they are not mistreated or executed if captured.

For these reasons, mercenary commanders should thoroughly acquaint themselves with the conventions described in this chapter and strive to comply with them whenever possible.

ARES CONVENTIONS

In 2412 a horrific battle in the Tintavel system on the Capellan/Free Worlds border provided the catalyst for the boldest attempt ever to limit the horrors of war—the so-called Ares Conventions. A study commissioned by the Cappellan government shortly after the battle revealed the gruesome reality that 78 percent of all the casualties documented during the fighting were civilians. The report so appalled Capellan Chancellor Aleisha Liao that she called the leaders of occupied space to a summit on the world of Ares.

Although the rulers agreed the massacre of civilians in warfare could not continue, the rulers initially could not concur on the best way to limit civilian casualties. Chancellor Liao's original proposal ran 80 pages, describing what she considered the ideal conditions for civilized warfare. Her fellow leaders had originally supported Aleisha's ideas, but face-to-face negotiations revived old animosities and the delegates made little progress initially. While the Inner Sphere states squabbled back and forth, the Periphery powers had little say in the agreement being slowly hammered out. In the end, two of the four Periphery states—the Rim Worlds Republic and the Outworld Alliance—signed the final draft of the conventions along with the six Inner Sphere states. The final document, though similar in content to Aleisha Liao's original, had expanded from 80 pages to more than 320; apparently the signers wished to ensure that no one could claim to "misunderstand" the intent of certain passages and had added language designed to eliminate any ambiguities or loopholes in the agreement.

We, the undersigned, on this 13th day of June, 2412, in accordance with our commitment to preserving human life, do solemnly pledge to prevent the loss of civilian life in war. Let this document testify to our desire to end the senseless atrocities attendant upon human conflict and our pledge to uphold the ideals contained within these Conventions or suffer the harshest consequences.

Article I — Nuclear Arms

The use of any nuclear device or variant thereof on a planetary surface or against any commercial vessel is prohibited. This prohibition extends to tactical nuclear blasts against the aforementioned targets. Controlled nuclear attacks in space against military targets are prohibited unless they occur at a minimum distance of 75,000 kilometers from the surface of any inhabited world in a star system.

Article II — Orbital Bombardment

The use of orbital assets to bombard stationary targets (as defined in Appendix B, Section 4) on a planetary surface, with the single exception of a valid military objective whose destruction the attacker deems necessary to ensure the survival of his own troops, is prohibited. In no case may any orbital attack take place in or near any heavily populated area, and any orbital attack is subject to ex post facto review by a duly appointed council from the signatory states.

Article III — Surrender

To lessen the human cost of warfare, all combatants must accept the surrender of any unit that offers it. A white flag adorned with a red "S" will represent the universal surrender standard, so that any unit unable to communicate by conventional means may still surrender fairly. The universal surrender guidelines in Appendix E outline the provisions for the treatment of prisoners and fair compensation for the capturing forces upon the release of war prisoners to their native realms.

Article IV — Safe Passage

The governments and military commands of the undersigned agree to recognize the aforementioned white flag as a symbol of truce. Any vessel, or vehicle or person bearing such a truce flag shall be granted safe passage through any place, insofar as the bearer breaks no laws pertaining to that place, or initiates no hostile activity of any kind. Should the bearer of a truce flag engage in hostile activity as defined in Appendix F, the truce flag shall be deemed invalid, and any action taken against such an individual or individuals becomes the responsibility of those suffering said hostile action. Harassment of a truce flag bearer without provocation will be investigated by a duly appointed board of inquiry from the signatory states.

Article V — Urban Warfare Restrictions

No battle shall be waged in an urban area except under extreme circumstances. If the military objective of an assault lies in a city center, attacking troops must ensure that any hostile action taken causes the least possible amount of collateral damage. No attack may be made against any civilian target, for any reason. Civilian targets shall be deemed to include such life-supporting equipment as water and air purifiers, agricultural assets, or any other item that enables a planet's population to continue their existence.

Article VI — Chemical and Biological Weapons

Because chemical and biological agents kill human life indiscriminately and often permanently damage the biosphere of any world suffering such an attack, the use, further development, and production of such agents is strictly prohibited.

The feelings of euphoria and the sense of a job well done likely followed the delegates until their deaths. They probably believed the accord they had signed would eliminate most forms of human suffering and agony. As history has repeatedly proved, however, even the best laid plans of men and women often go awry.

Largely overlooked, ignored, or conveniently forgotten during the fury of the First and Second Succession Wars, the Ares Conventions seemed, for a while at least, to have lost any true meaning. Although not the first overt violation of the conventions, the execution of more than 52 million civilian inhabitants of Kentares IV by DCMS was certainly the most horrible display of contempt for human life witnessed amidst the general savagery. The Kentares massacre exposed the greatest weakness of the Ares Conventions: that any leader, at any time, could declare them suspended. Rather than band together to crush the armies of such a violator, other states simply suspended the Conventions in turn.

The armies of the warring House lords fought the First and Second Succession Wars on every conceivable front. Each believed that the best way to defeat the enemy was destroying his ability to wage war. To this end, commanders often ordered their forces into a planet's industrial sectors to destroy the industrial base each House needed to continue fighting. Attacking these industries caused enormous amounts of collateral damage to the surrounding communities, resulting in the wholesale destruction of the countless innocents the Ares Conventions had been designed to protect.

HONORS OF WAR

Eventually the prospect of losing vital technologies and the continuing human cost of war led the Successor States to develop a loose set of rules of warfare during subsequent centuries. Commonly referred to as the honors of war, they constitute a code of conduct that binds all who call themselves warriors. These honors do not exist on paper, or in any other physical record. They arose out of a rarely acknowledged understanding among fighting forces that unlimited warfare could eventually lead to a technological dark age or even the end of humanity. Every achievement made by any Successor State would be swept away, all human accomplishments obliterated by human folly.

The honors, based on the original Ares Conventions, apply those original rules as closely as possible in all situations. Though the first shots of the Succession Wars torpedoed the notion of a formal disciplinary council to deal with violations, the Houses now routinely police their own forces to prevent behavior that might outrage the other states of the Inner Sphere. Unfortunately, House leaders often turn a blind eye to so-called tactical necessities such as waging open warfare in civilian areas to destroy targets located within them, but they rarely violate any other convention of civilized war. The Houses' lack of warships precludes orbital bombardment. The governments of the Inner Sphere have also continued to abide by the Ares Conventions regarding enemy units wishing to surrender, though any unit wishing to travel unmolested through hostile territory may find its truce flag ignored.

A relatively new development of the honors of war are the unspoken agreements concerning all items of lostech, those invaluable items employing technological principles the Inner Sphere no longer understands. Most commanders recognize that modern warfare would be impossible without these items and prefer to capture rather than destroy these artifacts. To destroy a JumpShip, for example, is regarded as a crime throughout the Inner Sphere, one few commanders are willing to commit. However, most commanders consider attacking and destroying weapons-manufacturing plants a justifiable tactic, proving the limits of so-called limited warfare.

In addition to safeguarding lostech, the honors also include protocols for dealing with prisoners and BattleMechs. At the time of the signing of the Ares Conventions, few mercenaries fought among the armies of the Great Houses, and the conventions assumed that the signatory states would trade regular troops back and forth. The conventions also contained no provisions for BattleMechs, which did not appear until 2439. Under the honors, a victorious commander generally gives his opponent an opportunity to negotiate a surrender and may also claim the defeated unit's 'Mechs as spoils of war. The Successor States have codified much of this protocol into policies that include anything from imposing fines for the replacement of lost materiel to seizing all the assets of the captured unit. Opposing mercenary units

generally arrange an amicable surrender to the satisfaction of both parties, and trading prisoners has become a standard practice.

The honors of war have given Inner Sphere units a certain style of fighting that reflects the concepts of mercy and necessary force. These concepts, however, seem non-existent among the Clans, who have their own, alien code of honor. A caste-based warrior society, the Clans hold all other castes in subjugation, often in contempt. Not understanding the concepts behind the Clan code, the Inner Sphere often perceives an innate lack of humanity in the brutality of Clan assaults. Although the average Clan warrior does not consider killing civilians a true or honorable test of fighting prowess, he will do whatever his superiors order because of the strong respect for authority inherent in Clan society. Most Clan warriors will also hold to their word of honor no matter what it may cost them. Clan Smoke Jaguar's razing of the city of Edo on Turtle Bay in 3050 stunned not only the Inner Sphere, but the Smoke Jaguars' fellow Clans. After that incident, the Clans forswore orbital bombardment and have not used the tactic since.

The Clans do not appear to have a set policy for dealing with prisoners of war. They keep many as bondsmen, a state that citizens of the Inner Sphere equate with slavery but the Clans view as a pathway to regaining status as a warrior. Other prisoners are simply disposed of according to the whim of the capturing commander. However, most commanders only execute those prisoners regarded as lesser than the lowest caste of Clan society, such as bandits and pirates. The Clans typically view mercenaries as a step above such outlaws. Mercenary units, however, should expect no quarter from Clan opponents, given the Clans' alien sense of honor and caste.

The Clans also seem unconcerned about collateral damage caused by their attacks. Because they can rebuild whatever they destroy, they believe they have the right to attack any target they choose, even if they destroy major population centers in the process. The Clans have not lost technology as the Inner Sphere has, and have no reason to limit warfare in order to preserve lostech. They can and will freely attack a planet's industrial base and other priceless technology, considering them valid military objectives. The Clans, for example, have the capacity to construct JumpShips and DropShips as needed and therefore have no reason to refrain from attacking enemy ships.

To many Inner Sphere commanders, Clan fighting tactics seemed insane. Their willingness to accept single combat to decide an engagement, tantamount to suicide for anyone lacking the phenomenal skills and advanced weaponry possessed by the Clans, epitomize their irrational methods. Any hopes of easily defeating the invaders by exploiting their apparent madness were quickly dashed, however. Their superior technology enabled them to repeatedly defeat the best and brightest of the Inner Sphere, leading many to believe the Clans superhuman. Thus, our original speculation that the Clans were an alien life form, coming to feed off the inhabitants of the Inner Sphere, quickly captured the public imagination. Though we soon learned otherwise, dispelling that initial panic proved difficult even within our own ranks. Many truly believed the Clans were demons, come to take them to the planes of Hell. Even recognizing their humanity did little to alleviate the image of the Clans as "avenging angels," come to punish mankind for its sins. In a way, this image is not so farfetched, as the Clans arose from the destruction of the Star League precipitated by the Successor States.

Metaphysics aside, however, the Clans are first and foremost warriors of the first order. Those who fail to recognize this cannot possibly understand them. The Clans came to punish those whom they believed had destroyed the Star League, intending to both avenge it and forcibly restore it. The ideal of the League as a peaceful confederation of states escaped them, just as it escaped the League's founders when they responded to the Periphery states' refusal to join by instigating the Reunification War.

The seeds of conflict sown by that war eventually destroyed the Star League, and the Clans stand poised to make the same mistake should they triumph. The Clans sought to retake Terra and use it as a base to restore the Star League. Had the invaders succeeded, theirs would have been an empty victory, as few of the Successor States would have willingly joined a League forced into existence by the Clans. If the Clans do take Terra, they will be forced to maintain a constant state of war in order to hold their conquered worlds, violating the very principles of the Star League they hold sacred. Instead of returning humanity to a golden age, the Clans may yet destroy much of it and hold the rest hostage to maintain peace. Such a Star League would be a travesty of the true Star League that the Clans claim to revere, and even our narrow victory on Tukayyid may not be enough to stop it.

—From *The Gallant Defense of Mankind: The Battle of Tukayyid* by Precentor Martial Focht, ComStar Press, July, 3054

Though BattleMechs remain the heart of modern armies, a diverse mix of combat and support units—such as armored infantry troops, aerospace fighters, and intelligence operatives, to name a few—is a virtual requirement for the modern mercenary outfit. On a practical level, the diversity of a unit's forces will determine its versatility. And the unit's versatility, in turn, will determine the range of missions it can perform and thus, its earning potential.

But perhaps more important, warfare in recent years has shown that BattleMechs are not the invincible machines many once believed. During the Clan invasion, many Inner Sphere MechWarriors were surprised to discover their machines were all too vulnerable to the invaders' battle-suit-clad Elementals, or "toads." These armored infantry troops proved capable of destroying 'Mechs, and many mercenary units and Inner Sphere armies soon began developing their own companies of armored infantry troops.

Supplemental combat units can also boost the effectiveness of a 'Mech force, an important consideration for any mercenary unit in the face of the high cost of BattleMechs. The Gray Death Legion, masters of combined-arms tactics, has proven this repeatedly. During the battle of Triegan's Verge on Pandora, for example, a Legion force consisting of one armored infantry platoon, two light 'Mechs and a single mechanized rifle squad held off a larger force of Clan Jade Falcon 'Mechs and eventually drove the invaders from the forest town.

For these reasons, a mercenary commander should take great care in choosing the mix of his or her combat and support units. To aid in these decisions, this section offers an overview of the different types of units and equipment currently available—the "raw material" used to build a merc unit.

BATTLEMECHS

The workhorse of modern warfare, BattleMech units use bipedal combat vehicles that carry a wide variety of deadly weapons. Averaging 12 meters in height and ranging from ten to 100 tons, BattleMechs tower over the battlefield, seemingly invulnerable. These environmentally sealed machines fight with equal ease in the void of space, underwater, in swamps—on virtually any terrain. Bipedal movement allows 'Mechs to traverse harsh terrain, move between trees and rocks, and step over smaller obstacles. Many are even outfitted with jump jets that enable them to leap high into the air and skip hundreds of meters in a single bound.

BattleMechs evolved from their practical cousins, AgroMechs and LaborMechs, to achieve their current prominence on the modern battlefield. They fall into four weight categories: light, medium, heavy, and assault. Though these machines are extremely expensive and require a high level of technological expertise to repair, they are generally very durable and possess a versatility unequaled by any other war machine.

LIGHT BATTLEMECHS

These 'Mechs weigh between 10 and 35 tons, though few machines lighter than 20 tons exist. The relatively inexpensive light 'Mechs, used for reconnaissance, are the second most common machine on the battlefield. Quick and nimble, light 'Mechs can cover rough terrain faster than their heavier brethren.

Most light 'Mech units handle scouting and reconnaissance operations, action behind enemy lines, and artillery spotting. Though conventional military wisdom once held that light 'Mechs were no match for their heavier cousins, the Fourth Succession War proved that a light BattleMech unit with good tactics and leadership could square off against heavier foes and decimate them.

MEDIUM BATTLEMECHS

The mainstay of armies throughout the known universe, medium 'Mechs comprise more than 40 percent of all BattleMechs, in use. Weighing between 40 and 55 tons, medium 'Mechs exhibit the greatest diversity of any 'Mech weight category, stemming from the infinite number of design configurations aimed at achieving the most effective balance of speed, firepower, and survivability. Many MechWarriors regard the 55-ton category as having the most efficient designs of any class of 'Mech. Medium 'Mechs perform several duties, from reconnaissance and scouting to fire support, strike, assault, and reactive defense. Because most other 'Mechs fill specific roles in most units—for example, light 'Mechs handle reconnaissance while heavies and the rare assault 'Mechs handle attacks—the versatile medium 'Mechs often decide the outcome of major engagements.

HEAVY BATTLEMECHS

Weighing between 60 and 75 tons, the heavy 'Mech's fearsome appearance matches its awesome destructive power. The sight of a heavy BattleMech lumbering toward a hapless foe chills the heart of the bravest warrior. These 'Mechs can give and take enormous damage and often only another heavy unit can defeat them. Generally reserved for experienced MechWarriors and commanders, heavy 'Mechs are most frequently deployed for major offensives, where the machines' sturdy designs enable them to take severe punishment from the opposition and keep on going. When used properly, these 'Mechs consistently beat lighter opponents.

ASSAULT BATTLEMECHS

Lords of the battlefield, these behemoths range from 80 to 100 tons and can simultaneously engage and overcome numerous smaller units. Rarer than any other BattleMech type, assault 'Mechs that belong to a unit are assigned only to topnotch pilots.

Driven by the overwhelming demand created by the Clan war, all the major Houses of the Inner Sphere have begun building better assault 'Mechs during the past few years. Unfortunately, no Inner Sphere design comes close to the Clans' most fearsome OmniMech, the 100-ton *Daishi*, or "Great Death."

OMNIMECHS

The Inner Sphere received its first glimpse of superior Clan technology in the *MadCat* OmniMech. Designed to support several different weapons configurations, OmniMechs enjoy an enormous advantage over Inner Sphere machines. The combination of advanced technology and the genetically superior MechWarriors piloting these 'Mechs made the Clans virtually invincible. The Com Guard defeated them on Tukayyid only by intensifying the tactics proven effective against the Clans by the rest of the Inner Sphere: maintaining superior and secure supply lines. Despite Inner Sphere technological advances, the Clans' machines generally remain superior to Inner Sphere designs.

AEROSPACE UNITS

Though BattleMechs can fight in zero gravity, they do not possess the maneuverability required for real space combat. An aerospace fighter, however, combines the maneuverability of the fighter interceptors of the past with the capabilities of modern spacefaring vessels. Armed with these craft, aerospace units can perform defensive duties such as DropShip escort, as well as offensive bombings, strafing of ground targets, and engaging enemy fighters. The old military axiom that whoever controls the air controls the ground remains true, even in the 31st century.

CONVENTIONAL FIGHTERS

Though conventional fighters ruled the skies in bygone eras, only their low cost kept them from disappearing as the nature of warfare changed and the battlefield extended into space. Built with technology and construction methods dating from the late 23rd century, the conventional fighter became the cheapest means of long-distance flight. Though not as useful as aerospace fighters, most garrison units on planets with suitable atmospheres and weather use conventional fighters in some capacity.

LIGHT AEROSPACE FIGHTERS

The fastest and most maneuverable aerospace fighters, light fighters often serve as bombers and support for ground units. Their quick acceleration and deceleration also make them especially effective at space interception. Though the light fighter's immense carrying capacity makes it ideal for large-scale bombing runs, the anti-aircraft capabilities of Clan OmniMechs have inflicted incredible losses against these forces, and few commanders continue to use light fighters in bombing roles against the Clans.

MEDIUM AEROSPACE FIGHTERS

Medium fighters represent the compromise between speed and sturdiness in aerospace design. Much like the medium-sized, ground-pounding BattleMechs, medium fighters form the backbone of most aerospace units, seeing the most combat and suffering its worst ravages. Medium fighters served as the first line of defense against Clan Omnifighters during the recent invasion.

HEAVY AEROSPACE FIGHTERS

The heaviest fighters in general service, these craft weigh up to 100 tons. During the Star League era, combat DropShips led groups of heavy fighters in space assaults. Today these fighters mainly handle space superiority operations, including the dangerous task of DropShip hunting. In its rare ground-support missions, the heavy fighter more than lives up to its nickname of "Mechbuster."

LAND-AIR 'MECHS

Over the past 200 years, these hybrid fighting machines have gradually disappeared from the battlefield. Originally commissioned by the Star League military, the Land-Air 'Mech, or LAM, served as a reconnaissance machine, combining the best fea-

tures of an aerospace fighter and a light 'Mech. The high cost of designing such a 'Mech caused many firms to drop their LAM design programs, but by 2688 LexaTech Industries had introduced the *Stinger* LAM. After the *Stinger's* initial success, other manufacturers jumped on the bandwagon, but ultimately produced only two other successful designs: the *Wasp* LAM and the *Phoenix Hawk* LAM. During the Star League era and the Succession Wars, LAMs were manufactured in limited numbers, but the machines never came into widespread use among the Inner Sphere armies. The only remaining LAM-producing factory is on the planet Irece, in the Clan Nova Cat occupation zone. The strict Clan caste system has no place for LAM pilots, because their unique position blurs the distinction between MechWarrior and aerospace pilot. As a result, some Inner Sphere sources believe the Nova Cats have dismantled or refitted the facility.

OMNIFIGHTERS

Available only to the Clans, sophisticated Omni technology makes these fighters as deadly as their ground-bound BattleMech cousins. Capable of mounting diverse weapons and changing their configuration quickly and easily, Omnifighters represent the peak of aerospace technology.

FOOT INFANTRY

The primary advantage of infantry units is the vast supply of troops they provide, though this advantage is largely offset by the frailty of foot soldiers compared to BattleMechs and armored units.

Regular Infantry

The organization and function of regular infantry units have changed little in the past twelve hundred years. Jacks-of-all-trades, regular infantrymen function as the backbone of all garrison troops. Standard weapons include combat rifles and machine guns, and 28 soldiers make up a standard infantry platoon.

When engaging an armored or BattleMech unit, infantry commanders generally place heavy infantry along the battle line. As mobile as regular infantry, these units carry weapons better suited to destroying vehicles and 'Mechs such as the portable SRM launcher, the workhorse of the heavy infantry arsenal. Machine guns, flamers and small lasers supplement the portable SRM launcher.

INFANTRY

Soldiers will always pay the price of war with their lives, and infantrymen pick up much of that tab. Although equipped with laser rifles, armored combat uniforms, and advanced communications devices, today's foot soldiers have almost as little chance of survival as their historical counterparts; the destructive power of BattleMechs and other mechanized weaponry dwarfs today's infantry troops just as the Sherman tank towered over the doughboy. Nonetheless, infantry units still perform operations for which 'Mechs are ill-suited, such as garrison duty, security, riot control, and defense in highly irregular terrains. The infantry remains a traditional point of entry in the armed forces, and the lucky survivors of infantry units are sometimes picked for anti-'Mech operations.

Anti-'Mech Infantry

Extensive training enables infantrymen to successfully engage BattleMechs as part of accepted battlefield strategy. Though expensive, the training produces troops that can decimate a 'Mech in a properly laid ambush. This dangerous but effective tactic involves closing with the BattleMech, scaling the leg and placing a satchel charge in the delicate machinery of the joints to damage the actuators. Believing their BattleMechs infinitely superior to frail ground troops, the Inner Sphere militaries rarely spend time or money on such training, creating unique employment opportunities for mercenaries, such as the Gray Death Legion, who specialize in these tactics. Powered and heavy jump infantry units (see below) generally receive extensive training in anti-'Mech tactics.

MOTORIZED INFANTRY

Any type of infantry unit requiring greater mobility can use various vehicles and transports. To make such units permanently mobile, the unit commander may supply his troops with GEVcycles or hovercycles.

Some infantry troops specialize in the use of motorized military vehicles. Though displaced by BattleMechs as lords of the battlefield, armored vehicles still maintain a strong foothold in the military, largely due to the abundant quantity of well-designed and well-armored vehicles ready for battle. And though most military commanders agree that BattleMech-based units are easier to transport than motorized vehicles, they also agree that vehicles make excellent defensive units, capable of engaging BattleMechs when used properly.

The relatively low cost of armored vehicles also make them attractive to military commanders, but some vehicles are only suited to special terrain and almost all use easily destroyed non-internal combustion engines that require heavy shielding.

Wheeled Vehicles

Often called armored infantry vehicles or jeeps, wheeled vehicles remain the most limited type of vehicle in use because they require smooth, relatively flat terrain, preferably well-maintained roads. Traveling on wheeled vehicles, however, remains the cheapest transportation available. Some units destined for planetary garrison duty equip themselves entirely with wheeled vehicles, which can provide sufficient mobility to defend metropolitan areas. The Capellan Confederation is notorious for equipping its militias exclusively with wheeled vehicles, and these units manage to fight credibly by frequently using heavy-weapon models such as autocannon-equipped vehicles. For most military commanders, however, the poor performance of wheeled vehicles on rough terrain severely limits their tactical value, and only their low cost warrants them a place in a unit arsenal.

Hover Vehicles

Sleek and agile, hovercraft are the fastest land-based vehicles currently used in the Inner Sphere. Essentially large engines, these vehicles ride on cushions of air and provide a mobile platform for weapons and armor. Individual hovercraft can weigh up to 50 tons. During the Star League's heyday, designers built hovercraft using fusion engines and advanced chassis and armor designs, making the vehicles expensive but versatile. The Kanga, a noted design from the era, even boasts jump jets, enabling it to jump over rough terrain much as a BattleMech can. Though proponents of the Kanga have favored it as a replacement for the light 'Mech, the hovercraft's easily damaged air-cushion skirt leaves it dangerously vulnerable.

Tracked Vehicles

Tracked vehicles descend directly from twentieth-century Terran tanks. Numerous technological improvements over the past 11 centuries have boosted the tracked vehicle's combat potential, enabling them to compete on the modern battlefield.

Although tracked vehicles do suffer movement restrictions, they are much more versatile than wheeled machines on rocky and broken ground. The most recent advancements in tracked vehicles come from the Lyran side of the Federated Commonwealth. The Rommel and Patton designs, both products of the Lyrans' "Desert Knights" project, have brought back some respect to heavy tracked vehicles. These designs use fusion engines in their designs, an innovation that gives their tanks a distinct battlefield edge in speed and power.

VTOL Vehicles

The acronym VTOL stands for Vertical Take Off and Landing, describing the function of these specialized flying vehicles. The House armies tend to use light, inexpensive VTOL designs for reconnaissance, medical evacuation, and rapid infantry deployment. Because their lightly armored rotor blades pose a major weakness in combat, modern units rarely employ helicopter gunships, though the H-7 Warrior remains useful for harassing enemy units at long ranges. Effective against other Inner Sphere forces, this tactic often backfires when used against the Clans, who employ longer range weapons and more sophisticated targeting computers than their Inner Sphere counterparts.

Naval Vessels

A staple of warfare since the 20th century, surface naval vessels have given way to hovercraft in most military organizations. Aside from those employed by planetary garrisons on water-rich planets, the only submersible design currently used is the Federated Commonwealth's 100-ton *Neptune*. The Commonwealth uses these craft to protect its underwater command, control and communications bases. These submarines usually arrive on contested worlds via modified *Seeker* Class DropShips to carry out their defensive task, undetected and unopposed.

JUMP INFANTRY

Most mobile infantry units use small vehicles or large transports. Jump infantry units, however, are equipped with personal jet packs that enable them to bound across the battlefield for distances of up to 90 meters per jump, making them the most mobile of all infantry units. To make room for this extra equipment in the event these troops need vehicle transport, jump infantry units number 21 soldiers instead of the usual 28. Laser rifles combined with a military powerpack generally serve as the main weapon of jump infantry units.

Heavy jump infantry units are trained extensively in anti-BattleMech tactics and pack machine guns, flamers, portable lasers and SRM launchers.

BATTLE-ARMORED INFANTRY

Though still in its infancy in the Inner Sphere militaries, the battle-armored infantry unit is a staple combat unit among the Clans. Using advanced technology and bioengineering expertise, the Clans have created Elementals, a class of giant soldiers specifically bred to fight in the Clan battle armor suits.

Usually measuring nearly three meters tall, Clan Elementals use the most advanced technology ever designed for infantry. Even a cursory look at the armor and weapons carried by Clan battle armor reveals an arsenal that rivals those of some light BattleMechs. The battle suit the Inner Sphere developed to counter this infantry falls far below the capabilities of Clan equipment, but comes closer to their technology level with every modification.

Inner Sphere battle suits carry only one weapon, but have jump capabilities equal to Clan suits. And in an effort to match the unique qualities of the specially bred Clan Elementals, Inner Sphere soldiers chosen to pilot battle suits possess unmatched fearlessness and competence.

SPECIAL FORCES

The special forces designation refers to many distinct types of units, all of which have different uses and areas of expertise. Although the term generally refers to intelligence units, it also applies to any unit engaged in non-standard operations. Certain elite mercenary units such as Wolf's Dragoons, for example, use their security and scout groups as advance special forces infiltrated to disrupt their opponent's ability to fight.

Although special forces can disrupt an enemy's operations effectively and efficiently, the extensive training and skill these tactics require have made special forces rare among mercenary units.

INTELLIGENCE

Reconnaissance, sabotage, assassination, and disinformation all fall in the domain of intelligence forces. Regarded as a modern-day amalgamation of spies and traditional special forces, intelligence units and agents generally operate independently, often far behind enemy lines.

SECURITY

Most military units maintain specially trained security forces to guard their installations. Unlike regular field units, security forces specifically watch for and defend against sabotage or infiltration. In a combat area, security units often guard support personnel at a unit's base of operations.

ARTILLERY

This traditional military arm receives the least appreciation on the modern battlefield. The technology of war has made most high-tech artillery pieces historical curiosities, their combat potential forgotten. The reemergence of rocket artillery, in the form of the Arrow IV missile system, saved the artillery branch from falling into complete disuse, but only well-designed mobile platforms capable of delivering these missiles can fully revive this branch's fighting potential.

SUPPORT UNITS

Though unseen on the battlefield, support units usually outnumber combat units on any mercenary staff sheet. Even the diverse requirements of the battlefield may seem simple when compared to the personnel and capabilities needed to conduct the business and other activities of most mid-sized mercenary units. A well-equipped unit usually maintains at least two support personnel for every combatant. These personnel provide technical, medical, social, and general support to the fighting units. Often, civilians compose large portions of a unit's support personnel, and many mercenary units incorporate the families and friends of combatants into support positions, forging an unusually powerful link between the troops and their support personnel.

ADMINISTRATION

In addition to performing combat missions, mercenaries must handle all the administrative tasks that House units can leave to their respective military organizations. Most merc units maintain small administrative staffs to oversee unit payrolls, purchase parts and equipment, regulate funds for support services, and handle payments from clients. Although managing a company's finances may seem straightforward, the sheer volume of figures and paper-pushing prevent most units from regulating their finances as strictly as they should. The more financially successful units often hire topnotch lawyers and administrators to handle company finances and consider the benefits provided by these specialized personnel well worth the extra cost.

C3 STAFF

Command, control, and communications—otherwise known as C^3—remain the most important factors in many battlefield operations, and both mercenary and House units alike regard a well-trained C^3 staff as a prized asset. Mercenary units are always on the lookout for talented intelligence and communications officers and usually willing to pay handsomely for their services. These personnel relay information to and from the unit's commanding officer, analyze enemy troop movements, coordinate large-scale actions, and make sense of all incoming radio traffic. Because the C^3 staff handles these vital tasks, the lives of combat troops and the outcomes of battles often depend on their skills.

TECHNICAL SUPPORT

Technicians

The term "tech" refers to a technically competent individual who specializes in BattleMech and vehicle repair and maintenance. The average merc unit assigns one tech to each BattleMech and maintains an additional cadre of techs to perform post-battle repairs.

Engineers

The term engineer has two different meanings. In a support unit, the engineer specializes in maintaining and repairing aerospace fighters. The other, more common usage, refers to an individual who specializes in the design, manufacturing and testing of new equipment. Only rarely does this second type of engineer work for a mercenary unit.

MEDICS

Anyone in the business of war needs medical personnel. Unfortunately, many mercenary units find themselves financially unable to hire proper medical teams, relying instead on the facilities and treatment provided by their employers. Certain successful units, however, do maintain hospitals on their assigned planets or home bases. When not filled by wounded mercenaries, these hospitals often provide free treatment to local citizens, earning the units considerable good will from the local populations.

DROPSHIP CREW

A DropShip crew includes all the personnel needed to operate the vessel, making DropShips self-sufficient. The crew comprises two subgroups, the pilots and the engineers. Most frequently the ship's captain is a pilot, and the chief engineer answers directly to him. Working hours on a DropShip vary between combat and non-combat assignments, with three eight-hour shifts the most common arrangement. During each shift, at least one pilot and one engineer stay on active duty. Prospective employers rate DropShip crews by the proficiency of their captains.

JUMPSHIP CREW

JumpShip crew members enjoy the seclusion of space, and most feel more at home in a JumpShip's enclosed environment than in terrestrial surroundings. As with DropShip crews, a JumpShip crew always includes both pilots and engineers. Unlike their counterparts on DropShips, however, JumpShip engineers rarely share the bridge with the pilots, instead working from an engineering station in the aft of the ship near the FTL core controls.

UNIT ORGANIZATION

Most mercenary units and House armies organize their forces along the standard structure used by the long-vanished Star League Defense Force. Under this plan, military units are grouped according to their function—regiments are composed solely of BattleMechs, infantry, or aerospace forces. The Houses adopted this structure primarily as an efficient means of maintaining large peacetime armies. Under this organization, a maintenance officer for an aerospace regiment only needs to concern himself with caring for aerospace fighters. A technical officer with a 'Mech unit maintains only BattleMechs and so does not need any special knowledge of other war machines to perform his job. By simplifying the logistics and support of units, this function-specific structure also reduces the costs of maintaining such units. For example, leaders can more easily predict and supply the materiel needs of a single 'Mech battalion than those of an equal number of 'Mechs scattered among a number of different units.

The standard organizational plan of the Clans, however, evolved under different circumstances. Because the Clans have spent nearly their entire existence either in a state of war or preparing for one, maintaining combat readiness has always been the overriding goal of their military planners. To achieve this goal, Clan leaders opted for mixed units. Rather than maintaining regiments composed solely of 'Mechs or infantry, for example, a galaxy—the Clan equivalent of an Inner Sphere regiment—includes battle-armored Elementals, 'Mechs, and aerospace fighters. The Clans combine these different forces at the smallest unit level. The Clan Star, analogous to a standard Inner Sphere lance, includes five 'Mechs, 25 Elementals, and ten aerospace fighters.

Because all Clan units consist of combined arms, Clan commanders can mount a diverse force more quickly than their

Inner Sphere counterparts. And because Clan warriors train in heterogeneous units, they are generally better-versed in combined-arms tactics than the warriors of the Inner Sphere. This allows Clan commanders to mix and match their 'Mechs, Elementals, and aerospace fighters as the need arises, confident that the disparate elements will know how to work effectively together.

The most successful mercenary units—the Gray Death Legion, Wolf's Dragoons, the Kell Hounds, the Eridani Light Horse, and the Twelfth Vegan Rangers—have long deployed their forces in similar units. While the Inner Sphere units first employed this approach as a matter of battlefield necessity, others, such as the Dragoons—who use a mix of Inner Sphere and Clan organization structures—inherited the structure as part of their Clan heritage. Regardless of how they came to incorporate the combined-arms approach in their organization plans, these mercenaries have found that combined-arms tactics can boost the effectiveness of their forces. By deploying different elements based on their strengths—'Mechs as shock troops, armor as hull-down defense and flanking forces, infantry for urban combat—these commanders make the most effective use of these elements and minimize losses in manpower and machinery.

This combined-arms approach attracted some interest in the Inner Sphere during the Succession Wars, leading to Hanse Davion's formation of regimental combat teams (RCTs). Comprised of disparate armor and infantry regiments, aerospace fighters, and BattleMechs, these enormous units provided some of the benefits of combined-arms forces, but were generally ad hoc creations, too large and unwieldy to have much lasting impact.

Ironically, the success of mercenary units such as the Legion against the Clans and the dramatic victory over the invaders won on Tukayyid by the Com Guard—an army designed from its conception as a combined-arms force—have intensified interest in Clan-style unit structures.

The handbook provides descriptions of both traditional Inner Sphere and Clan organizational structures to better help mercenaries design their own units.

INNER SPHERE UNITS

Squad

Often ignored in tactical considerations, the smallest Inner Sphere unit can consist of an infantry unit of seven troops, a single BattleMech, a single conventional or aerospace fighter, a single scout, and a single technician (with or without assistants) or vehicle. Few commanders allocate such small units for anything other than reconnaissance or scout missions, though in some circumstances, a commander may temporarily detach elite personnel into squads for special missions.

Lance/Platoon

Four squads make up a lance, the smallest Inner Sphere unit in wide use. The standard four-'Mech lance, legacy of the Star

League, comprises a lance commander, usually a lieutenant, and three MechWarrior lance members. A four-squad infantry unit is called a platoon. The smaller aerospace and conventional fighter lances comprise only two aerospace fighters and their techs. The *Leopard* class DropShip serves as the standard transport for a BattleMech lance.

Company

A captain usually commands a three-lance company. He also leads the command lance, and his second-in-command acts as communications officer. Certain combat support elements, such as aerospace and scout units, may be attached directly to a BattleMech company. The *Union* class DropShip serves as the standard company-sized transport.

Battalion

Three companies, along with support units, comprise a battalion. Because their aerospace fighters are generally organized as a separate company, most 'Mech battalions lack direct aerospace support. Most battalions include a command lance, which frees the battalion commander from direct enemy contact and allows him or her to plan and direct operations, usually from a mobile or underwater C3 base. The *Overlord* class DropShip serves as the standard battalion transport.

Regiment

Traditionally, a regiment is composed of three to five battalions using the same class of equipment, though shortages and regular troop reassignments may place diverse arms in a single regiment. The commander of a regiment, usually a colonel, often has full control over aerospace support.

CLAN UNITS

Point

Analogous to the Inner Sphere squad, the Clans use the Point primarily for battle infantry, better known as Elementals. A Point equals five Elementals or two aerospace fighters, or a single BattleMech.

Star/Nova

Five Points make up a standard Star. A Nova is a specially assembled Star, containing five OmniMechs and five points of Elementals. OmniMechs make up most front-line Clan BattleMech Stars, leaving older technology for second-line units. The Clans designate the leader of a Star as Star Commander.

Binary/Trinary/Supernova

The Binary and Trinary, rough equivalents to the Inner Sphere company, include two and three Stars, respectively. Because they use the more powerful OmniMechs, Clan BattleMech Binaries can usually outgun their House equivalents. The Supernova, composed of two or three Novas, serves as the expanded version of the Binary/Trinary formation.

Cluster

A Cluster contains anywhere from two to five Binaries, Trinaries, Novas, or Supernovas, making the Cluster roughly equivalent to the Inner Sphere battalion. A Clan Cluster's firepower, however, easily matches that of an average Inner Sphere regiment. A Clan commander at this level is known as Star Colonel.

Galaxy

Analogous to a Successor State regiment, a Galaxy contains three to five different Clusters; the flexibility inherent in the Clan system eliminates the need for irregular unit structures. Second-line units made up of vintage BattleMechs, often called Provisional Garrison Clusters (PGCs), lack the combined-arms approach common to front-line clusters and are staffed by older and/or freeborn MechWarriors. The Clans consider units of this configuration inferior. The Clan commanding officer at this level is called a Galaxy Commander.

UNIT QUALITY

Traditionally, the designations used by prospective employers and enemy military units to rate a military unit depend on the quality of its members. Because the rating terms are centuries old they are sometimes misunderstood, and so the handbook provides the following definitions of those terms. Age has no bearing on individual ratings, as many young military cadets have sufficient skill and training to draw a high rating. However, all combatants and units are considered green until they survive their first fight.

Green

Derived from the term "greenhorn," this rating indicates an individual or unit with no combat experience. A green rating applies to raw recruits and first-time combatants.

Regular

Regular troops comprise the majority of mercenary personnel and House units. A regular trooper has seen combat and learned from it. These troops do the lion's share of the fighting.

Veteran

Combat veterans often hold command positions or posts in veteran and elite units. These warriors have survived many battles, though have not necessarily won them. Motivated and courageous, these men and women can stand their ground against even suicidal opposition, trusting their exceptional skills to keep them alive even in the worst situations.

Elite

Few and far between, elite units usually owe their ratings to commanders who maintain their units' powerful fighting edge. These elite MechWarriors are a staple of legends and holodramas, often squaring off against entire companies and winning. The Gray Death Legion, the Kell Hounds, Wolf's Dragoons, and the

near-mythic individuals leading them such as Grayson Death Carlyle, Morgan Kell, and Jaime Wolf, have proved many times that not all such MechWarriors exist in fiction. Though the Inner Sphere House militaries contain their fair share of elite units, elite mercenary companies usually receive wider public acclaim.

Among the Clans, genetically engineered warriors and harsh training methods have combined to create an army of warriors whose skills far surpass those of the average Inner Sphere soldier. In fact, no Clan front-line unit contains warriors who would be considered green, and even regulars are uncommon. The Clans place their elite warriors in the front lines, where they can use their skills to most deadly effect.

Wolf's Dragoons' unique organization reflects the unit's blend of Clan and Inner Sphere influences. Founded by Clan Wolf freebirth warriors, the original Wolf's Dragoons adopted Inner Sphere military structures as part of its masquerade as an Inner Sphere mercenary unit and maintained that façade until the arrival of the Clans in 3050. Disclosing their Clan origins as the invasion picked up speed, the Dragoons trained the House leaders in Clan tactics, fought for the Inner Sphere and began to enlarge their ranks with Clan warriors made bondsmen at the battle for Luthien. Partly to assimilate their Clan bondsmen more quickly, the Dragoons reverted to a more Clanlike command structure, but retained those features of Inner Sphere organization that they deemed more efficient than the Clan way. Today's Dragoon warriors believe that their military organization gives them the best of both worlds.

The following information outlines the current typical Dragoon unit structure for various unit types.

Command Company (15 BattleMechs)
Command Lance (4 BattleMechs)
Wolf Star (5 BattleMechs)
Pack Star (5 BattleMechs)
Aerospace Point (2 Fighters)
Elemental Point (5 Battle Suits)
Reconnaissance Lance (1 BattleMech,
1 Command Van, 4 Scout Cars)

BattleMech Regiment (135 BattleMechs)
Command Company (15 BattleMechs)
First Battalion (40 BattleMechs)
Second Battalion (40 BattleMechs)
Third Battalion (40 BattleMechs)
Support units (at least one armored or
Elemental battalion)

BattleMech Battalion (40 BattleMechs)
Command Lance (4 BattleMechs)
First Company (12 BattleMechs)
Second Company (12 BattleMechs)
Third Company (12 BattleMechs)

BattleMech Company (12 BattleMechs)
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

Fire Support Brigade
Command Lance (4 BattleMechs)
First Battalion (52 BattleMechs, 1 Vehicle, 1 VTOL)
Second Battalion (52 BattleMechs, 1 Vehicle, 1 VTOL)
Third Battalion (10 BattleMechs, 54 Vehicles, 11 VTOLs)
Recon Company (5 BattleMechs, 6 Vehicles, 6 VTOLs)

Elemental Strike Cluster (130 Battle Suits)
Command Point (5 Battle Suits)
Alpha Star (25 Battle Suits)
Beta Star (25 Battle Suits)
Gamma Star (25 Battle Suits)
Delta Star (25 Battle Suits)
Epsilon Star (25 Battle Suits)

BattleMech-Attached Elemental Battalion (80 Battle Suits)
Command Point (5 Battle Suits)
Alpha Star (25 Battle Suits)
Beta Star (25 Battle Suits)
Gamma Star (25 Battle Suits)

Armored Support Brigade
Command Company (12 Vehicles)
First Assault Battalion (48 Vehicles)
Second Battalion (48 Vehicles)
Third Battalion (48 Vehicles)
Recon Company (12 Vehicles,
usually divided among battalions)
Arrow IV Company (12 Vehicles)
VTOL Company (12 Vehicles)

BattleMech-Attached Armored Battalion (40 Vehicles)
Commander's Lance (4 Vehicles)
First Company (12 Vehicles)
Second Company (12 Vehicles)
Third Company (12 Vehicles)
Recon Lance (4 Vehicle detachment, one from the
Command Lance and one from each company)
Fire Lance (4 Vehicle detachment, one from the
Command Lance and one from each company)

Zeta Battalion (55 OmniMechs)
Command Star (5 OmniMechs)
First Trinary (15 OmniMechs)
Second Trinary (15 OmniMechs)
Third Trinary (15 OmniMechs)
Fire Star (5 OmniMechs)

Wolf Spider Battalion (45 BattleMechs)
Command Star (5 BattleMechs)
Spider Trinary (15 BattleMechs)
Tarantula Trinary (15 BattleMechs)
Web Trinary (10 BattleMechs, 1 Elemental Star)
Aerospace Company (6 Fighters)
Support Infantry (Third Team, Seventh Kommando)

Like any military outfit, a mercenary unit requires JumpShip and DropShip transport—JumpShips to carry their men and machines between the stars, and DropShips to land them on the battlefields where they serve. Because a unit can be vulnerable during JumpShip and DropShip runs, mercenary commanders should choose their transport vessels carefully, whether purchasing a ship or booking passage on one. A wise choice of transport can also save a mercenary unit valuable resources, as purchasing or contracting passage on these vessels can cost considerable amounts of C-bills.

The following section is designed to aid mercenary commanders in choosing transport by providing a list of JumpShips and DropShips, their cargo capacities, and armaments.
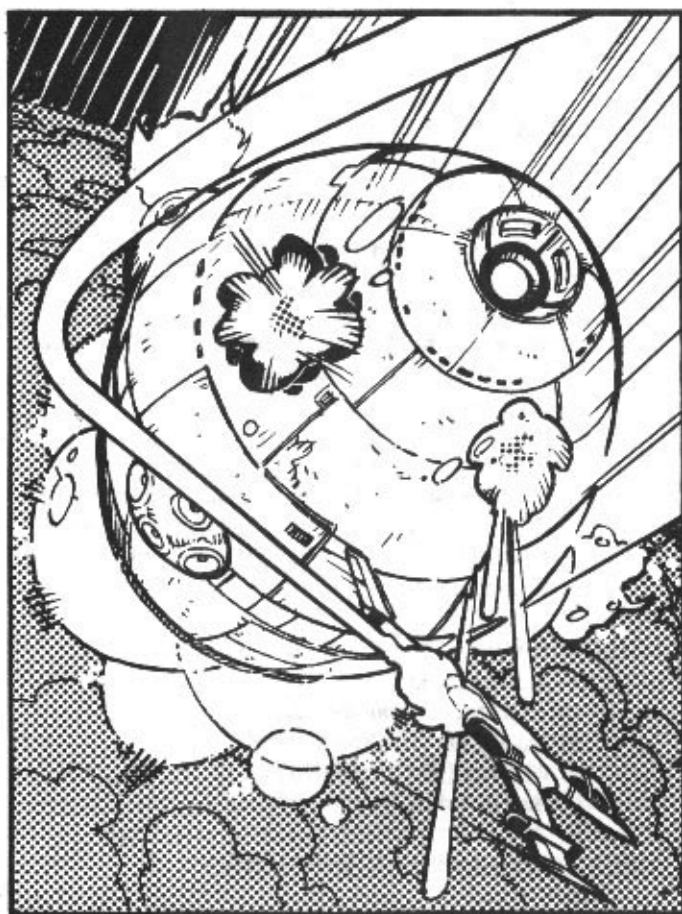
DROPSHIPS

Often called the workhorses of the Inner Sphere, DropShips commonly ferry soldiers and materiel from the surface of a planet to a waiting JumpShip. The JumpShip, in turn, transports the DropShip and its cargo to its final destination, where the two vessels separate and the DropShip makes a planetary landing.

A variety of DropShip types exist, each designed for a specific purpose. Military designs include troop carriers, 'Mech carriers, assault ships, and fighter carriers. Civilian designs range from luxurious passenger liners to massive cargo haulers, capable of landing hundreds of 'Mechs should the need arise. Though military designs are generally better suited for mercenary work, some units use civilian DropShips when military ships are scarce or beyond the unit's price range.

TROOP CARRIERS

Fury Class DropShip

The *Fury*, the smallest troop carrier used by the Successor State armies, can accommodate 112 infantry troops and eight light vehicles or 200 tons of cargo. The *Fury*'s armament consists of two 20-shot, long-range missile (LRM) racks, one autocannon/10 (AC/10), seven medium and six small lasers, and a single nose-mounted, particle-projection cannon (PPC). These vessels generally operate in conjunction with *Gazelle* Class DropShips and *Leopard CV* Class DropShips, both of which carry aerospace fighters.

Gazelle Class DropShip

Designed primarily as an armor carrier, the *Gazelle* features a reinforced cargo bay that can accommodate up to 15 heavy vehicles and their crews or up to 950 tons of cargo. The ship's armament consists of a single LRM-20 rack, an AC/5, a large laser, ten medium lasers, two six-shot, short-range missile (SRM) racks, and two PPCs. These vessels are normally deployed along with troop-carrying *Fury* Class DropShips, forming a fearsome combination.

Seeker Class DropShip

Designed for forward scouting missions, the *Seeker* can accommodate up to 64 light vehicles or 48 light vehicles and four BattleMechs, in addition to 120 infantrymen. The *Seeker*'s arsenal comprises three large and six medium lasers, two LRM-10 racks, and a pair of PPCs. To remedy the design's lack of aerospace fighter bays, some *Seekers* have been modified to carry a pair of fighters in their vehicle bays. One of the fastest and most maneuverable DropShips of its class, the *Seeker* is ideal for quick-strike and reconnaissance missions.

Triumph Class DropShip

The versatile *Triumph*'s 3,260-ton cargo capacity enables it to transport up to 45 heavy infantry vehicles and their crews. The *Triumph*'s large hold can also accommodate conventional aircraft, artillery, aerospace fighters, or BattleMechs.

The ship's armaments include one LRM-20 and one LRM-10 rack, two LRM-15 racks, an AC/5 and an AC/10, two large and eight medium lasers, and a single PPC.

Condor Class DropShip

Designed as an infantry transport, the *Condor* can accommodate 336 infantry troops, along with 20 light vehicles or 400 tons of cargo. The *Condor* mounts three AC/5s, an LRM-15 rack, five large and eight medium lasers, and a PPC. Though this arsenal seems impressive, the *Condor* lacks its own aerospace support, leaving it vulnerable to enemy aerospace fighters. The *Condor* is normally used in conjunction with other troop and armor carriers in coordinated assaults against well-defended worlds.

Excalibur Class DropShip

The largest of DropShip combat troop transports, the *Excalibur* can deliver a staggering amount of equipment to the battlefield in a short time. The ship can accommodate 25 heavy infantry vehicles, 336 infantry troops, and a BattleMech company, although it lacks 'Mech-drop capabilities.

Despite its impressive, 600-ton cargo capacity, the *Excalibur* has inadequate defenses. Normally fitted with two PPCs, an AC/5, five LRM-10 racks, three large and eleven medium lasers, the *Excalibur* makes a poor match for enemy aerospace fighters. For this reason, *Excalibur* DropShips usually enter secured combat zones only.

BATTLEMECH CARRIERS

Leopard Class DropShip

The most commonly used 'Mech transport in the Inner Sphere, the *Leopard* can deliver four BattleMechs into combat at any time. In service since the early days of the Star League, *Leopard*s have earned a reputation as tough vessels capable of taking on any aerojock foolish enough to come close. At 1,720 tons, the *Leopard* is one of the smallest operational DropShips, but boasts an impressive arsenal of two PPCs, three LRM-20 racks, five large lasers, and seven medium lasers. The *Leopard* also carries two aerospace fighters to deploy in its own defense. Its impressive weaponry, reliable drive system, and low operating cost have made the *Leopard* a favorite among both mercenaries and pirates.

Union Class DropShip

The standard 'Mech company carrier of the Inner Sphere, the *Union* is the most versatile DropShip in common service: small enough to carry units on raiding missions, yet powerful enough to serve in a full-scale invasion. Most larger merc units see the *Union* as the ideal transport and will go to extraordinary lengths to get one. The ship accommodates twelve BattleMechs and two aerospace fighters.

The *Union*'s arsenal comprises six LRM-20 racks, twelve medium and five large lasers, six AC/5s, and three PPCs. The ship's roomy interior includes repair facilities for the 'Mechs and fighters it carries, making it a self-sufficient combat vessel.

Overlord Class DropShip

The largest 'Mech carrier in the Inner Sphere, the egg-shaped *Overlord* can transport 36 'Mechs and six aerospace fighters—enough for a full-scale planetary invasion. The *Overlord*'s six PPCs, six LRM-20 racks, six AC/5s, three AC/20s, six large lasers, and twelve medium lasers give it fearsome power, but the ship's high maintenance costs have made it rare outside of the Successor State armies. Some *Overlord* captains outfit their ships with sophisticated electronics and tactical gear, transforming them into mobile field command centers.

ASSAULT SHIPS

Avenger Class DropShip

The smallest assault DropShip in common use, the *Avenger* primarily secures landing zones for DropShips transporting armor and BattleMechs engaging in planetary conquests. Impressively armed for a ship of its size, the *Avenger* mounts two PPCs, an AC/20 and an AC/2, six AC/5s, four LRM-20 racks, two large lasers, and eight medium lasers. This array ensures that the vessel can hold its own against aerospace fighters and ground troops.

The *Avenger* is normally reserved for large-scale operations. To date, the Federated Commonwealth is the only Successor State able to produce enough *Avenger*s to replace combat losses.

Achilles Class DropShip

Designed to engage targets in space, primarily aerospace fighters and other DropShips, the *Achilles* boasts maneuverability and an impressive arsenal. The ship's weaponry consists of six PPCs, three AC/20s, two AC/10s, four AC/5s, six LRM-20 and one LRM-10 rack, four large lasers, and twelve medium lasers, plus two aerospace fighters. However, the *Achilles* lacks atmospheric capability, which forces it to deliver its complement of 30 troops via two space buses.

Historically, House Kurita has possessed the greatest number of these ships, but as the Successor States decipher the secrets of the Gray Death memory core, the other ruling Houses will most certainly relearn how to build these awesome weapons.

Intruder Class DropShip

Designed to eliminate heavily defended ground positions in lieu of BattleMechs or other support troops, *Intruder*s often see action at the beginning of planetary assaults, when they "soften up" ground targets for later attacks. The *Intruder*'s seven PPCs, two AC/10s, three AC/5s, four LRM-20 racks, four SRM-6 racks, four large lasers, and 16 medium lasers equip it perfectly for such duty. The *Intruder*'s ability to fight in both space and on the ground, as well as its 90-troop complement and 725-ton cargo capacity, make it ideal for raiding and intelligence-gathering missions. Currently, all the Successor States use *Intruder*s for various missions.

Fortress Class DropShip

An invaluable asset to any unit, the *Fortress* is the most formidably armed and extensively armored DropShip in current use. Most forces only use this extremely rare vessel in large-scale operations where aerospace fighters or other DropShips can provide good covering fire.

The *Fortress'* unique armament includes a single Long Tom III cannon that provides deadly long-range firepower. Less exotic but equally lethal are the *Fortress'* six PPCs, two AC/20s, six AC/5s, four LRM-20 and LRM-10 racks, four SRM-6 racks, eight large lasers, and 16 medium lasers. This array can reduce almost any target to slag within a matter of minutes. The *Fortress* also carries a combined-arms battalion, usually comprising a 'Mech company, a motorized infantry company, and a regular infantry company.

FIGHTER CARRIERS

Leopard CV Class DropShip

The standard fighter carrier of the Inner Sphere, the *Leopard CV* accommodates up to six aerospace fighters. It has the same weaponry as the *Leopard* Class 'Mech carrier: twin PPCs, three LRM-20 racks, five large and seven medium lasers. This arsenal deters both enemy fighters and ground forces. These vessels rarely operate on their own, usually seeing action in large-scale assaults or providing covering fire on raiding missions.

Vengeance Class DropShip

Almost any major action undertaken by an assault force requires aerospace superiority to succeed, and the *Vengeance* is designed to provide it. This vessel can carry 43 aerospace fighters and launch up to eight of them per minute. Needless to say, the appearance of a *Vengeance* almost always heralds a major assault.

Although its huge fighter complement reduces the *Vengeance*'s need for a large arsenal, the ship carries four LRM-20 racks, an LRM-10 rack, twin PPCs, and three AC/5s for long-range hitting power. Five large and 16 medium lasers provide a formidable short- to medium-range array.

CIVILIAN SHIPS

Buccaneer Class DropShip

The Star League-era *Buccaneer* was originally designed as a 'Mech carrier to replace the aging *Lion* class DropShip, which no longer exists. The *Buccaneer*'s light armor and weapons complements and its slow 'Mech release time made it ill suited for this role, however, and the League chose the *Union* design to replace it. With minor modifications, the *Buccaneer* entered service as a civilian cargo hauler and soon became the vessel of choice among small merchant ship captains. Though its off-loading speed is too slow for combat operations, the *Buccaneer* can unload cargo much faster than the average merchant ship.

Like most merchant vessels, the *Buccaneer* carries a light weapons array, consisting of an LRM-5 rack, a large laser, six medium and two small lasers. The *Buccaneer*'s 2,652-ton cargo capacity can ferry just about anything the captain cares to take aboard and can be configured to accommodate up to 80 small craft. Many mercenary units employ *Buccaneers* modified with additional weaponry as vehicle transports.

Mule Class DropShip

A simple, easily maintained design, the *Mule*'s 8,450-ton cargo capacity and affordable price has made it a common sight from the most heavily populated worlds of the Inner Sphere to the dark reaches of space inhabited only by pirates and raiders. A single AC/5, two SRM-6 racks, three large lasers, eight medium lasers, and two small lasers form the *Mule*'s meager weaponry.

Monarch Class DropShip

One of the few DropShips designed as a passenger liner, the *Monarch* can transport up to 266 travelers in comfort and style. The ship boasts ample passenger staterooms, an exercise room, saunas, a recreation room, entertainment lounges, and a 400-ton capacity cargo bay. Though some mercenary units use *Monarch*s as troop carriers in a pinch, the vessel's light armor and lack of weaponry make it a poor choice for any combat mission.

Mammoth Class DropShip

The largest DropShip capable of planetary landings, the *Mammoth* is generally used by Inner Sphere traders for large-scale transfers of goods. The *Mammoth*'s high maintenance and operating costs have limited the ownership of these vessels to wealthy traders and the Great Houses. Although the *Mammoth* only carries three large lasers, four medium lasers, and two small lasers, its 40,110-ton capacity cargo area—large enough to conceivably accommodate more than 400 assault 'Mechs—makes the *Mammoth* a potentially invaluable military asset.

Behemoth Class DropShip

Weighing in at 100,000 tons, the *Behemoth* is the largest DropShip ever built. The massive vessel's drives cannot support the *Behemoth*'s weight under terrestrial gravity, rendering it incapable of planetary landings. Its cargo capacity of 84,195 tons is more than double that of the next largest DropShip class, but the *Behemoth*'s lack of landing capability forces it to rely on shuttles and other smaller craft to unload its cargo. The *Behemoth* also requires two standard docking rings on a JumpShip, making this vessel doubly expensive to transport.

The *Behemoth* mounts only four large lasers and ten medium lasers, but because so few have ever seen combat, most of those originally produced remain in service, mainly with the Great Houses and large corporations. Only one private citizen, Duke Hassid Ricol, has ever owned his own *Behemoth*.

JUMPSHIPS

As the Successor States' sole means of interstellar travel, JumpShips are considered priceless by all civilized human beings. No force would dare attack a JumpShip with the intention of destroying it, lest the widespread destruction of JumpShips strand the far-flung colonies of humanity.

As of 3055, approximately 3,000 JumpShips operate in the Inner Sphere. Though the Star League-era technical information contained in the Gray Death Legion memory core has enabled a few more manufacturers to produce these rare vessels, it is still uncommon to find any individual or organization in the Inner Sphere, other than a ruling House or a large corporation, that owns its own JumpShip. On occasion, however, a fortunate mercenary unit can obtain one.

JumpShips do not customarily carry weaponry and so typically carry either aerospace fighters or combat DropShips for defense. Those ships that carry neither are usually merchant vessels that stay far away from combat areas. Occasionally, an owner modifies a JumpShip to carry weaponry. Known as "Jolly Rogers," most of these vessels exist in the Periphery, maintained by pirate bands bent on boarding and capturing other JumpShips.

SCOUT CLASS JUMPSHIP

The *Scout* is the smallest JumpShip in common use, though its relatively small, 79,000-ton carrying capacity and high maintenance costs have limited it to military duties. The *Scout* is ideal for most small merc units, though few can dream of affording such a ship.

The *Scout* can carry a single aerospace fighter and has one DropShip docking hard point. The ship's small size and mass produces a tiny jump signature that is difficult to detect, making it ideal for reconnaissance and surprise raids. These vessels are usually assigned independent actions, such as providing transport for a raiding force. A minor variant of this vessel, the Capellan

Quetzalcoatl, replaces the single docking collar with a launch and recovery facility that allows the ship to carry 20 aerospace fighters. This design enables the ship to maintain aerospace superiority at a jump point.

MERCHANT CLASS JUMPSHIP

The *Merchant* is a common small trading vessel used throughout the Inner Sphere. One of the oldest JumpShip designs, the current *Merchant* configuration contains two docking hard points for DropShips, enabling it to transport large quantities of materiel. Two small craft complete the *Merchants'* carrying complement.

Because many of these vessels are privately owned, the interior accommodations and equipment vary from ship to ship. However, all *Merchants* seem to lack spare parts for their engine power converters.

INVADER CLASS JUMPSHIP

The JumpShip most commonly used by Inner Sphere armies, the *Invader*'s availability and cost efficiency make it a perfect vessel for most large mercenary units. The *Invader* boasts one of the lowest breakdown rates and maintenance costs of any JumpShip. The design accommodates three DropShips and two small craft.

Invaders make up an estimated 46 percent of all JumpShips currently operating in the Inner Sphere; of those, the militaries of the Great Houses use 51 percent, giant corporations own 32 percent, and the remaining 17 percent belong to large merc units or private citizens.

STAR LORD CLASS JUMPSHIP

Expensive to purchase and maintain, few *Star Lords* exist outside the armies of the Successor States, the largest megacorporations, and some select mercenary units.

The *Star Lord* can accommodate six DropShips and six small craft. Although the vessel carries a fusion power plant, the plant's small size means that quick-charging the Kearny-Fuchida drive takes at least 48 hours. Many *Star Lords* have also experienced problems with sail deployment. House Marik produces two *Star Lords* annually, and the Draconis Combine manufactures one of these increasingly rare ships per year.

MONOLITH CLASS JUMPSHIP

The *Monolith* is the largest spacefaring vessel currently existing in the Inner Sphere. Prohibitive manufacturing and maintenance costs have kept down the number of operating *Monoliths*, but an abundant supply of spare parts ensures that these giant vessels will remain in use.

The *Monolith* can accommodate nine DropShips and six small craft. The design also features a large onboard store of spare parts, an extra set of fuel tanks, and a combat control center.
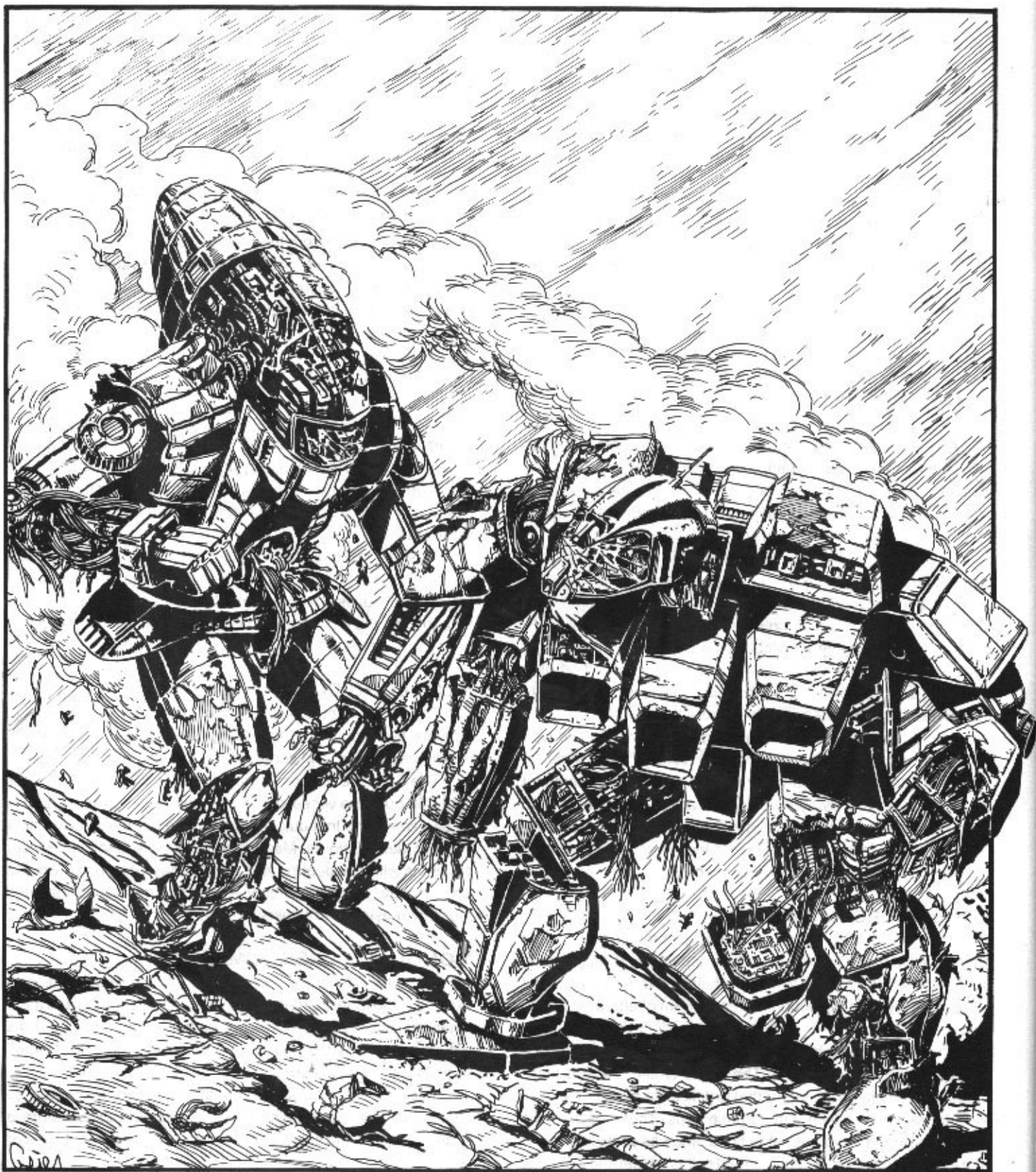
The name is synonymous with skill, courage, professionalism, and innovation. For more than a generation, the mysterious, highly disciplined Wolf's Dragoons have set the standard for Inner Sphere mercenaries, using their advanced BattleMechs and superior training to defeat the best MechWarriors the Inner Sphere had to offer. Under the leadership of founder Jaime Wolf, the Dragoons have done more to professionalize the mercenary industry than any other unit in existence, through their disciplined example on the battlefield, their Hiring Hall in the city of Harlech, their revitalization of the Mercenary Review and Bonding Commission, and their extensive training facilities on Outreach.

The Fourth Succession War nearly destroyed the unit, claiming the lives of almost one-sixth of the Dragoons. By recruiting war orphans—a typical example of Dragoon innovation—the unit rebuilt itself within a generation. Other innovations, such as the unit's 'Mech-manufacturing assets, have also contributed to the Dragoons' phenomenal resiliency and at the same time freed them from the precarious financial status most merc units must endure.

Though any of these accomplishments would secure the unit a place in mercenary lore, the Dragoons' instrumental role in halting the Clan invasion undoubtedly earned them a place in the annals of the Inner Sphere. Despite the heroic performance of the Com Guards on Tukayyid, the Successor States might still have fallen to the invaders' onslaught if not for the Dragoons' intimate knowledge of the Clans and their willingness to share that knowledge with the Inner Sphere powers.

This deserved litany of praise, unusual for a mercenary unit, rightly sets the Dragoons apart from every other mercenary unit in the Inner Sphere. For more than two generations, the Dragoons have followed the legendary Jaime Wolf, universally recognized as a supreme tactician, superior strategist, and shrewd political observer. The Dragoons are the supreme warriors of the Inner Sphere, and Wolf is the supreme commander.

A recent challenge to Wolf's leadership of the Dragoons prompted many to predict their imminent downfall and dissolution. True to form, the Dragoons defied the naysayers and emerged from their trials fiercer and more deadly, forged into a stronger alloy in the crucible of their civil war. Reflecting the unit's renewed strength and fierce loyalty, some observers have dubbed these new Dragoons "Wolf Pack." Whether or not the name sticks, few people doubt that Wolf's Dragoons will survive to fight the battles of future generations.

ORIGINS

Ever since Nicholas Kerensky forged his people into the stratified society of the Clans more than 200 years ago, tensions have threatened Clan unity. Not all of the new Clan Khans shared Kerensky's vision of building a unified warrior society to someday return to the Inner Sphere and forcibly restore the Star League, and some who applauded his goals disagreed on the timetable or details of this future conquest. By the 2980s, when some of the Clans felt ready to return to the Inner Sphere, these differences gave rise to the split between the Wardens and the Crusaders. The Wardens wished to develop Clan culture free from the Inner Sphere's taint and to protect the Inner Sphere from outside threats, and the Crusaders called on the Clans to conquer the Inner Sphere and reestablish the Star League by force. A political compromise between these two factions gave birth to Wolf's Dragoons.

In 3000, Khan Nadia Winson of the Crusader Clan Ghost Bear attempted to force a Grand Council vote in favor of invasion. In response to the growing strength of the Crusaders and the increasing support among the Clans for that faction's call to war, Khan Kerlin Ward of Clan Wolf offered a clever compromise. Ward, a partisan of Warden politics, proposed a scouting mission to the Inner Sphere, an idea that even the most ardent of the Crusaders had to accept as prudent strategy. The Grand Council agreed that the plan had merit, and gave Khan Ward the honor of forming the scouting party.

Disguising the scouting party as mercenaries, Ward planned to staff the chosen unit with officers who shared his Warden beliefs. Leo Showers, Khan of the Smoke Jaguars and a Crusader partisan, suspected Ward's motives and recruited saKhan Sessu Katayama of the Nova Cats, Showers' long-time battle comrade

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SHEEP'S CLOTHING

What do we really know about Wolf's Dragoons? They say they're renegades from the Clans—in fact, their name comes from Clan Wolf. They also say they'll fight the Clans. Sure. Ever heard of Natasha Kerensky? Biggest name in the Dragoons after the Wolf himself. She's a bloody Khan of the Wolf Clan. A Khan! That's like a general!

Wolf says his people will stand by the Great Houses of the Inner Sphere and provide "impartial" service. Well, half the Clan zones have swallowed up big chunks of Combine space, but the Dragoons ain't working with House Kurita. Damn convenient when the invaders rip up your blood enemies, ain't it?

They can deny their connection with the Clans all they want, but look at how many OmniMechs they field! And what about toad suits? Think about it. Dragoon units are crammed full of tech that House units can only dream about, tech that the New Avalon Institute ain't even got on the drawing board. So where does it all come from?

Me, I never trusted the Dragoons. Never will.

—Excerpt from an interview with Colonel Wayne Waco, commander of the Waco Rangers, conducted on Outreach, 10 July 3054

and an opponent of the Wolves, to sabotage Ward's plan by keeping him from using trueborn warriors.

Katayama, whose rank placed her second only to the ilKhan in the Clan Grand Council claimed that a force of trueborn Wolf Clan warriors would jeopardize the mission. The trueborns' inherent genetic superiority, Katayama argued, would make them conspicuous in the Inner Sphere states, thus defeating their purpose. Katayama suggested that Wolf Clan use freebirth warriors, claiming that their inferior genetic stock would help them blend in with the Inner Sphere population. This suggestion, eagerly backed by several Clans who wanted to save trueborn warriors for what they saw as real battle, played directly into Ward's hands. More than a few freebirth warriors felt the same loyalty to Kerlin Ward and commitment to Warden beliefs as any trueborn officer and Ward gave two loyal and talented freebirth warriors command of the newly formed Wolf's Dragoons.
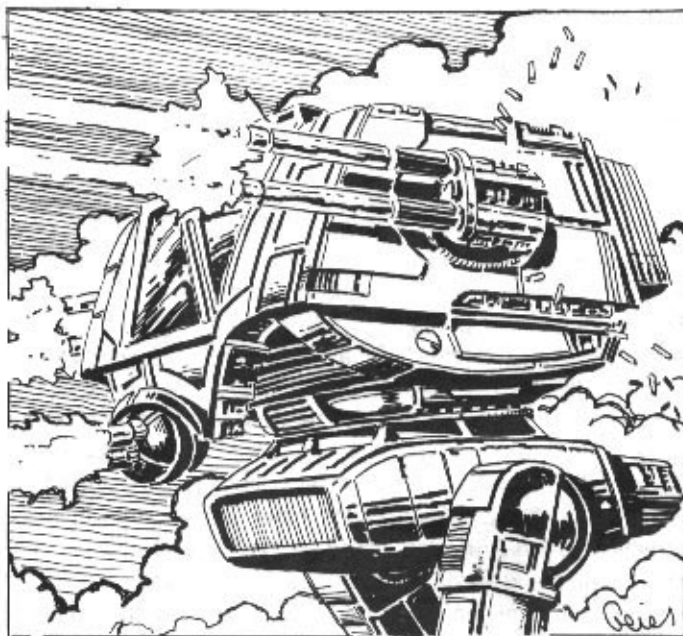
Jaime and Joshua Wolf, upstart freebirths who had fought to earn their status as warriors and the Clan name Wolf, had technically gained honor by earning their names, but both were untried in command positions. Katayama, perhaps believing Ward was cutting his own throat, approved the selection and the remaining Crusader sympathizers followed suit.

Still determined that the members of the expedition be unquestionably loyal to Wolf Clan and the Warden cause, Ward offered positions in the Dragoons to Bloodnamed or trueborn warriors of any Clan who wanted such a chance. Surprisingly, the number of volunteers for the Dragoons among trueborn as well as freeborn warriors skyrocketed once Jaime and Joshua were named commanders. The Dragoons' trueborn MechWarriors included an able warrior named Natasha Kerensky.

Clan Wolf readied ships and trained the Dragoons, briefing all unit members with the best available intelligence on the Inner Sphere. The Clans did all they could to disguise the origins of Wolf's Dragoons, but their fragmentary information about the Inner Sphere coupled with their arrogance led them to underestimate the denizens of the Inner Sphere they had left behind. The Dragoons' superior technology and fighting ability, far beyond anything the Successor States could muster, immediately convinced the Inner Sphere powers that the Dragoons were no ordinary mercenaries. The Successor States' intelligence experts failed to penetrate the mystery surrounding the unit, however, because they knew nothing of the Clans' existence. Only with Jaime Wolf's revelation on Outreach in 3051 did the Dragoons' Clan origins come to light.

FIRST CONTRACT: DAVION

Wolf's Dragoons first appeared in the Inner Sphere on April 11, 3005, in the Federated Suns' Delos system. The unit's heavily escorted convoy of JumpShips caused great concern among the defenders of Delos, who grew even more suspicious when the

HARD BARGAIN

PRINCE IAN: They want *what*?

DUKE WILLIAM: A planet, Your Highness, to serve as a home base.

PRINCE IAN: Any particular planet? New Avalon, perhaps?

DUKE WILLIAM: Colonel Wolf specifically excluded the capital, Your Highness.

PRINCE IAN: How kind. (deletion) Will they take anything we offer?

DUKE WILLIAM: They've made specific requests concerning climate, accessibility to standard jump routes, population density, natural resources, and so on. The details are in my report. I can retrieve them for you, if you wish.

PRINCE IAN: That can wait. If we give them a planet, they'll fight for us for five years. All five BattleMech regiments? You're sure they will honor the contract?

DUKE WILLIAM: Colonel Wolf assured me that they would. The contract includes the usual clauses to safeguard against unlikely events, but I do not believe that the Dragoons intend deception.

PRINCE IAN: This Wolf impressed me, William.

DUKE WILLIAM: He impressed me as well, Your Highness. I thought Colonel Wolf an honorable man.

PRINCE IAN: Yes. Five regiments for five years...

DUKE WILLIAM: Excuse me, Your Highness?

PRINCE IAN: Will New Valencia do for them?

—Transcript of a conversation between Prince Ian Davion and Duke William Schuler-Davion, House Davion archives

ships warned away Davion aerospace fighters scrambled to investigate. Even when the strangers' DropShips took station in orbit over Delos and Colonel Jaime Wolf announced the Dragoons' intention to enter service with House Davion, some remained suspicious. The strangers brought JumpShips of designs not seen in more than 200 years, as well as aerospace fighters, five fully-equipped regiments of gleaming BattleMechs, and a massive orbital repair facility. In an era of declining technology and jury-rigged equipment, no mercenary unit in the Inner Sphere could muster such a force, and some Davion defenders suspected a trick by House Davion's ancient enemy, the Draconis Combine.

Despite their misgivings, Delos authorities relayed news of the unit's arrival to Prince Ian Davion, who sent Duke William Schuler-Davion to investigate and begin negotiations. The Dragoons seemed oddly out of touch with recent Inner Sphere politics, showing no hint of the long-nurtured rivalries that infected almost every military unit in the Inner Sphere. His suspicions about their possible Combine origin at least partly calmed by the sheer sophistication of their equipment, the Duke pressed Prince Ian to take the mercenaries into service. Impressed as much by the reasonable fee that Jaime Wolf requested as by the Dragoons' obvious fighting ability, Ian Davion accepted the mercenary's offer of service. Wolf's demand for a Davion world to serve as a home base only caused a short delay, as Prince Ian Davion already planned to use this stroke of good fortune.

Sporadic raids into Federated Suns territory by the Capellan Confederation had long threatened to draw troops from the Draconis Combine–Federated Suns front, a drain that Prince Davion considered a dangerous waste. Their contract with House Davion signed, the Dragoons traveled across the Federated Suns and took up positions in the Capellan March, on the Confederation border. In short order the Dragoons identified the Capellan raiders and located their base on Halloran V. Over the objections of some of his advisors who still suspected the Dragoons were enemy agents, the Prince directed his new mercenary unit to lead the attack on Halloran. The assault became the first in a long string of victories for Wolf's Dragoons. In every military engagement, the Dragoons proved themselves more than a match for the Capellan forces arrayed against them.

The Dragoons displayed an amazing ability to gather intelligence on both their foes and friends, while letting out little information about themselves. The rumor mill went crazy after the capture of New Aragon in 3008 when Jaime Wolf, recipient of the Crucis Cross for his performance during the New Aragon campaign, recalled his troops to the Dragoons' base at New Valencia. The official Davion line stated that the Dragoons were on rest and refit, but not even Davion censors could prevent leaks about the intense aerospace activity around New Valencia. The Dragoons seemed to be preparing to leave Davion service, but the aerospace activity signalled the first of the Dragoons' now-famed,

REPLY TO DAVION

It is with great regret that I inform His Highness that I cannot accept the generous offer of permanent service. The Dragoons have been proud to serve the House of Davion and the Federated Suns, but we have now decided to accept employment with the Capellan Confederation. In deference to the respect that His Highness has always showed in dealing with our unit, we have requested that our new contract specify that Wolf's Dragoons will not participate in operations against the Federated Suns. I wish His Highness good fortune, and hope that someday we meet again.

—(signed) Colonel Jaime Wolf, Commander, Wolf's Dragoons, 10 February 3010

STAR LEAGUE OR SCAVENGERS?

Early reports said the Dragoons had Star League equipment, but I know better. Sure, a lot of what they had wasn't around any more—some of the 'Mech designs they used hadn't been seen in a House unit for generations. But I knew even then that those machines weren't vintage stuff. I saw one of the *Hoplites* they lost on New Aragon, and I'm telling you that machine was not built in a Star League factory. I know the marks, the metals, the composites. I tried to tell the mandarins what I saw, but they didn't want to hear it. Bootleg tech couldn't possibly beat *their* 'Mech jocks. Chancellor Maximilian said it had to be Star League, said it in a lot of press releases. Who's going to contradict the Chancellor in Liao space?

—Excerpt from an interview with Andy Chall, former Inspector of Recovered Technology for House Liao, 15 March 3012

mysterious supply runs. After a ten-month absence, the Dragoons returned to the Inner Sphere with new equipment to replace their losses and significant stockpiles of spare parts and expendables.

For two more years Wolf's Dragoons served House Davion with distinction, establishing themselves as one of the Inner Sphere's premier mercenary units. In 3010 they surprised all by declining to renew their contract with House Davion.

SECOND CONTRACT: LIAO

Though the Dragoon commanders and the hierarchy of the Capellan Confederation never developed the warm relationship that the Wolf brothers had shared with the Davion high command, the Dragoons served their new employers well. Hard-fought battles on Wallacia and Scarborough earned them such a fearsome reputation among the House Marik forces they faced that on Shiro III, Liao forces won several crucial battles when Marik troops retreated rather than face the Dragoons. Even with the losses taken during months of steady combat, the unit managed to remain combat ready, astonishing the Liao quartermasters with their lack of requests for spare parts and supplies.

In 3013, after the successful Shiro III campaign, the Liao high command inexplicably assigned the Dragoons garrison duty on the planet Carver. During the unit's enforced inactivity, incidents of disorderly conduct and other civil infractions grew. To keep restless troops in line, each of the Dragoon regiments formed lances where they placed those soldiers spoiling most for a fight. Despite this precaution, a brawl broke out on the world of Bithinia between the Dragoons and members of a rival mercenary unit, McCarron's Armored Cavalry. The conflict did nothing to ease the tension and tedium of garrison duty, and the arrival of Byzantine Liao politics in the person of Maximilian Liao's eldest daughter Candace only made matters worse. Candace Liao arrived at the onworld Dragoon garrison in May of 3013 and began a series of intrigues that included an attempt to seduce Jaime Wolf and bring the Dragoons under her sway. Rejected by Wolf, an enraged and humiliated Candace left Carver vowing revenge for the insults she had suffered. Though no conclusive proof exists, some reports claim that Candace Liao engineered two subsequent attempts on Jaime Wolf's life.

A few months later, Maximilian Liao and Wolf concluded secret negotiations with Anton Marik, and the Chancellor turned his control of the Dragoons over to Anton in support of Anton's bid to depose his brother Janos as Captain-General of the Free Worlds League.

STALKING THE WOLF

The Death Commandos are elite troops—they do *not* fail. Obviously, the assassin apprehended at the villa of the mercenary Wolf was *not* a member of my unit.

—Public statement of Warren Po, commander of the Capellan Death Commandos

The deed will soon be done and the Wolf's howl heard no more.

—(signed) Po
—Note found in the ruins of the palace on Sian, 3029

THIRD CONTRACT: MARIK'S REBELLION

The contract with the Dragoons formed the final piece in Anton Marik's preparations for revolt. Assured of Capellan support and encouraged by ComStar ROM agents, Anton issued a proclamation on May 22, 3014, declaring himself Captain-General of the Free Worlds League and calling for all the League's provinces to rally under his banner and overthrow the "tyrant," his brother Janos. Anton's initial support proved surprisingly strong and the announcement that Wolf's Dragoons were fighting for him prompted the Regulan Hussars and even some Marik Militia units to throw their strength behind the rebel duke.

Uncharacteristically, Jaime Wolf displayed his distaste for his employer by leaving all liaison work to his co-commander, Joshua Wolf. Despite his personal dislike for Anton Marik, Jaime led the Dragoons with his usual fervor and efficiency, and some now credit Dragoon successes with keeping the rebellion alive.

Neither the tyrant nor the fool his brother portrayed him as, Janos Marik soon realized the Dragoons were the linchpin of Anton's campaign and concentrated his forces against the mercenaries. Though Janos' troops won few actual victories, the Loyalists' constant pressure on the Dragoons soon left them unable to support Anton's flagging forces on other fronts. Little by little, the Loyalists pushed back rebels' gains, eventually forcing the unsupported Dragoons to retreat.

The deteriorating situation fueled despair and tension in the rebel camp. Anton's fits of temper became more open, driving deeper wedges into his already disintegrating forces and further souring his relationship with Jaime Wolf. Relations between the rebel leader and the mercenary worsened, until Wolf stormed out of a strategy meeting with Anton shouting after him, calling him a coward and a contract violator. Soon afterward, Jaime Wolf departed from New Delos, leaving his brother Joshua behind with 27 other liaison staff members and dependents.

Wolf's departure set the stage for Anton's revenge.

BLACK WIDOW

The Marik civil war provided a baptism of fire for the Black Widow Battalion, one of Wolf's Dragoons' most famous units. Made up mostly of hard cases and discipline problems, the MechWarriors of the Black Widow Battalion formed an unlikely membership for an effective unit. They became the most feared unit in Inner Sphere history through the leadership of one remarkable woman—Captain Natasha Kerensky.

A blood descendant of the legendary Star League Army leader, General Aleksandr Kerensky, Natasha took the Widows on as her first command. She molded her troops in her own image, transforming them from misfits into flashy, tenacious fighters, superior tacticians, and superb MechWarriors. Soon, the fear and respect given the Black Widow battalion on the battlefield matched that shown Captain Kerensky in the arena of individual combat. The unit members developed great affection for their commander, who returned those feelings by repeatedly refusing promotions that would have separated her from the unit.

Much of Natasha Kerensky's story remains shrouded in mystery. I found what we *do* know of her career and personal life to be fascinating. I hope you will too.

—Excerpt from the introduction to the tenth edition of Misha Auburn's *First Lady of Death*, New Avalon Press, 3051

Crisis And Change

Anton's arrest of the Dragoon personnel in the Edel Compound on New Delos sparked a savage battle with the returning mercenary forces. For three days the demoralized Ducal troops held off the furious Dragoons, staving off defeat by the barest of margins until they finally collapsed before the Dragoons' unabated fury. Though Anton had claimed to have executed the hostages, the Dragoons believed their treacherous employer to be lying, and used their merciless assault as a diversionary tactic. While the Dragoon line regiments occupied Marik's forces, other Dragoon elements attempted a rescue mission.

After determining that Anton must be holding the hostages in his heavily fortified manor outside the capital, Natasha Kerensky led her Black Widow Battalion in a surprise attack on the residence. A desperate, maddened Anton Marik ignited napalm charges in the woods surrounding his estate, raising a hellish wall of flame to block the Black Widows' approach. Undaunted, Kerensky's MechWarriors advanced through the burning forest, breaking through into Marik's compound and scattering its defenders.

The rescue party discovered the hostages dead. For once in his dealings with them, Anton Marik had told the Dragoons the grisly truth.

Anton Marik was killed in the Black Widows' attack, crushed beneath a collapsing wall of his palace. ROM agent Vesar Kristofur, Anton's advisor in the rebellion, escaped to return to his ComStar masters, who promptly placed him in prison. As Wolf and the bereaved Dragoons buried their dead, the rest of the mercenaries raged through New Delos for two days. Their furious assaults left no single civic building standing and wiped out Duke Anton's forces almost to the last man. Janos Marik seized the opportunity to counterattack, taking back the few planets remaining in rebel hands. Leaving New Delos for the planet Second Chance, the surviving Dragoons made grim preparations for an expected Loyalist attack.

BETRAYAL

TO: Colonel Jaime Wolf, Commander, Wolf's Dragoons
FROM: Duke Anton Marik, Captain-General of the Free Worlds League

This is to inform you that Major Joshua Wolf and 27 members of your household staff have been arrested. They will be held until such time as you comply with my orders and place your units at the disposal of my line officers. Failure to obey these orders will result in the execution of all prisoners within 14 standard days of this transmission.

TO: Jaime Wolf
FROM: Stanford Blake, Wolfnet

Jaime, they've taken the Edel Compound. All, I repeat all, compound personnel present are now in Marik's hands. Beyond Joshua, we don't know who they've got.

TO: Duke Anton Marik, Captain-General of the Free Worlds League
FROM: Colonel Jaime Wolf, Commander, Wolf's Dragoons
    Message received. Stand by.

—Transcripts of priority transmissions to and from Wolf's Dragoons command headquarters on New Delos, 28 February, 3015

FOURTH CONTRACT: MARIK

Instead of eradicating the Dragoons for supporting the abortive rebellion, Captain-General Janos Marik offered the unit employment. Perhaps even more puzzling than the unexpected offer was Wolf's acceptance of the contract. The exhausted mercenaries went to work for their equally exhausted new employer, and for the next three years both sides enjoyed a relative lull in the ongoing military struggles of the Successor States. Engaging in minor raids, border skirmishes, and limited action campaigns, the Dragoons came to refer to this interlude as their "cattle raiding" period.

As part of his New Year's greeting for 3019, Janos Marik ordered the Dragoons to undertake one of the most remarkable deep strikes in the annals of Inner Sphere warfare. He ordered the entire Dragoon force to penetrate deep into the Lyran Commonwealth, striking targets of opportunity and harassing Lyran forces en route to Hesperus II, the Lyran Commonwealth's premier BattleMech production facility.

Executing the assignment with characteristic élan, the Dragoons set out after a few months of planning and preparation, skirting the frontier planets and avoiding the well-traveled space lanes. For months the unit carved an erratic path across Steiner space, bewildering the Lyran commanders.

Only after a highly placed traitor in the Marik court leaked the campaign plan's true objective did the Lyran high command grasp the threat the raids represented; if the Dragoons hit Hesperus II hard enough, such a strike could cripple the Commonwealth military. The panicked Lyrans rushed reinforcements to the planet, and the unsuspecting Dragoons dropped into the toughest fight of their career.

Despite taking heavy casualties, the Dragoons pressed their attack. Lyran records show that Leftenant-Colonel Orpheus Thomas, commander of the Twenty-fourth Lyran Guards, demanded and got reinforcements including the elite Third Royal Guards and the mercenary units Hsien's Hotheads and Hansen's Roughriders. Most critics find it amazing that Thomas committed Hansen's Roughriders to the field for only a single raid during the first two weeks of battle, saving the bulk of that unit as a trump card. He played it just as the nearly exhausted Dragoons closed on the main 'Mech factories, unleashing the barely blooded Roughriders at the moment of Dragoon victory. Hansen's fresh MechWarriors hit the Dragoon leading elements like a tsunami, knocking them back. Where lesser units might have broken the Dragoons only bent, staging a masterful though costly retreat. In the end, all of Wolf's units escaped offplanet, though none escaped unscathed.

Their defeat on Hesperus demoralized the Dragoons. Weakened, most of the units limped home to their base on Sterling, carrying Jaime Wolf's message to Janos Marik that the mercenary colonel was invoking the rest-and-refit clause of their contract. Wolf disappeared into deep space in 3019 on a second, mysterious supply run, returning six months later with more new BattleMechs and DropShips full of supplies. On his return in early 3020, Wolf began to recruit new personnel to fill the Dragoons' depleted ranks. First, he promoted veteran tank drivers and infantrymen from the lower ranks as MechWarriors. Then, from a pool of carefully screened applicants, the Dragoons took in new MechWarriors, tankers, aerospace pilots and infantrymen from all the Successor States. Three ROM agents applied, hoping to infiltrate the unit, but Wolf politely rejected them. Curiously, the Dragoons accepted few fellow mercenaries among the new recruits.

Of course we knew they were coming. How? That's classified, sweetheart. Still, we were just damn lucky they didn't know we knew. They damn near took their objective as it was. They're good. Damn good!
    (pause)
    Ya know if they're hiring?

—Excerpt from an interview conducted with Major Hermann Immig, Hansen's Roughriders, shortly after the Hesperus raid, 3019

INTERLUDE: RETURN TO THE CLANS

During the Dragoons' final visit to the Wolf Clan in 3019, Colonel Jaime Wolf spent most of his time in seclusion. He attended many councils in the company of the aging Khan Kerlin Ward, as well as long private sessions with the Khan and his closest advisors, including Kerlin's chosen successor, Ulric Kerensky. Khan Ward noted that the Crusaders continued to gain strength in the Grand Council, and that Wolf's reports were actually fueling invasion fever. Ward's plan to forestall the invasion had worked for fifteen years, but with only House Steiner and House Kurita left to fight for before completing their mission, the Dragoons could not keep it working much longer.

Ward arranged for new 'Mechs and equipment for the Dragoons for the last time and also provided more warriors, though none Bloodnamed. During one private session Ward told Jaime Wolf of his fears that the Crusaders would prevail, starting a bloody war of conquest to crush the Inner Sphere. Rather than see the Inner Sphere destroyed by the Clans who he believed should be its protectors, Khan Ward charged Jaime Wolf and Natasha Kerensky with preparing the Successor States to meet the invasion. He then swore both Dragoons to secrecy and absolute obedience to his personal orders.

When Wolf left the Clans in early 3020, he carried with him a packet that included advanced technical data, Clan operational reports and old Star League records that revealed the location of undiscovered factories and caches of equipment on the Davion world of Outreach.

FIFTH CONTRACT: STEINER

Like Janos Marik before her, Archon Katrina Steiner had been vastly impressed by the Dragoons' fighting skills. Their near-victory on Hesperus II, though disappointing to the Free Worlds Captain-General, piqued Katrina's interest. The ruler of the Lyran Commonwealth offered the unit a place in her service, which the Dragoons accepted. Unlike their previous contracts, the arrangement with House Steiner contained a new clause that allowed Wolf to terminate the contract at any time.

The Dragoons signed on with the Lyran Commonwealth in early 3020 and less than six months later the Black Widow Battalion went into action against Draconis Combine troops. A successful raid on New Wessex seemed to herald the start of a new period of Dragoon success, and feelings ran high as commanders on both sides of the Lyran-Draconis border girded for a surge in hostilities.

In their first major action on the front, the Dragoons invaded Dromini VI, an operation that nearly claimed Jaime Wolf's life. The Dragoons lead the invasion force, pinning down the Combine troops as Lyran House troops exploited any gains. Unknown to Lyran intelligence, and thus to the Dragoons, Dromini VI's defenders included the elite Second Sword of Light regiment, commanded by *Tai-i* Minobu Tetsuhara.

During the fierce fighting, a recon unit led by Tetsuhara discovered Jaime Wolf's *Archer* separated from his unit and crippled. Another commander might have simply ordered his men to finish off a wounded opponent, but the *Tai-i* followed *bushido*, the way of the warrior. Tetsuhara saluted Wolf for his prowess, and instead of destroying him led his recon company away to join
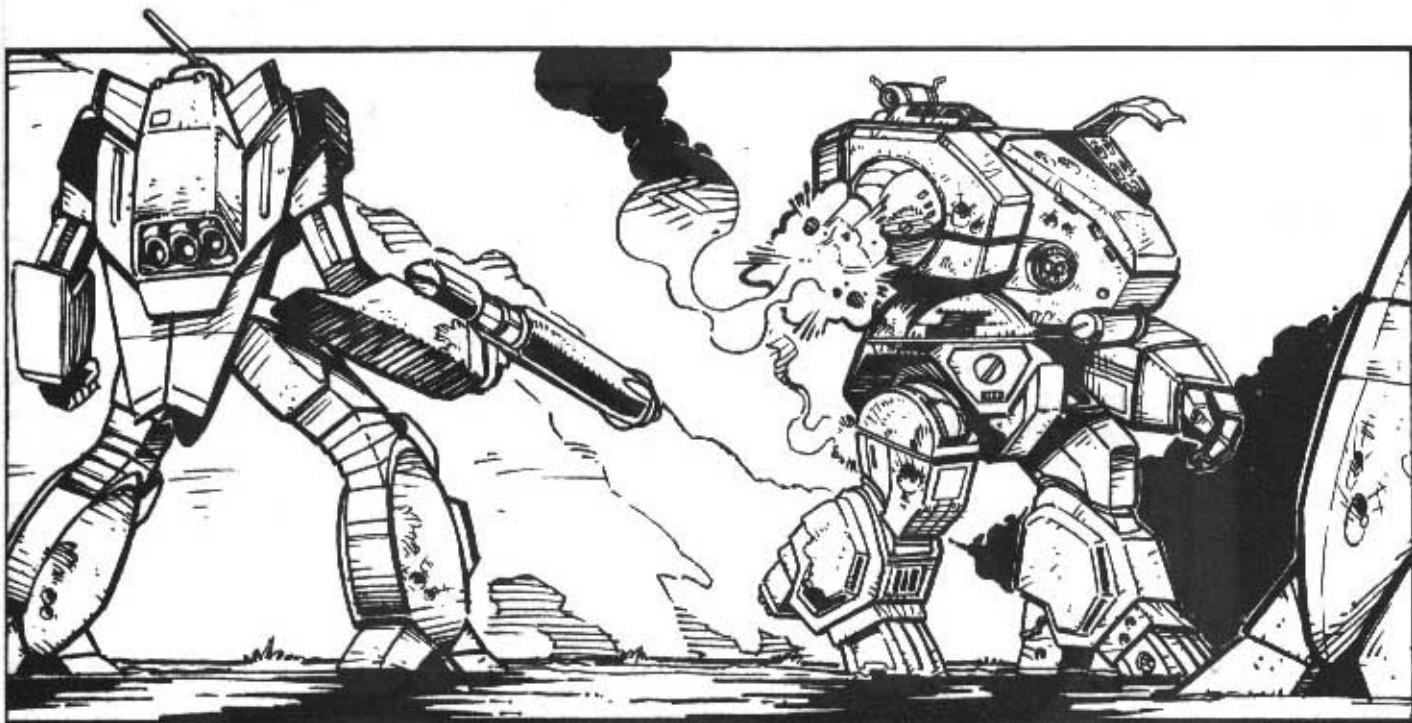
the Second Sword of Light's doomed counterattack.

Though the Dromini campaign proved a success for the Dragoons, his brush with death caused Jaime Wolf to rethink the unit's employment. Expected Combine and Commonwealth offensives never developed, and the Dragoons were soon relegated to minor raids, reinforcing Wolf's misgivings about Steiner employment. In June of 3022 Hanse Davion and Katrina Steiner signed the Federated Commonwealth Alliance agreement, which called for the marriage of the Davion and Lyran heirs and the unification of the two realms. Four months later, Kurita, Liao and Marik leaders announced the Concord of Kapteyn, loosely allying their states against the Davion-Steiner axis.

In September, just before signing the Concord, Takashi Kurita had bid for the Dragoons' services, offering the highest price ever paid in a mercenary contract. The Lyrans became concerned on learning of the offer, but the emissaries they sent to Jaime Wolf returned empty-handed. Under orders from his Khan to accelerate the Dragoons' pace in testing the Successor States' military strength, Wolf chose to accept Takashi Kurita's generous offer.

and bring the Dragoons under the permanent control of House Kurita.

As tensions increased between the Dragoons and their employers, a friendship blossomed between Jaime Wolf and the man who had spared his life on Dromini. This friendship led to tragic consequences when Samsonov's machinations finally led Jaime Wolf and the Dragoons to challenge the Draconis Combine to an armed confrontation in 3028. Acting under orders from Coordinator Takashi Kurita and Warlord Samsonov, Minobu Tetsuhara met the Dragoons on the planet Misery with a force of elite Combine regulars and his own newly formed *Ryuken* regiments, a unit modeled after the Dragoons. Ordered to exterminate the mercenaries he had befriended, Tetshara fought hard and almost succeeded, but the Dragoons defeated the Combine forces and captured Tetsuhara despite taking heavy casualties. After the last, climactic battle Wolf offered his friend a place in the Dragoons, but Tetsuhara refused. He had failed his lord, an inexcusable loss of honor for a follower of *Bushido*. To atone, he committed *seppuku*. Wolf, appalled at what he considered a waste of an honorable man's life, blamed Takashi Kurita for Tetsuhara's suicide. Some months later, in an emotional public scene at the wedding of Hanse Davion and Melissa Steiner, Wolf returned Tetsuhara's ceremonial swords to Takashi Kurita and announced a feud between House Kurita and the Dragoons.

"Warrior, I am Minobu Tetsuhara, *Tai-i* and samurai of House Kurita. My soldiers and I honor your prowess and your courage. We shall not kill you. Return to your forces, and die in battle as a true warrior."

I remember what Tetsuhara said to me, almost word for word. His statement surprised me, so it stuck in my head. He had me dead in his sights, completely helpless, and he let me go. I don't think I would have done the same for him—not then.

That kind of honor was just the first of the lessons he taught me.

—from *A Lifetime in the Trade: Reminiscences of a Mercenary*, by Jaime Wolf, New Avalon Press, 3055

THIS MEANS WAR

When I told him that from that day forward the Dragoons were at war with his House, Takashi Kurita didn't bat an eye. I wasn't sure he believed me—the Coordinator never was an easy man to read.

He believed me later, of course.

—from *A Lifetime in the Trade: Reminiscences of a Mercenary*, by Jaime Wolf, New Avalon Press, 3055

SIXTH CONTRACT: KURITA

Near the end of 3022, Jaime Wolf invoked the termination clause in the Dragoons' contract with House Steiner and opened formal negotiations with House Kurita. By April 3023, Dragoon units were raiding worlds belonging to House Davion, their first Inner Sphere employers.

The initial years of the Dragoons' employment with House Kurita went well. Under their liaison officer, Minobu Tetsuhara, they prospered, receiving better treatment than other mercenary units in the Dragon's employ. However, not all Combine officers appreciated the Dragoons' presence in the Combine. Warlord Grieg Samsonov of the Galedon District harbored a personal hatred for Jaime Wolf and launched a scheme to discredit Wolf

SEVENTH CONTRACT: DAVION

Mauled by the fighting on Misery, the Dragoons needed a rest and refit they could not have. The Fourth Succession War had begun, launched with Prince Hanse Davion's marriage toast to his wife, and the Prince immediately sent the Dragoons to fight along the Kurita border at Wolf's request. Takashi, insulted by Wolf's confrontation at the wedding and embarrassed by the failure of his troops to destroy the Dragoons, focused on the tempting bait Prince Hanse dangled before him. Obsessed with punishing the mercenary leader, the Coordinator seemed oblivious to the opportunity for a Davion invasion presented by his light defenses along the Davion border. Though heavy fighting along the Lyran

front had engaged many of the Combine's forces, most historians agree that the Coordinator could have used troops committed to destroying the Dragoons to devastating effect elsewhere against the Federated Suns. At the very least, a concerted Kurita attack could have slowed the Davion advance against the Capellan Confederation. Had Takashi Kurita set aside his feud with Wolf's Dragoons, the Fourth Succession War might have ended differently.

The Dragoons held their own against the Combine forces out for their blood, but at a terrible cost. Glenmora, Harrow's Sun, Wapakoneta, and Crossing all became burial grounds for the Dragoons. Though Wolf's Dragoons survived the Dragon's fury as a military unit, many individual Dragoons did not.

INTERLUDE: OUTREACH

The Fourth Succession War nearly finished Wolf's Dragoons. Where once the Dragoons had fielded five full BattleMech regiments and independent units equal to an entire additional regiment, by 3031 the unit comprised a single provisional regiment of mixed troops. As the surviving Dragoons made their way to Outreach, the planet ceded to them by a grateful Hanse Davion in payment for their gallant service, many observers predicted that the Dragoons' new base would become the unit's final resting place.

Rebuilding

Jamie Wolf vowed to rebuild his shattered unit, but few believed he could. House Davion did not fully compensate the Dragoons for their losses, and payments they did make came late. In past years the unit's secret source of men and materiel had freed them from the difficulties common to most mercenary units trying to make ends meet. This time, however, the Dragoons made

no supply run. Instead, Wolf and his people remained secluded on Outreach.

The doomsayers who predicted the Dragoons' imminent demise, however, ignored the unit's least publicized, but perhaps most valuable assets—their industrial and commercial interests. Using the money paid them under their first contract with House Davion, the Dragoons had invested in certain industrial firms, notably Blackwell Industries. Blackwell had long supplied the Dragoons with materiel under exclusive license, but the Dragoons expanded Blackwell's market for Dragoon equipment to include the rest of the Successor States. After the losses of the bitter Fourth Succession War, the Successor States ordered equipment in vast quantities to rebuild their shattered armies. To accommodate the flood of new orders Blackwell opened new factories and with the aid of Dragoon technicians reopened the Star League-era equipment production and repair facilities on Outreach. By the fall of 3031, Jaime Wolf had begun to rebuild the machines the revitalized Dragoons would need to fight again. With the machines under construction, the unit undertook the task of finding warriors to pilot them.

BLACKWELL INDUSTRIES

Once a minor supplier to the militaries of the Successor States, Blackwell Industries has become one of the Inner Sphere's major arms manufacturers. Blackwell owes its rise to dominance in the Inner Sphere arms market to the superiority of its products and to the influence of Wolf's Dragoons.

Arriving on Outreach in 3030, the Dragoons licensed Blackwell Industries to supply the unit with custom equipment. The Dragoon's use of certain Blackwell products, such as the *Marauder II*, raised a demand for Dragoon equipment among other customers, but the firm maintained that filling Dragoon orders took up Blackwell's entire production capacity. With the arrival of the Clan military machine, the Dragoons allowed Blackwell's factory on Outreach to provide modified versions of Dragoon 'Mechs to Inner Sphere customers. Even so, investigation reveals Blackwell Industries as little more than the manufacturing arm of Wolf's Dragoons, and some observers view Blackwell's refusal to fill ComStar orders as a sign of the corporation's exclusionary policy toward certain Inner Sphere customers.

On December 16, 3031, publicly released holovids announced the formation of the Black Widow Battalion, with the newly promoted Colonel Natasha Kerensky in charge. The first Dragoon unit officially back on-line and available for hire, the battalion had already signed its first contract on November 7, 3031, and was en route to its first action on Tsinghai, a lengthy but successful operation in which they displayed all the style and savvy of the original Black Widow Company.

With its one full unit out for hire, some pundits expected Wolf's Dragoons to begin open recruiting as they had after the Hesperus II raid in 3019, or to merge Dragoon troops with other mercenary units. As the campaign on Tsinghai continued, the Dragoons' need to form another unit for hire grew more apparent, yet Wolf made no recruiting announcements. In March of 3032, the Dragoons opened the first Hiring Hall in the capital city of Harlech on Outreach, a temporary facility meant to bring business to Harlech while workers built a permanent structure. The first job opportunity posted in the Hiring Hall was a recruitment notice for Wolf's Dragoons.

Curiously, the extensive recruitment most observers expected never materialized, and the unit hired most of its recruits on fixed-term contracts rather than the customary open-ended agreements. Some suspected Wolf had discovered a new source of recruits, but few could have guessed its nature.

The Fourth Succession War created legions of orphans, sad-eyed, war-hardened children that most people saw as a problem. In these children, Jaime Wolf saw future MechWarriors. He sent Dragoon agents throughout the Inner Sphere to collect orphans of all ages, pointing out to his critics that the Dragoons could offer orphaned war refugees a home, a family, and a road to honorable employment, whereas most of the war-weary Successor States could only offer crowded institutions, haphazard schooling, and ultimately, a life on the dole. Though some social agencies protested the "dragooning" of children and dubbed Outreach a "boot camp for toddlers," little came of this mild opposition. The Inner Sphere states faced a huge demand for child care, which the Dragoons were willing to provide. The Dragoons' unique recruitment strategy solved a problem for the Successor States while simultaneously providing Wolf with personnel the Dragoons could train from an early age.

As the months rolled on, the Dragoons began offering training programs on Outreach to other units and expanded their operations at the Hiring Hall, advising prospective employers and taking commissions on any mercenary contracts obtained with their help. Dragoon techs hired themselves out to top medical and industrial facilities, contributing their substantial pay to the Dragoon coffers. Despite these forays into the private sector, the Dragoons continued to guard their secrets, dropping an impenetrable cloak over new facilities being prepared on Remus, Outreach's less-populated second continent.

In March of 3035, the second revitalized Dragoon unit went on line. As Beta Regiment shopped for a contract, Jaime Wolf recalled the Black Widow Battalion, prompting experts to predict that Black Widow warriors would form the core of Beta Regiment. The Widows were posted as unavailable for hire as soon as they arrived on Outreach, however, and Beta hired out to earn the Dragoons' keep. The Widows went to Remus, known among the Dragoons as "the other side of the mountain."

Organized in imitation of Clan practice and operating with the most advanced equipment available to the Dragoons, the Widows turned Remus into a gigantic training arena. Unit after unit of Dragoons traveled there to engage the Widows in mock combat, and all returned chastened. During the next seven years, Natasha Kerensky supervised this vital training phase for new Dragoons, and one by one the newly operational regiments shipped out to hire.

In 3037, Hiring Hall operations shifted from the temporary facility to the newly renovated Olympiad Stadium, and the mercenary business exploded in Harlech.

DOWN, NOT OUT

"Anyone who believes the Dragoons are dead is mistaken; anyone who tries to capitalize on our weakness will find out the hard way just how strong we are.

"Plenty of people who don't know what they're talking about say we're finished. We're not. We're just getting started. We're warriors and we've been tested, that's all. We're stronger now, and that's good—we need to be strong. This Fourth Succession War may be over, but it's not the war to end all wars, not by a long shot.

"It may take time, but we'll be back."

—Transcript of a public statement by Jaime Wolf on Galatea, 6 September 3031

EIGHTH CONTRACT:
FEDERATED COMMONWEALTH

In 3048, led by the newly elected ilKhan Leo Showers, the Clan Grand Council voted to invade the Inner Sphere. Showers recalled Wolf's Dragoons, knowing they would refuse to return, and for this refusal branded them traitors to the Clans. When the reports of bandits fighting with strange and fearsome new weapons drifted into the Inner Sphere from the Periphery, Jaime Wolf and his Dragoons knew the long-awaited Clan invasion had begun. Carrying out the first step of his secret orders from the deceased Khan Kerlin Ward, Wolf recalled his regiments to Outreach.

Throughout 3049 and much of 3050, the advancing Clan forces cut a fiery swath through the Periphery and the Free Rasalhague Republic, halting only after an Inner Sphere pilot crashed her fighter into the Clan flagship Dire Wolf and killed ilKhan Leo Showers. The shocked Clans returned to Strana Mechty for a meeting of the full Grand Council, calling all Bloodnamed warriors home. Despite her despised status as a Dragoon "defector," Natasha Kerensky obeyed the call to the Bloodnamed and returned to the Clans. Though the Crusaders had intended to punish her for aiding the Inner Sphere, political manuvering changed potential disgrace into triumph. By the end

of the invasion's first phase in 3052 with the signing of the Tukayyid agreement, Kerensky had become Khan of the Wolf Clan.

During the year-long lull created by the death of the ilKhan, Jaime Wolf summoned the leaders of the Great Houses to Outreach for a council of war. Barely overcoming centuries of mutual distrust, the leaders came. Wolf revealed to them the Dragoons' Clan origins, telling them who the Clans were and what they were capable of. Shocked by his revelations, not all believed or trusted the mercenary leader. But Wolf won the benefit of the doubt by offering technical assistance, including OmniMech technical specifications, and training for the Inner Sphere Lords in Clan tactics. The Dragoons themselves proclaimed their readiness to fight the Clans alongside the Inner Sphere armies and to prove their sincerity Wolf offered their services at bargain rates.

Although the Dragoons trained and advised the Inner Sphere defenders, no Dragoon BattleMech fired upon a Clan 'Mech for the first few months of the resumed Clan invasion. This lack of combat fueled doubts about the Dragoons' commitment to fighting the Clans. Some suspected that the mercenaries planned to deliver the Inner Sphere to their Clan masters, while others claimed the Dragoons were holding back in order to jump in on the winning side.

Prince Hanse Davion, however, believed in Jaime Wolf's commitment. During the training period on Outreach, in addition to taking advantage of the Dragoons' training and technical data, Davion negotiated an exclusive contract with Wolf for the Dragoons' combat units. Canny as ever, the Wolf allowed Davion to contract line regiments but reserved the independent units for other work. Still, Jaime Wolf made a rare mistake in ceding strategic control of the Dragoons to Davion. No doubt Wolf hoped to quiet cries that the Dragoons sought to be a power themselves, but he could not have foreseen the cost of his decision.

During the last few months of 3051, Hanse Davion held the Dragoons as a strategic reserve against the Clans. As world after world fell in the Federated Commonwealth and the Draconis Combine, Wolf continually applied for release, asking to use the Dragoons to stem the drive toward the Steiner home world of Tharkad. Davion had confidence that his own Federated Commonwealth troops could hold that line, however, and he denied Wolf's requests. As Clans Smoke Jaguar, Nova Cat, Ghost Bear, and Steel Viper thrust through the Draconis Combine, Hanse Davion watched and waited. The Clan assault on the Combine capital of Luthien prompted the Combine's supreme war leader, Theodore Kurita, to call for the help that only Hanse Davion and the Dragoons could give. Though some of the Prince's advisors suggested he let Luthien fall and be rid of his ancient enemy, Hanse Davion chose to honor his pledge to aid Theodore Kurita against the Clan marauders. As the Clans closed on Luthien, Hanse Davion sent Wolf's Dragoons and the Kell Hounds to help defend the world.

The timely intervention of these two famed mercenary units saved Luthien, though Coordinator Takashi Kurita hated the thought that he owed his realm's survival to his bitter enemy. Beneath both leaders' civil public facade, their feud continued to simmer.

THE RESCUE OF LUTHIEN

JUSTIN ALLARD: Jaime Wolf wants the Dragoons released for action in the Pesht District. He says the situation is critical.

HANSE DAVION: Again?

JUSTIN ALLARD: So far he has followed your lead, Your Highness, but things are getting worse in Pesht. I'd tend to believe his assessment of the situation over ours—he understands these Clan troops far better than we do.

HANSE DAVION: His own intel sent us the reports on the progress of the invasion in Kurita space. He knows as well as I do that if Luthien falls, the Combine will go with it.

JUSTIN ALLARD: Wolf's man Blake says that isn't likely. He has a lot of faith in Theodore.

HANSE DAVION: But Takashi's still in charge.

(Silence)

JUSTIN ALLARD: How shall I respond to Wolf?

HANSE DAVION: Tell him he's under contract. He'll fight where and when I tell him.

JUSTIN ALLARD: He won't like it.

HANSE DAVION: He doesn't have to.

—Transcript of conversation between Justin Allard and Prince Hanse Davion, 3051, House Davion archives

OPEN CONTRACTS

The Com Guards' stunning but costly victory on the world of Tukayyid temporarily halted the Clan invasion, forcing the invaders to accept a 15-year cease-fire. In the few years following Tukayyid, the Inner Sphere changed in some startling ways, while in others remaining unfortunately mired in old, destructive patterns. The Successor States' unity in the face of the overwhelming Clan threat fragmented with the first sign of that threat diminishing, and the Houses reverted to their age-old jockeying for power. Tensions also divided the Clan forces, as they began squabbling over matters of precedence and honor. Though the Truce of Tukayyid forbade the Clans to advance further toward Terra for 15 years, it did not preclude lateral expansion of Clan occupation zones along the Tukayyid boundary line, nor did it forbid Inner Sphere forces to retake Clan holdings. Raids and skirmishes became the order of the day, much like the "cattle-raiding" warfare
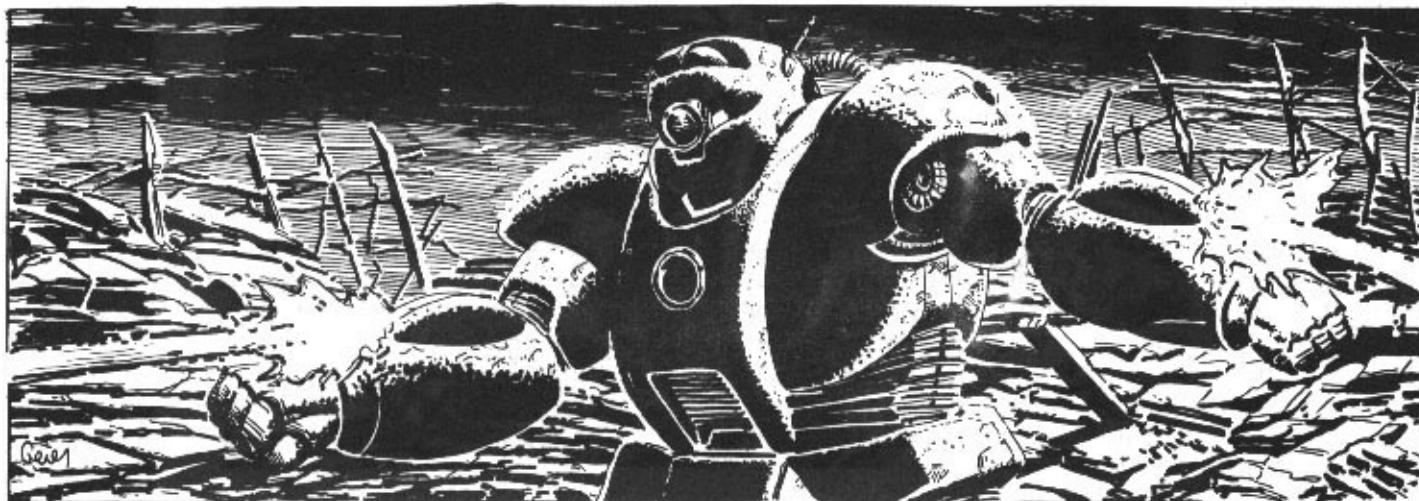
that the Successor States had engaged in for centuries. The Com Guard victory also exposed a diabolical plot by ComStar's Primus Myndo Waterly to control the Inner Sphere and the Clans, prompting a schism in ComStar that nearly destroyed the order's credibility. Lacking the trust of Inner Sphere clients, ComStar could no longer run its Mercenary Review Board, a brutal blow to both mercenary units and their employers. The Successor Lords responded by creating a new Mercenary Review and Bonding Commission, and Jaime Wolf used the Dragoons' influence to bring the new Commission to Outreach. To the surprise of many, Wolf and the Successor Lords left one seat on the Commission to ComStar.

The Dragoons had taken heavy losses during the campaign against the Clans and needed to rebuild. Using many of the same methods they had used when they first came to Outreach, the unit expanded its Hiring Hall business until Outreach eclipsed Galatea as the so-called mercenary star, where an aspiring, hungry, or just plain out-of-work unit could find employers.

Locating replacements for fallen Dragoons posed less of a problem than it once had. A significant number of Dragoon-trained warriors scattered among House units created a large pool of

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WOLF UNDER SIEGE

The Wolf was old, more than seventy years, maybe closer to eighty. He was older than any other commander in the Dragoons. And now it seemed that he was finally succumbing to the cowardly leeching effects of age. I didn't know what this portended.

—Excerpt from Brian Cameron's account of Elson Novacat's challenge, privately published on Outreach

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acceptable recruits, and battalions worth of war orphans adopted and trained during the 3030s were coming of age. In the Clan fashion, the Dragoons had taken bondsmen on Luthien, providing the unit with another ready source of experienced warriors. Wolf replenished the Dragoon ranks so quickly, in fact, that the factories could not keep up with the demand for OmniMechs and battle suits.

This phenomenal growth should have been a boon to Wolf's Dragoons. In reality, the famed unit sowed the seeds of what nearly became its own destruction.

CRUCIBLE

As the Dragoons struggled to integrate several generations of new members and come to terms with the unit's half-Clan, half-Inner Sphere nature, internal tensions posed the greatest danger that the Dragoons had ever confronted. The Clan influence remained strong within the unit; both the old timers and the new bondsmen had grown up within Clan culture, and the new bondsmen had never experienced anything else. Many of the Dragoons recruited since 3030 had grown up in the Inner Sphere, however, giving its ways an equally strong claim. For all the attempts by some Dragoons to preserve Clan ways, the unit inevitably developed a set of rituals and practices distinct from both Clan and Inner Sphere culture.

Into this melting pot came Elson Novacat, a Clan infantryman captured on Luthien and made a bondsman. After earning back his position as a warrior through his skill in battle suit combat, the ambitious Elson advanced rapidly in the Dragoon command structure. Like Jaime Wolf, Elson was a freebirth who had earned a warrior's name. Unlike Wolf, he clung blindly to his belief in Clan superiority. Dismayed by what he saw as the Dragoons' failure to uphold Clan traditions, Novacat vowed to correct that failure by deposing Jaime Wolf and taking over the Dragoons.

Elson built a power base among disaffected Dragoons, including Jaime Wolf's estranged grandson, Alpin. Following the suspicious death of Colonel MacKenzie Wolf, Jaime's son and designated heir to his command, Elson used Alpin to engineer a rebellion. "Elson's Challenge," as the Dragoons came to call it, culminated in a protracted campaign on Outreach between Dragoon units supporting Jaime Wolf and those supporting Elson's puppet, Alpin.

Jaime Wolf emerged victorious, aided by the tactical genius and personal fighting skills of a talented MechWarrior named Maeve. Working her way to command of the Spider's Web Battalion, Maeve sided with Jaime Wolf, faithfully executing Wolf's plans and improvising brilliantly when necessary. Eventually commanding half of the forces loyal to Wolf, Maeve blunted the main rebel thrust and killed Alpin Wolf in single BattleMech combat. His death ended the rebellion, and vaulted Maeve to the position of Jaime Wolf's second-in-command.

The internal struggle debilitated Wolf's Dragoons, but characteristically, Jaime Wolf threw himself into healing the breaches and rebuilding the unit until the Dragoons regained their strength. With their own planet and firm roots in the Inner Sphere as well as the warrior tradition of the Clans, the Dragoons have become the independent power some observers believed they always intended to be. The new Dragoons' nickname, "Wolf Pack," is gaining currency, perhaps reflecting the Dragoons' renewed strength. Though small compared to any Clan or Successor State, the Dragoons have had an impact on the history of the Successor States far out of proportion to their numbers.

NEW BLOOD

The Dragoons are stronger and tougher than ever. We started as the best the Inner Sphere has ever seen and we've gotten better. And we're going to get better still.

Forget the rest. Hire the Wolf Pack and you hire the best.

—Excerpt from General Maeve Wolf's first public address on Outreach, 3055

SELECTED PERSONALITIES

Name: Commander Jaime Wolf
Assignment: Supreme Commander of Wolf's Dragoons

A short, compact man with gray hair and beard, 62-year-old Jaime Wolf remains fit and active. Although he only mounts his reconditioned *Archer* for the occasional 'Mech training exercise, he retains the superior piloting skills of his youth, though younger Dragoons can match his speed and reflexes.

For close to half a century Jaime Wolf commanded the Dragoons on and off the battlefield, leading the unit from victory to victory and earning a reputation as a brilliant tactician and strategist. In the course of his career the Wolf has fought for and against all of the Successor States and most of the Clans, gaining the respect of opponents as well as employers. Wolf's classic texts on military strategy and tactics, once the exclusive property of the Dragoons, are now required reading at leading military schools throughout the Inner Sphere.

The long years of strife brought tragedy as well as triumph. The death in 3055 of his last surviving son, MacKenzie, seemed to break Jaime Wolf. He withdrew from his responsibilities, abandoning control of the unit at a crucial phase in the rebuilding of Dragoon strength following the losses on Luthien. Wolf's enemies within the Dragoons took advantage of his apparent weakness to stage a rebellion that shook Wolf out of his lethargy. Supported by a majority of Dragoons, both old and new, Wolf met and overcame the rebel challenge. Jaime Wolf then retired from field command. Recently, he has turned his attention to governing Outreach and guiding the Dragoons in their emerging role as an independent Inner Sphere power.

Name: Captain Brian Cameron
Assignment: Aide to Commander Wolf

A bloodline descendant of William Cameron, founder of the Cameron honorline, Brian won his Honorname at his sibko graduation. He strongly resembles William, and like his genetic father before him serves as aide and communications specialist to Jaime Wolf. In addition to physical characteristics, Brian inherited from William Cameron the same sharp analytical ability that made William such an invaluable communications officer.

Lurid Temptown tabloids have Brian intimately involved with General Maeve Wolf, but the Dragoons have no comment on the truth of such accounts.

Name: General Maeve Wolf
Assignment: Field Commander of Wolf's Dragoons

Compact, raven-haired Maeve Wolf has proved her ability as a MechWarrior time and again, demonstrating a lethal combination of skill, reflexes, and fighting savvy said to rival those of the famed Black Widow, Natasha Kerensky. As a commander, Wolf has conducted offensive and defensive operations with equal ease, often achieving notable successes with forces most leaders would have considered insufficient. Her troops praise Wolf's fairness, likening the General to a mother wolf for the fierce protectiveness she shows her warriors.

As the first Dragoon to hold the rank of general, Maeve Wolf is charting new territory. Part of the Dragoons' restructuring, the new rank emphasizes the unit's independence by dropping the traditional practice of ranking a mercenary officer no higher than colonel. The new rank also dispenses with the custom of regarding the unit's field commander as "first among equals," a command

competitions despite her obvious qualifications. That resolution crumbled when the reunited Dragoons added the name Wolf to the list of Honornames. In an incredible display of respect for her performance in the recent fighting and approval of her qualifications, none challenged Maeve's claim to the name of Wolf.

Persistent rumor suggests that Maeve is Jaime Wolf's illegitimate daughter and points to nepotism as the source of both her Honorname and her promotion. However, Jaime Wolf's oath to bar any of his blood from a commander's position for two generations, coupled with Maeve's impressive service record, give this rumor little credence. Maeve Wolf promises to be a worthy successor to the command of Wolf's Dragoons.

Name: Major Elson Novacat
Assignment: Commander of the Elemental Strike Cluster, Special Operations Group; Staff Advisor to Infantry Operations Commander

A warrior of superior skill and undisguised ambition, this freebirth son of a Clan Elemental fought his way through Clan Nova Cat infantry training to win warrior status and the right to wear a battle suit. His courage under fire during the first phase of the invasion of the Inner Sphere earned him adoption into his Clan. He joined the Dragoons as a bondsman following the Nova Cats' defeat on Luthien.

In the Dragoons, Elson's experience fueled his rapid rise to command in the new Elemental division. Blinded by the prejudice of the Clan-bred against anything not Clan, Elson felt appalled by what he saw as the betrayal of their Clan heritage by Jaime Wolf and the other Dragoon veterans. Determined to return the Dragoons to Clan ways, Elson took advantage of the Dragoons' internal tensions and the unexpected death of Wolf's son MacKenzie to engineer a rebellion against Jaime Wolf.

Expecting to die after his attempted revolution failed, Elson gladly accepted Jaime Wolf's surprising offer of a place in the reunited Dragoons. By besting Elson Novacat, Wolf had proven himself a worthy warrior and Elson's Clan honor demanded that he submit to his superior. No one can be certain, however, of Elson's willingness to truly accept Wolf and his Dragoons.

style employed by the Dragoons since the death of the unit's original co-commander Joshua Wolf. So far General Maeve Wolf has risen to the demands of the position. During such incidents as the Corralize Affair on Elgin and the Black River campaign on Yorii, she reaffirmed Dragoon traditions regarding the respectful treatment of civilians and strict adherence to the ancient Ares Conventions.

Because of her youth and her resemblance to Jaime Wolf, the uninformed usually assume Maeve is Wolf's granddaughter. Early biographies referred to her as one of the Dragoons' war orphans, but she was born and raised in one of the sibkos founded by the Dragoons to replenish their depleted ranks following the Fourth Succession War. Born of mixed bloodlines, Maeve felt she could claim no Honorname and made her unknown parentage a point of honor by refusing to participate in any Honorname

TABLE OF ORGANIZATION AND EQUIPMENT

Unlike most mercenary units, which maintain only basic combat and support staffs, Wolf's Dragoons employ a contingent of technical and support personnel larger than the population of some planetary capitals. This unusual situation has prompted many observers to compare Wolf's Dragoons' organization to the Clans. Despite the similarities, however, the organization of Wolf's Dragoons follows neither a Clan nor an Inner Sphere pattern, but represents an entirely different kind of mercenary unit.

The unit's field forces are organized into a Commander's Lance, General's Command Company, the General's five augmented BattleMech regiments, four operational commands, and two independent battalions. Rumors of a third independent battalion, operating without flying Dragoon colors, remain unconfirmed.

Any of the Dragoon regiments or independent battalions can operate independently, and the Dragoons customarily place an entire unit with an employer when hiring out. Unit employment records show a preference for single unit contracts, though the recent deployment of both Beta and Delta regiments along the Jade Falcon border to assist with the relocation of Trellshire Heavy Industries remains a notable exception.

The Commander's Lance appears to serve solely as an honor guard for Jaime Wolf. The General's Command Company performs similar functions for General Maeve Wolf, but also acts as a front-line combat unit that accompanies the general when she takes the field. Like units from the operational commands, the General's Company may appear wherever Dragoon units are serving. Unlike conventional Dragoon units, however, the operational commands and the General's Company are never included in the forces specified by contract. The Dragoons hold these units in reserve, allocating them to contracted forces as the general sees fit. Once General Wolf assigns an operational command unit, it falls under the authority of the senior Dragoon commander in the assigned theater of operations. The organization of support and technical personnel bears a strong resemblance to militaristic Clan culture, though the Dragoons lack the overt class consciousness prevalent among the caste-obsessed Clans.
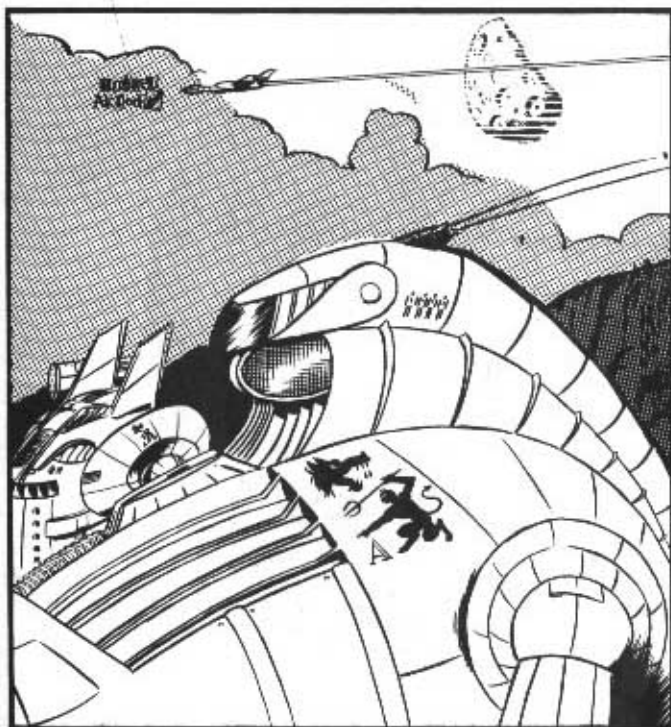
COMMANDER'S LANCE

CO: Commander Jaime Wolf
Aide: Captain Brian Cameron

Unit Command Lance
1 BattleMech Lance, 1 Elemental Point

GENERAL'S COMMAND COMPANY

1 BattleMech Company, 1 Elemental Star
CO: General Maeve Wolf
Aide: Colonel Lydia Wilson

Command BattleMech Company
Command Lance (4 BattleMechs)
Wolf Star (5 BattleMechs)
Pack Star (5 BattleMechs)
Command Elemental Star
Aerospace Point (2 Fighters)
Elemental Point (5 Battle Suits)
Recon Lance
1 BattleMech
1 Command Van
4 Scout Cars

SUPPORT VESSELS
1 *Overlord* Class DropShip: *Chieftain*

ALPHA REGIMENT

1 Command BattleMech Company, 3 BattleMech Battalions,
1 Elemental Battalion, 1 Armored Battalion
CO: Kelly Yukinov

COMMAND COMPANY
Command Lance
4 BattleMechs
Wolf Star
5 BattleMechs
Pack Star
5 BattleMechs
Aerospace Point
2 Fighters
Elemental Point
5 Battle Suits
Recon Lance
1 BattleMech
1 Command Van
4 Scout Cars

IST BATTLEMECH BATTALION

Commander's Lance
4 BattleMechs

1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2ND BATTLEMECH BATTALION

Commander's Lance
4 BattleMechs

1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION

Commander's Lance
4 BattleMechs

1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

ELEMENTAL BATTALION

Command Point
5 Battle Suits

Alpha Star
25 Battle Suits

Beta Star
25 Battle Suits

Gamma Star
25 Battle Suits

ARMORED BATTALION

Commander's Lance
4 Vehicles

1st Company
Command Lance (4 Vehicles)
Support Lance (4 Vehicles)
Recon Lance (4 Vehicles)

2nd Company
Command Lance (4 Vehicles)
Support Lance (4 Vehicles)
Recon Lance (4 Vehicles)

3rd Company
Command Lance (4 Vehicles)
Support Lance (4 Vehicles)
Recon Lance (4 Vehicles)

SUPPORT VESSELS

2 *Overlord* Class DropShips: *Talleyrand, Warchief*

3 *Union* Class DropShips: *Gloire, Preussen, Antiphone*
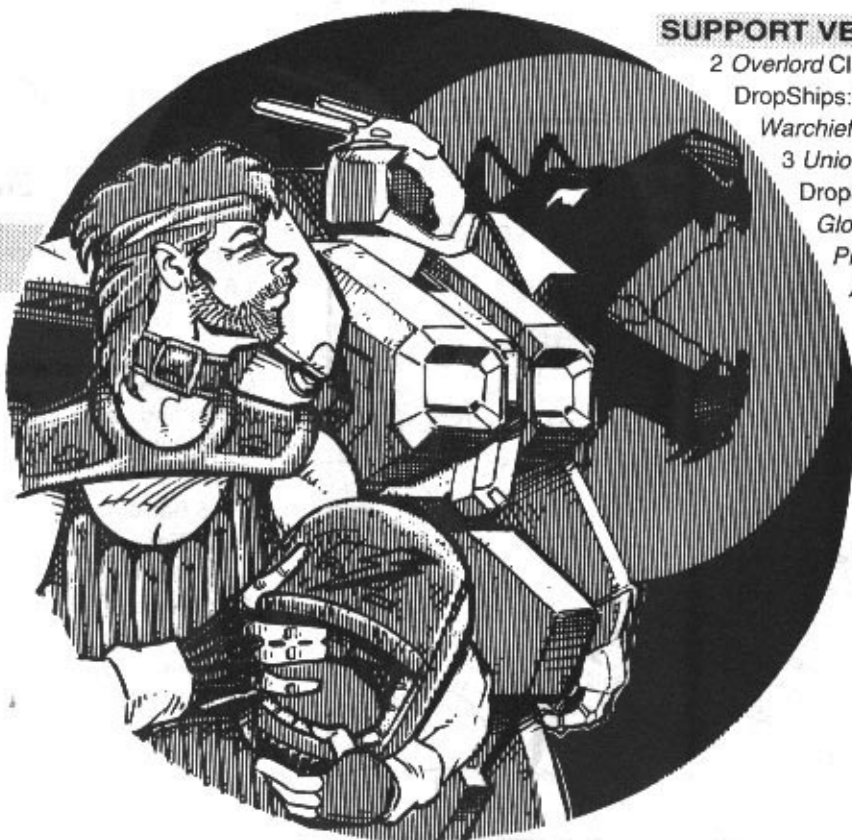
BETA REGIMENT (SECOND TO NONE)

3 BattleMech Battalions, 1 Elemental Battalion, 1 Armored
Battalion
  CO: Colonel Anton Rand

1ST BATTLEMECH BATTALION
Commander's Lance
  4 BattleMechs
1st Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)
2nd Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)
3rd Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)

2ND BATTLEMECH BATTALION
Commander's Lance
  4 BattleMechs
1st Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)
2nd Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)
3rd Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION
Commander's Lance
  4 BattleMechs
1st Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)
2nd Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)

3rd Company
  Command Lance (4 BattleMechs)
  First Lance (4 BattleMechs)
  Second Lance (4 BattleMechs)

ELEMENTAL BATTALION
Command Point
  5 Battle Suits
Alpha Star
  25 Battle Suits
Beta Star
  25 Battle Suits
Gamma Star
  25 Battle Suits

ARMORED BATTALION
Commander's Lance
  4 Vehicles
1st Company
  Command Lance (4 Vehicles)
  Support Lance (4 Vehicles)
  Recon Lance (4 Vehicles)
2nd Company
  Command Lance (4 Vehicles)
  Support Lance (4 Vehicles)
  Recon Lance (4 Vehicles)
3rd Company
  Command Lance (4 Vehicles)
  Support Lance (4 Vehicles)
  Recon Lance (4 Vehicles)

SUPPORT VESSELS
3 *Overlord* Class DropShips: *Fitzlyon, Stalingrad, Duke Torgal*
2 *Union* Class DropShips: *Belfast, Cordova*

GAMMA REGIMENT

3 BattleMech Battalions, 1 Elemental Battalion,
1 Armored Battalion
CO: Colonel Irwin Tyrell

1ST BATTLEMECH BATTALION

Commander's Lance
4 BattleMechs

1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2ND BATTLEMECH BATTALION

Commander's Lance
4 BattleMechs

1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION

Commander's Lance
4 BattleMechs

1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

ELEMENTAL BATTALION

Command Point
5 Battle Suits

Alpha Star
25 Battle Suits

Beta Star
25 Battle Suits

Gamma Star
25 Battle Suits

ARMORED BATTALION

Commander's Lance
4 Vehicles

1st Company
Command Lance
(4 Vehicles)
Support Lance
(4 Vehicles)
Recon Lance
(4 Vehicles)

2nd Company
Command Lance
(4 Vehicles)
Support Lance
(4 Vehicles)
Recon Lance
(4 Vehicles)

3rd Company
Command Lance
(4 Vehicles)
Support Lance
(4 Vehicles)
Recon Lance (4 Vehicles)

SUPPORT VESSELS

1 *Overlord* Class DropShip: *Phoenix II*
5 *Union* Class DropShips: *Cetawayo, Dunnigan, Bellatrix,
Duke Paul, Graf Berek*
1 *Intruder* Class DropShip: *White Orca*

DELTA REGIMENT

3 BattleMech Battalions, 1 Elemental Battalion, 1 Aerospace
Company
CO: Colonel Shelly Brubaker

1ST BATTLEMECH BATTALION
Commander's Lance
4 BattleMechs
1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2ND BATTLEMECH BATTALION
Commander's Lance
4 BattleMechs
1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION
Commander's Lance
4 BattleMechs
1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

ELEMENTAL BATTALION
Command Point
5 Battle Suits
Alpha Star
25 Battle Suits
Beta Star
25 Battle Suits
Gamma Star
25 Battle Suits

DELTA AEROSPACE COMPANY
Alpha Wing
4 Fighters
Beta Wing
4 Fighters
Gamma Wing
4 Fighters

SUPPORT VESSELS
6 *Overlord* Class DropShips: *Utah Beach, Thermopylae Redux,
Juan Carlos, Bayard, Los Diablos, Konga*
2 *Scout* Class DropShips: *Lone Ranger, Strider*
2 *Lion* Class DropShips: *Simba, Croyd*
1 *Seeker* Class DropShip: *Sudentenland*

EPSILON REGIMENT (HARROWERS)

3 BattleMech Battalions, 1 Elemental Battalion, 1 Armored Battalion
CO: Colonel Elizabeth Nichole

1ST BATTLEMECH BATTALION
Commander's Lance
4 BattleMechs
1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

2ND BATTLEMECH BATTALION
Commander's Lance
4 BattleMechs
1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION
Commander's Lance
4 BattleMechs
1st Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
2nd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)
3rd Company
Command Lance (4 BattleMechs)
First Lance (4 BattleMechs)
Second Lance (4 BattleMechs)

ELEMENTAL BATTALION
Command Point
5 Battle Suits
Alpha Star
25 Battle Suits
Beta Star
25 Battle Suits
Gamma Star
25 Battle Suits

ARMORED BATTALION
Commander's Lance
4 Vehicles
1st Company
Command Lance (4 Vehicles)
Support Lance (4 Vehicles)
Recon Lance (4 Vehicles)
2nd Company
Command Lance (4 Vehicles)
Support Lance (4 Vehicles)
Recon Lance (4 Vehicles)
3rd Company
Command Lance (4 Vehicles)
Support Lance (4 Vehicles)
Recon Lance (4 Vehicles)

SUPPORT VESSELS
2 *Union* Class DropShips: *Suniva*, *Hebrides*
1 *Fortress* Class DropShip: *Otsu*

ZETA BATTALION

1 Command Star, 1 BattleMech Cluster, 1 Fire Star
    CO: Colonel J. Elliot Jamison

COMMAND STAR
    Colonel J. Elliot Jamison
    5 OmniMechs

ZETA BATTLEMECH CLUSTER
1st Trinary
    Alpha Star (5 OmniMechs)
    Beta Star (5 OmniMechs)
    Gamma Star (5 OmniMechs)
2nd Trinary
    Alpha Star (5 OmniMechs)
    Beta Star (5 OmniMechs)
    Gamma Star (5 OmniMechs)
3rd Trinary
    Alpha Star (5 OmniMechs)
    Beta Star (5 OmniMechs)
    Gamma Star (5 OmniMechs)

1ST STAR
    5 OmniMechs

SUPPORT VESSELS
2 *Union* Class DropShips: *Hecate's Tears, Persephone's Lord*

WOLF SPIDER BATTALION (THE SPIDER'S WEB)

1 Command Star, 1 Cluster, 1 Aerospace Company,
    1 Infantry Company
    CO: Major John "Gentleman Johnny" Clavell

COMMAND STAR
    Major John Clavell
    5 OmniMechs

WOLF STRIKER CLUSTER
Spider Trinary
    Alpha Star (5 BattleMechs)
    Beta Star (5 BattleMechs)
    Gamma Star (5 BattleMechs)
Tarantula Trinary
    Alpha Star (5 BattleMechs)
    Beta Star (5 BattleMechs)
    Gamma Star (5 BattleMechs)

Web Trinary
    Alpha Star (5 BattleMechs)
    Beta Star (5 BattleMechs)
    Gamma Star (5 Elemental Points)
Aerospace Company
    6 Fighters
Third Infantry, Seventh Kommando Company

SUPPORT VESSELS
1 *Overlord* Class DropShip: *Widow's Regards*

AEROSPACE COMMAND

Aerospace Command provides orbital and deep-space security for Outreach and coordinates all aerospace assets involved in contract operations. The carrier DropShips of Aerospace Command remain under direct command of the Fighter Group, while transport DropShips may be assigned to field forces for particular missions or contracts. The composition of the WarShip Group remains classified, but most observers assume it includes several armed ships with jump capability.

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┌─────────────────────────────────────────┐
│  Aerospace Command                       │
│  ▾                                       │
│    ┌─► JumpShip Operations               │
│    ├─► DropShip Operations               │
│    ├─► Fighter Group                     │
│    ├─► Warship Group                     │
│    └─► Outreach System Defense Group     │
│            ┌─►› Gobi, Cyclopes I         │
│            └─►› Bataar, Cyclopes         │
└─────────────────────────────────────────┘
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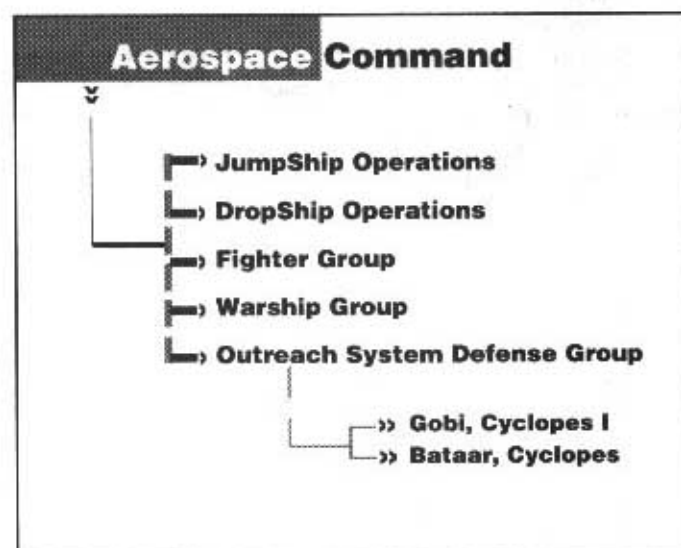
COMMAND FLEET
    Fleet Colonel Issola Chandra
    1 modified *Achilles* Class DropShip: *Orion's Sword*
    1 *Leopard* Class DropShip: *Huscarl*
    5 *Leopard CV* Class DropShips: *Akaga, Merlin,
        Swallow, Thane, Kestrel*

SUPPORT COMMAND

Support Command maintains control of all ground-deployed, non-BattleMech military assets. The command also provides additional combined-arms support for 'Mech units in the field.

Support Command, Colonel Jason Ward

- Armored Support Brigade
- Fire Support Brigade
- Elemental Strike Brigade
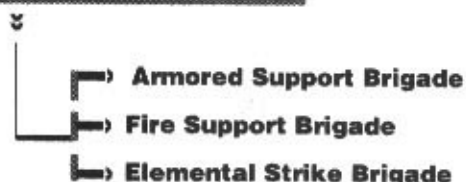
ARMORED SUPPORT BRIGADE (WILEY'S ROGUES)

Major Douglas Piper

Command Company
Alpha Armored Command Lance (4 Vehicles)
Beta Armored Command Lance (4 Vehicles)
Gamma Armored Command Lance (4 Vehicles)

1st Armored Battalion
First Alpha Company (12 Vehicles)
First Beta Company (12 Vehicles)
First Gamma Company (12 Vehicles)
First Delta Company (12 Vehicles)

2nd Armored Battalion
Second Alpha Company (12 Vehicles)
Second Beta Company (12 Vehicles)
Second Gamma Company (12 Vehicles)
Second Delta Company (12 Vehicles)

3rd Armored Battalion
Third Alpha Company (12 Vehicles)
Third Beta Company (12 Vehicles)
Third Gamma Company (12 Vehicles)
Third Delta Company (12 Vehicles)

4th Armored Battalion
Fourth Alpha Company (12 Vehicles)
Fourth Beta Company (12 Vehicles)
Fourth Gamma Company (12 Vehicles)
Fourth Delta Company (12 Vehicles)

SUPPORT VESSELS

2 *Gazelle* Class DropShips: *Jeb Stuart*, *Saladin*
1 *Fury* Class DropShip: *Jordan II*
2 *Leopard CV* Class DropShips: *Blue Heron*, *Motherbird*

FIRE SUPPORT BRIGADE (MAYHEM EX MACHINA)

Major Rebecca Ardevaner

First Fire Support Battalion
Alpha Fire Company (16 BattleMechs)
Beta Fire Company (16 BattleMechs)
Gamma Fire Company (16 BattleMechs)

SUPPORT VESSELS

1 *Fortress* Class DropShip: *Wexford*

ELEMENTAL STRIKE CLUSTER (TOADS FROM HELL)

Major Elson Novacat

Command Point
5 Battle Suits

Alpha Star
25 Battle Suits

Beta Star
25 Battle Suits

Gamma Star
25 Battle Suits

Delta Star
25 Battle Suits

Epsilon Star
25 Battle Suits

SUPPORT VESSELS

2 modified *Leopard* Class DropShips: *Hammer*, *Cat's Claws*

SPECIAL OPERATIONS COMMAND

Special Operations Command comprises the Dragoons' intelligence assets. The three subcommands listed in the diagram below cover tactical intelligence, covert actions, and strategic intelligence, respectively.

Special Operations Command, Colonel Steven Graham

- Special Recon Group
- Seventh Kommando
- Intelligence Group (Wolfnet)

SPECIAL RECON GROUP
Major Pietr Shadd
Recon Battalion

SUPPORT VESSELS
1 *Intruder* Class DropShip: *Bowfin*
3 *Leopard* Class DropShips: *Silkie, Black Rose,*
Woebegone

SEVENTH KOMMANDO
Major Leon Shostokovitch
Kommando Battalion

SUPPORT VESSELS
4 *Fury* Class DropShips: *Argent's Gift, Quarrel,*
Rio Plata, Sheba

INTELLIGENCE GROUP (WOLFNET)
Major Michi Noketsuna

SUPPORT VESSELS
2 *Scout* Class DropShips: *Whisper, Shado*

OUTREACH COMMAND

Until recently a part of Alpha Regiment, Outreach Command handles home defense, training, contracts, and provisioning for the Dragoons. Only the structure of the Home Guard, a combined training/defense unit structured in the Clan fashion of combining older officers and young soldiers still in sibko training, is outlined below. The other Outreach Command divisions maintain no combat-ready vehicles or machines.

```
Outreach Command

    ╭──› Home Guard
    ├──› Contract Group
    └──› BattleMech Operations
    ╭──› Armored Operations
    ├──› Infantry Operations
    ├──› Outback Training Operations
    └──› Procurement Group
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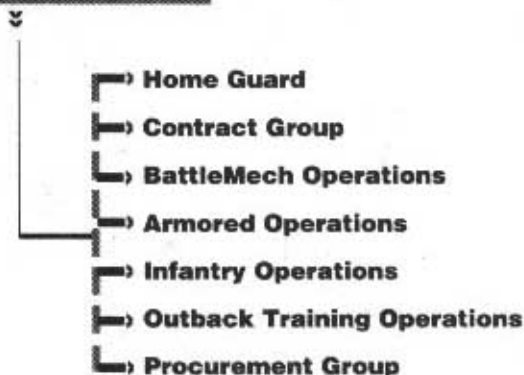

HOME GUARD
Major Donovan Lewis
Home Guard BattleMech Battalion (Provisional)
Alpha Guards (12 BattleMechs)
Beta Guards (12 BattleMechs)
Gamma Guards (12 BattleMechs)
A Armored Brigade (Provisional)
First Home Battalion (48 Vehicles)
Second Home Battalion (48 Vehicles)
Third Home Battalion (48 Vehicles)
B Armored Brigade (Provisional)
First Home Battalion (48 Vehicles)
Second Home Battalion (48 Vehicles)
Third Home Battalion (48 Vehicles)
C Armored Brigade (Provisional)
First Home Battalion (48 Vehicles)
Second Home Battalion (48 Vehicles)
Third Home Battalion (48 Vehicles)
D Armored Brigade (Provisional)
First Home Battalion (48 Vehicles)
Second Home Battalion (48 Vehicles)
Third Home Battalion (48 Vehicles)
10 Infantry Brigades (Provisional)
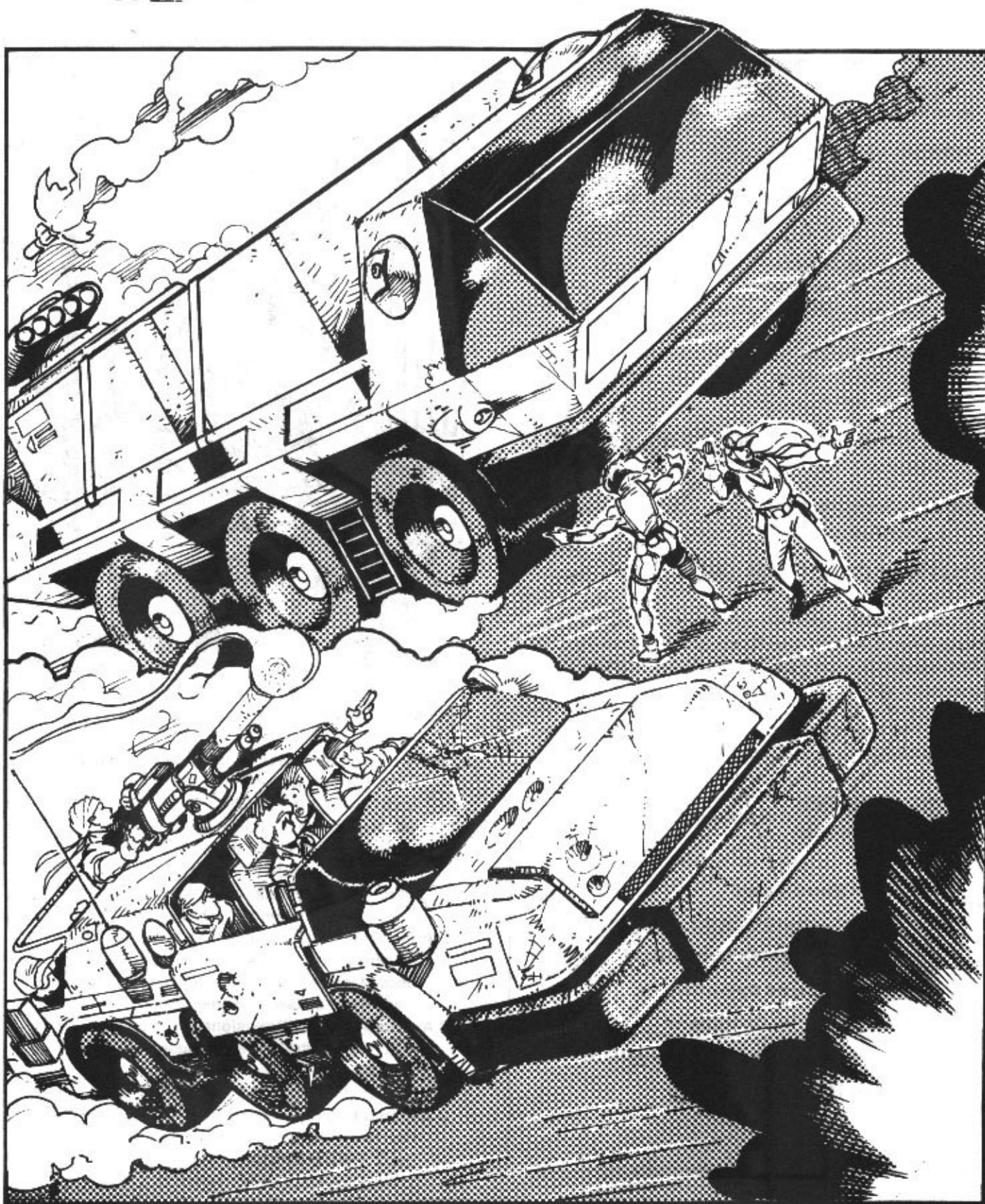
est known for its discovery of a Star League library core on the planet Helm, the Gray Death Legion's exploits have earned the unit a prominent place in Inner Sphere mercenary history. The so-called Gray Death memory core and other, similar lostech finds inspired technological breakthroughs in the Inner Sphere that proved priceless assets during the Clan invasion. Many believe that through such discoveries, humankind can recover the golden age of the Star League.

In addition to providing the technical knowledge that in part enabled the Inner Sphere to stop the Clans, the Legion fought valiant actions against Clan Jade Falcon on the planets Sudeten and Pandora. Though the Falcons ultimately forced the Legion from Sudeten, the unit beat them back on Pandora and survived the Clan invasion intact, a rare achievement. These feats, as well as the impressive battle record the Legion has amassed against Inner Sphere opponents, testify to the Legionnaires' courage and the unit's unmatched prowess at combined-arms tactics—the use of mixed forces of 'Mechs, infantry, and aerospace fighters.

ORIGINS

The Gray Death Legion has its roots in a Lyran Commonwealth unit called Carlyle's Commandos, led by Durant Carlyle. In the winter of 3024, Carlyle's Commandos found themselves on garrison duty on Trell I. Although a remote world, Trell I's location gave the planet strategic importance for both the Lyrans and the Draconis Combine.

One Kurita noble, Hassid Ricol, in fact, planned to take the planet for his own to further his own power plays. Ricol, more commonly known as the Red Duke, set his plan in motion by springing a surprise attack that destroyed the Commandos, killing Durant Carlyle and driving the survivors—including Durant's son, Grayson Death Carlyle—into hiding. By knocking out the planetary garrison, Duke Ricol had taken control.

Not one to take betrayal quietly, Grayson swore revenge on the men who murdered his father. Eventually he got the chance, when a force of bandit 'Mechs engaged a few of the Duke's

unarmored ground-effect weapons carriers in the narrow streets of Sarghad, Trell I's capital city. Accidentally caught in the middle of the scrap, Grayson seized command of the Trellwanese forces when they began faltering, in the process destroying a *Wasp* and capturing a *Locust*.

The subsequent fighting on Trell forged the Gray Death Legion. The fledgling mercenary unit outfitted itself by raiding Ricol's Kurita garrison for supplies and salvaging damaged enemy 'Mechs. Necessity forced the outgunned unit to develop many of the unorthodox tactics that would become Legion trademarks.

In its first, impressive victory, the Legion retook Trell I among the icy boulders of the pass known as Thunder Rift. Lori Kalmar and other Legion MechWarriors led a force of infantry and hovercraft weapon carriers that held off repeated assaults by the Duke's 'Mechs, ultimately persuading Ricol to abandon his ambitions for the planet.

MERCENARY'S STAR

Though born in blood and fire on Trell I, the Gray Death Legion spent most of its early years traveling to and from Galatea, at that time called the Mercenary's Star. Among Galatea's multitudes of mercenary soldiers inhabiting its spaceport and training facilities, Grayson Carlyle found three who would become his staunchest supporters: Davis McCall, Delmar Clay, and Hassan Ali Khaled. These recruits brought with them both battle experience and BattleMechs. During the first six months the Legion spent on Galatea, Carlyle and his Trellwanese infantry sergeant Ramage continued to develop the unique anti-'Mech tactics that had served them so well on Trell I. Ignoring conventional military wisdom, the 'Mech-strapped Carlyle became the first military commander to effectively use infantry against BattleMechs. With fewer than a dozen 'Mechs at his disposal, Carlyle hoped such tactics would help the Legion against better-equipped opponents. Circumstances soon gave him the opportunity to test his unorthodox ideas.

VERTHANDI

In late September of 3025, the Gray Death Legion signed a contract with the Verthandi Liberation Front, a coalition of Lyran Commonwealth farmers, plantation owners, and academics who wanted the Legion to drive the Kurita occupation government from Verthandi. Low on cash after six months of training and no employment offers, Carlyle accepted the Verthandi assignment, despite his reservations, as the only alternative to disbanding the Legion. On October 25, 3025, the Gray Death Legion ran the Combine blockade of Verthandi and joined the rebellion against the Kurita occupation.

Though the contract terms forbade the Legion to engage Verthandi's Combine garrison, the fledgling mercenary unit fell into some of the fiercest fighting experienced by any of its members. For months the Legion played a deadly game of cat and
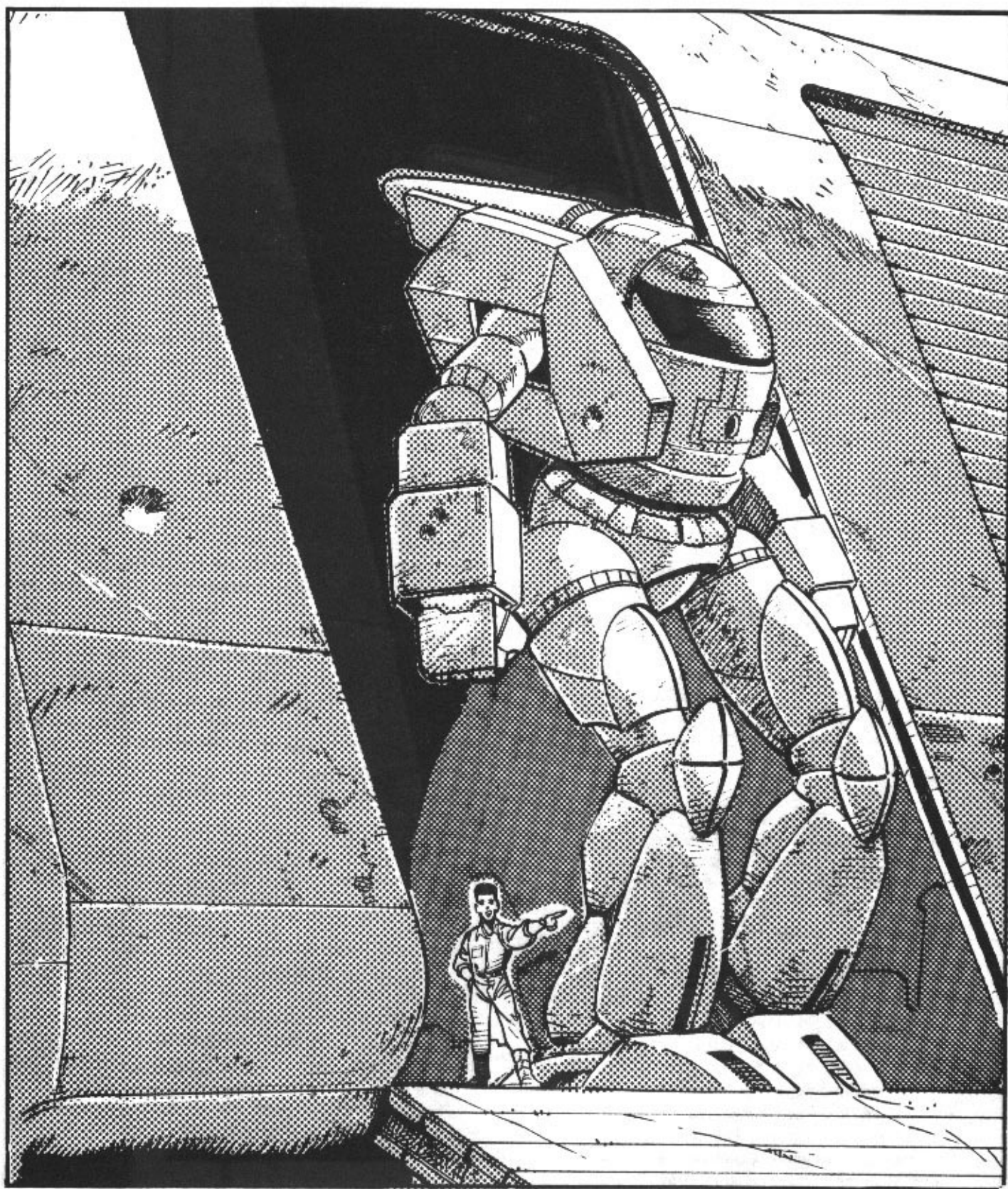
mouse with the Combine garrisons, raiding military installations for supplies and spare parts, salvaging damaged 'Mechs, and distributing most of the spoils to Verthandi's rebel leaders. Finding the cost of holding the world against such determined resistance too high, the Draconis Combine signed a ceasefire agreement on August 23, 3026, granting Verthandi independence and awarding mining concessions in the planet's southern desert to the Lyran Commonwealth.

Though the exhausting campaign added troopers and 'Mechs to the Legion's roster from Verthandi's population, the unit suffered severe losses. The confused skirmishes in Verthandi's jungles claimed two Legion MechWarriors, two aerospace pilots, and countless infantrymen and anti-'Mech commandos. The surviving Legionnaires commemorated their lost colleagues in a ceremony known as the Roll of Honor, and this memorial to those killed in battle became a Legion tradition.

IN SERVICE TO MARIK

Following the Verthandi campaign, the Legion returned to Galatea, where they underwent a period of rest, refit, and reorganization. During this hiatus the Legion grew from one reinforced lance with supporting infantry and technical platoons to a full 'Mech company supported by a small army of infantry, anti-'Mech commandos and technicians that brought the Legion up to full regimental strength. During this period of expansion, some of the Gray Death's most famous members joined the Legion. Word of the Legion's exploits on Verthandi had spread beyond the borders of the Lyran Commonwealth, and the Gray Death Legion quickly landed a contract with the Free Worlds League to join a planetary invasion force aimed at the Liao-held world of Sirius V. As payment for the Legion's services, the Free Worlds' Captain-General Janos Marik promised the mercenaries a landhold on the world of Helm. After a brief but bloody battle on Sirius V, the world's governors surrendered to the Legion, and the unit left the cold, deadly atmosphere of Sirius V for the first world they could truly call home. Unfortunately for the Legion, the rest and safety promised by Helm would soon prove an illusion.

BETRAYAL ON HELM

As the mercenaries lifted into space, Free Worlds League troops under the command of Lord Garth, Duke of Irian, attacked and destroyed Sirius V's capital city of Tiantan. Unknown to Carlyle's men, Garth had disguised his troops as the Gray Death Legion. In retaliation for the Legion's apparent razing of an entire city, House Marik's Hammerstrike Regiment obliterated the Legion's base at Helmfast, forcing its surviving defenders and their families to flee into the dark, cold Helman winter.

Colonel Carlyle and the bulk of the Gray Death Legion arrived on Helm to find their base in ruins, their homes destroyed, and themselves accused of massacring Tiantan. Desperate to clear the Legion's name, Carlyle began to search for the motive behind the frame-up and the Marik attack. The arrival of more Free

Worlds units forced the Legion to flee into the Nagayan Mountains, where Carlyle stumbled across the reason for the treachery aimed at the Gray Death Legion. The mountain range was home to the Star League Nagayan Mountain Facility, a priceless storehouse of lostech sought after by Lord Garth of Irian and ComStar Precentor Rachan, a member of the order's First Circuit. By discrediting the Legion with the Tiantan massacre, Lord Garth could obliterate them with impunity and seize the Legion's landhold, after which Garth and his ComStar backers could freely search out the forgotten Star League base and keep its treasures for themselves.

Unfortunately for the conspirators, the Gray Death Legion proved an unexpectedly tenacious adversary. From the moment they touched down on Helm, the Legion began harassing Garth's forces.

During the bitter guerrilla campaign, Grayson Carlyle discovered the exact location of the Star League Nagayan Mountain Facility. As the Legion's warriors battled to keep the unit alive, Carlyle's technical crews entered the facility and copied the priceless data held in the library computer's memory core. In a move expected by none of the participants in the bitter fighting, the Gray Death Legion escaped almost certain destruction with the help of Duke Hassid Alexander Ricol, who was in fact a Kurita agent. In exchange for Ricol's help, Carlyle gave him a copy of what has become known as the Gray Death memory core. The data core held a wealth of information that advanced Inner Sphere science in quantum leaps, including formulae for constructing simple, efficient room-temperature superconductors, blueprints for the manufacture of Kearny-Fuchida drives, files on the genetic manipulation of farm animals to allow for greater productivity, and genetic blueprints for anticarcinogens and therapeutic retroviruses.

FIGHTING FOR THE FEDERATED COMMONWEALTH

When the Fourth Succession War broke out in 3028, the newly united Federated Suns and Lyran Commonwealth assigned the Gray Death Legion to the Benefield Operational Area, which the mercenaries used as a base for deep raids into the Draconis Combine. The war's end in 3030 fueled a belief among the war-weary citizens of the Inner Sphere that the future held peace and prosperity, and the mercenaries of the Gray Death Legion looked forward to a respite from fighting. On July 27, 3036, Grayson Carlyle's executive officer and wife, Lori Kalmar, gave birth to a son, whom the couple named Alexander. Alex's birth prompted much celebration among the Legionnaires, and his parents hoped to raise their son in a peaceful universe. Unfortunately, politics intervened. In 3039, the Legion took part in Prince Hanse Davion's abortive war against the Draconis Combine. Assigned to the Federated Commonwealth task force invading Altais, the Legion had orders to secure the vital spaceport towns of Willas and New Ross. The Willas action proceeded smoothly, but the New Ross operation met heavy opposition from the

Combine's First Ghost Regiment. Only the leadership of Captain Davis McCall, the Legion's raw courage, and a rapid forced march to unite both sections of the Legion saved the beleaguered mercenaries. Reunited on the field, the Legion pursued the Combine defenders to Carlingford Spaceport, where the Gray Death 'Mechs hammered the Kurita forces as the battered First attempted to board their DropShips for a hasty withdrawal. This feat unfortunately gained the Legion little; less than six months later, on October 29, the defeated Commonwealth recalled the unit and left Altais to the Draconis Combine.

THE CLAN INVASION

The arrival in 3050 of the Clans, a seemingly invincible military force bent on conquest, posed a greater threat to the Inner Sphere than all the centuries of the Succession Wars. The Clan threat changed the face of Inner Sphere politics and thereby changed the business of war for mercenary units such as the Gray Death Legion.

The Legion first encountered the invaders in September of 3050, when Clan Jade Falcon attacked the world of Sudeten. Serving as the planet's garrison, the Gray Death marched out to meet this new aggressor with unaccustomed apprehension. Carlyle and his fellow MechWarriors had heard of the fighting against the Clans on Trell I, Twycross, and Butler, and knew that the Legion stood a scant chance against the Clans' superior BattleMechs. Despite their misgivings, the Legion fought bravely and well against Clan Jade Falcon in a campaign that has begun to take on mythic proportions in mercenary lore. The Gray Death Legion staged a fighting withdrawal through enemy-held territory from their base at Braunfield toward the space port at Hammarr, and at Killiring Crossing near the space port the Legion engaged a large Clan force at two-to-one odds. Backed by the Sudeten militia, the Legion retreated toward the space port inch by grudging inch, destroying four OmniMechs and killing most of the Elementals thrown against them. The Gray Death lost three 'Mechs and a couple of hovertanks, and founding member Delmar Clay died along with most of the Sudeten Militia in the retreat. The battered but unbowed unit retreated to Pandora, to snatch what rest and refit the rampaging Clans would allow them.

PANDORA

On Pandora, the Legion's survivors recovered from the physical wounds of battle and the emotional scars left by the loss of close friends and comrades. Legion commanders replaced the dead and wounded with members of the Legion's training battalion and added eager recruits from the thousands of young men and women clamoring for a chance to strike back at the mysterious invaders. The Legion also outfitted its members with new, technologically sophisticated equipment, among the first mercenary companies to benefit from the Star League memory core it had recovered on Helm. Those Legionnaires whose machines survived the withdrawal from Sudeten had their 'Mechs repaired

and refitted with advanced weapons and equipment developed by the New Avalon Institute of Science, and the Legion's anti-'Mech commandos benefited from the new technology when the DropShip *Azure Fury* arrived on Pandora with enough new power suits to outfit a full company of armored infantry. Never satisfied with the status quo, Carlyle and his infantry commander put the new battle suits through a series of rigorous tests and worked with the Legion's technical staff to tailor the NAIS design for the Gray Death's needs. These efforts yielded two distinct types of powered armor, one almost identical to the standard Inner Sphere power suit save for an additional anti-personnel weapon. The second, a less bulky, lightly armored suit with lightweight electronic reconnaissance and surveillance gear and an infantry jump pack, came to be called scout armor. The Legion employed both types of power armor during the Pandora campaign.

On March 30, 3052, the First Falcon Jaegers approached Pandora and opened the batchall, the Clan ritual in which the attacker determines the size of the defending force and bids away his own forces to achieve a rough parity.

Taking a cue from Hohiro Kurita's successful concealing of the Combine's crack Ghost Regiments on Wolcott, Colonel Carlyle identified the Gray Death Legion not by name, but by its AFFC Mercenary Registration code. The Jaegers, expecting to meet an untried Unit Number 447-C (Reorganized), were stunned to see the grinning gray skull of the Gray Death Legion leering at them from their opponents' brand new BattleMechs.

In the bloody fighting around the jungle crossroads near the town of Vandmaal, the Legion destroyed more than half of the Clan OmniMechs and the bulk of the supporting Elementals, losing fewer than a dozen Legion 'Mechs and six tanks. Using the new power suits, Gray Death armored infantry casualties numbered almost one in four, far less than casualty counts without the new equipment. The Legion's new equipment almost offset the Clans' technological advantages, and the invaders faced stiff resistance in every quarter. Despite technological improvements, however, Clan equipment still outclassed the Legion's, and the Falcons' sheer numbers gradually wore down Pandora's defenders. The Falcons pushed back the Inner Sphere forces along every front, until a Clan victory on Pandora seemed inevitable. Brigadier General Phillip Mais, leader of the Pandora planetary garrison, chose to meet the First Falcon Jaegers in a frontal assault outside the planetary capital of Needgate. Colonel Carlyle refused to support a strategy he saw as foolish. When the livid Brigadier General threatened to have Grayson Carlyle courtmartialed for insubordination, Carlyle stormed out of the command center and ordered his regiment to break camp. Carlyle's unit headed for Needgate, determined to fight the Clan invasion of Pandora in their own way.

NEEDGATE

The Federated Commonwealth defense of Needgate fell apart almost as soon as the battle had begun. Mais' defensive
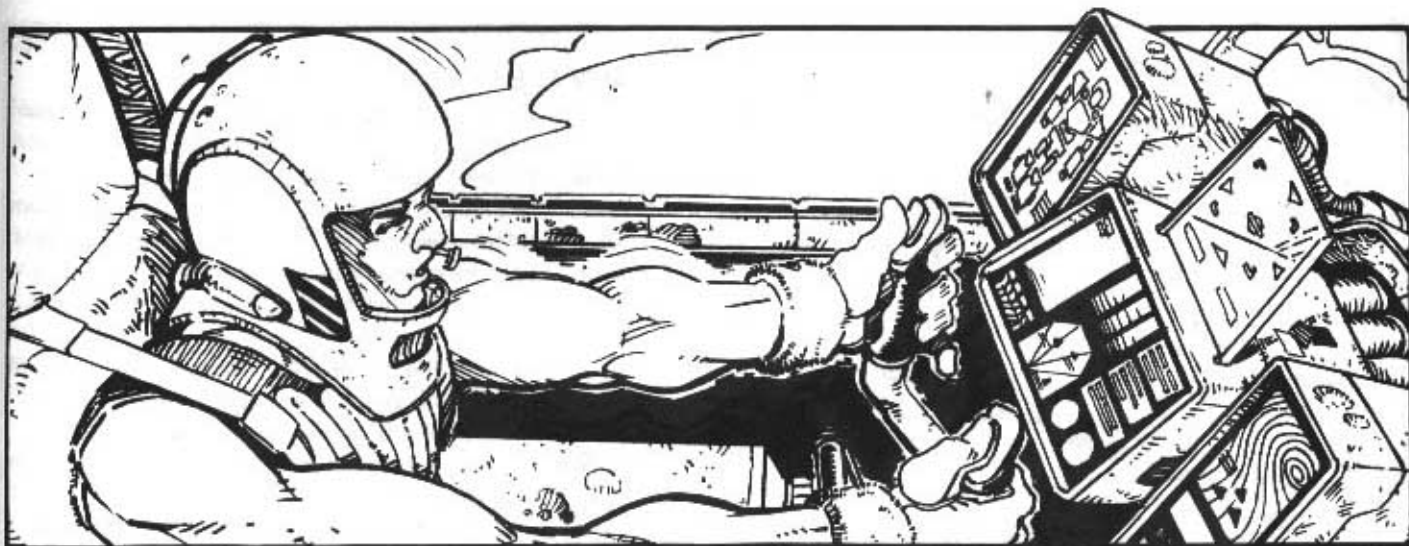
plan disintegrated in the face of superior Clan technology, and his forces crumbled before the furious Clan onslaught. At the height of the battle, the Gray Death Legion joined the fray and turned the tide. Striking from hidden positions in a sunken road outside the city, the mercenaries slammed into the Jade Falcon's exposed right flank and rear, transforming the orderly lines of battle into a swirling melee. The fight lasted until well after sunset, when Jade Falcon Star Colonel T'daal ordered his Cluster to withdraw. As the Falcons retreated, a platoon of Gray Death armored scouts zeroed in on T'daal's dark green *Masakari* and showered the already overheated OmniMech with inferno rockets. Fearing an ammunition explosion, T'daal ejected straight into the hands of the infantrymen who had crippled his machine. Needgate proved a costly battle for all involved, and the Jade Falcons left the planet to its valiant defenders.

A NEW HOME

Following the victory on Tukayyid in 3052 that temporarily halted the Clan invasion, the Gray Death Legion received a landhold from a grateful Federated Commonwealth. Given the death and betrayal spawned by the Free Worlds' gift of Helm, Carlyle initially hesitated to accept the landhold of Glengarry, but took up residence on the planet after determining that no Star League bases existed on the world.

Though it contained no Star League installations, the Legionnaires' new planet boasted other riches. In addition to vast mineral resources, Glengarry's location in the Skye March placed it astride one of the most heavily traveled jump routes between the Federated Commonwealth's Terran Corridor and the Clan front. Unfortunately for the planet's inhabitants, the Succession Wars had crippled the old Terran trade routes, and the thinly scattered population lacked the resources to exploit Glengarry's rich ore and mineral deposits. The Gray Death Legion brought peace to the planet, however, as the well-armed mercenary force faced down Glengarry's warring petty despots, and the planet looked forward to a brighter future under the Legion's protection.

The Gray Death Legion's fortunes and numbers grew rapidly as mercenary MechWarriors, aerospace pilots, and infantrymen flocked to Carlyle's recruiting stations at Galatea, Tharkad, and New Avalon. A 3054 report on the strengths of military units within the Federated Commonwealth listed the Gray Death Legion as a reinforced, combined-arms regiment with integral aerospace and interstellar transport units. The report gave them a combat experience factor of 93 percent, making the Legion one of the few elite units to survive the Clan invasion with the bulk of its experienced warriors intact. All seemed right with the universe, except for the grim threat of a renewed Clan invasion that hung over the Legion's head. When word of Clan raids into the Federated Commonwealth reached Glengarry, Carlyle offered the Legion's services in tracking down and destroying the bandits, but the Federated Commonwealth leaders rejected his offer in favor of a joint Commonwealth/Wolf Clan effort to enforce the peace.

The Legion's tenure on Glengarry saw the addition of second-generation Legionnaires to the unit's combat rosters. Alexander Carlyle joined Captain Davis McCall's First Battalion Command Lance with a refitted *Archer*, and his lancemate Davis Carlyle Clay, son of the late Delmar Clay, received a *Shadow Hawk*. Long-time Legionnaire Charles Bear retired on Glengarry, having had his fill of blood and dying. Though sorry to lose his old battle comrade, Colonel Carlyle accepted Bear's resignation and gave him a large plantation in the Lochaber Highlands in gratitude for his years of faithful service.

With the Gray Death Legion settled into its new role as landholders, Carlyle directed his staff to analyze the Legion's performance during the Clan invasion, determined that the Gray Death Legion would meet the invaders on equal terms when the Truce of Tukayyid expired. After weeks of reviewing battle reports, gun-camera footage, and every other scrap of information they could find, the Legion's tactical planners recommended that Colonel Carlyle refine and hone the combined-arms tactics that

had made the Legion famous. The Gray Death Legion had built its reputation as a combined-arms regiment, whose separate units complemented each other in the field. The new technology developed during the Clan invasion enhanced this strength by giving each type of unit superior equipment to work with.

Armed with the recommendations of his planning staff, Carlyle assembled his field and training officers and hammered out a new training program that would allow the Legionnaires to integrate the separate elements of the regiment even more closely. Infantry trained with 'Mechs and hovertanks and learned to call in artillery and aerospace strikes with greater effectiveness. Applying its new tactics during Operation Freya, the Skye March war games held in November 3053, the Gray Death Legion outperformed every other mercenary unit involved in the games. Though some critics pointed out that premier units such as the Kell Hounds and Eridani Light Horse did not compete in Operation Freya, the Legion stood by its unorthodox fighting doctrine.

Currently, a Legion battalion under Major Khaled is stationed on Borghese, but the rest of the unit remains on Glengarry.

ANY MISSION, ANYWHERE

The Gray Death Legion's versatile, combined-arms structure enables it to take on a variety of missions, from garrison to strike duties. Though its limited number of assault-class 'Mechs makes planetary assaults more difficult than other assignments for the mercenary unit, its diverse makeup provides a tactical flexibility perfectly suited to the raid and strike missions the Legionnaires prefer.

During raids, the Legion's aerospace fighter contingent suppresses the enemy's aerospace capabilities as the Legion DropShips begin their approaches. Once the fighters have gained air superiority and the DropShips have landed, they begin a refueling and rearming procedure, remaining alert for enemy aerospace counterstrikes and opposing ground forces. A few fighters armed with ground-attack ordnance form a reserve for strikes against enemy ground targets. The Legion generally lands its 'Mechs through DropShip landings, using the difficult and dangerous low-altitude 'Mech drops only when the terrain or enemy presence prohibits grounding a ship.

Once the Legion's 'Mechs and any support units have landed, the force leader, usually a battalion commander, assesses the situation on the ground and alters the battle plan to suit it. The on-site officer always retains command of the operation, a policy initiated in 3030 shortly after a Federated Commonwealth attempt to capture the planet Caldrea. During that incident, the operation's Lyran commander ordered the Gray Death Legion to launch a pre-dawn attack on what Commonwealth intelligence had misidentified as a local militia unit. Once on the ground, too late to turn back, the Legion recognized its opponents as the "Firestorm" Regiment of the Draconis Combine's Fourth Assault Guards. The Legion fought the Guards to a draw, but the near-catastrophe prompted Carlyle to insist that all Gray Death Legion contracts include a clause empowering the on-site Legion officer to override any order given by the unit's employer.

As soon as the on-site officer declares the landing zone secure, the balance of the Legion's forces begin landing and off-loading. On a raiding mission, these personnel include mainly infantry troops to load the captured materiel. Tanks, armored infantry, and additional 'Mechs make up these forces on strike missions. In all operations, the Legion's support staff lands as soon as possible to deal with casualties, battle damage, and prisoners of war. The Gray Death has a long-standing tradition of lenient treatment for civilians; unit commanders who violate this policy face loss of pay, court-martial, or expulsion from the Legion.

SELECTED PERSONALITIES

Name: Colonel Grayson Death Carlyle
Assignment: Commander, Gray Death Legion

Perhaps the finest living example of a MechWarrior commander, Carlyle started the Gray Death Legion with a handful of 'Mechs salvaged from an assault on Trell I that killed his father and started a virtual civil war. Armed with little more than cunning, courage, and luck, Carlyle transformed his tiny band of warriors into one of the Inner Sphere's most effective combined-arms regiments.

Carlyle's unorthodox tactics and innovative use of combined arms, in a day when conventional military wisdom deemed the BattleMech invincible, have won him the respect of most politicians and generals of the Inner Sphere. Age has not dulled his love of action nor his flair for the daring, seemingly suicidal tactics that have become a Legion hallmark.

Name: Major Lori Kalmar-Carlyle
Assignment: Executive Officer, Gray Death Legion

Tall, lithe, and beautiful, Lori Kalmar-Carlyle first met Grayson Carlyle when he captured her overheated *Locust* on Trell I. The first MechWarrior to join the Gray Death Legion, Kalmar earned a reputation as a dependable warrior and a capable executive officer. Shortly after the end of the Fourth Succession War in 3030, Lori Kalmar married Grayson Carlyle, and gave birth to their son, Alexander in 3036. Raising the child kept her out of combat during the War of 3039, but as soon as Alex grew old enough not to require her constant attention, Lori re-entered the Legion and took her accustomed place at Grayson's side.

Name: MechWarrior Alexander Carlyle
Assignment: Headquarters Company, Command Lance

At the age of 19, Alexander Carlyle has already become a notable figure in the Legion. As the son of Grayson and Lori Carlyle, Alexander will inherit command of the Gray Death, and the Legionnaires are watching his progress closely. Young Alex shows great promise as a MechWarrior, and his performance in

recent action testifies to his fighting skill.

He exhibits his father's flair for unorthodox tactics, but at this point lacks his father's patience. Although his tender age and lack of combat experience made his first few field exercises rather difficult, nothing has diminished Alex's fierce drive to become the Legion's best MechWarrior.

Name: Major Davis McCall
Assignment: Weapons Master and Commanding Officer, First Battalion

A native Caledonian and the Legion's most colorful officer, Davis McCall is a card-carrying member of Caledonia's ruling Jacobite Party and fiercely proud of his Scots ancestry, which he traces back to the 1700s on Terra. One of Grayson Carlyle's most loyal warriors, McCall twice has refused lucrative contracts from other mercenary units, including an offer of a battalion command. Years of experience have tempered McCall's early impulsiveness and left him one of the Legion's strongest field commanders. The sound of his thick burr uttering Gaelic curses over the commlink has become a hallmark of Legion battles.

Badly wounded during the battle of Needgate on Pandora, McCall received bionic replacements for his right eye and left leg. The scars left by these terrible injuries have turned Davis McCall into a figure of awe and fear among the trainees placed under his charge.

TABLE OF ORGANIZATION AND EQUIPMENT

The Table of Organization and Equipment provides details on the composition of the Gray Death Legion, the epitome of an Inner Sphere combined-arms regiment. BattleMechs form the Legion's main combat arm, supported by foot, mechanized, jump, and armored infantry; ground armor; and aerospace fighters.

On campaign, the Legion displays above-average self-sufficiency. Most of the unit's MechWarriors have enough technical training to assist the Legion technical staff in the repair and maintenance of their machines. The armored infantry, ground

armor, and aerospace arms of the regiment rely on separate technical support staffs, but the jump and mechanized infantry squads perform their own maintenance. Most non-armored infantry squads boast at least two skilled mechanics or technicians. Continuing as it began, the unit obtains supplies in the field by raiding and salvage. Grayson Carlyle founded the Legion with three 'Mechs captured from Kurita forces on Trell I, and the unit has made a tradition of beefing up its forces with salvaged or stolen enemy equipment.

The relatively low number of infantry squads in relation to BattleMechs remains one of two potential weaknesses in the Legion's organization. Grayson Carlyle and his two armored infantry company commanders are working to correct this condition, determined to capitalize on their infantry's ability to take down OmniMechs. The Legion also lacks integral artillery support elements, and though few of the Legion's missions so far have required artillery barrages, this lack of long-range fire support could hamper operations in the future.

So far, only Lieutenant Megan Powers has expressed an opinion on the fate of the Gray Death armored scout detachments, currently without independent command. Lieutenant Powers has been lobbying Colonel Carlyle to recruit, train, and equip a full company of armored scouts answerable only to regimental or force commanders. Colonel Carlyle has yet to comment on this proposal, but observers expect him to decide the fate of the armored scouts before the end of the year.

GRAY DEATH LEGION

1 Regimental Command Lance, 1 Headquarters Company, 2 BattleMech Battalions, 2 Armored Infantry Companies, 1 Armored Scout Company, 1 Aerospace Battalion
CO: Colonel Grayson Death Carlyle

COMMAND UNITS

Colonel Grayson Death Carlyle
Major Davis McCall, Weapons Master
Regimental Command Lance
4 BattleMechs
Headquarters Company
Command Lance (4 BattleMechs)
Fire Lance (4 BattleMechs)
Recon Lance (4 BattleMechs)

1ST BATTLEMECH BATTALION

Major Gomez Cristobal de Villar
1st BattleMech Company (Dumont's Dreadnoughts)
Command Lance (4 BattleMechs)
Fire Lance (4 BattleMechs)
Recon Lance (4 BattleMechs)
2nd BattleMech Company (Captain Hannibal Simms)
Command Lance (4 BattleMechs)

Fire Lance (4 BattleMechs)
Light Lance (4 BattleMechs)

1ST COMPANY, GRAY DEATH ARMORED INFANTRY (Black Knights)

Captain Ethan Radcliffe
1st Armored Infantry Platoon
2 Infantry Squads
2nd Armored Infantry Platoon
2 Infantry Squads

2ND BATTLEMECH BATTALION

Major Hassan Ali Khaled
1st BattleMech Company (Hassan's Assassins)
Battalion Command Lance (4 BattleMechs)
4th BattleMech Company
Command Lance (4 BattleMechs)
Attack Lance (4 BattleMechs)
Recon Lance (4 BattleMechs)
5th BattleMech Company
Command Lance (4 BattleMechs)
Heavy Lance (4 BattleMechs)
Combat Lance (4 BattleMechs)

2ND COMPANY, GRAY DEATH ARMORED INFANTRY (THE PIKEMEN)

Captain Thomas Leone
1st Armored Infantry Platoon
3 Squads
3rd Battalion (Major John Owens)
1st Infantry Foot Company (1 Rifle Platoon, 1 SRM Platoon, 1 Laser Platoon)
2nd Jump Infantry Company (1 Rifle Platoon, 1 Machine Gun Platoon, 1 SRM Platoon)
3rd Infantry Mechanized Company (1 Rifle Platoon, 1 Machine Gun Platoon, 1 SRM Platoon)

1ST GRAY DEATH ARMORED SCOUT DETACHMENT (DEATH'S CATS)

Lieutenant Megan Powers
Sergeant Ralston Houts
1st Tank Company
1st Platoon (4 Vehicles)
2nd Tank Platoon (4 Vehicles)
3rd Tank Platoon (4 Vehicles)

AEROSPACE SUPPORT BATTALION

Captain Julio Vargas

Aerospace Fighter Wing (Death Eagles)

Unit insignia: A winged gray skull in profile, against a scarlet field

1st AeroSpace Fighter Company (6 Fighters)
2nd AeroSpace Fighter Company (6 Fighters)

AEROSPACE TRANSPORT COMPANY

1 *Merchant* Class JumpShip: *Invidious*
1 *Scout* Class JumpShip: *Phantom*
2 *Invader* Class JumpShips: *Red Skull, Gray Skull*
5 *Union* Class DropShips: *Phobos, Deimos, Meda, Luna, Europa*
2 *Leopard* Class DropShips: *Hugin, Munin*
1 *Gazelle* Class DropShip: *Antelope*
1 *Condor* Class DropShip: *Nighthawk*

LEGION TRADITIONS

Like most mercenary regiments, the Gray Death Legion has developed its own traditions. The most revered is the Roll of Honor, a list of Gray Death troopers killed in the service of the Legion. At the Legion's annual Day of Heroes celebration, the highest-ranking Legion officer reads the Roll of Honor and adds the names of Legionnaires who have died in battle that year. The Legionnaires also commemorate their fallen comrades every November 11th, the anniversary of the Legion's first great victory, the battle at Thunder Rift on Trell I. Unit commanders read the Roll of Honor and offer prayers for departed comrades.

In another valued tradition, retiring members of the Gray Death Legion receive honorary rank. Commissioned officers retain their former rank as an honorary title, and retiring non-commissioned officers and enlisted personnel receive the honorary rank of Sergeant-Major. In recent years some retirees, such as Lieutenant Charles Bear, have received land grants on the Legion's landhold of Glengarry. Retired officers are welcome at all official Legion social functions and add the white shoulder and collar flashes of a retired officer to the Legion's dark gray and red dress uniform.

UNIFORMS AND INSIGNIA

The Gray Death Legion's standard field uniform consists of a dark gray, loose-fitting tunic and trousers, featuring several large pockets. Officers wear their rank and unit insignia on the uniform's epaulets, with the rank insignia closest to the point of the shoulder. Non-commissioned officers and enlisted men wear their insignia on the upper sleeve of their tunics, with the unit crest above the rank insignia. When the Legion serves with other units, particularly those of the Federated Commonwealth, officers and non-coms add the equivalent rank insignia of their host unit to their field uniforms, attached to a synthleather strip hung from the button of the fatigue tunic's upper right breast pocket.

A more formal version of the standard field uniform, the Legion dress uniform replaces the loose fitting, many-pocketed fatigues with tailored pants and a jacket worn over a close-fitting white shirt. The trousers, a lighter shade of gray than the jacket, are trimmed with red stripes running down the outside of each leg. A dark gray half-cape lined with red silk completes the uniform on full dress occasions. Rank and unit crests are displayed in the same manner as on the field uniform.

The unit's trademark gray skull appears over a red crest emblazoned on the left shoulder of every Legion 'Mech, and a colored circle on the 'Mech's lower right leg identifies its battalion. A yellow circle indicates the First Battalion, Second and Third Battalion 'Mechs bear green and blue circles, and regimental Command Company 'Mechs bear red circles. Within battalions, 'Mech pilots paint individual unit crests on their 'Mechs' right shoulders; Headquarter Company 'Mechs bear the Legion crest on both shoulders. Aerospace fighters sport a variant of the standard Legion crest, with a winged gray skull in profile rather than full face. Official regulations prohibit pilots from decorating their fighters with individual "nose art," but the prohibition is rarely enforced. Aerospace fighter pilots wear wings pinned to the left breasts of their tunics. The JumpShip crews of the Legion's Aerospace Transport Company wear a variant of the Legion crest showing a gray skull against a red starburst. DropShip crews wear an insignia similar to that of the fighter pilots, with the winged skull facing forward.

The story of the Kell Hounds seems straight out of a holovid—two young MechWarriors, scions of a noble family and fresh out of military school, inherit a pile of money from a benevolent cousin and decide to start their own mercenary unit. Ridiculed by the grizzled old mercenaries as two dilettantes playing at MechWarrior, the two dashing young heroes become the targets of further scorn when they receive a plum contract from a ruling House. Scorn, however, turns to praise when the duo and their unit prove themselves on the field of battle, earning the undying gratitude of their employer and the respect of the most cynical old merc.

Despite the holovid aspects of the unit's founding, anyone who has ever seen or met the Hounds in action knows these mercenaries are anything but fictional. Destroyed three times, once from within and twice from without, the Kell Hounds have re-emerged stronger with each rebirth. Lacking the resources of larger mercenary units, the Hounds became a feared and respected unit and a major player in the Inner Sphere the old-fashioned way—using strategy, shrewd planning, and knowledge of their opponents. The unit's role in the Clan defeats on Luthien and Arc-Royal and the elevation of one of its own from bondsman to the rank of Khan in the Clan Wolf form an eloquent testimony to the Kell Hounds' fighting prowess.

ORIGINS

When Morgan and Patrick Kell arrived on Galatea in 3010 to recruit MechWarriors for their new mercenary unit, the locals characterized them in a harsh but accurate assessment as "two rich boys coming to play soldier." Although both Kells had completed training at the prestigious Nagelring Military Academy and had posted high test scores, only Morgan had successfully completed a full hitch with a Commonwealth unit. Neither brother had served all the military obligations the Commonwealth military imposed on all Nagelring graduates. Katrina Steiner, Archon and widow of the Kells' cousin Arthur Luvon, had excused them from those obligations so that they could recruit for the Kell Hounds, an action that reinforced the image of two spoiled nobles out to buy themselves a unit and rank they would never have attained through hard work.

The Kells first proved that they were more than dilettantes when they shrewdly wooed many of the best techs away from other units, even before they started recruiting MechWarriors. By this action they created the solid technical support base that has given the Hounds one of the lowest downtime ratios in the Inner Sphere. Bolstering the unit's support base, the Kell-owned Eire BattleMech Company on Arc-Royal provides the Hounds with a steady supply of spare parts.

By November of 3010 the Kell Hounds boasted a light regiment composed of two 'Mech battalions, an aerospace battalion, and a jump infantry battalion. The unit possessed one

Overlord-class DropShip and held contracts with other ship owners that provided them transportation to battle theaters. Most observers scoffed at the high price the new unit demanded for its services, but few people were surprised when the Kells received their unit's first contract from their cousin-in-law, Archon Katrina Steiner.

The Hounds saw their first duty on the Commonwealth capital of Tharkad, a plum assignment most units would have killed for. The Kell brothers soon grew impatient with the uneventful garrison routine, however, and with Katrina's blessing arranged a raid on the Marik world of Castor in the company of Cranston Snord's Irregulars. Underestimating the Hounds, Colonel Ruger Nage of the Thirtieth Marik Militia did not request additional troops to respond to the Snord/Kell assault.

During the fighting on Castor, the Hounds executed a complex battle plan full of demanding maneuvers requiring speed and precision. They anticipated Nage's likely responses and used Snord's Irregulars to exploit them, becoming one of the few units that recognized and capitalized on the Irregulars' unique talents. The Hounds' discipline and expertise rivaled that of elite regular army units and the effective, complex planning they displayed in the Castor campaign would soon become a hallmark of Hound operations.

Despite their impressive performance, charges of nepotism swirled through Tharkad in the fall of 3012 as the Estates General discussed renewal of the Hounds' contract. The Archon's political enemies minimized the Castor success, putting down to luck rather than skill, and publicly criticized the Hounds as overpaid incompetents. To save Katrina Steiner potential political embarrassment, Morgan Kell accepted a contract with the Federated Suns. Prince Ian Davion, by design or chance, took pressure off Katrina by offering the Kell Hounds a four-year contract and a 15 percent increase in pay. This surprising move prompted some analysts to ponder what the First Prince saw in the largely unproven Kell Hounds. Several concluded that by awarding the contract, Ian Davion hoped to embarrass the Lyran Estates General by making the representatives think they had passed on a bargain.

IN SERVICE TO DAVION

Davion assigned the Kell Hounds to the planet Mara, and in May the Draconis Combine dropped the Ninth Sun Zhang Academy Cadre on the agricultural world in what Davion interpreted as a full-scale invasion. The Kurita troops initially met no resistance and within a week had grown contemptuous of the mercenaries who refused to fight. Cleverly exploiting the Kurita forces' scorn for "mere" mercenaries, the crew of the Kell Hound DropShip Lugh left Mara and headed for the Kurita JumpShip Tsume, claiming they had mutinied and offering the unit's DropShips to the Cadre in return for safe passage to Galatea. The Kurita students saw this surrender as a golden opportunity to cover themselves in battle-field glory, and radioed their companions on the ground with the

news. Eager to capture the remaining Hounds, the Cadre ground units split into three battalions and went hunting.

The First Cadre Battalion pursued a Kell Hound company straight into a trap, falling like cut grain under the mercenaries' close assaults and devastating missile barrages. The defeat infuriated the two remaining Kurita battalions, who consoled themselves with the news that the *Lugh* was docking with their JumpShip *Tsume*.

The Sun Zhang Cadre units had hoped to salvage some respect from the *Lugh*'s surrender, but were doomed to disappointment. After their *Lugh* docked with the *Tsume*, the Hound crew overrode a control circuit in the airlock between the ships and filled it with pressurized anesthetic gas. Most of the *Tsume*'s crew, on hand to accept the surrender, succumbed to the gas and the Hounds secured the ship. The Kurita effort to retake the *Tsume* nearly stranded the remaining two Sun Zhang 'Mech battalions in space and marked the beginning of a deep enmity between the Combine and the Kell Hounds.

The unit next saw action on Mallory's World, aiding Prince Ian Davion and the Fourth Davion Guards against Kurita raiders in October of 3013. Prince Ian lifted the siege of Colterville, then moved the Fourth Guards to aid the besieged Seventeenth Avalon Hussars. The Combine's Twenty-fourth Dieron Rangers mauled the Seventeenth, throwing the defenders into a retreat and leaving Prince Ian's flank open. The Prince refused to call up his reserves, but at his brother Hanse's urging ordered the Kell Hounds to Mallory's World to strengthen the Davion contingent.

The ten days it took for the Kell Hounds to arrive proved a disaster. Ian Davion, trapped in the desert with his regiment, died fighting a rearguard action against Yorinaga Kurita's Second Sword of Light regiment. The Kell Hounds arrived in time to prevent the Kurita troops from capturing the Prince's body, but could do little more than retreat to Colterville and accept the stalemate on Mallory's World. The Kell Hounds clung to the Davion foothold on Mallory's World for the next three years, broken only by a single Kell battalion's raid on Murchison in 3014 that netted a cache of priceless, Star League-era books.

In 3016 Yorinaga Kurita decided to end the stalemate by destroying the Kell Hounds. After using his forces to pin down most of Mallory's defenders, Yorinaga sent his entire Second Sword of Light regiment against the Kell Hounds' First 'Mech Battalion. Before the Kurita forces could strike, however, Morgan Kell stepped forward in his *Archer* and offered Yorinaga Kurita single combat. Though reports of that combat differ wildly, all accounts agree that Morgan Kell defeated Yorinaga Kurita, saving the Kell Hounds from certain destruction.

DEFECTION

Morgan's actions following the battle continue to mystify historians. During the period that the Hounds called "the Defection," Morgan Kell broke the regiment down to a single battalion, placed his brother Patrick in charge, and exiled himself to St. Marinus House on Zaniah, a religious retreat for ex-MechWarriors. Patrick Kell sank into depression, and only the efforts of Kell Hound officers Daniel Allard, Seamus Fitzpatrick, and Richard O'Cieran kept the unit alive.

From 3016 to 3027 Patrick Kell accepted a number of unusual assignments for the unit, in the process building them into the best battalion-sized unit in the Inner Sphere. Despite the subordinate role he had performed under his brother, Patrick Kell proved an able and inventive commander. In 3019, fresh from pirate hunting in the Free Worlds League, the Hounds took a post with the Lyran Commonwealth defending against Kurita raids. Four years later the unit moved to the Federated Suns, reconfigured to mimic a Draconis Combine raider unit for a series of military exercises to train Davion militia units.

Tiring of the grueling schedule the exercises had put them through, the Kell Hounds signed a new contract with the Lyran Commonwealth in 3026. Garrison duty on the backwater world of Pacifica should have qualified as easy duty, but Yorinaga Kurita's recall from disgrace turned peaceful Pacifica into a danger zone. After repelling an assault by Combine Internal Security Force Commandos on Pacifica, the Hounds fled that world and shook pursuit by jumping into Combine space. Discovering Archon-

Designate Melissa Steiner stranded on the Draconis world of Styx, the Hounds held off Yorinaga's new elite unit, the *Genyosha*, long enough for Melissa to escape. During the fierce fighting Yorinaga targeted Patrick Kell, who ignored Yorinaga's assaults and destroyed other *Genyosha* on the way to a Hound victory before paying with his life.

Patrick Kell's death prompted Morgan Kell to return from exile. Just before leaving the monastery, he summoned all the MechWarriors who had once been Kell Hounds to rejoin the unit. Those who could answered the call; others sent their children, and some returnees brought with them portions of the units in which they had served since the Defection. By the time of the wedding of Hanse Davion and Melissa Steiner, the Kell Hounds were back up to regimental strength and ready for the Fourth Succession War.

RENEWAL

The brief but bitter Fourth Succession War gave the Kell Hounds a second crack at Yorinaga Kurita. As the *Genyosha* hit the world of Northwind in a failed attempt to destroy the Kell Hounds, the Hounds raided the *Genyosha* base on Nashira, humiliating Yorinaga and challenging him to a showdown on the planet Ryde. Adding insult to injury, in May of 3029 the Hounds dropped on Lyons and crushed the Third Dieron Regulars, then destroyed the Fifth Sword of Light on Nusakan in October. Yorinaga Kurita and the *Genyosha* finally caught up with the Kell Hounds on Nusakan. In a virtual replay of the battle they had

fought on Mallory's World thirteen years earlier, Morgan Kell defeated Yorinaga Kurita a second time.

After the battle, a shamed Yorinaga Kurita performed *seppuku*, and Yorinaga's death prompted his son Akira Brahe to resign from the *Genyosha* and join the Kell Hounds. Carrying salvage from the Fifth Sword of Light and the Third Dieron Regulars, the Kell Hounds returned to Arc-Royal and rebuilt. Former Kell Hound Major Scott Bradley and his unit Bradley's Bravos formed the core of the Hound's third 'Mech battalion, brought back to full strength in record time.

In the years following the Fourth Succession War, the Kell Hounds rebuilt their lives as well as their 'Mechs. In 3030, Morgan Kell married Salome Ward and within two years the couple had two children—Phelan Patrick Kell and Caitlin Ward Kell. Battle wounds had initially prevented Salome Ward from conceiving children normally, but medtechs attached to Wolf's Dragoons used in vitro fertilization techniques to allow her to bear children.

In 3033 a company of Kell Hound 'Mechs led by Major Dan Allard and Major Akira Brahe headed out to the Periphery near the Steiner/Marik border. The mission and its outcome remain shrouded in mystery, but Dan Allard returned with a woman named Megan Kell, whom Morgan acknowledged as his daughter. Megan and Dan were married the following year on Kestrel, in a ceremony attended by Prince Hanse Davion and his family and many other notable individuals.

In the unit's first major action since the end of the Fourth Succession War, the Kell Hounds took up garrison duty on the Free Worlds League world of Kujari in 3038, bringing their dependents with them. The Hounds' presence alone dampened Capellan enthusiasm for raiding in that area of space, but the presence of Daniel Allard irritated Capellan Chancellor Romano Liao. As the brother of Justin Allard, the man who had married her hated sister Candace and humiliated the Confederation during the Fourth Succession War, Daniel Allard and his family became targets of the unstable Romano's rage. Romano sent an assassin to wipe out the Allards, but the assassin attacked Morgan Kell's house by mistake and was killed by Phelan Kell's dog, Old Keller.

In 3039, the Hounds left the Free Worlds League when Prince Hanse Davion hired them to bolster his planned assault on the Draconis Combine. Initially, the prince positioned the mercenaries in the Federated Commonwealth's Terran corridor, hoping that the unit's fearsome reputation would cause the Combine to tie up its forces defending the targets within the Kell Hounds' range. However, Combine counterattacks on the world of Robinson thwarted his plans and he sent the Hounds to bolster that world's defenses.

The Hounds served out their contract on Robinson until 3040, when Katrina Steiner's death left Morgan Kell with a substantial legacy from his royal cousin. Morgan used the money to expand the Kell Hounds to two full regiments, promoting Daniel Allard and Scott Bradley to the rank of lieutenant colonel and giving them regimental commands. He also promoted Akira

Brahe to the rank of major, and gave him command of the First Regiment's First 'Mech Battalion.

NEW GENERATION

The Steiner legacy and the expansion seemed to guarantee a bright future for the Kell Hounds. Phelan and Caitlin Kell both entered prestigious military academies that would equip them to provide future leadership for the Hounds. Allard and Bradley proved able commanders more than capable of working on their own, which freed Morgan to develop training and education programs for the Hounds' dependents. Fulfilling a long-held dream, the unit formed a permanent base on the Commonwealth world of Arc-Royal, within the precincts of the city of Old Connaught. Throughout the 3040s Morgan worked to make it a suitable place for families to remain when the regiments were stationed elsewhere.

In 3042 a 16-year-old youth calling himself Christian Kell appeared on the world Arboris and presented himself to Morgan Kell as the son of his late brother Patrick and his mistress Takara. Raised in the Draconis Combine by elements of the yakuza, Christian had no formal MechWarrior training, though he impressed Morgan with his fluent Japanese and formidable self-defense skills.

Morgan Kell immediately retired from the Hounds and took his nephew to the world of Outreach. Christian Kell trained there with Wolf's Dragoons for three years, becoming a MechWarrior of considerable skill. Morgan's retirement led to another promotion for Dan Allard, this time to overall command of the Kell Hounds, and Akira Brahe took over Dan's command of the First Regiment.

The talented but unblooded Christian Kell received a baptism of fire on Ambergrist in the St. Ives Compact, when Liao forces launched a massive attack against the world. A lieutenant with the Kell Hounds' First Battalion, Chris assumed command of his company when his commander died, then used his force to delay a Liao reinforcement battalion and keep it from linking up with the attacking elite Warrior House Hiritsu battalion. This action gave the Kell Hounds' Second Battalion time to relieve the Liao siege of Ambergrist's capital. The Kell Hounds Second Battalion received the St. Ives Order of Heroism from a grateful planet, and his bravery under fire earned young Kell promotion to major and command of the First Battalion.

In contrast to Christian Kell's performance in 3048, Phelan Kell was expelled from the Nagelring. In his third year at that institution, its Honor Board dismissed him for stealing a 'Mech, noting that the theft capped a year of increasingly serious problems following the death of his friend D. J. Connor in action on the Marik border. Shamed by his expulsion, Phelan joined the Hounds as a member of a scout lance in the Second Regiment and went off to hunt bandits in the Periphery. Neither Phelan Kell nor anyone else in the Inner Sphere suspected that an apparent increase in bandit raids signaled the opening offensive in an intergalactic war.

CLAN ONSLAUGHT

In August of 3049, Phelan Kell disappeared in action following an engagement with Periphery pirates in the Free Rasalhague Republic. Kell's unit had chased the bandits straight into the arms of a Clan Wolf lance, who captured Phelan Kell. Most people believed him dead, an impression not corrected until the Battle of Tukayyid where he fought as a Star Commander in Clan Wolf's Thirteenth Wolf Guards.

The Kell Hounds fought in two major actions during the Clan invasion, on Twycross and on Luthien. On Twycross, the Hounds fought alongside the Tenth Lyran Guards and the Ninth Federated Commonwealth RCT to liberate the captured planet from Clan Jade Falcon. Their victory at Twycross cost the Kell Hounds considerable losses, but a year-long lull in the fighting allowed them to rebuild to their pre-war strength and gave them time to analyze Clan tactics. Although the superiority of Clan technology gave the Clans a seemingly unbeatable edge against any Inner Sphere unit, the Hounds and others had realized that tactical preparedness on their part could minimize the advantage of the Clans' superior weaponry.

The Kell Hounds' successful defense of the Combine capital of Luthien, in conjunction with Wolf's Dragoons and several elite Combine units, proved that unorthodox, mobile tactics worked against the invaders. Forces from Clans Smoke Jaguar and Nova Cat had pressed forward in a drive toward Imperial City, clearly hoping to punch through its defensive lines. The surrounding terrain and a layered defense, however, slowed their charge and allowed the defenders to reinforce the lines with reserves, constantly throwing fresh troops at the Clans from the front as elite units harried their flanks and rear. Extracting every possible advantage from surprise, the Kell Hounds and their fellow Inner Sphere soldiers beat the Clans off Luthien and saved the Combine from collapse.

The victory at Luthien carried a steep price. The Kell Hounds threw more than 200 'Mechs into the battle, of which only 70 survived. Displaying his gratitude toward the mercenary units that had saved his father's realm, War Lord Theodore Kurita allowed the Kell Hounds and Wolf's Dragoons to take first pick of salvage from the battlefield so that they could rebuild.

The defense of Luthien also marked a thaw in relations between the Combine and the Kell Hounds. Though the Hounds would not consider fighting for the Combine, each force respects the other. In a token of that respect, bonsai masters on Luthien created a tree for each of the Kell Hounds who fought to save the capital. When one of those individuals die, the masters send the tree to Arc-Royal, where the Hounds place it in the vast garden on the grounds of the Kell Hound base.

RECENT EVENTS

During the three years following the defense of Luthien, the Kell Hounds rebuilt. Though parts of the unit accepted garrison duty, temporarily replacing FedCom units that needed refitting,

the Hounds signed no service contracts, instead concentrating on expanding their ranks by sponsoring smaller mercenary units such as Zimmer's Zouaves. Imitating the farm system maintained by Solaris' fighting stables, the Hounds equipped these units with parts and 'Mechs the Kell Hounds had discarded and occasionally drew MechWarriors from their ranks.

Morgan Kell retired for the third and final time in April of 3055. Shortly afterward, Morgan and his wife, Salome Ward, paid a visit to Tharkad at the invitation of Morgan's cousin, Archon Melissa Steiner-Davion. On June 19, 3055, an assassin's bomb exploded at a library dedication on Tharkad, killing the Archon and Salome Ward and seriously injuring Morgan.

As catastrophe struck on Tharkad, Zimmer's Zouaves died on the world of Deia—destroyed not by the renegade Clan bandits they were defending Deia against, but by the Thirty-first Wolf Solahma, a Wolf Clan unit supposedly working with the Zouaves to capture or destroy the bandits. In an effort to keep this shocking act from sparking a resumption of the stalled Clan invasion, Victor Davion ordered the Kell Hounds after the bandits and sent ilKhan Ulric Kerensky a terse message demanding an explanation of the Wolves' conduct. In response, the ilKhan appointed Khan Phelan Wolf the liaison officer in charge of the Thirty-first Wolf Solahma, hoping that the Khan's status as both Clansman and Kell Hound could keep the rogue Wolf Solahma unit in line.

In a series of hard-hitting engagements, the Hounds damaged the Clan bandits, then lured them to Arc-Royal for a final showdown. The Hounds destroyed the bandit force in a successful ambush, but the bandit's leader escaped and fled to Clan space. Aided by Nelson Geist, a MechWarrior recently escaped from the same Clan renegades' clutches, the Hounds and Khan Phelan tracked the bandits back to their base in the Wolf Clan occupation zone and destroyed them.

Initially, the citizens of Arc-Royal and some of the Kell Hounds protested Phelan's command of their world's defense against the renegade Clan band, viewing his Clan affiliation with suspicion. The unqualified success of the operation, however, won him respect and helped eliminate the stigma of his ties to Clan Wolf. After seeing Phelan's strong leadership in action—skills honed and strengthened within the Clans—many in the Kell Hounds reassessed their opinions of Phelan. Few would now dispute his right to a place in the Kell Hounds should he ever leave the Clans.

Under the command of Colonel Daniel Allard, the Kell Hounds performed well in the battle against the Clan bandits. Though the mercenaries outnumbered their opponents, the bandits benefited from superior technology now believed supplied by supporters from Clan Jade Falcon. True to their nature, the Kell Hounds used feints, traps, and multiple lines of defense to offset the invaders' technological advantage, supplementing their own troops with a Star of 'Mechs, a Star of Elementals, and a Star of aerospace fighters assigned as Khan Phelan's honor guard.

Khan Phelan's knowledge of the Clans and his feel for Clan psychology enabled him to trick the bandits into striking when and where he wanted. Acting in concert with Colonel Allard, Phelan and the Kell Hounds sent the unit's DropShips and JumpShips to guard other worlds against the bandits, deliberately leaving Arc-Royal wide open. The bandits took the bait and fell into the multiple layers of traps that the Hounds had carefully prepared for them. Half the bandit force fell in the first ambush; Phelan's Clan warriors and several Hounds battalions literally dogged the rest to death in terrain the mercenaries knew better than the bandits. In using such tactics, Phelan acted in the tradition of the unit he might have led and proved himself as much a Kell Hound as a Clansman.

Despite losses in engagements against the Clans, the Kell Hounds remain a formidable mercenary unit. Allowed salvage from Clan 'Mechs on Luthien, the Hounds have more sophisticated equipment than many front-line House units, and their connections with Clan Wolf through Khan Phelan may eventually lead to limited trade between the two. The Kell Hounds' level of training and tactical flexibility continue to make them a deadly opponent for even the most skilled commander.

SELECTED PERSONALITIES

Name: Colonel Daniel Allard
Assignment: Commander, Kell Hounds

Dan Allard graduated from the New Avalon Military Academy in 3015 at the age of 19. Though Allard set a number of test records at the academy, Prince Hanse Davion released this talented MechWarrior cadet from his service obligation at the Kell Hounds' request. Allard immediately joined the Hounds on Mallory's World, where he witnessed Morgan Kell's first battle with Yorinaga Kurita.

In the years following Morgan Kell's departure from the Kell Hounds, Allard proved himself a capable leader and a skilled strategist. Upon Morgan's retirement in 3042, Allard became commander of the unit. Though entitled to the rank of colonel, Allard publicly states his rank as lieutenant colonel. In keeping with the tradition set by Patrick Kell, Allard regards Morgan Kell as the Hounds' only colonel for as long as he lives.

In 3034 Dan married Megan Kell, Morgan's daughter from a liaison in his youth. The couple have three children—Tempest, Harrison, and Mark.

Name: Major Christian Kell
Assignment: Commander, First 'Mech Battalion, First Kell Hound Regiment

The son of Patrick Kell, Christian did not learn of his father's identity until his mother's death in 3042. Then 16 years old, Christian left his homeworld of Murchison and found Morgan Kell on the planet Arboris. Accepting Christian as his nephew, Morgan brought him to Outreach and prevailed on Jaime Wolf to allow Chris to train with the Dragoons. Chris proved an apt pupil, taking command under fire in action and salvaging victory from probable defeat on Ambergrist in 3045.

Raised by yakuza on a Combine world occupied by the Federated Commonwealth, Major Kell maintains contact with those who raised him. Through this group he trades in Combine products that are scarce in the Federated Commonwealth.

Quiet and reserved, Major Kell is a talented artist, though he seldom shows his work to others. Recently, he has been spending time with Dorete Geist, the widowed daughter-in-law of fallen Kell Hound Major Nelson Geist.

Name: Lieutenant Caitlin Kell
Assignment: Raven Company, Aerospace Battalion

Born to Morgan Kell and Salome Ward in 3032, Caitlin had soloed in an aerospace fighter and had logged an incredible number of flight simulator hours by the tender age of ten.

Offered a place at the Nagelring in 3049, Caitlin declined it in a show of solidarity with her brother, Phelan, who had been expelled from that institution the previous year. After he went missing in action, Caitlin entered the Nagelring to redeem the Kell name. Placed in an accelerated course prompted by the desperate need for soldiers to beat back the Clan invasion, Caitlin graduated in 3053. Though a member of the Kell Hounds, she technically serves as a liaison officer between the mercenary unit and the AFFC, thereby serving out her formal military obligation to the Federated Commonwealth.

Though she graduated a year after the Clan invasion ended at Tukayyid, Caitlin Kell has tested her mettle against Clan pilots. In the defense of Arc-Royal, Lieutenant Kell accounted for 2.5 fighter kills, a figure matching the best total of the day.

Name: Lieutenant Colonel Akira Brahe
Assignment: Commander, First Regiment

The son of Yorinaga Kurita, Akira fought with his father's unit, the *Genyosha*, until Yorinaga's second defeat at the hands of Morgan Kell. After his father performed *seppuku*, Lieutenant Colonel Brahe renounced his ties to the Combine and joined the Hounds, bringing several *Genyosha* pilots with him. When Daniel Allard assumed command of the Kell Hounds, Brahe took over Allard's command of the First Regiment.

A quiet, perceptive man, Brahe inspires his troops with a confidence that leaves no room for defeat. To paraphrase Douglas MacArthur, he refuses to take with blood what he can win with strategy. He approaches combat with the skill and concentration he uses in playing the Japanese game of *Go*, positioning his troops so that opponents prefer retreat to counterattack.

In 3035 on Arc-Royal he met and married Yukiko Ostlund, a refugee from the war-torn Free Rasalhague Republic. The couple has two sons, Yorinaga and Gustav, named after Akira's father and maternal grandfather.

TABLE OF ORGANIZATION AND EQUIPMENT

The Table of Organization and Equipment outlines the composition of the two Kell Hound regiments, listing the commanders, nicknames, special-duty designations, and strengths of the five battalions that compose each regiment. The same information is provided for the individual companies that make up each battalion.

KELL HOUNDS

CO: Lieutenant Colonel Daniel W. Allard

UNIT COMMAND LANCE
4 BattleMechs

1ST KELL HOUND REGIMENT (THE WILD HUNTERS)

3 BattleMech Battalions, 1 Aerospace Battalion, 1 Jump Infantry Battalion
CO: Lieutenant Colonel Akira Brahe

1st Regiment Command Lance
4 BattleMechs

1ST BATTLEMECH BATTALION (THE DRAGON DOGS)
Major Christian Kell
Battalion Command Lance
4 BattleMechs
111th Company (Captain Austin Brand)
Scout Lance (4 BattleMechs)
Fire Support Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
112th Company (Captain Mike Fitzhugh)
Scout Lance (4 BattleMechs)
Fire Support Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
113th Company—Urban Warfare Unit (Captain Carol Nolan)
Urban Scout Lance (4 BattleMechs)
Urban Fire Support Lance (4 BattleMechs)
Urban Assault Lances (4 BattleMechs)

2ND MECH BATTALION (THE WILD DOGS)
Major Sara O'Cathain
Battalion Command Lance
4 BattleMechs
121st Company (Captain Maggie O'Cathain)
Scout Lance (4 BattleMechs)

Fire Support Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
122nd Company (Captain Patricia O'Lochlainn)
Heavy Scout Lance (4 BattleMechs)
Strike Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
123rd Company—Amphibious Warfare Unit (Captain Kevin Connor)
Amphibious Scout Lance (4 BattleMechs)
Amphibious Penetration Lance (4 BattleMechs)
Amphibious Assault Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION (THE MUTTS)
Major Tomas Rochefort
Battalion Command Lance
4 BattleMechs
131st Company (Captain Ayesha Aitkin)
Scout Lance (4 BattleMechs)
Strike Lance (4 BattleMechs)
Assault Lance (4 BattleMechs)
132nd Company (Captain Meg Lang)
Scout Lance (4 BattleMechs)
Pursuit Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
133rd Company—Jungle Operations Unit (Captain Amber Brennan)
Scout Lance (4 BattleMechs)
Strike Lance (4 BattleMechs)
Fire Support Lance (4 BattleMechs)
Assault Lance (4 BattleMechs)

1ST AEROSPACE FIGHTER BATTALION (THE BIRD DOGS)
Major R. O. B. "Rob" Kirk
Battalion Command Lance
2 Fighters
Raven Company (Captain Marie d'Or)
6 Fighters
Crow Company (Captain Keith Smith)
6 Fighters
Blackbird Company (Captain Loric Bain)
6 Fighters

1ST JUMP INFANTRY BATTALION (THE PIT BULLS)
Major Michlan Finn
Battalion Command Squad
10 Troopers
151st Company—Pathfinders (Captain Anne Foley)
50 Troopers

152nd Company—Regimental Security Detail (Captain Darlene O'Brien)
50 Troopers
153rd Company—Urban Warfare Unit (Captain Harold Carpenter)
50 Troopers

2ND KELL HOUND REGIMENT (THE SCRAPPING PACK)

3 BattleMech Battalions, 1 Aerospace Battalion, 1 Jump Infantry Battalion
CO: Lt. Colonel Scott Bradley

UNIT COMMAND LANCE
4 BattleMechs

1ST BATTLEMECH BATTALION (THE GREYHOUNDS)
Major Timothy Moriarty
Battalion Command Lance
4 BattleMechs
211th Company (Captain Luther Gratian)
Scout Lance (4 BattleMechs)
Strike Lance (4 BattleMechs)
Assault Lance (4 BattleMechs)
112th Company (Captain Harrold O'Ryan)
Scout Lance (4 BattleMechs)
Fire Support Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
113th Company—Zero-G Warfare Unit (Captain Anne Finn)
Zero-G Scout Lance (4 BattleMechs)
Zero-G Fire Support Lance (4 BattleMechs)
Zero-G Assault Lance (4 BattleMechs)

2ND BATTLEMECH BATTALION (THE WOLFHOUNDS)
Major Pete Watson
Battalion Command Lance
4 BattleMechs
221st Company (Captain Michael Moran)
Scout Lance (4 BattleMechs)
Fire Support Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
222nd Company (Captain Ron Wolfley)
Heavy Scout Lance (4 BattleMechs)
Strike Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)

223rd Company—Long Range Ops Unit (Captain Mark Flanagan)
Scout Lance (4 BattleMechs)
Penetration Lance (4 BattleMechs)
Assault Lance (4 BattleMechs)

3RD BATTLEMECH BATTALION (THE JUNKYARD DOGS)
Major Gwyneth Murdoch-Wilson
Battalion Command Lance
4 BattleMechs
231st Company (Brendan O'Reilly)
Flank Lance (4 BattleMechs)
Strike Lance (4 BattleMechs)
Assault Lance (4 BattleMechs)
232nd Company (Captain John Galway)
Recon Lance (4 BattleMechs)
Pursuit Lance (4 BattleMechs)
Heavy Assault Lance (4 BattleMechs)
233rd Company—Hostile Environment Unit (Captain Kevin Corrigan)
Scout Lance (4 BattleMechs)
Pursuit Lance (4 BattleMechs)
Assault Lance (4 BattleMechs)

1ST AEROSPACE FIGHTER BATTALION (THE RETRIEVERS)
Major Adam Fox
Battalion Command Lance
2 Fighters
Falcon Company (Captain Brian Wolfson)
6 Fighters
Eagle Company (Captain Matt Shaw)
6 Fighters
Merlin Company (Captain Andrea Hillson)
6 Fighters

1ST JUMP INFANTRY BATTALION (THE BAD DOGS)
Major Amanda Cooper
Battalion Command Squad
10 Troopers
251st Company—Pathfinders (Captain Randy Cox)
50 Troopers
252nd Company—Regimental Security Detail (Captain Chris Glenn)
50 Troopers
253rd Company—Demolitions Unit (Captain Fredrick Coff)

An offshoot of the famed Wolf's Dragoons, Snord's Irregulars have evolved from a tiny mercenary unit performing a specific intelligence mission to an elite company of MechWarriors bold enough to form their own Clan in defiance of accepted Clan tradition. The unit's early battles for the Lyran Commonwealth against the Free Worlds League gave the Irregulars a reputation for unorthodox but successful command methods, and their exploits as so-called "professional collectors" enriched the unit with both money and Star League-era BattleMechs. The Irregulars' discovery of a Star League base in the Dark Nebula in 3051 gave the unit a base from which to launch raids against their erstwhile Clan kin, and also gave them sole ownership of a priceless store of lostech. Eccentric, unpredictable, and fiercely loyal to their long-time Commonwealth employers, Snord's Irregulars stand alongside Wolf's Dragoons as a mercenary unit with a personal understanding of the Clan menace unmatched by any unit originating in the Inner Sphere.

CURRENT STATUS

Following the Truce of Tukayyid, Colonel Rhonda Snord requested permission from the Federated Commonwealth on several occasions to launch raids into the Clan Jade Falcon occupation zone, but the Commonwealth has so far refused. Instead, the Federated Commonwealth asked the Irregulars to split their forces, leaving half on Camelot and stationing one battalion on Edasich to defend that world's fusion reactor manufacturing facility. Semi-retired Cranston Snord also led a lance of Irregulars back to Clinton, the unit's former base. Rhonda Snord finds the unit's current status as garrison forces frustrating, but has so far managed to wait patiently for a more exciting assignment.

Camelot Command remains a fortified Inner Sphere outpost in the middle of Clan territory, much like Wolcott in the Clan Smoke Jaguar occupation zone. Though its small size limits anti-Clan activity staged from it to minor raiding, the station resupplies countless guerrilla activities in the Jade Falcon occupation zone. Recent, widespread rumors claim that Snord's Irregulars are attempting to recruit warriors among Clan solahma refugees and elements of the Bandit Caste. Colonel Snord denies the rumors but admits to making contacts in the Clan occupation zone on worlds controlled by both Clans Jade Falcon and Steel Viper. Wolfnet believes that this contact amounts to simple intelligence gathering for another raid Colonel Snord intends to propose.

The current political tensions threatening Federated Commonwealth unity propose to sorely test the Irregulars' strong, long-established ties to the Lyran Commonwealth. Though both Snords feel fiercely loyal to their long-time employers, Snord's Irregulars possess a keen understanding of the Clan threat, matched only by Wolf's Dragoons. Having renounced their Clan ties, they may decide that their ultimate duty to protect the entire Inner Sphere from that threat outweighs any debt they owe to any given political faction.

ORIGINS

Like their parent unit Wolf's Dragoons, Snord's Irregulars originated among the Clans. Warrior descendants of Aleksandr Kerensky and the Star League army, the Clans sent Wolf's Dragoons into the Inner Sphere in 3005 to investigate the military and technological capabilities of the five Successor States as a prelude to the Clan invasion. En route from Clan space to the Inner Sphere, Colonel Jaime Wolf decided to create another, smaller mercenary unit from among the Dragoons. In addition to gathering intelligence, this unit would search for several SLDF caches whose locations had been lost during the early, often violent years of the Clans' formation.

To spearhead this secondary mission, Wolf chose an eccentric freebirth named Cranston. Taking the surname Snord to conceal his Clan origins, Cranston and his young daughter Rhonda left Wolf's Dragoons as part of a mercenary unit of Dragoon misfits they named Cranston Snord's Irregulars. This new unit found immediate employment in the Lyran Commonwealth, and by 3025 had established a reputation as an elite company of MechWarriors with a flair for winning through unorthodox tactics. The Commonwealth deployed the unit primarily against the Free Worlds League, and its victories embarrassed Janos Marik's forces on more than one occasion. In 3014, when Wolf's Dragoons working for Anton Marik attacked the planet Loric during the Marik Civil War, Cranston and his unit managed to capture three Dragoon MechWarriors, whom Cranston personally returned to Jaime Wolf.

Cranston actively fostered the unit's reputation as a collection of oddballs; it made the Irregulars popular with recruits, earned Snord fatter contracts, and made enemy commanders prone to underestimate the unit's fighting skills. Archon Katrina Steiner considered Snord one of her most valuable mercenary commanders and allowed the Irregulars considerable freedom to go prospecting for priceless artifacts. Their cover as collectors gave the Irregulars the freedom to uncover and report to Wolfnet the status of more than a dozen Star League caches in the Lyran Commonwealth. The rest of the Inner Sphere saw Snord's Irregulars as high-tech thieves, never suspecting their undercover activities for Wolf's Dragoons. Cranston Snord often sold the antiques he discovered to fund the unit's operations, sometimes displaying the prize in the Irregular's unit museum on Clinton.

In 3037, three years after suffering a severe heart attack, Cranston Snord went into semi-retirement and gave command of the Irregulars to his daughter Rhonda. Under her guidance, and with covert assistance from the Dragoons, Rhonda's Irregulars grew to battalion size, completely equipped with SLDF BattleMechs and equipment. They served with distinction in several battles in the War of 3039 while continuing to pass valuable intelligence on

Star League caches to Wolfnet. During the invasion of Vega, the Irregulars' unorthodox tactics and superior weapons stunned the Kurita commanders they opposed. Rhonda Snord's practice of broadcasting loud rock-and-roll music over the communication channels particularly bothered the Combine soldiers.

When the Clans invaded the Inner Sphere in 3050, Rhonda revealed her and her father's Clan backgrounds to the Inner Sphere Irregulars and pledged to support Wolf's Dragoons' efforts to defend the Inner Sphere in the conflict. Using their unique skills and specific knowledge of Star League cache sites, Rhonda's Irregulars embarked on a dangerous campaign against Clan Jade Falcon in late 3051. Called Operation Merlin, the mission involved locating and capturing a Star League naval base rumored to be hidden in the Dark Nebula, deep within the Clan Jade Falcon occupation zone.

The Irregulars first struck the Falcon-occupied planet Apollo, to infiltrate a Star League astronomical observation post whose

capably manned by the Irregulars. Drawing on her Clan heritage, Rhonda issued a formal batchall to the Dark Wing Cluster, demanding not only Camelot Command but the men and machines of the Dark Wing Cluster as spoils of war if the Irregulars won. If the Jade Falcons won, the Irregulars would surrender the base and control of its sector of space to the Clans. The Cluster accepted, believing the Irregulars easy pickings.

The two forces fought the fierce battle on Camelot Command's airless surface and subterranean warehouses. Using the base's light surface gravity and its few active defenses to their advantage, the Irregulars eventually emerged victorious. Adding insult to injury, Rhonda took the defeated Falcon warriors as bondsmen to Clan Snord. The addition of the Jade Falcon warriors and OmniMechs to their own SLDF BattleMechs made Snord's Irregulars an even more deadly fighting force.

Cranston Snord arrived at Camelot Command a week later with Federated Commonwealth technicians, who immediately

records contained the exact coordinates of the hidden base. The Irregulars met and engaged a scouting force from Clan Jade Falcon's Dark Wing Cluster, a unit of older warriors and freebirths, in the Tinkler Forest on Apollo. Using her knowledge of Clan custom, Rhonda Snord challenged the Dark Wing warriors to a Trial of Possession for the SLDF observation post's records and beat her opponents to a standstill. The victorious Irregulars found the records they needed and beat a hasty retreat offplanet, battling their way through a Falcon ambush. The rest of the Dark Wing Cluster, burning to avenge the humiliation of its fellows, pursued the Irregulars into the Dark Nebula.

Upon arriving at the old SLDF base, known as Camelot Command, the Jade Falcons found it partly operational and

began the difficult and tedious job of refitting the base. Left on Camelot Command to refit and recover from the battle with the Falcons, Rhonda used the time to reorganize her unit and incorporate the captured Falcon bondsmen and 'Mechs into it. Supply missions to the base, requiring ships to jump into the Jade Falcon occupation zone, remain few and far between. Wolfnet experts predict that at the present rate of repair, the naval base will be fully operational by the time the Truce of Tukayyid expires.

Despite their lack of respect for the aging warriors assigned to the Dark Wing Cluster, Clan Jade Falcon considered its loss to the "upstart Clan Snord" a deep embarrassment. The successes achieved on Tukayyid by the reformed Falcon Guard redeemed one stain on Jade Falcon honor, but the Irregulars' presence in the

middle of the Jade Falcon occupation zone remained as a constant reminder of every failure the Falcons suffered during the invasion. In May of 3054, after losing to Federated Commonwealth troops and Wolf's Dragoons on Morges, Jade Falcon Khan Chistu ordered the destruction of "the bandits Snord." Hoping to regain some of their lost honor, the Falcons launched an attack against Camelot. Warned by Wolfnet of the Clans' preparations, Colonel Rhonda Snord laid several booby traps for the Falcons, including a deadly minefield on the surface of Camelot.

Leading with the Eighth Falcon Regulars and 124th Striker Cluster, elements of the elite Vau Galaxy, Khan Chistu expected a quick victory over the mercenary force. Determined to deal with the Irregulars as inferior freebirths, the two Clusters bid away vital aerospace and Elemental assets for the assault. Rhonda Snord answered the Falcon batchall, defending her command with the full forces of Clan Snord. Her use of the Clan name, a calculated insult, infuriated the Falcon Star Colonels Brikai Buhallin and Abraham ChiLi, gaining Clan Snord a distinct advantage. Their anger caused both Falcon commanders to let their egos stand in the way of common sense; instead of working together, they bid separately for the honor of destroying the "bandit caste."

Within an hour of the initial engagement, losses of both warriors and equipment crippled the Eighth Falcon Regulars. As the Regulars waded into the vast minefield, two Stars of powered-down 'Mechs concealed in shallow tarpaulin-covered pits quickly powered up and struck at the Eighth from the rear, breaking the backbone of their assault before the Falcons could rally. The 124th Striker Cluster, having bid away their aerospace fighters, absorbed strafing and bombing runs that crippled more than two Stars of OmniMechs long before they reached a position to engage any Irregular ground forces. When the 124th finally met Clan Snord, they found not a ragtag band of worthless freebirths, but a well-oiled killing machine. Though the Irregulars suffered losses in the battle, victory clearly belonged to the mercenary unit. Rather than breaking its spirit, the battle unified and strengthened the new Clan.

The two battered Falcon Clusters fled Camelot, swearing revenge for their defeat. Enraged at their failure to redeem Clan honor, Khan Chistu reassigned both officers to solahma units, an insult that clearly displayed to other Falcon commanders the price of failure. Wolfnet believes that Clan Jade Falcon will strike at Camelot Command again within the next two years, perhaps next time bidding an entire Galaxy of warriors for the attack. Current information indicates that Clan Steel Viper also plans to capture Camelot, if only to annoy and humiliate Clan Jade Falcon.

MATERIEL ASSETS

Currently near regimental strength, Snord's Irregulars is the only Inner Sphere unit other than Wolf's Dragoons working with Clan technicians. Though tons of Clan technology litter the battlefields of the invasion, few Inner Sphere units possess the technical know-how to make use of the parts they recover. The Irregulars, along with the Kell Hounds and Wolf's Dragoons, represent the few Inner Sphere units fielding original Clan OmniMechs. The Irregulars also field Clan Elemental battle armor, a rarity among Inner Sphere troops and an additional advantage for the unit.

The Irregulars recovered several technological treasures from Camelot Command, including the chassis and blueprints for the *War Dog* BattleMech, which Blackwell Industries has recently begun to mass produce. The Irregulars also unearthed a vast array of vintage SLDF BattleMechs and equipment, including the rare *Spartan* and *Excalibur* BattleMechs and the Padilla artillery tank. ComStar's Com Guard, long the only possessors of Star League-era war machines, fields only a handful of these pieces; other troops' lack of familiarity with these weapons makes them useful assets in a firefight. The Jade Falcons' failed attacks on Camelot Command gave the Irregulars several of the newer second-line Clan BattleMechs as well, adding even more to the unit's combat capability.

SELECTED PERSONALITIES

Name: Cranston Snord
Assignment: Commander, Snord's Irregulars (semi-retired)

Throughout his career, Cranston Snord has proven one of the Inner Sphere's most capable and unpredictable mercenary commanders. Since his contrived departure from Wolf's Dragoons, Cranston has built and maintained an elite mercenary unit capable of withstanding any attack. Outwardly eccentric, with a reputation as a looter and collector of the relics of the past, Cranston's oddly youthful enthusiasm masks a sharp, logical mind.

His heart attack several years ago left him with nerve damage in his left leg, forcing him to use a cane. He pilots a 'Mech only on rare occasions, and never in combat exercises. Despite his age, Cranston is still a popular and striking figure. He wears an old SLDF dress uniform and carries one of his antique pipes, though Rhonda no longer allows him to smoke them.

Although many commanders his age have retired, Cranston has maintained his involvement with the Irregulars. Rhonda handles all combat operations, while he oversees financing, contracts, and recruitment. With the recent victory over the Jade Falcons at Camelot Command, Cranston has assumed the responsibility for integrating the Falcon bondsmen into the Irregulars and for refitting their OmniMechs and other equipment. Cranston Snord envisions the Irregulars reaching regimental size in the coming months, staffed by captured Clansmen sworn to Clan Snord. With his knowledge of Clan warriors, his dream may well come true.

all of her left. Medical services provided covertly by Wolf's Dragoons saved Rhonda's life, and restored her ability to pilot a BattleMech.

Rhonda developed a strong taste for music, particularly twentieth-century rock and roll. Her particular love is Elvis Presley, but in recent years she has recognized the disruptive value of heavy metal music broadcast loudly from the external speakers on her *Highlander* during battle.

Like her father, Rhonda often seems flighty and unpredictable, but hides a methodical and logical mind under her outward eccentricity. She understands Clan traditions and incorporates some of their discipline into her current leadership style. Rhonda is torn between her true heritage and her love for the Inner Sphere and its rich history. After years of inner conflict, she has finally cast her lot with the Inner Sphere.

Rhonda secretly adopted a child twelve years ago, naming the young girl Alexandria Natasha Snord. The child was orphaned during a Free Worlds League raid and is being raised on Clinton. Alexandria's godmother, Misha Auburn, is the only non-Irregular who is aware of the relationship between Rhonda and her adoptive daughter.

Name: Tempest Storm
Assignment: MechWarrior, First Company

Tempest is the feisty daughter of original Irregular Solomon Storm. Born on Clinton to Solomon's second wife Bonnie, Tempest grew up among Snord's Irregulars. Like her father, Tempest loves old movies and holovid dramas. She joined the Irregulars in 3026, piloting one of the stripped-down BattleMechs that Cranston recovered from the cache on Phecda. Tempest served in several battles alongside her father during the Fourth Succession War.

In the 3039 attack on Vega, the Irregulars fought several fierce, pitched battles. During the worst of these, Solomon Storm was cut off from the rest of the Third Company. When he realized that he faced almost a full company of BattleMechs with little chance to flee, Solomon charged into battle. Initially, the sheer irrationality of his action drove the Kurita BattleMechs back. Once they rallied, however, they destroyed Solomon's *Sentinel* before Tempest and the rest of her lance arrived to save him. This incident hardened Tempest into a deadly warrior. Rhonda has reprimanded her several times for excessive violence, but these warnings have not dulled her deadly edge.

Though she remains bitter at the loss of her father, Tempest maintains his traditions with the Irregulars, including his acquisition of old movies. Since 3039 she has contributed several collectibles to the Irregulars' museum. When not on duty, Tempest often spends time with Third Company's Dalid "Darkside" Burns, the man who replaced her father in Snord's Irregulars. It is believed that the two are romantically involved, but none have been willing to ask the tempestuous Tempest.

Name: Rhonda Snord
Assignment: Commander, Snord's Irregulars

The only child of Cranston Snord, Rhonda was born a freebirth in Clan space just before her father earned his rank in the Warrior Caste of Clan Wolf. The loss of her mother at the age of three bound her even more closely to her father, an atypical bond in the Clans' highly structured society. When Cranston enlisted with Joshua and Jaime Wolf, he insisted that six-year-old Rhonda accompany him, arguing that a few dependents would make Wolf's Dragoons more believable as a mercenary unit. Less concerned with believability than with getting rid of the nonconformist Cranston, Clan Wolf agreed to his demand.

Rhonda was readily accepted as an equal by the other Irregulars as soon as she was of age to pilot a 'Mech. During her first heavy combat, on Phecda, she lost most of her right leg and

TABLE OF ORGANIZATION AND EQUIPMENT

Reorganized after the Jade Falcon raid on Camelot Command in 3051, Snord's Irregulars currently maintain a rotating troop assignment. In order to more easily integrate her Jade Falcon bondsmen, Rhonda Snord changed her unit's structure from Inner Sphere companies to Clan Clusters and Trinaries. The First Cluster and Binary Bravo of the Second Cluster, roughly equivalent to a battalion and a company, are stationed on Camelot Command in the Dark Nebula. The remaining three Trinaries of the Second Cluster, comprising the original three companies of Irregulars and their support platoons commanded by Colonel Rhonda Snord, protect Federated Commonwealth assets on Edasich. Rhonda rotates her forces to coincide with the irregularly scheduled Federated Commonwealth supply runs into the Dark Nebula, making it impossible for the Clans to discover what forces defend Camelot at any given time.

CLAN SNORD/RHONDA SNORD'S IRREGULARS

2+ Clusters
CO: Colonel Rhonda Snord

1ST STRIKER CLUSTER (THE EMERALD IRREGULARS)

Colonel Rhonda Snord
Command Star
5 BattleMechs
Trinary Alpha (Star Commander Harris)
Sweep Star (5 BattleMechs)
Strike Star (5 BattleMechs)
Attack Star (5 BattleMechs)
Trinary Bravo (Star Commander Marcos Shake)
Attack Star (5 BattleMechs)
Breaker Star (5 BattleMechs)
Anchor Star (5 BattleMechs)
Binary Alpha (Elemental Star Commander Holly)
Shield Star (5 Elemental Points)
Sky Star (5 Fighters)

2ND STRIKER CLUSTER (SHORTY'S SCAVENGERS)

Star Captain Samual "Shorty" Sneede
Command Star
5 BattleMechs
Binary Alpha (Star Commander Darrell Lanst)
Fire Support Star (5 Vehicles)
Streak Star (5 BattleMechs)
Binary Bravo (Star Commander Arian Malvinson)
Ranger Star (5 BattleMechs)
Stealth Star (5 Elementals)
Trinary Alpha (Star Commander Norris)
Crusher Supernova (5 BattleMechs,
5 Elemental Points)
Ground Assault Star (2 BattleMechs,
3 Infantry Points)
Barrage Star (5 BattleMechs)

NAVAL ASSETS

2 *Union* Class DropShips: *Scavenger I* and *II*
1 *Overlord* Class DropShip: *Graceland*
5 Clan *Broadsword* Class DropShips (Captured): *Emerald Warrior, Hound Dog, Iron Honor, Snord's Anvil, Dispatcher*

Formed in 3054 by a former ComStar adept, the Black Thorns have already made their mark. The unit's commander Jeremiah Rose, tested in the fiery crucible of Tukayyid, recruited a small band of tough, flamboyant, misfit MechWarriors from the arenas on Solaris and led them in a successful fight to keep the world of Borghese from the clutches of Clan Jade Falcon. With able leadership and well-cared for equipment, the Black Thorns may well earn a place among the best mercenary units the Inner Sphere has to offer.

CURRENT STATUS

When the Highlanders' Assembly of Warriors on Northwind rejected his proposal to recruit and lead a special unit of the Northwind Highlanders against the Clans, Jeremiah Rose created the Black Thorns. Forced to form an independent mercenary unit to get back into action, Rose founded the Black Thorns with an unusual mix of MechWarriors. He built the nucleus of his unit on the game world of Solaris, around personnel who were either untried, crazy, or on the run. After their surprising success against Clan Jade Falcon on Borghese, the newly blooded Black Thorns accepted a classified contract with the Com Guard in what little remains of the Free Rasalhague Republic. This young, tiny unit's obsession with fighting the Clans may cover it in glory or lead to its destruction.

Though currently in excellent financial shape, the Black Thorns still lack sufficient political or economic clout to land the best contracts. They must choose from the contracts the larger and better-known mercenary units decline, leaving them to walk a fine line between success and failure. Unable to stock or hire many reserves, the Thorns have virtually no equipment, cash reserves, or reputation to fall back on should they lose a battle with the Clans.

Despite the constant threat of death or capture should they lose, the Black Thorns only accept contracts to fight the Clans. Having battled the invaders as a Com Guard officer on Tukayyid, Rose knows better than most the horrific consequences of a Clan victory over the Inner Sphere, and will take whatever risk he must to keep that from happening.

ORIGINS

Jeremiah Rose was born to the Northwind Highlanders, the eldest son of Marie and Cornelius Rose. After his mother died fighting for House Davion in the War of 3039, an angry and disillusioned Jeremiah Rose left the Highlanders and joined the Com Guard. ComStar stationed the young adept on several worlds and moved his unit to Tukayyid in 3052 for the showdown with the Clan invaders. By the time the Clans withdrew, leaving the field to the victorious Com Guard, Rose had paid for the victory with his BattleMech and the lives of his entire unit.

A Dispossessed MechWarrior, Rose resigned his commission in the Com Guards and went home to Northwind for the first time in nearly fifteen years. Raring to fight the Clans and unwilling to wait for the fracturing order of ComStar to find its direction, Rose applied to the Highlanders' Assembly of Warriors for permission to form a Highlander unit to take the battle to the Clans. His hopes dashed by the opposition of his father and the assembly, Rose revised his plans. His sister and a cousin asked to join his still-forming unit, and he sent them to Outreach to recruit and scout contracts while he set off for Solaris to buy a 'Mech. Unable to purchase one, Rose won a *Shadow Hawk* in a daring arena duel and recruited two talented misfits. On Outreach he added two more MechWarriors to the newly christened Black Thorns: a former Third Lyran Regular diagnosed as borderline insane, and an officer from a Capellan Warrior House who had fled the Capellan Confederation with a cutting-edge BattleMech.

BORGHESE

Rose and his unit had barely assembled on Outreach before running afoul of Wolf's Dragoons. An argument with a Dragoon colonel ended in a challenge to a duel on the practice fields, and the fledgling Black Thorns made themselves unwelcome on Outreach by defeating the Dragoon unit. Needing to leave Outreach quickly, the unit accepted a questionable contract to garrison the planet Borghese, near the border between the Federated Commonwealth and the Clan Jade Falcon occupation zone.

Upon their arrival, the Thorns discovered that a sizable chunk of Borghese's ruling council wanted nothing to do with the unit. Though the council agreed to honor the contract signed on Outreach and quartered the
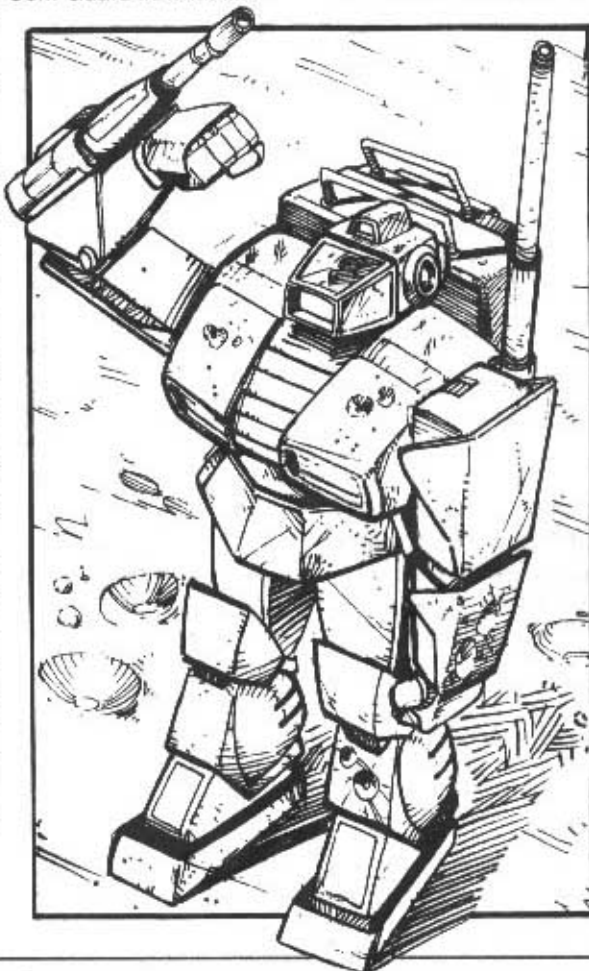
mercenaries in a comfortable new compound, relations between the planet's citizens and the Thorns remained strained. A pro-Clan faction on Borghese's council brought matters to a head by engineering a terrorist attack on the civilian DropShip attached to the Black Thorns. With the Thorns busy trying to save their DropShip, pro-Clan forces burned the unit's compound and killed several civilians demonstrating against the Thorns' presence, then framed the Thorns for the attack. Declared outlaws, the bewildered Thorns fled into the wilderness, pursued by the bulk of the planetary militia.

Rather than fight the people they had initially sworn to protect, Rose and his unit led the militia on a wild chase through the wilderness. When the militia finally caught up with them, its leader Salander Morgain demanded their surrender and disclosed that the Thorns' stolen DropShip was en route back to Borghese, leading a Clan Jade Falcon DropShip in its wake. The council's pro-Clan faction had invited the Clan to take over the planet, hoping to avoid war and profit from the change in rulers. The Black Thorns broadcast the betrayal of Borghese to the militia troops following Morgain, and with the help of those who switched sides, defeated the pro-Clan troops in the wilderness. Following a brief rest to make repairs, the Thorns charged back to the capital to meet the Clan forces. In a series of running battles that cost many loyal members of Borghese's militia their 'Mechs and lives, the Black Thorns fought their way to the planet's ComStar compound and sent a message for help to the Federated Commonwealth. Informed of the imminent arrival of AFFC troops, the small Clan unit assigned to formally accept Borghese's surrender prudently retreated from the planet.

CONTRACT REQUIREMENTS

Like most mercenary units, the Black Thorns prefer to sign contracts guaranteeing long-term employment. However, the Thorns currently accept any contract that sends them against the Clans. Because their unit has a permanent business arrangement with a commercial DropShip, the Thorns have more control over their postings than units lacking their own transport.

Rose and his executive officer retain the right to negotiate all contracts. After hashing out the basic terms, Rose leaves the details to his exec. Once she approves the final version, Rose signs the contract on the unit's behalf. Despite some lingering hard feelings between the Thorns and some members of Wolf's Dragoons, Rose maintains cordial relations with the Hiring Hall; in fact, Wolf's Dragoons bonded the Black Thorns' most recent contract with the Com Guard.

SELECTED PERSONALITIES

Name: Jeremiah Rose
Assignment: Commander, Black Thorns
Jeremiah Rose grew up in the military, originally serving with the Northwind Highlanders, then with the Com Guard. A warrior first and foremost, Rose's abilities as a leader and tactician exceed his social skills. Forced to assume the role of a dashing mercenary, Rose quickly discovered that running an independent mercenary company involves more than freedom. Through the narrowly missed disaster on Borghese, he learned the importance of public relations and financial planning to a mercenary unit's survival and is working hard to improve his skills in both areas.

Name: Rianna Rose
Assignment: Executive Officer, Black Thorns
Rianna's gift for logistics successfully keeps the unit in parts and materiel, and her youth presents no obstacle to her capable performance as executive officer. Only four years old when her eldest brother Jeremiah left home to join the Com Guard, Rianna grew up under the guidance of her father and remaining older brother. Against her father's wishes, she trained as a MechWarrior, graduating at the head of her class on Northwind. As the youngest member of the Black Thorns, Rianna receives a lot of unwanted protection from her fellow unit members. Well liked by all, the even-tempered Rianna often serves as a buffer to her brother's frequent moods.

Name: Antioch Bell
Assignment: Bodyguard, Command Lance, Black Thorns
Bell resigned his commission in the Armed Forces of the Federated Commonwealth when an investigation implicated his entire unit in black-market dealing. Though not actively involved, Bell knew that his best friend and commanding officer was running the operation but did nothing to stop it. After leaving the Twenty-sixth Lyran Guards, he traveled to Borghese with his cashiered former commanding officer, Salander Morgain, who promised they would form a mercenary unit. Though Bell followed Morgain to hunt down the Black Thorns, his discovery of Morgain's pro-Clan allegiance in the midst of a battle against the unit turned him against his former allies. Bell saved Rose's life and the Black Thorns' future by switching sides, and a grateful Rose made Bell a member of the Thorns. Now Bell keeps close to Rose in a fight, providing protection and support as needed.

Name: Esmerelda
Assignment: Commander, Battle Lance, Black Thorns
A MechWarrior with a temper, Esmerelda spent much of her life scratching out a living in the games on Solaris. First on the outer circuits, then in the capital city, she fought more fights than she can remember. Though a skilled pilot, Esmerelda never advanced far in the individual competitions. When lance-on-lance dueling gained popularity, however, her skill catapulted her into the best arenas on the planet. With careful planning and a little luck, she gathered the funds to purchase a 'Mech and began refitting it into a first-class killing machine.

In 3054 Jeremiah Rose fought with Esmerelda's lance in a Solaris arena, and impressed her enough that she accepted when he offered her a command position in his fledgling mercenary unit.

Name: Badicus O'Shea
Assignment: Battle Lance, Black Thorns

A friend of Esmerelda's, Badicus O'Shea loves all things, life most of all. He always appears carefree and happy, keeping the rest of the unit in good spirits. His casual exterior hides an able mind, and his considerable size belies his quick reflexes. He is first to aid a friend, and last to leave the bars at night.

Name: Hawg
Assignment: Battle Lance, Black Thorns

Once a member of the Third Lyran Regulars, the individual known as Hawg was diagnosed as borderline insane and discharged. Insane or not, his impressive combat record gained him a place with the Black Thorns, and he has lived up to the trust Rose placed in him. A bearlike man who talks as though he just walked out of the backwoods, Hawg has the mind of a Renaissance scholar. Well versed in subjects as diverse as poetry and tactics, Hawg quotes Byron and Rommel with equal fluency. Extremely loyal, Hawg uses his unequaled technical skills as well as his combat ability to make the Black Thorns a successful unit.

Name: Ajax
Assignment: Commander, Recon Lance, Black Thorns

No longer able to stomach the obsessive hatred his unit and nation felt for House Davion, Ajax fled from the Capellan Warrior House Hiritsu in 3054, successfully evading pursuing Liao forces and reaching Outreach with his advanced *Raven* 'Mech intact. After carefully considering the units recruiting members, Ajax chose to join the Black Thorns. Ajax excels at scouting missions and leads the recon lance with considerable skill. Following the death of the lance's first commander on Borghese, Ajax quietly and capably assumed temporary command. He initially refused permanent promotion to the position when the Thorns left Borghese, but eventually accepted the responsibility. Quiet and unassuming, Ajax rarely offers information about his life before the Black Thorns.

Name: Rachel McCloud
Assignment: Captain of the *Bristol*, a *Union* Class DropShip

Born and raised in space, Rachel McCloud feels most at home with the metal decking of a DropShip under her feet. McCloud initially served as the Black Thorns' transport only from economic necessity; short on cargo through a series of circumstances beyond her control, McCloud agreed to take the Black Thorns to Borghese in order to meet the stringent demands of the bank that held the note on her beloved *Bristol*. Though her on-again, off-again relationship with Rose may change her mind, for the moment McCloud seems content to make her partnership-of-convenience with the Thorns a permanent deal.

TABLE OF ORGANIZATION AND EQUIPMENT

The Black Thorns comprise a company-size BattleMech unit. Its current strength of twelve 'Mechs breaks down into three four-'Mech lances. Though Rose wanted to pattern his forces on the base six organization used by the Com Guard, his executive officer convinced him that using the classic Inner Sphere formations would bring new recruits up to speed much more quickly.

As the unit's linchpin, the command lance usually resides in the thick of any fighting. Rose uses the heavy 'Mechs of this lance to lead by example, and so this group suffers consistently high damage. Because Rose counts on the experience of the pilots to keep the 'Mechs in operation during campaigns, the command lance receives repairs last.

The battle lance uses exclusively heavy and assault-class 'Mechs. When defending, Rose assigns these 'Mechs to reinforce the command lance. When the unit attacks, the battle lance provides the extra punch needed to secure objectives. Because these 'Mechs represent the slowest elements of the mercenary company, the lance often guards static targets or assaults stationary objectives.

The recon lance contains only light 'Mechs, most with jump capability. Giving the lie to the short life expectancy of light 'Mechs in combat with the Clans, the Black Thorns' recon lance remains in remarkably good shape. Rose uses the lance to find the enemy so that the other two lances can come in for the kill.

COMMAND LANCE
Captain Jeremiah Rose
(4 BattleMechs)

BATTLE LANCE
Lieutenant Esmerelda
(4 BattleMechs)

RECON LANCE
Lieutenant Ajax
(4 BattleMechs)
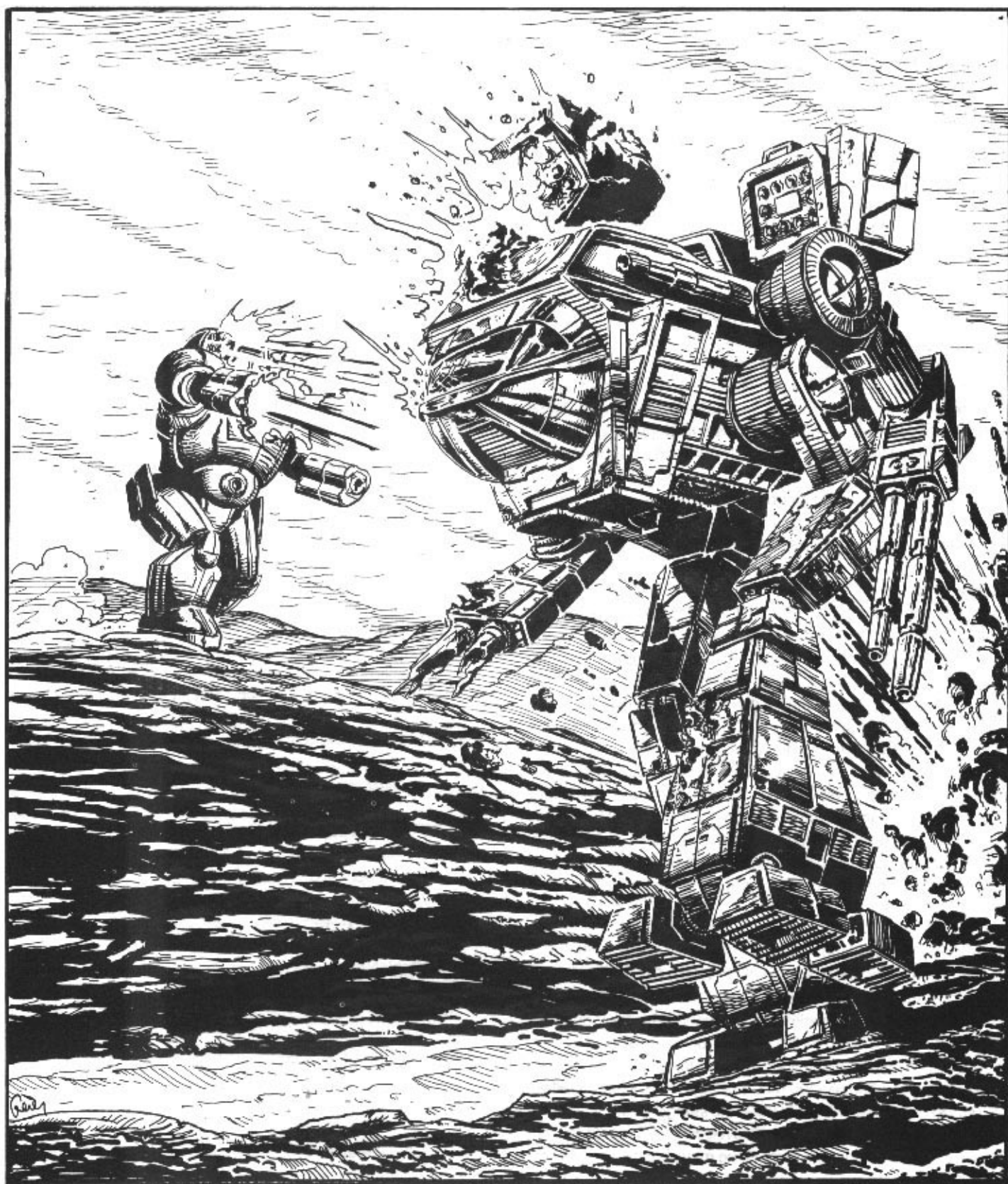
This section offers players a comprehensive system for creating a viable mercenary unit, from outfitting the combat troops to finding the money for spare parts. Because money management poses the greatest challenge to a mercenary unit, the system in this book covers various ways of handling all the expenses a unit might anticipate—salaries, operating expenses, hiring sufficient support personnel to keep the unit in good shape, even the varying costs of buying versus renting a DropShip or JumpShip for unit transport. The system's multiple dice rolls reflect both the complexity of outfitting a mercenary unit and the element of luck involved in every aspect of the mercenary life.

SPECIAL RULES

To aid in planning, future unit commanders should start out creating a unit on paper. To simulate the element of chance in the merc business, players make dice rolls where indicated, using one or two standard, six-sided dice to move the action forward. A set of blank charts is included at the back of the book.

All costs are expressed in C-bills. At the purchasing stage of building a unit, the real prices for items listed fall within 5 percent of the prices included in the **Handbook.**

COMBAT VALUE

Combat Value plays an important part in creating and maintaining a mercenary unit as described in this **Handbook.** The Combat Value allows a commander to determine the relative strength of BattleMechs, vehicles, and infantry when compared with others. Combat Values allow players to organize fair fights, meaning that the Combat Values of both sides are within 10 points of each other. The **Mercenary's Handbook: 3056** also uses Combat Values to calculate required monthly support and after-battle repair for every combat unit. Players should note that 1 Combat Value Point equals 1 Support Value Point.

USING THE SYSTEM

The eight steps listed below provide an outline for each player to use in creating a mercenary unit. The elements for completing each step, including the necessary formulas, dice rolls, and tables, are described fully in the following sections. Once the player creates the unit, turn to **Running A Mercenary Unit**, p. 95, and **Contracts**, p. 99, for information on how to get the merc unit off and running on its first assignment.

1. Choose the unit name.
2. Choose the size, style, and structure of the unit. Decide what type of equipment to build the unit around, and add up the starting C-bill values accordingly.
3. Fill out the required Combatant Templates, provided in this handbook.
4. Calculate total unit costs in C-bills and Support Points.
5. Calculate the minimum support requirement (at least 50 percent of total support required by the unit).
6. Fill out the appropriate Support Templates, provided in this handbook. Ensure that the unit's available support

covers the minimum 50 percent of its total required support.
7. Determine transport availability.
8. Calculate the unit's remaining C-bills to determine if it can cover its total costs. When building the unit, remember to reserve enough C-bills for transportation.

NAMING A UNIT

Successor State regiments often take their names from either a traditional title, such as "the Seventh Crucis Lancers RCT," or, in recent years, from their commanding officer's name, as in "Zibler's RCT." These units often also have a nickname commemorating a famous fight or event. For example, the Seventh Crucis Lancers are also known as the "Broken Wheel Charioteers," because the RCT originated in the Broken Wheel district of the Federated Commonwealth.

Mercenary units boasting previous affiliations with a Great House, or able to trace their descent from the Star League Defense Forces—for example, the Twenty-first Century Lancers and the Eridani Light Horse—often keep their original unit names. Other mercenary units combine the unit commander's name with a unit style designation, such as Laurel's Legion, Lindon's Battalion, and Stirling's Fusiliers.

The following list provides a few commonly used names.

Bandits	Highlanders
Borderers	Hussars
Brigade	Irregulars
Cavaliers	Jaegers
Cavalry	Lancers
Chasseurs	Legers
Cheveaux	Legion
Commandos	Light Horse
Cuirassiers	Phalanx
Dracons	Raiders
Dragoons	Rangers
Fusiliers	Regulars
Grenadiers	Renegades
Guards	Riflemen
	Striker

UNIT SIZE AND STRUCTURE

Most mercenary companies are either BattleMech or combined-arms units, ranging in size from a single lance to a regiment. The prospective unit commander should choose the size and composition he or she deems suitable for the unit. For example, a regiment might include a 'Mech battalion, an infantry battalion, and a combined 'Mech-aerospace battalion comprising two aerospace companies and one 'Mech company. Players should keep in mind, however, that a unit larger than a regiment is difficult to manage properly. For details on unit structure, see **Unit Organization**, p. 16.

UNIT START-UP MONEY

After choosing unit size and structure, refer to the Unit Start-up Money Table below to find the designation that most closely fits the unit's composition. The number of 'Mechs listed for each designation applies to other types of equipment as well. A company of vehicles begins with the same number of C-bills as a 'Mech company. In combined-arms units, keep the various elements of the unit separate; for example, a company made up of two 'Mech lances and an armor lance should be designated as three lances rather than a company. This separation according to type of equipment makes a difference when using the Unit Composition Modifiers (below) to calculate a unit's initial available funds.

UNIT START-UP MONEY

Designation	Starting Funds
Regiment (120 'Mechs)	450,000,000 C-bills
Battalion (40 'Mechs)	150,000,000 C-bills
Company (12 'Mechs)	45,000,000 C-bills
Lance/Platoon (4 'Mechs/	
4 Infantry Squads)	15,000,000 C-bills

To find the appropriate Unit Composition Modifier, consult the following table. Then multiply the previously determined start-up money by the appropriate modifier for each component of the unit—lance, company, and so on—depending on the type of equipment that unit component uses. Add those figures together to find the mercenary unit's initial starting cash.

UNIT COMPOSITION MODIFIER

Equipment	Modifier
BattleMech	x 1
Aerospace	x .75
Vehicle	x .25
Infantry	x .20

The Crimson Crusaders, a combined-arms battalion, must have a total unit strength close to, but not exceeding, ten (10) lances. The Crusaders' commander selects a company of 'Mechs, two lances of vehicles, and a company of infantry, adding up to eight lances. The Crimson Crusaders receive the following sums of money for those eight lances.

BattleMech company:	45,000,000 C-bills
Two vehicle lances:	7,500,000 C-bills
	(3,750,000 per lance)
Infantry company	9,000,000 C-bills
TOTAL:	**61.5 million C-bills**

The Crimson Crusaders start out with 61.5 million C-bills in initial starting cash to buy combat units, support units, and transportation.

STARTING CASH MODIFIERS

Starting Cash Modifiers reflect the different levels of luck in raising funds that mercenary units may experience. After determining the unit's initial start-up funds, the player rolls two six-sided dice (2D6) to determine the actual total start-up cash. Using the table below, find the first die roll result on the left-hand row (going down) and the second on the top column (going across). Then find the resulting percentage where the row and column intersect on the table. Multiply the unit's initial start-up cash by this percentage to find the unit's actual total start-up cash.

> The player running the Crimson Crusaders' commander rolls a 10 and a 12. Row 10 and column 12 intersect at 279 percent. 2.79 x 61.5 = 171.585 , meaning that the Crusaders have a grand total of 171,585,000 C-bills as starting cash to buy combat units, support units, and transportation.

START-UP CASH MODIFIER TABLE

Note: Read first die roll down, second die roll across.
Read all numbers in table as percentages.

	2	3	4	5	6	7	8	9	10	11	12
2	50	64	79	93	107	121	136	150	164	178	193
3	57	75	89	104	118	132	146	161	175	189	203
4	64	82	100	114	129	143	157	171	186	200	214
5	70	89	107	125	139	154	168	182	196	211	225
6	77	95	114	132	150	164	179	193	207	221	236
7	84	102	120	139	157	175	189	204	218	232	246
8	91	109	127	145	164	182	200	214	229	243	257
9	97	116	134	152	170	189	207	225	239	254	268
10	104	122	141	159	177	195	214	232	250	264	279
11	111	129	147	166	184	202	220	239	257	275	289
12	118	136	154	172	191	209	227	245	264	282	300

COMBATANT TEMPLATES

The following section contains information on filling out the Combatant Templates, representing different types of military unit available for hire. Use the templates to calculate the costs of purchasing and maintaining the different arms of your mercenary force. The templates will also help you keep track of the various units in your merc force. A complete set of blank templates for game use appear at the back of this book, beginning on page 112.

To use the templates, begin by finding the desired unit type in the Type column located on the left side of the template. In the first example, we wish to use rifle squads in our merc force, and so we have located Rifle Squads on the Foot Infantry template.

Next, decide the number and experience level of your units—Green, Regular, Veteran or Elite—and note your choices under the appropriate Experience Level column on the template. In our example, we want to include 1 Green rifle squad and 2 Elite rifle squads in our merc force, so we have written "1" under the Num heading of the Green column and "2" under the Num heading of the Elite column.

Next, determine the purchase costs of the units. To do this, first locate the base cost of the unit type noted in the Base Cost column. The base cost of a rifle squad is 45,000 C-bills, for example. Then multiply this value by the appropriate Experience Level Modifier. These modifiers are noted next to the Experience Level headings. The Green modifier is 1.0; the Regular modifier, 1.5; the Veteran modifier, 2.0; and the Elite modifier, 3.0. Thus, the base cost of a single Elite rifle squad would be 45,000 C-bills (base cost) x 3.0 (Elite modifier), or 135,000 C-bills. Next, multiply this value by the figure in the Num column to determine the total purchase cost of the units . Mark this value in the Cost heading under the appropriate Experience Level column. In our example, the single Green rifle squad costs 45,000 C-bills (base cost x 1.0 x 1). The 2 Elite rifle squads cost 270,000 C-bills (base cost x 3.0 x 2).

To determine the cost of maintaining the units, mark the total number of units in the Total # of Squads column on the right side of the template. In our example, we have written 3 here (1 Green squad + 2 Elite squads). Then multiply this sum by the appropriate value in the Support Required column. In our example, we would multiply 3 by 17, for a total of 51. This total is the cost of maintaining the units expressed in Support Points. Mark this total in the Support Total column. At this stage of forming a unit, commanders are buying generic equipment—Heavy, Light, and so on—rather than specific pieces. The method for determining the costs of specific pieces of equipment is explained later in this section.

FOOT INFANTRY

Type	Base Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Rifle Squad	45,000	1	45,000			2	270,000			3	x 17 =	51
Flamer Squad	54,000										x 20 =	
MG Squad	63,000										x 25 =	
Laser Squad	72,000										x 27 =	
SRM Squad	81,000										x 30 =	
Total Cost												

The following Crimson Crusaders Combatant Templates provide a more detailed example of how the templates work. They show the cost calculations for the eight-lance units' infantry (4 Green rifle squads, 8 Green SRM squads), vehicles (8 Veteran heavy wheeled vehicles), and Battle Mechs (4 Regular medium 'Mechs, 4 Regular heavy 'Mechs, 4 Veteran heavy 'Mechs).

MOTORIZED INFANTRY

Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Rifle Squad	80,800	4	323,200							4	x 26 =	104
Flamer Squad	90,900										x 32 =	
MG Squad	101,000										x 35 =	
Laser Squad	111,100										x 37 =	
SRM Squad	121,200	8	969,600							8	x 42 =	336
Total Cost	1,292,800		1,292,800							12		440

WHEELED VEHICLES

Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light	250,000										x 100 =	
Medium	1,000,000										x 300 =	
Heavy	1,500,000					8	24,000,000	8	24,000,000	8	x 500 =	4,000
Total Cost	24,000,000						24,000,000	8	24,000,000	8		4,000

BATTLEMECHS

Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light	1,670,000										x 130 =	
Medium	3,500,000			4	21,000,000					4	x 250 =	1,000
Heavy	6,260,000			4	37,560,000	4	50,080,000			8	x 375 =	3,000
Assault	8,120,000										x 500 =	
Total Cost	108,640,000				58,560,000		50,080,000			12		4,000
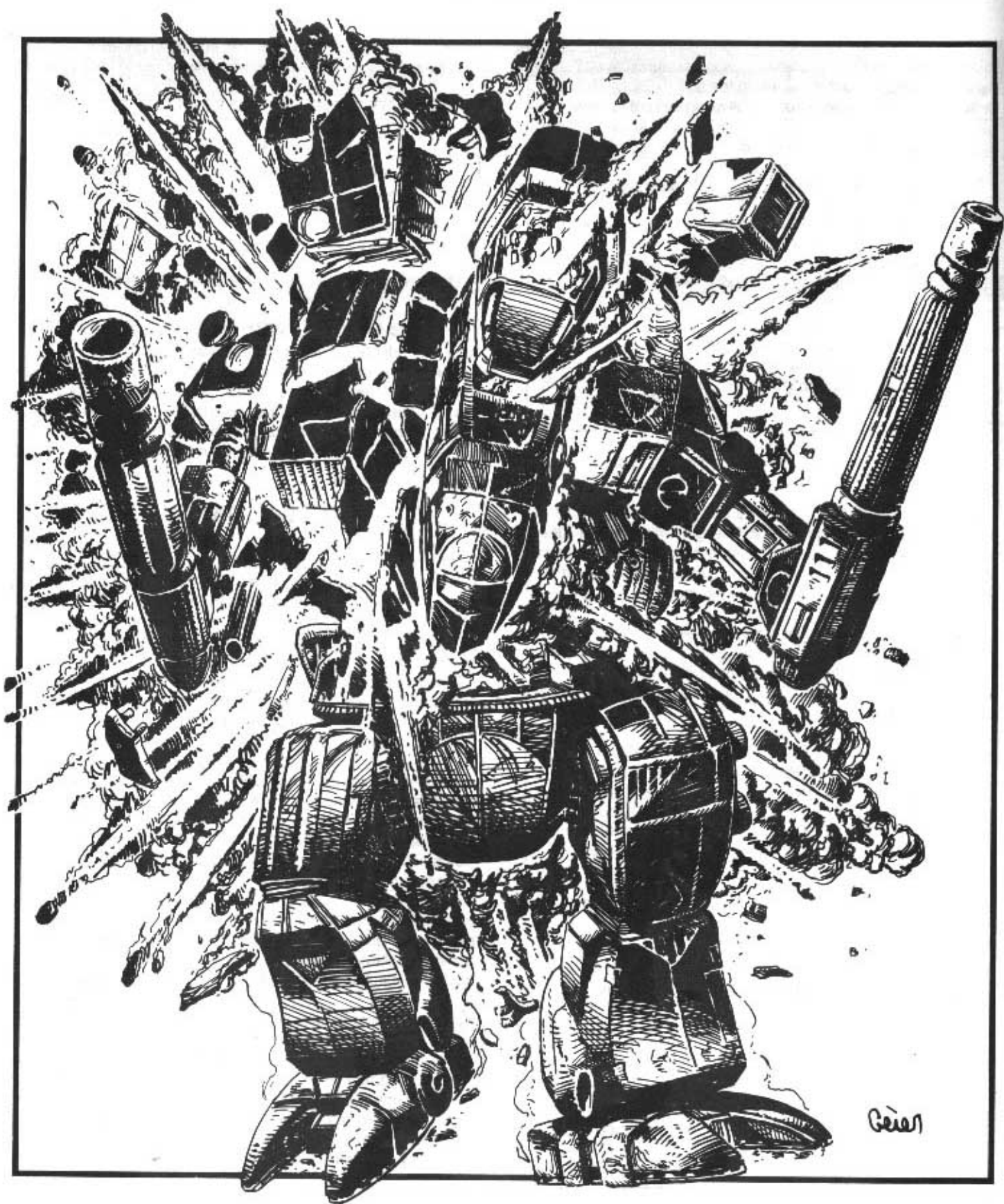
The following table provides the corresponding Piloting and Gunnery Skill target numbers for each troop experience level.

GUNNERY/PILOTING RATINGS

Experience	Inner Sphere	Clan
Green	5/6	NA
Regular	4/5	3/4
Veteran	3/4	2/3
Elite	2/3	1/2

C-BILL AND SUPPORT POINT TOTALS

After filling out the Combatant Templates, add the total cost figures (bottom row on each template) together to determine the total cost of combat equipment and personnel. Subtract this number from the unit's total start-up money. The remainder is the unit's financial reserve, used to obtain support personnel, transport, new equipment, and supplies whenever necessary during or after assignments.

SUPPORT TEMPLATES

Support Squad Templates work much like Combatant Templates. A blank Support Template for player use appears at the back of the book, on p.114. Players should first select the number and type of support personnel the unit needs, keeping in mind that the Support Points generated by these personnel must equal 50 percent or more of the total support required by the unit. To determine how much their salaries will cost the unit, multiply the number of chosen personnel of each type by the appropriate cost listed in the template's left-hand column. Then multiply that product by the appropriate experience level modifier (1, 1.5, 2, or 3).

To calculate the number of Support Points generated, multiply the number of support squads at each experience level by that level's corresponding Support Points (indicated in brackets at the top of the template). Then fill in those numbers under Total Support and add those numbers together. Reflecting their differences in skill and experience, Elite support squads produce more Support Points than do Green squads.

A viable unit must provide for at least 50 percent of its total required Support Points upon creation of the unit. Inadequate support (less than 50 percent) means that a unit's machines spend more time in the repair stalls than on the battlefield, making the unit useless to prospective employers.

As well as technicians, mechanics, and engineers, Support Templates also cover such diverse personnel as medics, administrators, and so on. Though not involved in combat or equipment repair, these employees play important roles that can make or break a unit. As a general rule, a unit should have one medic for every 28 personnel. Any unit larger than a company should also have at least one overall administrator; the lack of one means that the unit pays a penalty when conducting contract negotiations.

The minimum support requirements listed below represent the minimum percent of the unit's total Support Points that each of the five general categories of support personnel must generate.

C³ Staff	5 percent of total support generated
Administration	10 percent of total support generated
Medical Staff	10 percent of total support generated
Specialists	5 percent of total support generated
Technical Support	70 percent of total support generated

The sample Support Template on p. 81 applies to the Crimson Crusaders. Though a small unit, their sizable support section can handle almost any difficulty. All costs are in C-bills. SP = Support Points.

TRANSPORT

A unit can obtain DropShip transportation to and from assignments by either buying a DropShip or hiring passage. Most DropShip captains charge a steep price for hiring passage, and their reluctance to risk their vessels in or near combat means that few units can get commercial DropShip transport into hostile territory.

The following table lists commercial DropShip fees for leasing the entire ship per jump (via JumpShip), including transport from the JumpShip to the surface of a planet. Multiple jumps raise the total cost. All rates are in C-bills.

TRANSPORTATION RATES TABLE

DropShip	Standard Fee
Achilles	750,000
Avenger	500,000
Behemoth	8,400,000
Buccaneer	256,000
Condor	300,000
Excalibur	700,000
Fortress	4,000,000
Fury	30,000
Gazelle	40,000
Intruder	1,000,000
Leopard	60,000
Leopard C.V.	80,000
Mammoth	4,011,000
Monarch	228,000
Mule	854,000
Overlord	400,000
Seeker	105,000
Triumph	430,000
Union	150,000
Vengeance	150,000

SUPPORT UNITS		Green x 1.0			Regular x 1.5			Veteran x 2.0			Elite x 3.0			Total Support Generated (in SP)
Personnel	Cost	Num	Cost	[675 SP]	Num	Cost	[1630 SP]	Num	Cost	[2810 SP]	Num	Cost	[3095 SP]	
Technician	10,000	2	20,000	1,350	3	45,000	4,890	1	20,000	2,810				9,050
Mechanic	8,000				2	24,000	3,260	1	16,000	2,810				6,070
Engineer	10,000													
Medic	9,000	2	18,000	1,350	1	13,500	1,630	1	18,000	2,810				5,790
Specialist	15,000	2	30,000	1,350										1,350
C³ Staff	7,500				1	11,250	1,630	1	15,000	2,810				4,440
Administration	20,000				1	30,000	1,630							1,630

Total Support Cost (C-Bills): 260,750	Total Support Generated (SP): 28,330

The *Buccaneer*, *Mule*, *Monarch*, *Mammoth* and *Behemoth* large-scale carriers have thousands of tons of cargo space, more than a mercenary unit usually needs. In addition to the whole-ship price listed above, these ships rent space at the following rates in C-bills: 10,000 per 'Mech or aerospace fighter, 2,500 per vehicle, and 500 per passenger. If paying for passage, of course, the unit must find a DropShip traveling to or near the unit's destination.

Owning a DropShip remains the most convenient way for a unit to take care of transportation. Though most DropShips are prohibitively expensive, some mercenary units can and do afford them. Because the units that players create using this handbook are automatically assumed to have existed for at least a year, any new unit may own a DropShip. Players should use the following steps to determine whether or not their unit has one.

First, the unit commander pays a selected amount listed under "Cash Spent" on the DropShip Acquisition Table below, using money from the unit's cash reserve. The sum spent represents the amount of time and money sunk into locating a DropShip. The player then rolls 2D6 and checks the result, using the dice rolls listed across the top of the table. This corresponding result determines the next dice roll the player must make, using the DropShip Availability Table.

A result of 1 means that the player must roll 2D6 against the target numbers listed on the DropShip Availability Table. A result of +1 means that the player makes one roll and reduces the target number on the DropShip Availability Table by 1. On a result of 2, the player rolls 2D6 twice against the target numbers listed on the DropShip Availability Table, using no modifiers to any target number. A result of NR means the player's attempt to obtain a ship has failed, and he does not get to roll.

DROPSHIP ACQUISITION TABLE

Cash Spent (C-bills)	2	3	4	5	6	7	8	9	10	11	12
					Dice Roll						
5,000,000	NR	NR	NR	NR	NR	1	1	1	1	+1	+1
7,000,000	NR	NR	NR	NR	1	1	1	1	+1	+1	+1
9,000,000	NR	NR	NR	1	1	1	1	+1	+1	+1	+1
11,000,000	NR	NR	1	1	1	1	+1	+1	+1	+1	2
13,000,000	NR	1	1	1	1	+1	+1	+1	+1	2	2
15,000,000	1	1	1	1	+1	+1	+1	+1	2	2	2
17,000,000	1	1	1	+1	+1	+1	+1	2	2	2	2
19,000,000	1	1	+1	+1	+1	+1	2	2	2	2	2

Having determined the number of dice rolls and any appro-priate modifiers, the player must choose the desired DropShip listed on the table below and roll 2D6 against the appropriate target number. If the result is equal to or greater than the target number listed for the desired ship, the unit has acquired that class of vessel at some point during its history. A unit may attempt to acquire a DropShip as many times as it can afford during unit creation.

For short descriptions of each type of DropShip, see **DropShips / JumpShips**, p. 20.

DROPSHIP AVAILABILITY TABLE

DropShip	Target Number
Achilles	10
Avenger	8
Behemoth	12
Buccaneer	6
Condor	7
Excalibur	10
Fortress	11
Fury	7
Gazelle	7
Intruder	9
Leopard	6
Leopard C.V.	7
Mammoth	11
Monarch	7
Mule	7
Overlord	10
Seeker	9
Triumph	9
Union	7
Vengeance	11

Obtaining a JumpShip is far more difficult than finding a DropShip. JumpShips cannot normally be bought on the open market, because few lucky enough to own them will part with them. A few units, however, can acquire one. Like finding a DropShip, finding a JumpShip represents a significant investment in time and money.

To acquire a JumpShip, the unit pays a flat fee of 15,000,000 C-bills and the commander rolls 1D6. The player then consults the JumpShip Acquisition Table below. On a result of "A" the unit commander makes a 1D6 roll against the appropriate target number listed on the JumpShip Availability Table. On a result of "B" the player makes a 1D6 roll and adds a -1 modifier to the target number of the desired vessel. A result of "C" means that the player makes a 2D6 roll. If the result of the second 1D6 (or 2D6) roll is equal to or greater than the target number for the desired vessel, the unit acquires that ship. Unlike DropShips, the unit may only attempt to buy a JumpShip once during the unit's creation. Players may also reduce the availability target number by paying a higher fee. Each additional 6,000,000 C-bills adds a -1 modifier to the target number of the desired vessel.

JUMPSHIP ACQUISITION TABLE
Note: A flat fee of 15,000,000 C-bills buys 1D6 roll.

Die Roll	Result
1	NR
2	NR
3	NR
4	A
5	A
6	B
7	B
8	B
9	C

JUMPSHIP AVAILABILITY TABLE
Note: A result of B from the JumpShip Acquisition Table adds a -1 modifier to the target number. A result of C from the JumpShip Acquisition Table yields a 2D6 roll. Each additional 6,000,000 C-bills added to the acquisition fee also adds a -1 modifier to the target number of the desired vessel.

Type	Availability
Scout	8
Merchant	9
Invader	10
Star Lord	11
Monolith	12

With 37 million C-bills left after unit creation, the Crimson Crusaders want to buy a DropShip and a JumpShip. After reserving the minimum price of 15 million C-bills to buy a die roll using the JumpShip Acquisition Table, they use 11 million C-bills of their remaining capital to buy a DropShip. The unit commander rolls a 6 and consults the DropShip Acquisition Table. Row 4 (11,000,000) and Column 5 (6) intersect at 1, giving the Crusaders a single roll against the target numbers listed on the DropShip Availability Table.

The unit chooses to acquire a Union Class DropShip, meaning that the Crimson Crusaders must roll a 7 or better. The commander rolls a 5, and the Crusaders lose the 11 million C-bills they invested in the attempt to buy a ship.

The 15 million C-bills set aside by the Crusaders to buy a JumpShip gets them a 1D6 roll. The player running the unit commander rolls a 3 and consults the JumpShip Acquisition Table. A roll of 3 with no modifiers gives a result of NR (no roll). The Crusaders miss their chance to buy a JumpShip, losing 15 million C-bills in the attempt.

As the final step in creating a unit, players should check its finances by subtracting all purchases of combatants, support, and so on from the unit's total start-up money. The remainder represents the amount of money the unit has in the bank to pay for such necessities as parts and salaries, described later in this handbook. Ideally, the unit should keep enough cash reserves to pay its way for a year's worth of operations, the costs of which are described in **Maintenence Requirements,** p.86. A negative total means that the unit is already in hock—and in deep trouble.

QUICK CONTRACTS

To help new units find their feet and land immediate work, the basic contract-building system described in the following pages provides a quick and easy initial contract for any merc company. To create a quick contract, players must determine the unit's date of establishment, its current employer, and the length of its contract with that employer.

DATE OF ESTABLISHMENT

No mercenary unit forms out of thin air. Even a small lance can take years to create. To establish a unit's age, roll 1D6 for each battalion or fraction thereof, using the die roll result as the number of years that unit has existed. Players may choose the age of the unit instead of using the die roll, but should keep the unit's age under twenty years—the rules in this handbook do not take into account the higher-quality equipment and reputation possessed by many older units. In a refereed campaign, players may use whatever background they choose.

The Crimson Crusaders are approximately a battalion strong, so the unit commander rolls 1D6. The result is 3, meaning that the Crimson Crusaders were formed three years ago.

CURRENT EMPLOYER

To determine the unit's current employer, have one player roll 2D6 and consult the Unit Affiliation Table on page 84. A result of 2–9 indicates a contract with a Successor State. A result of 12 (Mercenary) indicates a sub-contract to another mercenary unit, and requires a second 2D6 roll to determine which mercenary unit has hired the player characters. After making the second 2D6 roll, players should consult the Mercenary Unit Affiliation Table, following. A result of 10 or 11 (Minor Power) also requires a second 2D6 roll to determine the specific minor power, using the Minor Power Affiliation Table. A result of 12, Minor Periphery Affiliation, on that second 2D6 roll requires a third 1D6 roll to determine the exact location of the Periphery government holding the merc contract. To find a Minor Periphery employer, have a player make a 1D6 roll and consult the Minor Periphery Affiliation Table, following. Treat all contracts generated by the quick-contract system as if on retainer, with 60 percent straight support, client-paid transport or 30 percent compensation from the employer, no salvage rights, and a liaison officer supplied by the employer. Explanations of these terms appear in **Contracts**, p. 99.

UNIT AFFILIATION TABLE

Dice Roll	Result
2–3	Capellan Confederation (House Liao)
4–5	Free Worlds League (House Marik)
6	Draconis Combine (House Kurita)
7–9	Federated Commonwealth (Houses Steiner and Davion)
10–11	Minor Power
12	Mercenary

MINOR POWER AFFILIATION TABLE

Dice Roll	Result
2–3	Magistracy of Canopus
4–5	Outworlds Alliance
6–7	Free Rasalhague Republic
8–9	St. Ives Compact
10–11	Taurian Concordat
12	Minor Periphery

MINOR PERIPHERY AFFILIATION TABLE

Die Roll	Result
1	Marion Hegemony (Alphard)
2	Lothian League (Lothario)
3	Illyrian Palatinate (Illyria)
4	Circinus Federation (Circinus)
5	Rim Collection
6	Mica Majority

MERCENARY AFFILIATION TABLE

Dice Roll	Result
2	Wolf's Dragoons
3	Hansen's Roughriders
4	Knights of St. Cameron
5	Barber's Marauder II's
6	Fourth Tau Ceti Rangers
7	Eridani Light Horse
8	Lone Star Regiment
9	Gray Death Legion
10	Crater-Cobras
11	Twelfth Vegan Rangers
12	Kell Hounds

The Crimson Crusaders rolled 2D6 for a result of 8, placing them under contract to the Federated Commonwealth.

LENGTH OF CONTRACT

The unit's current contract will expire in one year. To discover how long the unit has been working for its current employer, have one player roll 1D6 and add 1 to the result. If less than the unit's age, this number represents the unit's years of employment under the current contract. If this number exceeds the age of the unit, the age of the unit then becomes the length of the contract.

The Crimson Crusaders roll 1D6 + 1 for a result of 3, or three years. Because the unit has only existed for three years, they have so far only worked for the Federated Commonwealthwealth.

EQUIPMENT ALLOCATION

Having established name, type of arms, age, and initial employer, the final step in creating a mercenary unit is choosing its specific equipment. Consult the equipment tables beginning on p. 120 for a complete list of all BattleMechs and vehicles and their costs. For more information on how and where to buy equipment and replacement parts, see **Running a Mercenary Unit**, p. 85.

Though war machines and those who pilot them often grab the public glory, the people who perform essential support and maintenance play an important role in any mercenary unit's success. A warrior or commander may make the brilliant tactical decision that wins a battle, but technicians ensure that the warrior's equipment can do the job.

In every successful mercenary unit, techs work behind the scenes. They often pull off the impossible, turning a toasted 'Mech from a smoking scrap heap into a battle-worthy machine in little time and under the worst possible conditions. Even when not accomplishing miracles, techs fill a vital role in any unit, particularly a mercenary company.

Technicians perform two major functions: after-battle repair to the unit's fighting vehicles, and routine unit maintenance. Though most people view the first job as the more important of the two, a smart unit recognizes the value of regular maintenance checks.

The support and maintenance rules described in this section apply to both day-to-day unit maintenance (or lack thereof) and repair of combat damage. This section also contains descriptions of commonly used repair and refit kits that units can purchase, as well as rules for using them.

TECHNICIAN SUPPORT POINTS

For each Technician Skill a tech possesses, such as Technician/AeroSpace or Technician/Mechanic, he or she receives a given number of Support Points. Support Points measure how much repair work a tech can accomplish on a vehicle within a given amount of time. Vehicles, including 'Mechs, have a common measure for their relative value in combat. Called a Combat Value, this number takes into account each vehicle's major systems and measures repairs. The Combat Values for all 'Mechs and vehicles appear in the equipment tables, beginning on p. 120; players should use these numbers when gauging the cost of required monthly support, maintenance, and repair. When calculating required monthly support and maintenance costs, 1 Combat Value Point equals 1 Support Point. When repairing battle damage, a given tech's Support Points offset the Combat Value of damaged equipment at a 1:1 ratio; 1 Support Point repairs 1 point of Combat Value.

A tech can generate a maximum number of Support Points depending on his or her skill level. The numbers given in the Technician Skill Level Table below represent the maximum Support Points a tech can generate in an 80-hour work period. The tech generates 75 percent of his or her Support Points in the first 50 hours, 85 percent in 60 hours, 95 percent in 70 hours, and 100 percent in 80 hours. This means that a tech works faster in the first 50 hours, the normal work week for most technicians. Any unit that pushes its techs beyond a 50-hour work week will start to lose Morale Points, as the techs complain to each other and to the unit

members in general. For an inactive unit on garrison duty and the like, morale loss can take a considerable toll. A unit on combat duty, where techs might reasonably expect to work extra hours, will suffer less from loss of morale.

Techs normally work in teams of five, with the most experienced serving as chief tech and the others as assistants. Any unit with more than one tech team should appoint an overall chief tech responsible for ensuring that all the teams work together.

To determine the number of Support Points conferred by the various levels of Technician Skill, and the breakdown of those points over an 80-hour period, consult the Technician Skill Level Table and the Support Points Per Hour Table below.

TECHNICIAN SKILL LEVEL TABLE	
Tech Level (any skill)	Support Points
1	750
2	1,050
3	1,650
4	2,700
5	3,600
6	3,900
7	4,050
8	4,200

SUPPORT POINTS PER HOUR TABLE				
Skill Level	50 hrs	60 hrs	70 hrs	80 hrs
1	563	638	713	750
2	788	893	998	1,050
3	1,238	1,403	1,568	1,650
4	2,025	2,295	2,565	2,700
5	2,700	3,060	3,420	3,600
6	2,925	3,315	3,705	3,900
7	3,038	3,443	3,848	4,050
8	3,150	3,570	3,990	4,200

A tech who has two different skills, such as Technician/BattleMech and Technician/Mechanic, can devote his or her time to each of these, but the same rules apply as if he or she had only one Technician Skill. The tech can work a maximum of 80 hours, and his or her efficiency depends on how long he has already worked. The tech's skill level in each area and the amount of time devoted to using each skill determines the number of Support Points that tech generates for different types of equipment. For example, a tech with a Skill Level of 4 in mechanics and 5 in BattleMech repair who divides his or her standard 50-hour work week evenly between the two types of work, devoting 25 hours to vehicles and 25 to 'Mechs, would produce 2,025 ÷ 2 = 1,012 Support Points for vehicles and 2,700 ÷ 2 = 1,350 for 'Mechs. If the

tech chose to work for 60 hours, adding the extra ten hours to 'Mech repair, then he or she would produce 3,060 – 2,700 = 360 additional Support Points for 'Mech repair.

MAINTENANCE REQUIREMENTS

Every piece of mechanical equipment eventually requires maintenance. Vehicles that see frequent combat, or those that are several decades old, cannot function without regular mainte-nance. To determine how much maintenance a specific piece of hardware requires, find the appropriate multiplier listed in the table below, then multiply the vehicle's Combat Value by that value and round decimals up or down to the nearest whole number. The result reflects the relative ease or difficulty of maintaining different types of vehicles. For an infantry squad or other unit without a listed Combat Value, the Support Total from the Combatant Templates equals the units weekly maintenance requirement.

MAINTENANCE REQUIREMENTS TABLE	
Unit Type	**Weekly Maintenance (multiplier)**
BattleMech	.10
Aerospace	.20
Armor (sealed)	.25
Armor (conventional)	.30
VTOLs, Artillery	.35
Conventional fighters	.40
Battle Suit	.50

These percentages determine the unit's total maintenance requirements for a normal week, when the unit is not engaged in combat. Only a tech with the appropriate Technician Skill can supply the Support Points necessary to cover these percentages. For example, a player character with Technician/'Mech Skill cannot contribute Support Points toward maintaining aerospace fighters.

When calculating a unit's Dragoons Rating (see **Contracts**, p. 99), players must take into account the unit's ability to support itself. To find the Maintenance Value for purposes of the Dragoons Rating, calculate the maintenance requirements of the entire unit, expressed as a percentage of the total Combat Value of the unit's equipment, and compare this number with the total Support Points that the unit's techs can generate in a 50-hour work week. If the techs' total Support Points exceed 60 percent of the total maintenance required, allot Dragoons Rating Points as indicated in **Contracts**, p. 99. A unit able to support 100 percent of its 'Mech assets but only 50 percent of its armor units counts as having only 75 percent support capacity, not 100 percent [(100 + 50) ÷ 2 = 75]. To make the necessary calculations easier, consider each tech devoted to repairing one kind of vehicle, even if he or she has more than one Technician Skill.

To find a unit's total required maintenance using the Combat-ant Templates, simply add up the Support Total figures. When using the expanded support rules given in this section, use the Combat Value of the actual equipment to make the necessary calculations.

The following equipment and unit members make up the Crimson Crusaders. The company's technical support personnel generate more than 16,000 Support Points a week, and thus can cover all the unit's requirements. The *Crusader-4BR* is a refit of a *Crusader-3R* made by Bander BattleMechs. The *4BR* adds double heat sinks, replaces the SRMs with Streak-2 missiles, and adds an extra ton of ammo to each LRM launcher. The side torsos have CASE. The Combat Value of this modified *Crusader* is 3,549.

Crimson Crusaders' Total = 8,431 Maintenance Support Points required per week.

CRIMSON CRUSADERS UNIT ROSTER

Command Lance	Combat Value	Maintenance
Captain Gerhart Krammer, Veteran, *Crusader-4BR*	3,549	355
Samuel Tanberg, Regular, *Marauder-3R*	3,556	356
Frederick Hande, Regular, *Crusader-4BR*	3,549	355
Drea Colleran, Regular, *Dervish-7D*	3,343	334
City Lance		
Lt. Clark Rickenbaker, Veteran, *Crusader-3L*	3,209	321
Ernest Rothshield, Regular, *Crusader-3L*	3,209	321
Anita Vaillant, Regular, *Grasshopper-5H*	4,114	411
Enrico Ungana, Regular, *Vindicator-1R*	2,375	238
Support Lance		
Lt. Andreas Cristobar, Veteran, *Archer-2R*	3,123	312
Gillian Crowley, Veteran, *Archer-2R*	3,123	312
William Don Carlo, Regular, *Hunchback-4P*	2,897	290
Roberto Cross, Regular, *Hunchback-4P*	2,897	290
Vehicle Lance		
Lt. Ingmar Castiglione, Veteran, *Demon*	1,707	512
Rose Timhardy, Veteran, *Demon*	1,707	512
Sergei Nguyen, Veteran, *Demon*	1,707	512
Tracy Waldocks, Veteran, *Demon*	1,707	512
Rai Hamadi, Veteran, *Demon*	1,707	512
Ursula Rickenbakker, Veteran, *Demon*	1,707	512
Jason Ho, Veteran, *Demon*	1,707	512
Sean Clerkin, Veteran, *Demon*	1,707	512
Motorized Infantry		
4 Motorized Rifle Squads		104
8 Motorized SRM Squads		336
Total		8,431
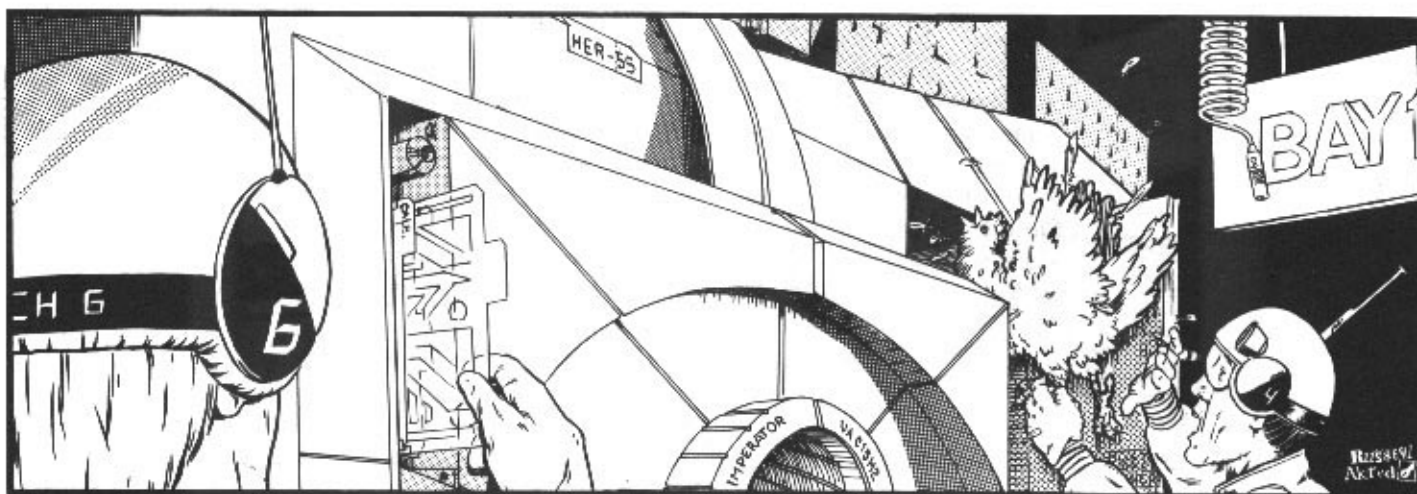
For standard weekly equipment maintenance, use the repair kits described on p. 83 of **MechWarrior, Second Edition**. Though these kits do not contain the necessary materiel to repair destroyed parts, they are sufficient to achieve the necessary 1:1 Support Point/Combat Value maintenance ratio. A tech must have one of these basic kits in order to perform proper maintenance. If a tech does not have a kit appropriate to the equipment he or she will be working on (BattleMech repair kit for 'Mechs, Mechanic repair kit for vehicles, and so on), reassess the repair ratio of Support Points to Combat Value Points at 2:1.

EXPENSES

Mercenary units are in the business of war, and they have their fair share of business expenses. The Successor States can always raise taxes to pay for the enormous cost of warfare, but a mercenary unit must rely on its own assets and resourcefulness to pay the bills.

A mercenary unit needs supplies to keep equipment running, clothe and feed personnel, replace expendables such as ammunition, and cover the costs of travel and overhead. In addition, any unit involved in a major battle or a long campaign must replace equipment lost in battle to outfit its fighters according to the unit contract. Faced with these legions of expenses, many mercenary units spend their existence seesawing between profit and bankruptcy.

The basic costs of running and maintaining a mercenary unit are explained below.

Weekly—Maintenance and Overhead

Maintenance covers the upkeep of a merc unit's equipment. Previous editions have singled out the high tech BattleMechs and aerospace fighters as the hardest equipment to maintain. This handbook provides a clearer picture of reality: because of their complexity, infantry and conventional vehicles require more support than high-tech war machines.

The following table demonstrates this principle. All values represent percentages of the total Combat Value for various kinds of equipment that must be maintained on a weekly basis. For example, a heavy unit with 15 BattleMechs whose total Combat Value equals 75,000 points requires 7,500 Support Points per week for BattleMech maintenance. These points are subtracted from the total support available for the week, and may not be used to repair additional battle damage.

WEEKLY MAINTENANCE TABLE	
Unit type	Maintenance (percentage)
BattleMech	10
Aerospace	20
Armor (sealed)	25
Armor (conventional)	30
VTOLs, Artillery	35
Conventional fighter	40
Battle Suit/Infantry	50

To cover overhead expenses, a unit must pay 5 percent of the total value of its current contract per week. To find this weekly figure, multiply the total value of the contract by .05 and divide that product by the number of weeks in the contract. This money buys such things as pencils, pens, and other odds and ends a unit may need.

Biweekly—Salary

In an updated version of the old saying that "an army marches on its stomach," money has replaced food as the number one requirement of a professional military. House units may fight for love of their nation, but a mercenary unit most often fights for a paycheck. This singular devotion to money often earns mercenaries misplaced contempt from employers, non-mercenary soldiers, and civilians, who see fighting for pay as dishonorable. They

fail to recognize that a mercenary unit must pay its staff and expenses on time or go under.

By custom, mercenaries receive a salary every two weeks, unless combat temporarily disrupts the pay schedule. The following two tables list the standard pay rates for Green troops in the Inner Sphere, as well as modifiers to those salaries based on experience. For experienced personnel, multiply the standard salary by the appropriate modifier listed in the Experience Level Modifiers Table, following. At the gamemaster's discretion, a mercenary unit's employer may offer any of the signing bonuses listed in the Salary Table.

SALARY TABLE

Position	Yearly	Biweekly	Signing Bonus (Optional)
MechWarrior	13,000	500	2,000
Aerospace Pilot	13,000	500	2,000
Armor Crewman	7,800	300	1,500
Infantryman	6,500	250	1,000
Scout	9,750	375	2,000
Artillery	7,800	300	1,500
Technician	8,320	320	3,000
Engineer	8,320	320	3,000
Mechanic	7,020	270	1,500
Medic	8,320	320	2,500
Specialist	8,320	320	1,000–4,000
C3 Staff	6,240	240	1,500
Administration	16,640	640	3,000–10,000
Other	Treat as closest equivalent based on function, or as Infantry		

Note: All figures are in C-bills

EXPERIENCE LEVEL MODIFIERS

Green	x 1
Regular	x 1.5
Veteran	x 2
Elite	x 3
Anti-Mech Infantry Training	x 2 in addition to experience level

The *Crimson Crusaders'* staff consists of 12 MechWarriors, 12 squads of motorized infantry, 8 squads of Demon armor with gunners and drivers, and 18 techs and specialists, all with varying levels of experience. The total biweekly bill for salaries is outlined below.

MechWarriors

Green	0 x 500 x 1	= 0
Regular	8 x 500 x 1.5	= 6,000
Veteran	4 x 500 x 2	= 4,000
Elite	0 x 500 x 3	= 0

Total MechWarrior Salaries: 10,000 C-bills

Armored Vehicle Crews

Green	0 x 300 x 1	= 0
Regular	0 x 300 x 1.5	= 0
Veteran	16 x 300 x 2	= 9,600
Elite	0 x 300 x 3	= 0

Total Armor Crew Salaries: 9,600 C-bills

Infantry

Green	84 x 250 x 1	= 21,000
Regular	0 x 250 x 1.5	= 0
Veteran	0 x 250 x 2	= 0
Elite	0 x 250 x 3	= 0

Total Infantry Salaries: 21,000 C-bills

Technicians

Green	2 x 320 x 1	= 640
Regular	3 x 320 x 1.5	= 1,440
Veteran	1 x 320 x 2	= 640
Elite	0 x 320 x 3	= 0

Total Technician Salaries: 2,720 C-bills

Other Personnel

Mechanic (2 Reg, 1 Vet) 810 + 540	= 1,350
Medic (2 Gr, 1 Reg, 1 Vet) 640 + 480 + 640	= 1,760
C3 Staff (1 Reg, 1 Vet) 360 + 480	= 840
Specialist (2 Gr) 640	= 640
Administration (1 Reg) 960	= 960

Total Other Salaries: 5,550 C-bills

Total Unit Biweekly Salary = 48,870 C-bills

Monthly—Equipment Orders

Without proper equipment, a military unit cannot do its job. The availability of supplies affects the life of a unit more than anything short of a suicidal battle. Mercenary assignments often involve unexpected events and snap decisions, making needed levels of supplies difficult to determine. To avoid the disruption of missions caused by sudden changes in supply orders, most Inner

Sphere units order according to a regular schedule. Though sometimes excessive for certain missions, such as garrison duty, the monthly standing order allows units to stockpile equipment and supplies, reducing the chances that the unit may be caught without something it desperately needs. It also helps units to preserve their independence from so-called "company store" employers, by allowing them to stockpile vital materiel without arousing suspicion.

Monthly ordering also has its drawbacks. Merc units cannot always afford the constant expense, or may overbuy unneeded supplies at the expense of vital equipment. Planning for battles months ahead of time carries the constant risk that the conflict planned for will not match the actual fight. For most units, however, the practicality of a regularly scheduled order outweighs any risks involved.

Most units order equipment and supplies once a month. Most warehouses have standard equipment in stock, and so standard equipment purchases take a month to arrive. Anything out of the ordinary takes 1D6 months to arrive unless the unit personally picks up its cargo.

Equipment packages have one of three grades, each defined by what it contains. A standard Grade A package for BattleMechs

over the pricey Grade A package. A Grade C package includes 25 tons of various kinds of ammunition, enough to fill a standard cargo container. The cost of a C-grade package depends on the ammunition it contains, at a 5 percent savings off the standard item price. For standard prices, see the **Weapon and Equipment Price List**, p. 120. The cost of transport is included in the price of the ammunition.

> The regular order for the Crimson Crusaders consists of 3 Grade C and 2 Grade B packages per month, as well as a Grade A package every other month. This order ensures that the unit's *Crusader* BattleMechs always have enough armor and ammunition. The Crusaders buy the expensive Grade A BattleMech package less frequently because they have less need of it.

Annually—JumpShip/DropShip Checkup

Unlike combat equipment, DropShips and JumpShips have crews that support them and take care of regular maintenance. Once a year, however, every vessel must undergo a two-week

contains a cockpit, 2 medium lasers, 5 heat sinks, 2 tons of jump jet parts, 40 generic internal structural pieces equaling 160 points, a set of hand, shoulder, and upper and lower arm actuator parts (not an entire arm), a gyro repair set, 1 point of engine shielding, and 7 tons of armor. This package comes in a standard, 25-ton container and costs 400,000 C-bills, including shipping. Roughly 30 percent of all BattleMech packages ordered are Grade A. B- and C-Grade packages contain less expensive parts.

A Grade B 'Mech package contains 10 tons of internal structural pieces equaling 160 points, and 15 tons of armor. The Grade B package sells for 125,000 C-bills, a substantial savings

checkup. Organized units with talented administrators will reserve a place at a space station dock for the event, but because these spots are usually booked well in advance, many units must find some other safe area in which to perform the checkup. In order to safely shut down a JumpShip's station-keeping drive, most units select La Grange points, places where the gravity fields of all heavenly bodies cancel each other out. According to standard procedure, a DropShip uses its engine to provide power during a JumpShip check.

A DropShip checkup may be performed either on the ground or in space, where free fall allows for easy inspection of the ship's

piping and ventilation. Most DropShip captains spend half the checkup time in each environment. A shuttle carrying an extra engine stands by to supply emergency power, should the DropShip's engines or wiring fail after recalibration.

Unless adequately planned for, the yearly checkup can cause a unit major problems. The shutdown of the ship may severely disrupt a combat operation, or the ship may break down during the checkup because the captain has put off the work for too long. Because the life of an Inner Sphere DropShip or JumpShip depends on good maintenance, only a foolish ship captain would put off the yearly checkup for more than a month beyond the optimum date. To see if a unit's ship breaks down, consult **Maintenance Requirements**, p. 86 of this section, and begin counting lapsed time from the week the ship should have had its yearly checkup. Any ship undergoing a checkup cannot engage in transport or combat.

MEDICAL CARE

In addition to caring for equipment, a unit must also safeguard the health of its personnel. Soldiers too sick to fight can cripple a mercenary unit as badly as broken-down machines. To keep its members healthy, each unit needs medics, either professionals (as in larger units) or personnel who double as the unit medic in addition to filling another function.

Because each unit member eventually needs medical attention, each individual in a unit requires an average of 50 Support Points of medical care per week. In any given week, of course, some members require no treatment, whereas others may need the full gamut of medical services. Any medical care Support Points not needed by one individual can be transferred to another individual if necessary. Medics generate Support Points just as techs do, with each Medtech skill level adding to the number of Support Points that the medic can generate. To determine the number of Support Points conferred by each skill level and generated within a particular block of time, consult the **Technician Skill Level Table**, p. 85, and the **Support Points Per Hour Table**, p. 85 respectively.

As with techs, the equipment available to a medic affects his or her performance. A medic with a fully stocked hospital can generate 125 percent of his maximum number of Support Points listed on the Technician Skill Level Table, but a medic forced to use rudimentary supplies can only generate 75 percent. Also as with techs, working more than a 50-hour week can reduce the medic's efficiency. For every 10 hours worked beyond the initial 50-hour work week the medic must make a successful skill roll against his or her Medtech Skill with the following modifiers to the target number: +2 from 51–60 hours, +4 from 61–70 hours, and +6 from 71–80 hours. On an unsuccessful roll, the medic has automatically caused a critical hit to the unit member undergoing treatment, for example, as a result of prescribing the wrong medicine. The difference between the die roll result and the target

number indicates the number of people that the medic has treated incorrectly.

When applied to humans, a critical hit incapacitates a given person for up to a week, during which time the patient needs 200 Support Points of care per week until healed. To determine location and severity of critical hits as well as the recovery process, follow the rules for **Damage and Recovery** and **Healing and Recovery**, pp. 56–59 of **MechWarrior, Second Edition**. All critical hits take the form of illness or physical damage. Any unit member that has an accident also requires 200 Support Points of care per week, regardless of the severity of the resulting injury. This increase over the standard 50 Support Points reflects the time that the medic must spend with that patient.

If a unit has not received its total required Support Points for weekly medical care, a certain number of people will get sick. To determine how many fall ill, divide the percentage of the unit not covered by two. The resulting figure represents the percentage of sick unit members. The gamemaster determines the actual individuals who fall ill.

The Crimson Crusaders need 6,500 Support Points per week in health coverage, but this past week the unit medics only generated 4,875. Twenty-five percent, or one out of four unit members, have not received routine health care. 25 ÷ 2 = 12.5, so 12.5 percent of the Crusaders come down with the flu (or other illness). The gamemaster chooses which personnel succumb.

BREAKDOWN

If the unit fails to meet its weekly maintenance requirements for any reason, the unmaintained vehicles may break down. The gamemaster may make a die roll to determine which of the unit's vehicles risks a breakdown, or may simply choose a vehicle.

For every vehicle lacking proper weekly maintenance, the gamemaster rolls 1D6, adds 1 to the die roll result, then subtracts the resulting figure from the number of weeks that the vehicle has not been maintained. The difference determines the number of breakdowns that a given machine has suffered, according to the following Breakdown Table. If the final figure equals zero or lower, no breakdowns occur.

BREAKDOWN TABLE	
Result	Breakdowns
2–4	No critical hits
5–8	1
9–10	2
11–12	3
13–14	4

If a unit's tech has worked more than his or her standard 50-hour work week, fatigue affects his or her ability to successfully make repairs. To reflect the effects of overwork, each time a tech works ten hours more than the 50-hour limit, he or she must make a skill roll against his or her Technician Skill Level with the following modifiers to the target number: +2 between 50 and 60 hours, +4 between 60 and 70 hours, and +6 between 70 and 80 hours. During each additional ten-hour time block, the tech must make a skill roll every two hours. A successful roll means that the tech may continue working unimpeded. On an unsuccessful roll, the difference between the die roll result and the target number indicates the number of critical hits the tech may have caused. To determine whether or not a tech has actually caused any critical hits, he or she must make the series of dice rolls described in the following paragraphs, consulting the appropriate tables to determine the location, number, and severity of critical hits caused. A tech who makes an unsuccessful roll may continue with his or her duties, but cumulative exhaustion makes repairs a hazardous undertaking.

To determine the specific area of the vehicle that breaks down, roll 2D6. For vehicles or 'Mechs, a result of 2–4 indicates damage to the left side, 5–9 indicates front/back damage, and 10–12 indicates damage to the right side. For fighters, a result of 2–4 indicates nose damage, 5–9 indicates fuselage damage, and 10–12 indicates damage to the right or left side. Next, make a normal hit location roll according to standard **BattleTech** rules and consult the appropriate Hit Location Tables (see **BattleTech Compendium**, pp.115–118) for the vehicle in question. Roll as many location hits as required by the number of breakdowns obtained above. Next, determine the number of critical hits in a given location by rolling 2D6 and consulting the Critical Hits Table below. If a breakdown occurs in an area that normally takes additional damage from a critical hit or possible critical hit, such as a 'Mech's center torso, add +2 to dice rolls made on the Critical Hits Table.

CRITICAL HITS TABLE	
Dice Roll	Result
2–4	No critical hits
5–8	1
9–10	2
11–12	3
13–14	4

Next, determine the severity of each critical hit by rolling 2D6 for each one and consulting the following table.

SEVERITY TABLE	
Dice Roll	Result
2–8	Minor
9–11	Major
12	Destroyed

After determining the location, number, and severity of the critical hits, the technician must place them in specific areas such as shoulder, upper arm actuator, and so on. To do this, the player makes a normal critical hit roll according to the standard **Battle-Tech** combat rules. The affected area receives the number of critical hits determined above, and the severity reflects the difficulty for the tech in repairing them.

The Crimson Crusaders fall prey to shipping problems and lack proper maintenance equipment for two weeks. When the Crusaders' tech can finally work on the unit's 'Mechs and vehicles, random dice rolls indicate that two 'Mechs, a Hunchback and a Crusader, both suffer breakdown. A result of 3 on the BattleMech Hit Location Table indicates a breakdown in the Hunchback's right arm. The tech then rolls 2D6 to determine the number of critical hits; he rolls a 6, indicating one critical hit. A third 2D6 roll determines severity; the result of 7 indicates minor damage. The Hunchback has therefore suffered a minor critical hit to its right arm. The final 2D6 roll for the hit's specific location indicates minor damage to the upper arm actuator. Unless fixed, use of that arm confers a +1 modifier to all base to-hit numbers.

The damage tables on the following pages list the effects of breakdowns or unrepaired damage for each specific category of part. Such effects cost a player most during combat. If the location affected by the breakdown has no critical areas, apply damage to armor equivalent to the breakdown's severity. Minor damage costs 1D6 Armor Points, major damage costs 2D6 Armor Points, and destruction costs 3D6 points of armor damage.

MINOR DAMAGE

Repairing these hits requires Support Points equal to 50 percent of the Combat Value of the affected piece of equipment. For example, a *Hunchback* shoulder actuator carries 50 Combat Value Points, so repairing damage to it costs 25 Support Points.

MAJOR DAMAGE

Repairing hits causing major damage costs Support Points equal to 75 percent of the affected equipment's Combat Value.

MINOR DAMAGE TABLE

Equipment	Effect
Weapon	Apply +1 modifier to all to-hit numbers
Heat Sink	Cut effectiveness by 50 percent
Engine	Add +5 to heat scale each turn; 'Mech can only walk (vehicle can only cruise, and so on)
Gyro	Add +1 to all Piloting Skill Rolls
Bridge/Cockpit	No communications; apply +1 modifier to all to-hit numbers when firing weapons
Lift/Drive	Subtract 1 from MP, apply +1 modifier to all Drive Skill Rolls
Sensors	Apply +1 modifier to all to-hit numbers
Life Support	Pilot receives damage for every point of heat greater than 15; no space combat
Actuators	Apply +1 modifier to all to-hit numbers when using arm-mounted weapons; for leg actuators, subtract 1 from MP
Jump Jets	Fail on result of 10+ (roll 2D6)
Ammo Bins	Ammo fails to feed to weapon on a result of 10+(roll 2D6)

MP = Movement Points

MAJOR DAMAGE TABLE

Equipment	Effect
Weapon	Apply +2 modifier to all to-hit numbers; double heat build-up
Heat Sinks	Cut effectiveness to 25 percent
Engine	Add +10 to heat scale each turn; 'Mech can only walk (vehicle can only cruise, and so on)
Gyro	Apply +2 modifier to all Piloting Skill Rolls
Bridge/Cockpit	Communications and targeting failure
Lift/Drive	Subtract 2 from MP; no flank; apply +2 modifier to Drive Skill Rolls
Sensors	Apply +3 modifier to all to-hit numbers
Life Support	Pilot takes damage for every point of heat greater than 5; no space combat
Actuators	Apply +2 modifier to all to-hit numbers for arm-mounted weapons; for leg actuators, subtract 2 from MP
Jump Jets	Fail on a roll of 5+ (roll 2D6)
Ammo Bins	Ammo fails to feed to weapon on a roll of 5+ (roll 2D6)

DESTRUCTION

Treat a breakdown this severe as a hit taken in combat. Repairing the destroyed location costs Support Points equal to 100 percent of the affected equipment's Combat Value. For locations that require more than 1 critical hit to be destroyed, such as engines, treat the breakdown as though it has affected all critical areas.

REPAIRS

Any unit that engages in combat eventually suffers damage, which the unit's techs must repair. Unlike triage, in which the soldier with the worst injuries gets medical aid first, the least damaged equipment gets immediate attention in order to get the machines back onto the battlefield as quickly as possible. To simulate equipment triage, players should first sort the unit's equipment according to the seriousness of the damage, then allocate Support Points from technical personnel to make repairs. As noted in **Technician Support Points**, p. 85 of this section, techs trade off Support Points at a 1:1 ratio with the Combat Value of the damaged equipment. For a complete list of Combat Value Points and prices for individual pieces of equipment, see the equipment table, beginning on p. 120. To find the cost of equipment repair, determine the total Combat Value of the damage each piece of equipment has taken in battle. If the equipment in question has taken less than 50 percent of its total Combat Value in damage, add these points to the equipment's regular maintenance cost to represent the total number of Support Points needed to repair the damage.

> *A Crimson Crusader Crusader-4BR suffers 42 points of armor damage. Its medium laser is also destroyed, costing 20 Combat Value Points. 42 + 20 = 62 Combat Value Points must be repaired. Using the standard 1:1 ratio of Combat Value to Support Points, 62 Support Points are added to the regular 10 percent Support Point cost for weekly maintenance, and the total of those Support Points must be spent to make the damaged vehicle combat-ready.*

To find the number of Repair Points the unit's support personnel can furnish for after-battle repairs, consult the Support Unit Template for the technicians' Total Support figure in **Creating A Unit**, p. 75. This value represents the total number of Support Points that the unit's technicians can generate in a single week. If the points needed for repair exceed this number, the unit can either pay outside help for the extra support at a rate of 50 C-bills per Support Point, or overwork its technicians to cover the remainder. Support Points are fully recovered after one week. However, each successive 50-hour shift the tech works doubles the time needed to recover the Support Points. Overworked techs

who work between 50 and 100 hours earn time and a half for each 10-hour block. For further information on Support Points, see **Technician Support Points**, p. 85. Note that paying for Support Points gets manpower but no parts, and that such an option may not work in hostile territory.

> *According to their maintenance requirement's (p. 87), the Crimson Crusaders need 8,431 Support Points per week. The technical support personnel can generate a total of 16,470 points, easily offsetting weekly requirements. Near the end of their contract, the Crusaders suffer 32,940 points worth of damage in battle. They have just signed a contract with a new employer that begins in 1 week, so in order to get their battered machines combat-ready, the techs must work 100 hours in that week to generate twice their standard weekly Support Points. This means that the Crusaders will need two weeks to recover their weekly 16,470 Support Points.*

To represent the greater difficulty of repairing severe damage to a BattleMech or other fighting machine, repairs to a piece of equipment that has taken 50–75 percent of its Combat Value in damage cost Support Points at a 2:1 ratio (2 Support Points repair 1 point of Combat Value) rather than the standard 1:1 ratio. Equipment that has taken damage worth 75–95 percent of its Combat Value costs Support Points at a 3:1 ratio. Any 'Mech or other machine that suffers more than 95 percent of its Combat Value cannot be repaired, but can supply spare parts. If a 'Mech loses an entire body section, the equipment equal to the entire Combat Value for that section must be replaced, including any actuators, weapons, or other component parts.

The sometimes limited tools at hand can also hamper a tech's effectiveness. For example, a unit in the field most likely will not carry a repair platform with them, making it nearly impossible to repair chassis damage. For any unit that has repair facilities nearby, such as garrison troops, assume that the techs have access to all equipment in the facility, and therefore can easily repair battle damage. Most units in the field can repair certain parts without repair platforms, but a few repairs remain beyond their capabilities.

REPAIR LIMITATIONS

The limitations listed below apply only to damaged parts; techs can repair breakdowns without a repair platform or specialized equipment. Fixing vehicles, such as tanks, requires only the proper repair kits. Like BattleMechs, vehicles suffer a 50 percent damage threshold, after which repairs cost Support Points at successively higher ratios.

Chassis: Repairing chassis damage requires a repair platform.

Engine: If using an engine kit, the unit can repair up to one critical hit of damage without using a repair platform. Without the kit, repairing one critical hit costs Support Points at a 15:1 ratio.

Gyro: If the unit has a gyro kit but no platform, they can repair one critical hit. Without the kit, the same repair costs Support Points at a 25:1 ratio.

Cockpit: Treat cockpits as chassis. Cockpit systems can be repaired without a repair platform, but not the cockpit itself.

Actuators: Without a repair platform, replacing an actuator costs Support Points at a 5:1 ratio.

Heat Sinks: The unit can repair heat sinks without a platform, but such repairs only restore them to 75 percent of working capacity. To replace a heat sink, a unit must have a repair platform.

Jump Jets: Like heat sinks, these can be repaired but not replaced without a repair platform. Repaired jump jets will fail on a die roll of 10+ each time the pilot uses them.

Weapons: A tech can repair weapons at normal cost under any circumstances, unless the affected 'Mech has taken damage equal to or greater than 50 percent of its Combat Value.

Armor: A tech can repair armor at normal cost under any circumstances, unless the affected 'Mech has suffered damage equal to or greater than 50 percent of its Combat Value.

REPAIR KITS

Not having a repair platform may hinder a tech, but inadequate or makeshift supplies can make him or her useless. As indicated above, techs suffer penalties when repairing gyros and engines without the appropriate kits. In fact, a tech runs into trouble every time he or she lacks the appropriate parts needed for a specific repair job. For any of the systems mentioned above, the unit must have the appropriate parts in order to make repairs. For this reason, a smart merc unit makes sure it always has the appropriate equipment for repairing its fighting machines.

Most major corporations in the Inner Sphere that produce fighting vehicles also sell the parts and equipment needed to maintain them. The manufacturers sell these surplus parts in repair kits to local warehouses, who resell them to units looking for spare parts. Though some units contract with major armaments factories to buy the parts directly, these factories may not produce everything that the unit's members need, whereas most warehouses consistently stock a variety of necessary parts and equipment. Repair kits come in three categories dependent on price: Grades A, B, and C. All grades of kit give a discount on the list price of individual items. Treat all equipment prices listed on the **BattleMech Costs** and **Weapons and Equipment Price List** tables, pp. 119, 120, as list costs for items available on the open markets of the Inner Sphere. Unlike the negotiable parts orders, prepackaged repair kits offer an "off-the-shelf" collection of useful material. Because all planetary warehouses stock them, shipping costs remain low. The NETC Trading Company, for example, has

made a fortune with its supply warehouses and is now expanding its supply line all the way to the Clan front. Consequently, NETC stock value has doubled recently to 120 C-bills per share.

PARTS

Grade A parts orders contain supplies worth 400,000 C-bills or more on the open market. These orders can contain anything from structural materiel to weapons to ammo, and cost 10 percent less than the open market value of the items they include. Grade A parts orders are normally transported aboard large DropShips, along with other bulk material.

Grade B parts orders have a value ranging from 125,000 to 400,000 C-bills, and may contain anything except cockpits, life support systems, internal structural parts, computers, targeting systems, advanced electronics (ECM, Beagle active probes, NARC beacons, or C³ computers), and Artemis IV fire control systems. Buying Grade B parts in bulk orders saves the buyer 5 percent off the standard market price (see **Weapons and Equipment Price List**, p. xx). If the purchaser wishes any of the items excluded above, he must buy it on the open market at list prices.

Grade C parts orders cost less than 125,000 C-bills; consequently, most units buy them more often than any other grade. A Grade C order gives the buyer a 2 percent discount on the standard list price of the goods. In addition to sharing the content restrictions of Grade B parts orders, Grade C orders contain no musculature for BattleMechs.

To determine the cost of a parts order, decide what the unit wishes to buy and find the price of this materiel in the **Weapons and Equipment Price List**, p. 120. Remember to consider the weight of the parts, as this affects the price; for example, 20 tons of armor cost more than 10 tons.

The Crimson Crusaders, as a small mercenary unit, most often buy prepackaged repair kits. When necessary, they place larger parts orders with a big trading or production company, usually Grade A parts in order to take advantage of the 10 percent rebate and to purchase less-often needed items such as engines, myomer, and fire control systems.

The time between a unit's placement of an order and the goods' actual arrival at the specified destination depends on several factors. A minimum waiting period of three days for the receipt of any filled order represents the order's passage through customs and various inspectors before it leaves the warehouse. Once the three day minimum has elapsed, the time of delivery often depends on how far away the unit is from the warehouse sending the supplies. If customer and supplier are on the same planet, shipping time ranges from overnight to a week, depending

on how much the unit is willing to pay. Overnight service marks up the total price of the cargo by 30 percent, two-day service marks the price up by 25 percent, and so on until seven days have elapsed. At that point, parts are shipped free of charge. Units can often avoid costly delays by making orders well ahead of time, thereby ensuring that the materiel arrives before they depart for a new assignment.

If the unit and the warehouse they ordered from are on different planets, the distance covered to deliver the goods determines the shipping time and fee. One jump consumes approximately eleven days worth of time: to calculate the total time of a given JumpShip jaunt, multiply the number of jumps required to reach the unit's posting by 11. The standard fees listed on the Transport Rates Table (**Creating A Unit**, p. 75) for DropShip and JumpShip transport apply, multiplied by 1.5 as insurance against pirates if the shipping route passes near the rim of the Inner Sphere. The shipping time can also depend on the money the unit is willing to spend. By paying triple the standard fee, the unit can cut the shipping time by nearly 75 percent. Other rates and charges are left to the gamemaster's discretion.

Getting merchants to jump supplies into hostile territory poses near-insurmountable difficulties. The few JumpShip captains crazy enough to do it are also savvy enough to demand a hefty price for these dangerous missions. For any delivery into contested territory, triple the usual transport fee. Though most units attacking or defending a planet will respect the rights of commercial shipping, either side will likely delay the shipment if they suspect that a ship is delivering arms to their opponents.

REFIT KITS

With the recovery of the so-called Gray Death memory core, a Star League-era database discovered on the planet Helm by the Gray Death Legion in the late 3020s, advanced technology slowly began returning to the Inner Sphere. The data in the core halted centuries of backsliding and triggered a full-blown technological renaissance. Leading the charge are weapons manufacturers, busy upgrading their stock to Star League-era sophistication. The Clan invasion of the Inner Sphere sharpened the need for this advanced technology and provided new examples of it that in some cases surpassed Star League-era designs. Most of the new, sophisticated equipment initially went to House troops, but since the Com Guard's hard-won victory over the Clans on Tukayyid in 3052 and the signing of a fifteen-year truce, the House governments have loosened their grip on the production of advanced weapons. This less-restricted access has proved a boon to mercenaries, allowing weapons and other military manufacturers to sell merc units advanced refit upgrade kits and enabling mercenary companies to meet the Clans on a more level playing field.

The equipment in a refit kit can transform a 'Mech or vehicle into a machine that uses advanced weapons, sports an endo-steel chassis, or has some other vastly improved feature. A

SR & BARKER '93
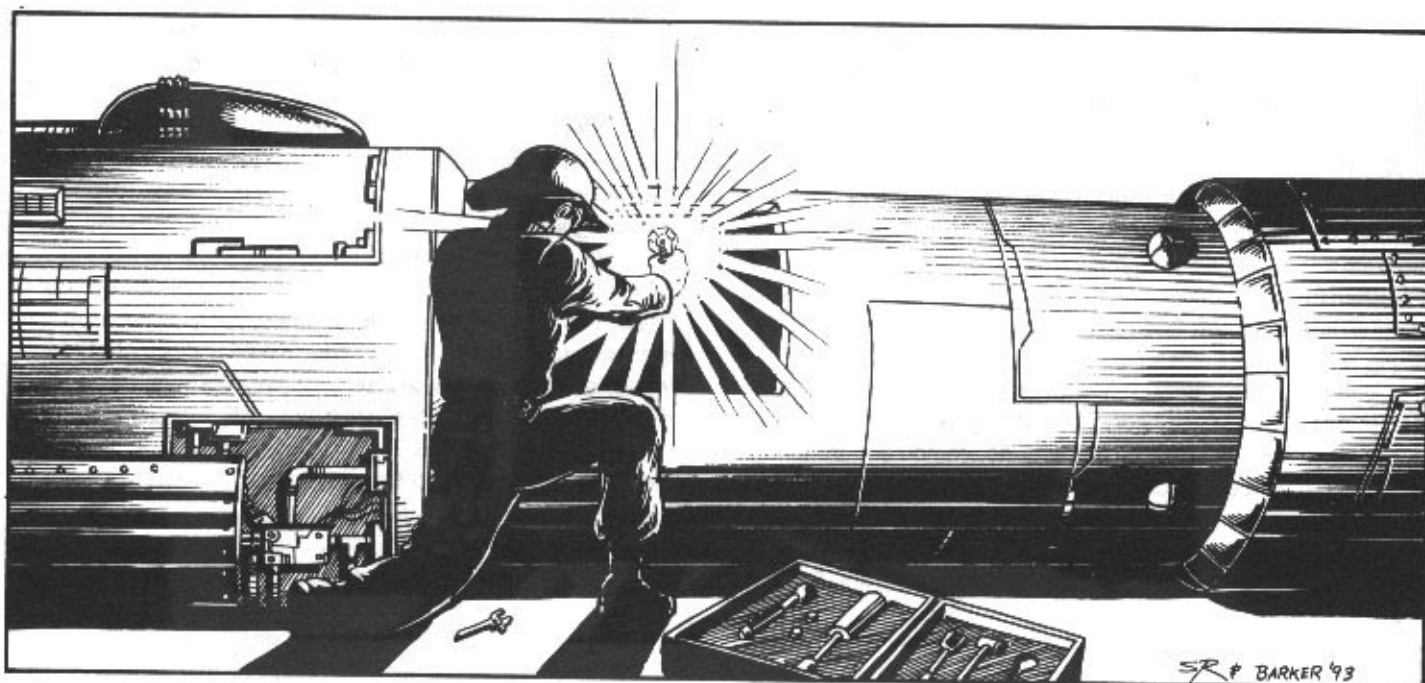
massive price difference exists, of course, between 3025 and 3055 equipment. Refit kits come with all the necessary parts and computer chips to allow older, 3025 models to accept the latest technology, though installing advanced systems in an older 'Mech takes slightly longer than modifying a newer BattleMech. For major upgrade jobs, such as installing a new chassis, the work becomes much more complicated.

Like repair kits and parts orders, refit kits are sold in grades A, B, and C. Unlike the grades of repair kits, these letter grades reflect the difficulty of installing the equipment purchased, with A representing the most difficult and C the least. As with parts orders and repair kits, different grades of refit kits contain different items.

Grade A refit kits can contain any piece of equipment the unit wishes to purchase. The most common items in these kits are endo-steel chassis, ferro-fibrous armor, XL engine technology, and advanced electronics. Installing the equipment in these kits usually requires a repair platform; taking a 'Mech apart and reassembling it cannot be done with simple hand tools.

Grade B refit kits can include anything except XL engine modifications, endo-steel chassis, or ferro-fibrous armor. Ideally, most Grade B equipment should be installed using a repair platform. For example, talented techs may install double strength heat sinks without using a repair platform, but will find the job much easier with one. If the unit has no platform available, all installations with the exception of weapons and electronics cost Support Points at a 5:1 Support Point/Combat Value ratio. Missile launchers or any other weapons needing ammo bays require a platform to install with maximum efficiency. Without the platform, installation of such weapons costs Support Points at the 5:1 ratio stated above.

Grade C kits contain weapons and electronics that can be installed in the field. If the unit so desires, these kits can include electronics systems such as MASC and ECM suites. The equipment in a Grade C kit requires no repair platform to install, though weapons requiring ammo bays cost Support Points at the 5:1 ratio noted above.

To buy a refit kit, the unit must pay for the parts and equipment plus the cost of installation. The costs of the items purchased are listed on the **Weapons and Equipment Price List**, p. 120; add together all prices to determine the total cost of the parts. The cost of installation can add considerably to the total cost of the goods, unless the unit's techs do the refit work themselves. In that case, the unit need only rent a repair platform for them to work on as discussed in the following section. If the company that sold the unit the parts also installs them, the price of installation depends on the grade of the kit purchased. For a Grade A kit installation, add 45 percent to the cost of the kit. A Grade B kit adds 25 percent, and a Grade C kit adds 5 percent. These figures may seem steep, but many units may find the guarantee of competent work well worth the extra expense. For information on upgrading equipment without buying a refit kit, see **Buying Equipment**, p. 97.

USING REFIT AND REPAIR KITS

To make any kind of repair, a technician needs certain parts and tools. The repair kits described on p. 83 of **MechWarrior, Second Edition** suffice for weekly maintenance, but to make any more complex or difficult repair the unit will need the repair kits described in this handbook.

Most repairs and refits also require the use of a repair platform. These platforms exist on most worlds, but more than four

of them are rarely available at any one time. Most units working under contract have a repair clause within their agreement that automatically guarantees them free access to the employer's repair platforms for the duration of the contract. If the unit refitting or repairing its machines has no such clause in its contract or is currently unemployed, the unit's techs must rent a platform. Repair platform rental costs 1,000 C-bills a week, and the price is rarely negotiable.

Installing equipment from a refit kit requires the expenditure of Support Points equal to the full Combat Value of the part being installed. For example, installing one double heat sink for a *Griffin* costs 55 x 2 = 110 Support Points. Upgrading all of the *Griffin's* twelve heat sinks costs a total of 1320 Support Points.

MOTHBALLING EQUIPMENT

The unit may not always want to bother maintaining all of its equipment, or it might have an equipment surplus. In these cases, the unit may wish to mothball some equipment, storing vehicles until needed. Mothballed equipment needs no maintenance, and it can remain mothballed indefinitely. To mothball a piece of equipment, the unit's techs must spend Support Points equal to half of the vehicle's Combat Value, reflecting the work involved in taking it apart for storage. Bringing a piece of equipment out of mothballs costs Support Points equal to half of the vehicle's Combat Value to put it back together. Once out of mothballs, the vehicle must immediately receive weekly maintenance or else it breaks down. Unit techs can also avoid breakdown by spending Support Points equal to 75 percent of the vehicle's Combat Value when putting it back together.

BUYING EQUIPMENT

A unit can outfit its members and upgrade its equipment without refit kits by buying whole machines (rather than components) from various sources. Though this process frequently costs much more than purchasing refit kits, units can often obtain equipment this way that they could not get otherwise. The three main sources of equipment procurement discussed in this section are factories, mercenary auctions, and the black market. Each of these sources has its own advantages and disadvantages.

FACTORY PURCHASE

A unit can obtain equipment most easily by buying from the factory, but the unit must often pay list or custom prices to obtain the equipment desired. To find the list price for standard, or non-custom machines, subtract 25 percent from the prices listed for vehicles and BattleMechs on the **BattleMech Costs** table and **Weapons and Equipment Price List**, pp. 119,120. The custom prices listed on the above-mentioned tables apply only to machines that have been on the market for less than 5 years, or whose production runs do not exceed 20 machines per year. Some custom 'Mechs may be produced at fewer than two facto-

ries, or may have modifications not listed as standard or accepted variants in the technical readouts. Treat all other 'Mechs and vehicles as standard models when determining price.

MERCENARY AUCTIONS

Between abandoned contracts, heavy debts, defeat in the field, or countless other misfortunes, some mercenary units fail to make a go of it. Though the cause of a unit's demise interests only the unit members and their latest employer, the disposition of a defunct unit's remaining assets interests several outside parties, including auction houses. Unless completely destroyed, a bankrupt unit usually leaves equipment and surplus parts behind. Those parties interested in profiting from this equipment—former employers, creditors, or members of the disbanded unit desperate to pay debts—often turn to the mercenary auction to get what money they can from selling these assets.

The mercenary auction is often the cheapest source of materiel for Inner Sphere mercenary units. Professional auctioneers run the event, and are expected to sell the merchandise for as much money as possible. Often, the auctioneer takes a percentage of these sales as a salary, making it in his or her best interest to sell high. Licensed auction houses exist on most Inner Sphere worlds, the best-known and most active being Barchetta House. Located in the Black Hills district of Solaris VII, this huge auction house earns well over 550,000,000 C-bills within its standard, four-month operating period.

Units wishing to buy from a mercenary auction can find one through the normal news distribution agencies on every Inner Sphere world. Auctions can have as much or as little equipment available for sale as the gamemaster deems appropriate for the planet's location and importance. Planets located in the middle of their respective nations' territory often have heavy trading, and planets near the Periphery border also have considerable activity. Items are offered at the auctions for basement prices; an average selling price of 35–55 percent of an item's real value is common at these venues. A mercenary auction also offers a chance to buy items not for sale on the open market, such as captured Clan equipment and advanced electronics. The gamemaster and players should keep in mind, however, that any fighting unit lucky enough to obtain captured Clan ordnance would only part with it as a last resort, making such coveted items a rare sight at auctions.

All equipment sold at auctions has a starting price of 20 percent of its market value. As noted above, most equipment eventually sells in the 35–55 percent range. The gamemaster should play his bidders accordingly; they want a deal on a tight budget, and any players who want to can outbid the competition. Advanced technology sparks the most furious bidding wars, with Successor State representatives often present at the auctions to buy anything unusual or interesting no matter what the cost. If an item seems rare, these agents often spend up to 500 percent of the item's value in order to obtain it. No WarShips have ever been

sold through auction houses, for the simple reason that those few who possess them refuse to part with them under any circumstances. The final decision regarding items for sale and who may bid how much for what rests with the gamemaster, using the above paragraph as a guideline.

When disposing of a disbanded unit's equipment, the gamemaster should keep in mind that most creditors and disgruntled employers send people to claim a bankrupt's assets in compensation, and may not leave much for the unit. The unit may choose to keep its assets by fleeing rather than surrendering, but going rogue in this manner makes it nearly impossible for unit members to find legitimate work to pay their debts.

BLACK MARKET

The black market serves as the last resort (or sometimes, the first stop) for many people wishing to buy equipment. If a mercenary unit wants to buy something, the black market can be a good place to look. In fact, some items bought through the black market are easier to find and cost less than buying through factories or other legal dealers. The hazards of dealing with shady enterprises include hazy legality and the consequences of getting caught, but for many units the potential rewards outweigh these risks.

In order to deal with the black market, a prospective buyer must first find it. Most planets have a black market, but pressure from local law enforcement often causes it to move around. To find the market, a player must make a successful Streetwise Skill Roll; add a +2 modifier to the target number for player characters unfamiliar with the planet in question. Once they locate the market, the characters may go there and attempt to buy whatever they wish. As with an auction house, the gamemaster should determine ahead of time what equipment is available.

What the characters can buy at the market depends almost exclusively on how much money they care to spend. For common, legal items, increase the list price by 5–75 percent (for list prices, see **Weapons and Equipment Price List** and **BattleMech Costs**, pp. 119,120). This markup reflects the fact that most of these items are stolen, posing a risk to the seller and causing him to compensate by upping the price. Many are also used, and may be defective. To determine whether or not an item is defective, roll 1D6. On a result of 1, the item has a defect. A prospective buyer has a 25 percent chance of actually buying an unused item at the black market.

The most common item sought on the modern-day black market is weaponry, specifically BattleMechs. A unit can buy 'Mechs and other combat vehicles through the black market, but must often pay far more than if they bought through conventional channels. Buying through the black market offers one major advantage, however: anonymity. Every open market sale of weapons or spare parts for weapons is recorded, leaving a paper trail that some units may wish to avoid. Another advantage of buying through the market is the sometimes incredible selection;

for example, captured Clan equipment rarely turns up at auctions, and does not exist on the open market.

Getting Caught

Getting caught and suffering the consequences poses the main danger in dealing with the black market. A law enforcement officer may be working undercover on any given world, or the local cops may close down the entire setup. Every trip that the merc unit makes to the black market, or any time its members buy illegal goods anywhere, carries a 1 in 6 chance that a cop will spot the deal. Whether or not the officer arrests the unit members depends on how fast the player characters talk and whether or not the cop takes a bribe.

If brought up on charges, unit members face a trial for theft. Most courts levy fines in cash for the amount the black market equipment is worth, and many also sentence offenders to a jail term for buying stolen goods. During the trial, the unit's purchases are confiscated and their assets frozen. The gamemaster should use discretion in handing out jail terms and/or fines, keeping in mind that most court systems in the Inner Sphere are fair. Not surprisingly, the Capellan Confederation passes the stiffest sentences, followed by the Draconis Combine, the Federated Commonwealth, the Free Worlds League, the Free Rasalhague Republic, and ComStar. Even though they run some of the biggest black markets, pirates simply shoot anyone caught stealing their equipment.

Getting anywhere in the universe requires cash. When you need it, you get it any way that works.

—*Lt. C. Cooper, shortly before her imprisonment for blackmailing a planetary official*

If war is a way of life, then money is that life's blood. A mercenary unit's combat ability means little without the means to support itself and pay the bills. Most units survive and thrive by selling their services to the highest bidder. Every merc knows the value of good contract, and every unit goes out of its way to land one.

A contract is a legal agreement between the mercenary unit and the employer. The unit's commanding officer signs the contract on the unit's behalf, along with the employer or an official representative. Most contracts contain a statement of services to be performed, the time frame in which those services are to be rendered, and the payment schedule for those services. Other areas commonly covered include unit transport, compensation for out-of-pocket expenses, command rights, and salvage rights. Hundreds of contracts may be available at any given time; a unit need only find one that its members consider acceptable.

MERCENARIES AND THE CLANS

In the wake of the Clan invasion, contract negotiation in the Inner Sphere has taken a radical turn. In the past, mercenary units fought troops whose technology and tactics more or less equaled their own. With the Clans topping the list of potential enemies, merc units find themselves in a precarious position. Knowing that they have little chance of beating the Clans' superior war machines in head-to-head combat, most merc units have begun demanding increased hazard pay and victory bonuses. Many units demand higher base pay for any mission with even a slight chance of facing Clan units.

As a compromise, most Successor States hiring units for garrison duty on planets near the Clan occupation zones put aside a certain amount of extra money, usually equal to 20 percent of the total payment, as a reserve to be paid to the unit if the Clans attack the planet. The employer places this reserve with the Mercenary Review and Bonding Commission, paying them a 1 percent handling fee. If the Clans do not attack, the money reverts to the employer.

For missions specifically targeting the Clans, most employers offer hefty bonuses and allow the unit considerable flexibility in accomplishing the mission. However, most employers refuse demands for increased salvage rights, and some deny salvage completely. The Successor States want all the Clan materiel they can get, and most employers gladly pay mercenaries extra cash to ensure that all the salvage comes their way. Most ruling Houses offer to reimburse mercenaries for captured Clan equipment, or to trade it up front for equivalent Inner Sphere items.

The following pages present the rules for drawing up a mercenary contract.

GETTING A CONTRACT

The rules for finding and signing contracts break down into the eight separate steps listed below:

1. Determine Dragoons rating
2. Determine employer
3. Determine type and length of mission
4. Determine payment
5. Determine support
6. Determine transport
7. Determine salvage rights
8. Determine command rights

DRAGOONS RATING

Ever since setting up operations on Outreach in 3030, when Prince Hanse Davion of the Federated Suns ceded Outreach to them in payment for sterling service, Wolf's Dragoons have recommended mercenary units to potential Successor State employers. Commander Jaime Wolf's reputation for flawless judgment, backed by the Dragoons' phenomenal combat record, convinced many employers to listen to the Dragoons' opinion. As Outreach gained importance as the premier hiring ground for mercenary units, a Wolf's Dragoons stamp of approval became one of a unit's most important advantages.

In the Hiring Hall on Outreach, the Dragoons keep constantly updated lists of units available for hire. Unless it has just formed or has taken considerable trouble to hide its existence, every mercenary unit in the Inner Sphere appears on these lists. These catalogues contain each unit's official Dragoons rating, as well as a complete description of the unit, its capabilities, personnel, equipment, and so on. Often, mercenary units provide their own capsule descriptions in order to sell themselves to potential employers.

As a service to employers unwilling or unable to spend the standard fee of 2,450 C-bills per complete unit description, or the 95,000 C-bills for the complete unit briefs database, the Dragoons created the official rating system. Under this system, mercenary units pay a fixed monthly fee of 85 C-bills to have their unit's name, size, and rating displayed on monitors scattered around the Hiring Hall. This display allows potential employers to check out various units and determine which are suitable for interviewing free of charge.

The Dragoons rating system resembles standard school grading. Available units that have paid the monthly display fee go into the hiring pool and compete with each other for ratings. The best units in the pool receive a rating of A, followed by B, C, and D. Units within the different rating categories also compete: for example, a unit listed as A-1 is the best unit in the A category as well as in the pool. The Dragoons also maintain a list of "dream

units" talented enough to sweep aside all contenders should they become available for hire. Not surprisingly, this list includes the Kell Hounds, the Eridani Light Horse, the Gray Death Legion, McCarron's Armored Cavalry, the Twenty-first Centauri Lancers, and other such famous names.

The Dragoons Rating represents Wolf's Dragoons' opinion of a unit's quality. The points listed for the ratings in the following Ratings Table represent ranges for acquiring each rating. Each rating category has three subdivisions: A+, A, and A−, and so on. Every unit falls into one of these subcategories, depending on the quality of the other units available within that overall rating. A given unit may have an A rating, but if the gamemaster determines that better units for hire exist within the same rating category, he or she may adjust the rating accordingly.

The Dragoons rating depends on several factors, primarily a unit's past record and its potential reliability under new circumstances. To calculate a unit's Dragoons rating, follow the steps listed below.

1. Allot 5 points per completed mission.

2. Allot 5 points for every 10 percent of total Support Points that the unit can generate greater than 60 percent; for example, a unit with 100 percent support would allot 20 points.

3. Allot 5 points for every 10 percent of the unit's total transport capacity above 50 percent. For example, a unit whose DropShip can carry all the unit's members and equipment has 100 percent transport capacity, and would add 25 points. Possession of a JumpShip automatically adds 10 points.

4. Allot points equal to the commanding officer's Leadership x 4. Treat a negative result as 0.

5. Allot the following points according to the unit's level of expertise: Green = 5, Regular = 10, Veteran = 20, Elite = 40.

6. Allot 5 points for each 10 percent of the unit's 3050-era technological capacity above 30 percent.

7. Subtract 25 points for each uncompleted mission.

Having found the unit's total Rating Points, consult the table below to determine the unit's standing on the Dragoons ratings board.

DRAGOONS RATINGS TABLE

Points	Rating
0–45	D
46–85	C
86–120	B
121+	A

Every unit should determine its Dragoons Rating, but the rating will only help the unit land a contract if the unit pays for the rating's public display in the Hiring Hall.

EMPLOYERS

The major employers in the Inner Sphere are the Successor State governments, Periphery powers, a few major corporations, and those mercenary units large enough to subcontract assignments. Every potential employer has individual attitudes, policies, and quirks regarding mercenaries, summed up in the following paragraphs.

Federated Commonwealth

The Federated Commonwealth offers a varied range of assignments. Some units receive less desirable employment such as garrison duty or assaults on Free Worlds League border planets, but others get the chance to battle with the Clans. Though the Commonwealth offers only average pay, it has a reputation for fair dealing with its employees. However, mercenary units considering a Federated Commonwealth contract should remember not to underestimate Archon Prince Victor Steiner-Davion. A smart unit will avoid any contract that looks too good to be true. Also, continuing political tensions within the Commonwealth could conceivably force a merc unit in the Commonwealth's employ to take sides in what could be a volatile dispute between House Steiner and House Davion.

Typical assignments include garrison duty and raids into the Clan Jade Falcon/Clan Steel Viper occupied zone on the Lyran border.

Draconis Combine

Takashi Kurita's death spelled the end of his fanatical, anti-mercenary vendetta, and Coordinator Theodore Kurita's military reforms have gradually made the Combine a better working environment for mercs. Theodore Kurita needs fighting men and women to keep the Clans off balance, and offers mercenaries excellent salvage rights and choice assignments. Though pay is slightly below average, most units consider the chance to capture Clan equipment worth the salary cut. Though Coordinator Theodore's military reorganization and the sterling performance of the yakuza Ghost Regiments have made the Combine somewhat less hostile to mercenaries in recent years, Combine culture as a whole still regards mercenaries as lacking honor. The Coordinator may accept mercenaries, but other individuals often do not.

Typical assignments include long-term garrison duty on Wolcott, where selected units are offered short-term raiding contracts in the Clan Smoke Jaguar/Clan Nova Cat occupied zone. The Combine has also been hiring large numbers of mercenaries for unspecified duties. So far, the destination of these mercenaries remains a mystery.

Free Worlds League

Most mercs consider Free Worlds League contracts easy money. The League's borders lie nowhere near the Clan occupied zones, House Marik is negotiating an alliance with its former enemy House Liao, and Captain-General Thomas Marik seems more interested in governing his own realm than in attacking the Federated Commonwealth. Though the latter situation may change if the Commonwealth's political troubles continue, Marik seems most interested in using mercs to garrison border worlds and hunt pirates. House Marik offers average pay, but sweetens the pot with surplus parts for maintenance. Units looking for a quality refit on the cheap usually make their way to League space.

Typical assignments include pirate hunting, garrison duty, and cadre duty.

Capellan Confederation

House Liao is hiring more mercs than in the past, and giving them unbelievably good treatment for easy duty. Chancellor Sun-Tzu Liao is a shrewd ruler who knows what he wants and how to get it. Despite occasional outbursts of temper, he seems uncharacteristically stable by comparison to his unbalanced mother Romano and grandfather Maximilian, and the change in his realm's treatment of mercs seems genuine. He has recently begun offering generous, long-term contracts and has made his mercenary employees feel so at home that many sign on for a second, longer tour of duty once their first contract expires.

Typical assignments include garrison and cadre duty.

St. Ives Compact

The tiny St. Ives Compact offers mercenaries the thrilling prospect of sitting on a border world looking down the throat of the Capellan military machine. Poor assignments, low wages, and few fringe benefits make St. Ives contracts deservedly unpopular. Though until recently the backing of the huge Federated Commonwealth deterred attacks from the Capellan Confederation, which would like its former province back, the Commonwealth's mounting internal trouble may open a few doors for Capellan mischief. So far, however, the Compact has remained quiet.

Typical assignments include garrison and cadre duty.

Free Rasalhague Republic

With all but seven of its worlds captured by the Clans, the Free Rasalhague Republic can offer little compensation to the mercenary units they hire. Though virulently anti-mercenary before the Clan invasion, many Rasalhagians are beginning to regard mercenaries as by far the lesser evil. Most Free Rasalhague Republic contracts involve raids against Clan-held worlds, offering units a chance to salvage or steal Clan military equipment.

Typical assignments include raids against the Clans.

Periphery Powers

The major Periphery powers—the Taurian Concordat, the Outworlds Alliance and the Magistracy of Canopus—also employ mercenary units for missions similar to those in the Inner Sphere. Knowing that their continued existence depends on attracting little attention to themselves, few Periphery states attack the Successor States except in small-scale, objective raids. Most mercenaries in the small realms of the Periphery take on pirate hunting and scavenging duty. Minor Periphery powers, such as the bandit kingdoms, rarely employ mercenaries. Though most Periphery states offer surprisingly generous short-term contracts, they also have the highest rate of contract default.

Typical assignments include pirate hunting and garrison duty.

Major Corporations

Major corporations usually hire a mercenary unit to protect the corporation's merchandise. In recent years, corporations have begun hiring mercs to raid Clan territory, either to steal high tech parts or to rescue key personnel stranded behind Clan lines. Though these missions offer generous pay and support, mercenary units receive no salvage rights for these contracts.

Typical assignments include security duty and extraction raids to retrieve personnel and equipment from the Clan occupied zones.

Mercenary Unit

Only large mercenary units hire other mercs, subcontracting the larger unit's assignment to smaller outfits. Mercenary units

offer average contract terms, and deal fairly with their fellow mercenaries.

Typical assignments include various types of combat.

Finding An Employer

To determine the unit's employer, first find the number of contract offers the unit receives per month of searching for work by rolling 2D6 and adding the value of the Dragoons rating to the dice roll result, then consulting the table below. The Dragoons rating letters have the following values: +1 for a D rating, +2 for a C, +3 for a B, and +5 for an A rating. Should the unit turn down all offers received, they must wait a month and pay all the attendant living expenses before rolling again.

To determine which employers approach the unit, roll 2D6 and consult the Main Employer Table. Then make the appropriate 2D6 or 1D6 rolls indicated on the various employer tables immediately following.

CONTRACT OFFERS TABLE

Result	Offers
2–3	0
4–5	1
6–9	2
10–12	3
13+	4

MAIN EMPLOYER TABLE

Dice Roll (2D6)	Employer
2–3	Capellan Confederation (House Liao)
4–5	Free Worlds League (House Marik)
6	Draconis Combine (House Kurita)
7–9	Federated Commonwealth (Houses Steiner and Davion)
10–11	Minor power
12	Mercenary unit

MINOR POWER TABLE

Dice Roll (2D6)	Employer
2–3	Magistracy of Canopus
4–5	Outworlds Alliance
6–7	Free Rasalhague Republic
8	Major corporation
9	St. Ives Compact
10–11	Taurian Concordat
12	Minor Periphery

MAJOR CORPORATION TABLE

Dice Roll (2D6)	Employer
2	Nashan Diversified
3	Irian BattleMechs, Unlimited
4	Federated Boeing
5	Aldis Industries
6	TharHes Industries
7	Ceres Metals
8	Kali-Yama
9	Independence
10	EarthWerks Inc.
11	Kallon Industries
12	Alphard Trading Corp.

MINOR PERIPHERY TABLE

Die Roll (1D6)	Employer
1	Marion Hegemony (Alphard)
2	Lothian League (Lothario)
3	Ilyrian Palatinate
4	Circinus Federation (Circinus)
5	Rim Collection
6	Mica Majority

MERCENARY UNIT TABLE

Dice Roll (2D6)	Employer
2	Gray Death Legion
3	21st Centauri Lancers
4–5	Kell Hounds
6	Northwind Highlanders
7	Eridani Light Horse
8–9	Wolf's Dragoons
10–11	McCarron's Armored Cavalry
12	Snord's Irregulars

ASSIGNMENT

Many employment opportunities for mercenaries exist in the Inner Sphere. Wolf's Dragoons broker contracts for 13 kinds of assignments in which a mercenary unit may legally engage. All such contracts state the unit's specific job: to fight another unit, recover certain materiel, and so on, at the gamemaster's discretion. Mercenary missions can be launched against the Clans as easily as against Inner Sphere targets, and despite the long odds many mercs welcome the chance to test their mettle against Kerensky's descendants.

The following are brief descriptions of each type of legal assignment.

Garrison Duty

The easiest to handle of all assignments, a garrison unit protects a planet or part of a planet against possible incursions by unfriendly forces. Depending on the planet's size and proximity to enemy borders, garrison duty has many possible outcomes. The unit cannot know in advance who may attack, or predict the likelihood of attack, making this type of duty stressful. Only those garrison forces on worlds lying near hostile borders frequently come under fire, however, making garrison duty more desirable than most missions despite the stress factor. The Successor States garrison planets that they see as prime raiding targets, but also place garrison forces on relatively safe worlds in order to free their regular troops to undertake military campaigns against enemy states. Fees for garrison duty are lower than for most other assignments because of the (relative) lack of danger, but the prospect of sitting back and doing nothing for a time appeals to most merc units and often compensates for short wages. Garrison duty contracts run for a minimum of one year.

Cadre (Training) Duty

Not often employed in this capacity, mercenary troops occasionally sign on to train the populations of subjugated worlds in the techniques of rebellion. This rare type of duty poses significant hazards and therefore carries an astronomical salary. More common forms of cadre duty involve corporations who want a reliable merc unit to train their security forces, or a local militia made up of weekend warriors who need military exercises to keep their skills sharp. These jobs involve little risk, and so pay little. A few mercenary units, in particular the Kell Hounds and Wolf's Dragoons, train other mercenaries for a fee. These units offer the best available training in the Inner Sphere.

Cadre duty contracts run for a minimum of one year.

Recon Raid

Recon duty involves reconnoitering enemy positions and testing local defenses. Often a light mercenary recon force spends a few days to a few weeks on the surface of a planet, testing defenses and gathering information as a prelude to a full-scale invasion. To avoid capture or destruction, a recon unit must be small and fast. Recon units normally only engage in combat long enough to determine the enemy's willingness and ability to fight. The difficulty of recon raiding means good pay and plenty of freedom when making decisions. Units engaged in recon duty have a set time frame in which to work, but most employers leave the method of accomplishing the assigned task to the discretion of the unit members. Recon raiding contracts run for a minimum of one month.

Retainer

A unit on retainer performs various missions at the whim and expense of its employer for the duration of the retainer contract. Many such contracts include a clause stipulating an additional 10 percent combat fee. Retainer contracts run for a minimum of two years.

Pirate Hunting

Pirates plague every Inner Sphere and Periphery state, all of whom hire mercenary units to hunt down and destroy them. Because employers wish to rid their territory of these people, most major governments turn a blind eye toward atrocities committed against the pirates by mercenary units on the job. A pirate-hunting contract lasts a minimum of two months.

Objective Raid

Most mercenary contracts involve these quick and dirty, high-paying, high-risk jobs. Objective raids most often involve destroying a certain enemy installation, parcel of land, piece of equipment, and so on. These assignments can become hazardous; if the enemy has advance warning of the raiding force, he can prepare potentially lethal defenses. Some objective raids involve the recovery of stolen goods, or stealing goods for an employer. Most goods worth taking, however, are under stringent protection.

An objective raid contract runs for a maximum of two months.

Planetary Assault

These high-risk operations involve taking a heavily defended target away from an entrenched enemy. Because few mercenary units are large enough to take a planet singlehandedly, mercenar-

ies most often serve as support troops for the House regulars who bear the brunt of combat. The risks involved in this kind of heavy combat duty make these contracts extremely lucrative. Because planetary assaults can last for months as both sides maneuver for the greatest tactical advantage before actually launching a major attack, most units place their technical support in a protected base camp on the planet's surface to complete necessary repairs between skirmishes.

Planetary assault contracts run for a minimum of four months.

Diversionary Raid

Sometimes referred to as suicide runs, diversionary raids involve drawing off as many enemy forces as possible from the true objective of an assault. These missions pose several hazards to the units engaging in them. Because diversionary forces need mobility above all, most combatants pilot light 'Mechs less able to withstand a hot fight. Most employers pave the way for diversionary raids by feeding the enemy false information disguising the diversion as the real attack, and so defending forces often react ferociously to the raiding troops. Also, some employers tell mercenary units that the diversionary raid is actually part of a major assault; under this assumption, a unit may make an all-out attack, believing support close at hand. Such fierceness plays to the employer's advantage, making the diversion look genuine and allowing the employer's forces to attack the real target more easily. If the unit realizes it has been lied to, however, its members may sue the employer for breach of contract.

Despite the risks, the astronomical pay for the units involved in these missions makes them attractive. Diversionary raid contracts run for a minimum of one month.

Extraction Raid

Similar to the more common objective raid, most extraction raids involve removing something or someone from the possession of a government or individual, and delivering it to the unit's employer. Though kidnapping does not constitute an extraction raid, freeing political or military prisoners does. Extraction raids may also involve transporting deep-cover agents off of a certain planet, or stealing technological secrets. Though some might disagree, the Dragoons consider extraction raids legal because they see them as similar to the Clan Trial of Possession, and believe that anyone who cannot keep a valuable item or person deserves to lose it.

Extraction raids may be open or covert, and take place over any length of time. Pay varies depending on the complexity of the job, but most extractions pay well. The minimum contract runs for three months.

Relief Duty

Armies repelling invaders need enormous amounts of support, including relief forces. Most planetary assault forces bring an abundance of troops to assure victory, and the swamped planetary defenders cannot always handle the overwhelming numbers of enemy targets. Because most relief contracts are offered only after the employer realizes that its forces cannot handle the attackers alone, mercenary units hired to relieve beleaguered regulars can negotiate excellent terms. Relief duty poses various risks; for example, attackers often control all approaches to the besieged planet, making landing and deployment difficult for relief troops. The hassles of coordinating operations with local commanders, who are normally too entrenched and pinned down to offer much help, make these assignments particularly bothersome to most merc commanders. As with most risky missions, high pay balances the hazards. Relief duty contracts run for a minimum of two months.

Defensive Campaign

Any Successor State anticipating an attack or with assets on a certain world that it wants defended against damage or theft hires a mercenary unit to defend these if no House troops can take the job. Such defensive missions call upon the mercenaries to engage the enemy, either in several small skirmishes or a major battle, and slow them down until relief forces arrive to aid the defenders. The defending mercenary units usually control the terrain, and if they can force the invaders to fight in a spot of the mercenaries' choosing, they greatly increase the odds of victory. Defensive campaigns offer good pay, and in some cases, substantial benefits. A defensive campaign contract runs for a minimum of three months.

Riot Duty

Considered the worst possible assignment, riot missions often involve using force against civilian populations who disagree with their world's ruling faction or its policies. Many units refuse riot duty, unwilling to fire on civilians. Cash-strapped outfits, however, often have little choice about the work they accept, and so a government that needs riot troops can often find them. Riot duty can get dangerous, if the rioting factions are well-armed and trained terrorists with support from an enemy power. The constant threat of bombings and assassinations keeps most riot troops on edge around the clock, ready to respond forcefully to any provocation.

In addition to being distasteful, riot duty rarely pays well. Many employers also stipulate that the rebellious city or area take as little physical damage as possible, meaning that the mercs often must get out of their 'Mechs to chase terrorists through the streets on foot. Riot duty contracts run for a minimum of three months.

Security Duty

Similar to garrison duty and with the same pay, security duty involves protecting a specific person, object, piece of information, and so on from a possible attack or theft. Corporations frequently hire mercs for security, deeming it more prudent to pay mercenaries rather than spend money and time training replacements for in-house troops. Despite the risk of combat, security assignments generally pay little.

The minimum contract for security duty runs for four months.

Guerrilla Warfare

Arguably the most difficult and dangerous mission, the guerrilla warfare campaign involves dropping onto a world and harassing its defending units for as long as possible by destroying supply bases, capturing military shipments, making terrorist attacks on enemy bases, and so on. Guerrilla units often operate without support from their employer, which ensures the unit's command rights but also denies them aid if they need it. In most cases the entire unit, including techs and support personnel, lands on the planet in question, putting the entire unit at risk if things go sour.

Guerrilla warfare can also involve recruiting and training the local population as in cadre duty, then leading them in a revolt. The constant threat of exposure makes these guerrilla missions even more dangerous than standard guerrilla operations. Because the guerrilla unit often possesses the only BattleMechs that the newly trained freedom fighters have, the mercenaries bear the brunt of the fighting. An employer hiring a unit for such duty does so only for good reason, and has the money to make the job worth the unit's while. These missions offer the highest pay of any assignment, along with numerous benefits. Guerrilla warfare campaign contracts run for a minimum of six months.

The assignments offered to a mercenary unit vary according to the needs of the prospective employer. To determine what assignments the unit may choose from, use the typical assignments listed in the employer descriptions or roll 2D6 and consult the following job tables.

FREE WORLDS/CAPELLAN CONFEDERATION JOB TABLE

Dice Roll (2D6)	Job
2–3	Garrison or cadre duty
4	Defensive campaign
5–7	Pirate hunting
8–9	Objective raid
10–11	Planetary assault
12	Special assignment (see Special Assignments Table, p. 106

DRACONIS COMBINE/FEDERATED COMMONWEALTH JOB TABLE

Dice Roll (2D6)	Job
2–3	Garrison duty
4–5	Objective raid against Successor State
6	Cadre duty
7–8	Objective raid against Clans
9	Planetary assault against Clans
10	Defensive campaign
11	Pirate hunting
12	Special assignment (see Special Assignments Table, p. 106)

MAJOR CORPORATION JOB TABLE

Dice Roll (2D6)	Job
2–4	Security duty
5–7	Objective raid against Clans
8–10	Extraction raid (Personnel/equipment recovery from Clans)
11	Objective raid against Periphery state
12	Cadre duty

PERIPHERY JOB TABLE

Dice Roll (2D6)	Job
2–3	Objective raid
3–6	Planetary assault against nearest Successor State
7–9	Garrison duty
10–11	Riot duty
12	Security duty

MERCENARY UNIT JOB TABLE

Dice Roll (2D6)	Job
2–3	Defensive campaign
4–8	Planetary assault (supporting role)
9–10	Objective raid
11–12	Relief duty

SPECIAL ASSIGNMENTS TABLE

Dice Roll	Job
2–3	Recon raid
4	Security duty
5	Diversionary raid
6–7	Relief duty
8–9	Extraction raid
10–11	Riot duty
12	Guerrilla warfare

LENGTH OF CONTRACT

To determine the length of the unit's employment, start with the minimum or maximum contract lengths given at the end of each assignment description (pp. 103–105) and add or subtract (in the case of maximum length) the extra amount of time, if any, that the gamemaster deems necessary to complete the assignment. The contract should include a starting date and location and an ending date, after which the unit may travel wherever its members wish. If a unit signs a contract on Outreach to engage in a mission starting on another world, the contract goes into effect when the unit lands on that world. For any mission involving raids or assaults, the contract begins when the unit lands on a specified planet under the employer's control. The employer must completely control this starting planet or system, even if only temporarily. The starting location can be any planet the employer designates, as long as it lies within one jump of the intended target world.

PAYMENT

Payment varies according to the unit's size, its Dragoons Rating, its employer, and the mission it performs. Any signing bonuses that the employer has agreed to are part of the payment, and are added to the base pay rate. The amount of the signing bonus depends on the gamemaster's decision.

To calculate the base pay rate for any mercenary unit on any kind of mission, first add together the base monthly salaries of the entire unit or the portion of its members designated to serve out the contract. Include all combat units, support personnel, and any others in the unit's employ who will participate in the mission. To find a unit's base monthly salary, see the Salary and Experience Level tables in **Running a Mercenary Unit**, p. 89. This amount represents the minimum payment that the unit requires, not including bonuses or compensation for out-of-pocket expenses. Modify this total to reflect the unit's official Dragoons rating: multiply the figure by 2.1 for a D-rated unit, by 2.4 for a C-rated unit, by 2.7 for a B-rated unit, and by 3 for an A-rated unit. Distinctions between units within ratings do not apply.

Next, multiply the new total by the number listed below for the unit's employer.

Federated Commonwealth: x 1.3
Free Rasalhague Republic: x 1.1
Draconis Combine: x 1.5
Capellan Confederation: x 2
Free Worlds League: x 1.6
Mercenary unit, Periphery state, or St. Ives Compact: x 1

If the employer is a major corporation, roll 2D6. On a result of 1–3, multiply the payment by 1; on a result of 4–5, by 1.4; on a result of 6 or better, by 1.75.

The unit's assignment is the final factor in determining payment. Called a mission modifier, this multiplier reflects the perceived danger that each assignment entails. Consult the table below to find the mission modifier, then multiply the payment by the appropriate number. Any mission against the Clans receives a mission modifier of 2, which replaces the listed modifier for the specific type of mission.

MISSION MODIFIER TABLE

Mission	Modifier
Cadre duty	.75
Defensive campaign	1.5
Diversionary raid	1.8
Extraction raid	1.4
Garrison duty	.9
Guerrilla warfare	2.1
Objective raid	1.6
Pirate hunting	1
Planetary assault	1.5
Recon raid	1.4
Relief duty	1.3
Retainer	1.3
Riot duty	1
Security duty	1.3
Any mission against Clans	2

Once all size, rating, employer, and mission modifiers have determined the base pay rate, the unit should add to its base pay any signing bonuses or perks negotiated with the employer, such as reimbursement for transport or other expenses. Multiply this total by the number of months covered by the contract to find the full amount the employer has agreed to pay the unit.

Disbursing Payment

No mercenary unit receives its full pay at the beginning of a mission. Instead, the employer places the entire sum in trust with the Mercenary Review and Bonding Commission on Outreach. The Commission functions as a central bank, with the power to make loans, investments, and so on, and often has substantial funds at its disposal from the unpaid contract balances. The Commission ensures the fair disbursement of funds in the event

of any breach of contract by either party, and disburses funds to the mercenary unit as needed for advance equipment purchases and expenses (less a 5 percent handling fee).

A unit may draw up to 25 percent of the total payment before beginning the mission in order to pay for needed supplies and equipment. The Commission pays out the remainder of the cash based on the length of the contract and the ongoing needs of the unit. A unit whose contract lasts for a month normally draws the remaining 75 percent of its pay only after completing its assignment. For contracts lasting between two and six months, a unit may draw the portion of the money allotted for weekly upkeep, taking the rest upon fulfillment of the contract.

For contracts that run longer than six months, a unit may withdraw a portion of its pay for every month covered in the contract, but the monthly amount withdrawn cannot exceed the total remaining amount divided by the number of months left in the contract. For example, a unit that has 60,000 C-bills left to draw on and a contract with 6 months left to run may draw up to 10,000 C-bills per month. To cover any extra cash needs, a unit must take out a loan and pay interest negotiated with the Mercenary Review and Bonding Commission. The gamemaster assigns this interest at his discretion. These limits on withdrawals protect the employer from major financial loss, should the unit default.

In one exception to the usual procedure, the Commission will provide units rated A by Wolf's Dragoons with the entire payment up front for an additional 2 percent handling fee.

SUPPORT

Support indicates how much in the way of spare parts and technical assistance an employer offers a unit. Every unit incurs support costs, and most employers compensate mercenary units for these expenses. Units can receive support from employers through straight support or battle loss compensation.

For units getting straight support, determine how much extra money the employer pays them by first multiplying the unit's monthly support requirement (expressed in C-bills) by the length of time the unit's contract runs. Then roll 2D6 and consult the Straight Support Table below to determine the percentage of monthly support requirements the employer covers. Add the resulting lump sum to the contract.

Battle loss compensation works as follows. Any time the contracted unit engages in combat, the employer covers a certain percentage of all battlefield damage, up to 50 percent of the total damage suffered over the duration of the contract. Units facing a long-term assault campaign, where battle damage might easily exceed 100 percent of the unit's total weekly support requirement, find battle loss compensation particularly attractive, whereas units that sign on for tours of duty involving little combat tend to prefer straight support.

To determine the amount of compensation a unit receives, determine the type of support offered by the employer, then roll

2D6 and consult the appropriate table below. The unit's Dragoon rating affects compensation: units rated B or C receive a +1 modifier to the dice roll, and an A rated unit receives a +2 modifier. Any unit working for House Marik receives a +3 modifier to any dice rolls determining support.

STRAIGHT SUPPORT TABLE

Dice Roll	Percent
2–3	50
4–5	55
6–7	60
8–9	65
10	70
11	75
12	85
13	90
14	100

BATTLE LOSS COMPENSATION TABLE

Dice Roll	Percent
2–3	5
4–5	10
6–7	15
8–9	20
10	25
11	30
12	35
13	40
14	50

TRANSPORT

A unit that provides its own DropShip and/or JumpShip transport usually asks for compensation for such out-of-pocket travel expenses. Though few employers agree to pay the standard fee of 50,000 C-bills per DropShip per jump, transport compensation can go as high as 90,000 C-bills per jump.

Most employers do not remunerate units for DropShip transport per jump, preferring to assess a fixed fee for all the unit's jumps during the contract period. This fee, a percentage of the DropShip's worth, reflects the cost to the unit of standard DropShip upkeep. To determine the percentage paid by the employer, roll 1D6 and consult the table on p. 108. For the worth of various DropShips, see **JumpShips/DropShips**, p. 108.

DROPSHIP/JUMPSHIP COMPENSATION TABLE	
Die Roll	Percentage Paid
1	12
2	18
3	23
4	27
5	30
6	32

Units lacking their own ships may accept transport provided by their employers or charter commercial JumpShips and DropShips. However, most employers' JumpShips run on a specific schedule, and if a unit's contract runs out before another JumpShip becomes available, the unit must book JumpShip passage at standard transport fees. If a unit signs another contract with a new employer at a new destination, it must pay its own way to get there.

Hiring commercial vessels may keep the unit from depending on its employer for transport, but such freedom carries a hefty price tag. A standard jump costs 50,000 C-bills, and most DropShips hire out for exorbitant fixed fees. Most employers only pay 30 to 40 percent of these total fees, leaving the unit to pay the remainder. To determine how much compensation an employer will pay for commercial transport, roll 1D6 and consult the table below. Standard transport fees are listed in **Transport**, p. 80.

COMMERCIAL TRANSPORT COMPENSATION TABLE	
Die Roll	Percentage Paid
1	30
2	33
3	35
4	37
5	39
6	40

SALVAGE RIGHTS

Always a delicate matter in the Inner Sphere, the question of salvage rights has become particularly touchy in the wake of the Clan invasion. The possibility of capturing Clan equipment has made many employers more reluctant than ever before to give away salvage rights, while giving mercenary units added incentive to demand them. Without salvage rights, the employer owns everything captured by a unit under contract, though a unit operating in enemy territory may find getting the salvage out quite a challenge. Given that kind of risk, most units prefer to keep what they capture, and the added value of Clan materiel makes most units push aggressively for salvage rights whenever possible.

Prior to the Clan invasion, salvage rights meant that a unit could take anything it could carry off the battlefield. Though these full rights still exist, a new answer to the salvage rights question—exchange rights—deals specifically with the disposal of captured Clan materiel.

Most units that capture Clan tech lack the ability to repair such sophisticated equipment or install it in any of their machines. The only real use they have for Clan tech is the high price it can fetch. To prevent the sale of such advanced equipment through auction houses or the black market, some employers offer to swap Clan salvage for top of the line, 3050–3055 Inner Sphere equipment that most mercenary units can actually use and maintain. In cases where the captured Clan equipment has no Inner Sphere equivalent, such as an Ultra AC/20 and the like, the employer generally offers two items whose worth in C-bills nearly equals the Clan item's market value.

Salvage rights also depend on the standard practices of the unit's employer. For example, the Free Rasalhague Republic and the Draconis Combine agree to salvage rights much more easily than most other employers. To determine salvage rights, roll 2D6 and consult the table below, applying a +5 modifier to the dice roll if the unit works for the Combine or the Free Rasalhague Republic. For any contract involving a mission against the Clans, apply a −3 modifier to the dice roll.

SALVAGE RIGHTS TABLE	
Dice Roll	Result
2–7	No rights
8–11	Exchange rights
12–14	Full rights

COMMAND RIGHTS

Employers and mercenary units frequently have different opinions on how best to accomplish a mission. The employer naturally prefers to dictate terms to its greatest advantage, and mercenaries naturally look out for the best interests of their troops. Of all the issues resolved during contract negotiations, the touchy question of command rights can pose the greatest difficulties.

The four types of command rights include independent command, liaison, House command, and integrated command. Under independent command, the unit has free rein to complete the contract as it sees fit without outside interference. Liaison means that the unit may still act as it feels best, but must deal with an observer assigned by the employer to insure that its interests are met. The liaison officer may prove a help or a hindrance, depending on his or her loyalty to the employer. Under House command, an officer in the employer's armed forces has direct authority over the unit. Integrated command fully integrates the unit into the employer's regular forces in order to bolster that force's numbers or ability.

Because command rights so deeply affect a unit's performance, as Wolf's Dragoons checkered service within the Draconis Combine proved, the question of command rights depends on the gamemaster and the players. Keep in mind that most Periphery powers could care less about how a given job gets done, and tiny nations such as the Free Rasalhague Republic and the St. Ives Compact lack the clout to demand anything unreasonable of mercenaries. Most large corporations prefer the liaison setup, which allows them to look after their interests. Houses Liao and Marik generally prefer House command, but will settle for a liaison officer when pressed. The Federated Commonwealth usually demands House or integrated command, but persistent units can talk them down to a liaison officer. In Takashi Kurita's day, only the most powerful units working for the Draconis Combine received liaison officers, with most units forced into integrated command. This practice still holds to a certain degree, but Coordinator Theodore Kurita has given a surprising number of units independent command as long as they get results.

The gamemaster should make sure the players realize that they can improve their command rights position by agreeing to concessions in other areas of their contract. What concessions they give, of course, is up to the player characters signing the contract.

BREACH OF CONTRACT

Once a unit has signed a contract, it must fulfill the mission specified in that agreement. A unit that fails to do its job at best loses its rights, and at worst may be charged with breach of contract. Failure to fulfill the terms of the contract may land either a mercenary unit or an employer in the middle of a breach of contract suit.

A breach of contract can occur in many ways, not all of them obvious. A unit that fails to attack an agreed-upon target may or may not have breached its contract, depending on the circumstances. For example, a unit failed to attack the target because the target's defenders outnumbered the unit 20 to 1, the unit has technically breached contract, but the final judgment in such a case would depend on the intelligence given to the unit before it accepted the mission. If the employer had grossly underestimated the size of the enemy force, whether accidentally or deliberately, a Bonding Commission panel might well deem the technical breach of contract forgivable and pass no sentence against the mercenaries.

The gamemaster ultimately decides the question of breach of contract. If its members do something that helps achieve the overall objective but that the contract did not call for, a unit has technically breached its contract, but few employers prosecute a unit for this kind of breach.

PROCEDURE

If an employer suspects a mercenary outfit of breaching contract, the employer or its representative files an official complaint with the Mercenary Review and Bonding Commission on Outreach. This body, responsible for settling all contract disputes between employers and mercenaries, looks the case over and judges its merits. Because some employers try to avoid paying units by falsely claiming breach of contract, the Commission takes up to a week to review the case and decide whether or not it merits a hearing. If the Commission decides to hear the case, it immediately terminates the contract between the two parties, holds the remaining money in a suspension account, and calls the accused unit to Outreach to stand trial. Any unit refusing to appear receives a guilty verdict and must pay the maximum penalty for its offense. A unit called for trial must pay for its own transport to Outreach, but if the unit is subsequently cleared of wrongdoing the Commission reimburses them in full.

Each four-member Commission panel includes a ComStar representative, who usually chairs the committee. The next two members are senior diplomats, from any two of the Great Houses except the one employing the unit and the one whose territory the unit attacked. The last member of the panel, a mercenary commander from any A-rated unit, ensures that any disciplinary action taken fits the crime. The unit on trial has the right to veto and replace any panel member that they feel may exhibit undue prejudice against them.

Contract arbitration hearings normally take a week, during which time the unit may move freely around Outreach's capital city of Harlech, but may not leave the planet. A guilty verdict carries the minimum penalty of a 20,000 C-bill fine and a one-month hiring ban, as well as the loss of 25 points from a unit's Dragoons rating. A hiring ban means that no employer may hire the unit as a whole, and any attempt to do so results in a stiff fine. Members of units under a hiring ban may, however, hire out as individuals during the ban.

The average penalty for breach of contract is a fine of 50–100,000 C-bills and a six-month hiring ban. The stiffest penalty is to be disbanded; the Commission seizes the unit's equipment and places each unit member under a five-year hiring ban in addition to jailing them. The severity of the penalty depends on the severity of the crime; a unit that breached contract by committing criminal acts receives harsher treatment than a unit running away from overwhelming odds.

Three of the four panelists must vote against the unit to bring in a guilty verdict, effectively giving the unit the benefit of the doubt in most cases. Because no unit that shirks its job remains long in the mercenary business, most Commission members rightly assume that a unit in breach had a good reason to act as it did. However, the Commission strives to be impartial, and most units receive appropriate fines for breaching contract.

To determine the results of a breach of contract hearing, roll 2D6 and consult the following table. The gamemaster may assign penalties to the unit by applying positive modifiers to the dice roll as he sees fit.

CONTRACT HEARING TABLE

Dice Roll	Result
2–5	20,000 C-bill fine, 1 month hiring ban
6–9	25,000 C-bill fine, 3 month hiring ban
10–12	75,000 C-bill fine, 6 month hiring ban
13–15	125,000 C-bill fine, 1 year hiring ban
16–18	200,000 C-bill fine, 18 month hiring ban
19–20	500,000 C-bill fine, 2 year hiring ban
21–22	900,000 C-bill fine, 3 year hiring ban
23	1,500,000 C-bill fine, 5 year hiring ban
24+	4,000,000 C-bill fine, unit disbanded, each member under 5 year hiring ban

Occasionally, a unit charges an employer with a breach of contract. As with charges against a unit, the Commission annuls the contract and freezes funds. The unit making the accusation must travel to Outreach to await judgment on the case. Employers found guilty of breach of contract, usually for deliberately misinforming the unit regarding the nature of a mission or enemy strength, pay the unit a fine up to ten times the payment stipulated in the contract, depending on the severity of the breach.

ROGUE UNITS

Some units commit acts that harm the reputation of mercenaries everywhere, criminal acts or violations of the Ares Conventions considered crimes against humanity. A unit guilty of such an act not only breaches contract, but also violates the basic rules of conduct among mercenaries. Fellow mercenaries deem such units rogue and automatically put a price on their members' heads.

Any unit that can prove its members have killed members of a rogue unit, or that brings back any rogue mercs as prisoners, receives part of the ransom for that unit. Placed in a bank account on Outreach whenever a unit goes rogue, ransom money is donated by Wolf's Dragoons to protect the integrity and honor of mercenaries. This practice lets potential employers know that the Dragoons and their fellow mercenaries do not tolerate flouting of the code of honorable conduct.

LOSING

A unit failing to complete a mission has lost. Though costly, losing does not carry the devastating consequences of breaching contract. For every loss that a unit suffers it subtracts 10 points from its Dragoons rating, considerably less than the 25 points subtracted for contract breach. Most units recognize a losing fight and try to minimize losses by pulling out as quickly as possible.

Losing a fight automatically suspends payment of the remainder of the money owed the unit, and the unit must travel to Outreach to attempt to claim it. If a unit loses the only battle stipulated in the contract, the employer may legally annul the deal. However, a unit serving a multiple-year contract to a single employer rarely has its funds frozen on account of one botched job. Most units serving contracts that last longer than a year spend much of that time operating independently; multi-year contracts can contain several individual missions, and the Dragoons rating depends on the outcome of all of those missions.

SURRENDER

Sometimes a unit must surrender to superior forces. Most Successor States prefer to ransom a captured unit, to avoid the problems of dealing with prisoners. A captured unit does not necessarily surrender all its assets to the enemy forces, and may use those assets to bargain for release. On rare occasions, the unit's employer pays ransom money for a captured unit.

Surrender to the Clans

The Clans look upon conquered foes as living testament to Clan superiority, and therefore do not accept surrender as Inner Sphere warriors do. Instead of ransoming captives, the Clans make them bondsmen.

Occupying a unique position in Clan society, a bondsman is an enemy defeated in honorable combat and given a chance to prove him or herself worthy to regain warrior status. Khan Phelan Ward of Clan Wolf began his Clan life as a bondsman, but few bondsmen have ever equaled his meteoric rise to power. From the Inner Sphere point of view, a bondsman seems little better than a slave.

A plaque in the Hiring Hall on Outreach honors those mercenaries made bondsmen by the Clans. Though offering the prospect of earning higher status and better treatment, a bondsman's life can be unpleasant, and gamemasters should use it sparingly. Player characters captured by the Clans have little chance of escape. If their fighting prowess sufficiently impresses the Clans to make them bondsmen, then they will survive, but most will remain second-line warriors and see relatively little combat.

If the Clans capture a unit that has something the Clans might value, such as Star League memorabilia, the unit may barter its way to freedom. Depending on the whims of the Clan commander who captures them, a smart unit may walk away from the Clans relatively intact.

Surrender to the Inner Sphere

Surrender in the Inner Sphere follows the time-honored convention of paying ransom or compensation.

Most ransoms range from 100,000–1,000,000 C-bills, and House troops sometimes force captured units to hand over equipment to replace battlefield losses. The Draconis Combine charges the stiffest ransom, usually demanding all of the captured unit's equipment as well as 100,000 C-bills for each unit member. Unless the unit's employer fronts the money, the gamemaster should feel free to assign whatever ransom seems appropriate to the captured unit's resources.

Mercenary units may also surrender to fellow mercenaries, most of whom demand compensation for a percentage of battlefield losses (usually 25 percent). This practice holds even if the capturing merc unit works for a Successor State. Knowing what surrender feels like, most mercenaries try to make it as painless as possible for each other.

According to conventional wisdom, surrender to pirates ends in death. As with most conventional wisdom, this belief does not always hold true. Though some pirate bands do kill captured enemies, most settle for taking the unit's equipment and leaving them stranded. Of course, a unit never knows what kind of pirates they may run across, making surrender to them a dicey option.

COMBATANT TEMPLATES

BATTLEMECHS

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light 'Mech	1,670,000									x 130 =		
Med 'Mech	3,500,000									x 250 =		
Hvy 'Mech	6,260,000									x 375 =		
Assault 'Mech	8,120,000									x 500 =		
Total Cost												

WHEELED VEHICLES

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light Wheeled	250,000									x 100 =		
Med Wheeled	1,000,000									x 300 =		
Hvy Wheeled	1,500,000									x 500 =		
Total Cost												

TRACKED VEHICLES

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light Tracked	370,000									x 110 =		
Med Tracked	1,825,000									x 350 =		
Hvy Tracked	3,000,000									x 615 =		
Total Cost												

HOVERCRAFT

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light Hovercraft	180,000									x 85 =		
Med Hovercraft	765,000									x 260 =		
Hvy Hovercraft	1,400,000									x 400 =		
Total Cost												

AEROSPACE FIGHTERS

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Light Aerospace	1,750,000									x 190 =		
Med Aerospace	2,500,000									x 390 =		
Hvy Aerospace	5,350,000									x 900 =		
Total Cost												

FOOT INFANTRY

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Rifle Squad	45,000									x 17 =		
Flamer Squad	54,000									x 20 =		
MG Squad	63,000									x 25 =		
Laser Squad	72,000									x 27 =		
SRM Squad	81,000									x 30 =		
Total Cost												

MOTORIZED INFANTRY

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Rifle Squad	80,800									x 26 =		
Flamer Squad	90,900									x 32 =		
MG Squad	101,000									x 35 =		
Laser Squad	111,100									x 37 =		
SRM Squad	121,200									x 42 =		
Total Cost												

JUMP INFANTRY

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Rifle Squad	129,800									x 37 =		
Flamer Squad	141,600									x 42 =		
MG Squad	153,400									x 45 =		
Laser Squad	165,200									x 50 =		
SRM Squad	177,000									x 52 =		
Total Cost												

ANTI-MECH / BATTLE SUITS / SPECIAL FORCES

Unit Type	Cost	Green x 1.0 Num	Cost	Regular x 1.5 Num	Cost	Veteran x 2.0 Num	Cost	Elite x 3.0 Num	Cost	Total # of Squads	Support Required	Support Total
Anti-Mech Inf.	285,000									x 88 =		
Battle Suits	1,437,500									x 160 =		
Security	25,500									x 37 =		
Scout	34,000									x 52 =		
Total Cost												

ARTILLERY

Unit Type	Cost	Green Num	x 1.0 Cost	Regular Num	x 1.5 Cost	Veteran Num	x 2.0 Cost	Elite Num	x 3.0 Cost	Total # of Squads	Support Required	Support Total
Thumper	1,500,000									x 400 =		
Sniper	2,000,000									x 435 =		
Long Tom	2,500,000									x 520 =		
Arrow IV	2,000,000									x 350 =		
Total Cost												

CONVENTIONAL FIGHTER & VTOL

Unit Type	Cost	Green Num	x 1.0 Cost	Regular Num	x 1.5 Cost	Veteran Num	x 2.0 Cost	Elite Num	x 3.0 Cost	Total # of Squads	Support Required	Support Total
Conventional Fighter	735,000									x 190 =		
VTOL	500,000									x 180 =		
Total Cost												

NAVAL, HYDROFOIL & SUBMARINE

Unit Type	Cost	Green Num	x 1.0 Cost	Regular Num	x 1.5 Cost	Veteran Num	x 2.0 Cost	Elite Num	x 3.0 Cost	Total # of Squads	Support Required	Support Total
Naval	1,000,000									x 300 =		
Hydrofoil	350,000									x 175 =		
Submarine	4,000,000									x 675 =		
Total Cost												

SUPPORT UNITS

Personnel	Cost	Green x 1.0 Num	Cost [675 SP]	Regular x 1.5 Num	Cost [1630 SP]	Veteran x 2.0 Num	Cost [2810 SP]	Elite x 3.0 Num	Cost [3095 SP]	Total Support Generated (in SP)
Technician	10,000									
Mechanic	8,000									
Engineer	10,000									
Medic	9,000									
Specialist	15,000									
C^3 Staff	7,500									
Administration	20,000									

Total Support Cost (C-Bills): | **Total Support Generated (SP):**

MINIMUM SUPPORT REQUIREMENTS

C^3 Staff	5% of Total Support Generated
Administration Staff	10% of Total Support Generated
Medical Staff	10% of Total Support Generated
Specialist Staff	5% of Total Support Generated
Technical Support	70% of Total Support Generated

BATTLEMECH HIT LOCATIONS (2D6)

Roll	Left Side	Front/Back	Right Side
2	Lt. Torso (critical)	Ct. Torso (critical)	Rt. Torso (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Ct. Torso	Right Torso
8	Ct. Torso	Left Torso	Ct. Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

GROUND VEHICLE HIT LOCATIONS (2D6)

Roll	Front/Back	Side
2	Armor (critical)	Armor (critical)
3	Armor[1]	Armor[1]
4	Armor[2]	Armor[2]
5	Armor[3]	Armor[4]
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor[1]
10	Turret Armor	Turret Armor
11	Turret Armor[4]	Turret Armor
12	Turret Armor (critical)	Armor (critical)

[1] A track, axle, or lift fan has been destroyed; the unit cannot move for the rest of the game.

[2] A drive, wheel, or airskirt has been damaged; −1 Cruising MP for the rest of the game.

[3] If the vehicle is a hovercraft, an airskirt has been damaged (−1 Cruising MP for the rest of the game). If not a hovercraft, no additional effect.

[4] The turret locks in its current position and cannot be moved for the rest of the game; it can only fire out of its current arc. If there is no turret, no additional effect.

If there is no turret, then all turret hits become normal armor hits.

MP = Movement Points

GROUND VEHICLE CRITICAL HITS (1D6)

Roll	Result
1	Crew Stunned (no actions for next two turns)
2	Main Weapon Jams (no fire from largest system for one turn)
3	Engine Hit (no movement for rest of game)
4	Crew Killed (vehicle out of game)
5	Fuel Tank Hit (vehicle explodes)
6	Ammo/Power Plant Hit (vehicle explodes)

VTOL HIT LOCATIONS (2D6)

Roll	Front/Back	Side
2	Rotor Destroyed (critical)	Rotor Destroyed (critical)
3	Rotor Destroyed	Rotor Destroyed
4	Rotor (−1 MP)	Rotor (−1 MP)
5	Rotor (−1 MP)	Rotor (−1 MP)
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Main Weapon Destroyed
10	Rotor (−1 MP)	Rotor (−1 MP)
11	Rotor (−1 MP)	Rotor (−1 MP)
12	Rotor (−1 MP) (critical)	Rotor (−1 MP) (critical)

VTOL CRITICAL HITS (1D6)

Roll	Result
1	Cockpit Hit, Crew Killed (VTOL out of action if landed, crashes if flying)
2	Main Weapon Jams (no fire from largest system for one turn)
3	Engine Hit
4	Cockpit Hit, Crew Killed (VTOL out of action if landed, crashes if flying)
5	Fuel Tank Hit (VTOL explodes)
6	Ammo/Power Plant Hit (VTOL explodes)

MP = Movement Points

NAVAL HIT LOCATIONS (2D6)

Roll	Front/Back	Side
2	Armor (critical)	Armor (critical)
3	Armor[1]	Armor[1]
4	Armor[2]	Armor[2]
5	Armor[3]	Armor[2]
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor[3]
10	Turret Armor	Turret Armor
11	Turret Armor[4]	Turret Armor[4]
12	Turret Armor (critical)	Armor (critical)

[1] The engine room or foils are destroyed; the vessel can't move for the rest of the game.

[2] The engine room or foils are damaged; –1 Cruising MP for the rest of the game.

[3] If the vessel is a hydrofoil, its foils are damaged (–1 Cruising MP fo rthe rest of the game). If not, there is no additional damage.

[4] The turret locks in its current position and cannot be moved for the rest of the game; it can only fire out of its current arc. If there is no turret, no additional effect.

If there is no turret, then all turret hits become normal armor hits.

NAVAL CRITICAL HITS (1D6)

Roll	Result
1	Crew Stunned (no actions for the rest of this turn and two more turns)
2	Main Weapon Jams (no fire from largest system for one turn)
3	Engine Hit (no movement for rest of game)
4	Crew Killed (vehicle out of game)
5	Fuel Tank Hit (vehicle explodes)
6	Ammo/Plant hit (vehicle explodes)

COCKPIT/BRIDGE CRITICAL HITS (2D6)

Roll	Effect
2	Cockpit or bridge destroyed. If cockpit, pilot killed. Automatic decompression if the vessel is operating in a vacuum. If in space, craft continues moving straight at current velocity. If at high or low altitude, craft must attempt to land as soon as possible.
3	Thruster out until fixed after the battle. Roll on *Atmospheric Control Surface Critical Hits* table.
4	Computer damaged; +1 To-Hit Modifier until fixed after the battle.
5	Thruster controls damaged. Roll on *Atmospheric Control Surface Critical Hits* table.
6	Fire control damaged; +2 To-Hit Modifier until fixed after the battle.
7	Gunnery circuitry damaged; +1 To-Hit Modifier until fixed after the battle.
8	Radar system damaged; +2 To-Hit Modifier until fixed after the battle.
9	Fire control damaged; +1 To-Hit Modifier until fixed after the battle. Also, roll on *Atmospheric Control Surface Critical Hits* table.
10	Thruster damaged; +1 To-Hit Modifier until fixed after the battle. Also, roll on *Atmospheric Control Surface Critical Hits* table.
11	Computer out until fixed after the battle. Roll on *Atmospheric Control Surface Critical Hits* table.
12	Cockpit or bridge power system out until fixed after the battle. If in space, craft continues travelling straight at current velocity. If at high or low altitude, craft must attempt to land as soon as possible.

ENGINE CRITICAL HITS (2D6)

Roll	Effect
2	Engine explodes. Craft takes 1D6 + 1 points of Structural Integrity damage and 8D6 points of damage to the fuselage armor. No maneuvering allowed. If in space, craft continues travelling straight at current velocity. If at high or low altitude, craft must attempt to land as soon as possible.
3	Drive hit. Craft loses one-half of current Thrust until fixed after the battle.
4	Drive hit. Craft loses one-third of current Thrust until fixed after the battle.
5	Drive hit. Craft loses one-quarter of current Thrust until fixed after the battle.
6	Fuel hit. Craft loses 15 Fuel Points.
7	Fuel hit. Craft loses 10 Fuel Points.
8	Fuel hit. Craft loses 15 Fuel Points.
9	Engine shielding hit; +5 Heat Points per turn.
10	Engine shielding hit; +5 Heat Points per turn. Roll on *Atmospheric Control Surface Critical Hits* table.
11	Engine shielding hit; +10 Heat Points per turn. Roll on *Atmospheric Control Surface Critical Hits* table.
12	Engine explodes. Craft destroyed.

Thrust losses are rounded up and must always be at least 1 point. When an engine can no longer produce thrust, the craft must move straight at its current velocity (if in space) or must attempt to land in random terrain (if at high or low altitude). It may not fire its weapons or drop bombs.

ATMOSPHERIC CONTROL SURFACE CRITICAL HITS (2D6)

Roll	Effect
2	Random movement. Velocity increases by current Thrust rating.
3	Random movement. Velocity increases by thrust spent in current turn.
4	No left turns.
5	Random movement. Velocity increases by thrust spent in current turn.
6	No left turns.
7	Controls lock. No left or right turns.
8	No right turns.
9	Random movement. Velocity increases by thrust spent in current turn.
10	No right turns.
11	Random movement. Velocity increases by thrust spent in current turn.
12	Random movement. Velocity increases by current Thrust rating.

Control surface hits take effect at the beginning of the next turn and last until cancelled by a successful *Piloting* Skill roll made during the End Phase.
If a random movement result is rolled for a craft at low altitude, the craft automatically crashes and is destroyed.
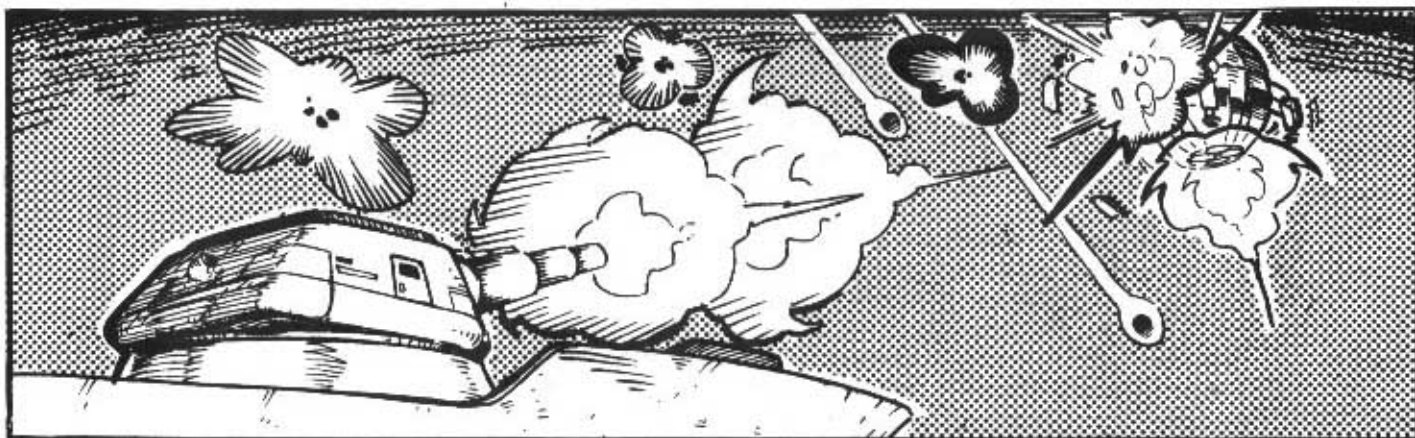
FIGHTER/AERODYNE HIT LOCATIONS (2D6)

Roll	Nose	Aft/Fuselage	Left/Right Side
2	Cockpit/Bridge	Engine (Control)	Cockpit/Bridge
3	Nose (Weapon)	Fuselage (Control)	Wing (Weapon)
4	Fuselage	Fuselage (Heat Sink)	Engine (Heat Sink)
5	Right Wing	Right Wing	Fuselage (Bomb)
6	Nose	Engine	Wing
7	Nose	Fuselage (Heat Sink)	Fuselage (Door)
8	Nose	Engine	Wing
9	Left Wing	Left Wing	Nose
10	Fuselage (Bomb)	Fuselage (Heat Sink)	Engine (Heat Sink)
11	Nose (Weapon)	Fuselage (Control)	Wing (Weapon)
12	Cockpit/Bridge	Engine (Critical)	Engine (Critical)

SPHEROID HIT LOCATIONS (2D6)

Roll	Nose	Aft	Left/Right Side
2	Bridge	Engine (Critical)	Bridge
3	Nose (Weapon)	Fuselage	Front Side (Weapon)
4	Fuselage	Fuselage (Heat Sink)	Engine (Heat Sink)
5	Front Right	Rear Right	Fuselage
6	Nose	Engine	Front Side
7	Nose	Fuselage (Heat Sink)	Fuselage (Door)
8	Nose	Engine	Rear Side
9	Front Left	Rear Left	Nose
10	Fuselage	Fuselage (Heat Sink)	Engine (Heat Sink)
11	Nose (Weapon)	Fuselage (Gear)	Rear Side (Weapon)
12	Bridge	Engine (Critical)	Engine (Critical)

Table Explanations

Mark damage off of the designated location. Extra effects are noted below. If the craft doesn't have the equipment affected by the extra effect, there is no extra effect.

Bomb. The heaviest undamaged bomb carried by the fighter is destroyed (but the movement penalty for carrying the bomb is still in effect). This bomb cannot be ejected until the craft lands.

Cockpit/Bridge or *Bridge.* Roll on the *Cockpit/Bridge Critical Hits* table. Mark damage for DropShips against the nose. If a fighter's cockpit armor is completely destroyed, the pilot is killed.

Control. Roll on the *Atmospheric Control Surface Critical Hits* table and take the resulting movement restriction.

Critical. Roll on the *Engine Critical Hits* table.

Door. Roll 1D6; on a result of 1 or 2, a door has been damaged, and no BattleMech may leave by that door until groundside repairs are completed. This damage subtracts one from the number of BattleMechs that may be dropped in one turn.

Front. If a weapon location is hit, it is the front (non-rear) weapon location on the indicated side.

Fuselage. If a DropShip's fuselage takes 10 or more points of damage from a single hit, a compartment of the ship has been holed. If the ship is traveling in a vacuum, then explosive decompression results. To determine if any personnel are caught in the compartment, roll 2D6. If the result is 7+, then no one is caught. If the result is 6 or less, roll 1D6/2 (round up) to determine the number of personnel caught. Personnel without spacesuits die. See **DropShips/JumpShips** for a more detailed system of dealing with decompression.

Gear. Part of the ship's landing gear is destroyed. This will affect all landings and lift-offs.

Heat Sink. The craft loses 1 heat sink.

Rear. If a weapon location is hit, it is the rear weapon location on the indicated side.

Weapon. The craft loses 1 weapon from the damage location. If no weapons remain in that location, there is no extra effect. The defending player chooses the weapon to be destroyed.

BATTLEMECH COSTS

The Cost in C-Bills for a custom-designed BattleMech is the sum of the cost of all components according to the formulas listed below, multiplied by the *Final BattleMech Cost Multiplier*. All tonnages are that of the BattleMech, except for gyros and armor, when the individual component weight is used. The *Structure Cost* of a BattleMech includes everything but its weapons, equipment, Onni-Mech and LAM conversion cost.

BATTLEMECH COSTS AND FORMULAS

Structural Costs	Formula/Cost
Cockpit	200,000
Life Support	50,000
Sensors (1/BattleMech)	Tonnage x 2,000
Musculature	
Normal	Tonnage x 2,000
Triple Strength	Tonnage x 16,000
Internal Structure Skeleton	
Normal	Tonnage x 400
Endo Steel	Tonnage x 1,600
Arm Actuators	
Upper	Tonnage x 100
Lower	Tonnage x 50
Hand	Tonnage x 80
Leg Actuators	
Upper	Tonnage x 150
Lower	Tonnage x 80
Foot	Tonnage x 120
Engine	
Normal	(5,000 x Rating x Tonnage)/75
XL	(20,000 x Rating x Tonnage)/75
Gyro	300,000 per Ton of Gyro
Jump Jets	Tonnage x (Number of Jets)^2 x 200
Heat Sinks	
Normal	2,000 per each over 10
Double	6,000 each (including 10 that come with Engine)
Armor	
Normal	10,000 x Tons of Armor
Ferro-Fibrous	20,000 x Tons of Armor
Weapons and Equipment	per Weapons Charts
LAM Conversion Cost	(Weapons and Equipment Cost + Structure Cost) x .75
OmniMechs Conversion Cost	(Weapons and Equipment Cost + Structure Cost) x .25

Final BattleMech Cost Multiplier (Structure Cost + Weapons and Equipment Cost + LAM Cost + OmniMech Cost) x [1 + (Tonnage/100)]
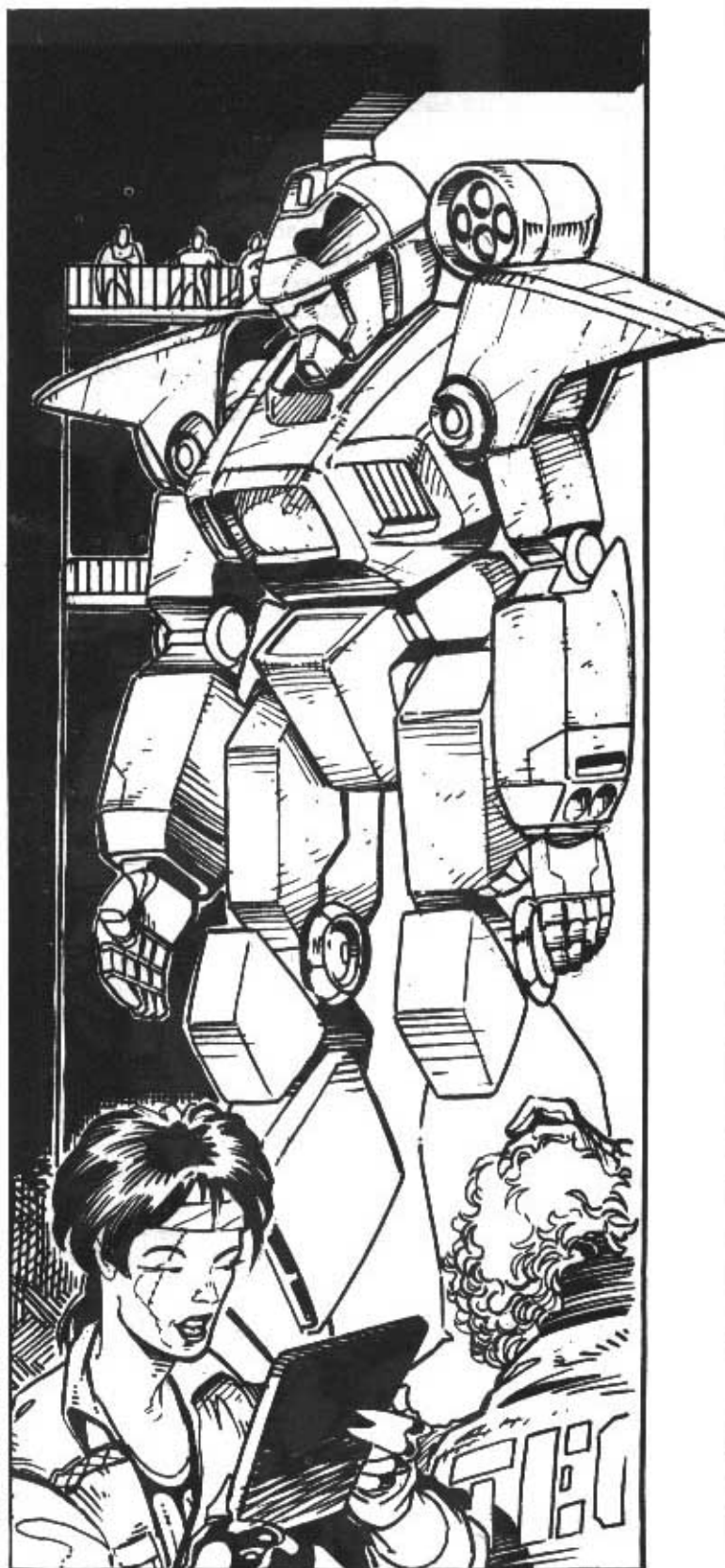
WEAPON AND EQUIPMENT PRICE LIST

Type	Cost (unloaded)	Ammo Cost (per ton)	Type	Cost (unloaded)	Ammo Cost (per ton)
AC/2	75,000	1,000	LRM-5	30,000	30,000
AC/5	125,000	4,500	LRM-10	100,000	30,000
AC/10	200,000	6,000	LRM-15	175,000	30,000
AC/20	300,000	10,000	LRM-20	250,000	30,000
Anti-Missile System	100,000	2,000	MASC	Engine Rating x	
Anti-Personnel Pod	1,500	—		MASCTonnage x	
Arrow IV System				1,000	—
(Standard)	450,000	10,000	MG	5,000	1,000
(homing)		15,000	Narc Missile Beacon	100,000	6,000
TAG	50,000	—	PPC	200,000	—
Artemis IV FCS	100,000	2 x normal	Pulse Laser (Large)	175,000	—
Beagle Active Probe	200,000	—	Pulse Laser (Medium)	60,000	—
CASE	50,000	—	Pulse Laser (Small)	16,000	—
C³ Command Unit	1,500,000	—	Single-Shot (OS)		
Slave Unit	250,000	—	Launchers	Half Normal	—
ER Laser (Large)	200,000	—	Smoke Round	—	—
ER Laser (Medium)	80,000	—	Conventional		
ER Laser (Small)	11,250	—	Sniper	300,000	6,000
ER PPC	300,000	—	SRM-2 (Standard)	10,000	27,000
Flamer	7,500	—	(Inferno)		13,500
Gauss Rifle	300,000	20,000	SRM-4	60,000	27,000
Guardian ECM Suite	200,000	—	SRM-6	80,000	27,000
Hatchet (per ton)	5,000	—	Streak SRM-2	15,000	54,000
Laser (Large)	100,000	—	Streak SRM-4	90,000	54,000
Laser (Medium)	40,000	—	Streak SRM-6	120,000	54,000
Laser (Small)	11,250	—	Swarm LRM	—	2 x normal
LB 2-X (Standard)	150,000	2,000	TAG (for Arrow IV)	50,000	—
(Cluster)		3,300	Targeting Computer		
LB 5 -X (Standard)	250,000	9,000	(per ton)	10,000	—
(Cluster)		15,000	Thumper	187,500	4,500
LB 10-X (Standard)	400,000	12,000	Thunder LRM	—	2 x normal
(Cluster)		20,000	Ultra AC/2	120,000	1,000
LB 20-X (Standard)	600,000	20,000	Ultra AC/5	200,000	9,000
(Cluster)		34,000	Ultra AC/10	320,000	12,000
Long Tom	450,000	10,000	Ultra AC/20	480,000	20,000

20 TON MECHS

Tons	Code	Name	Cost	Combat Value
20		Baboon	1,829,840	1,182
20	A	Dasher	4,357,300	1,313
20	B	Dasher	4,096,600	1,334
20	C	Dasher	4,057,300	1,276
20	D	Dasher	4,171,300	1,343
20	Prime	Dasher	4,189,300	1,311
20	ALM-7D	Fireball	3,133,840	917
20	ALM-7E	Fireball	3,211,840	974
20	ALM-7F	Fireball	3,175,840	966
20	FLE-15	Flea	1,633,200	823
20	FLE-17	Flea	1,842,000	874
20	FLE-4	Flea	1,633,200	817
20	HNT-151	Hornet	1,311,700	923
20	HNT-171	Hornet	1,473,400	929
20	LCT-1E	Locust	1,685,800	791
20	LCT-1L	Locust	1,958,800	772
20	LCT-1M	Locust	1,646,800	758
20	LCT-1S	Locust	1,622,800	766
20	LCT-1V	Locust	1,670,800	752
20	LCT-3D	Locust	1,675,600	809
20	LCT-3M	Locust	1,900,000	895
20	LCT-3S	Locust	1,687,600	832
20	LCT-3V	Locust	1,658,800	767
20	MCY-99	Mecury	1,908,040	881
20	MCY-97	Mercury	2,082,700	854
20	STG-3G	Stinger	1,773,840	979
20	STG-3R	Stinger	1,704,240	936
20	STG-5M	Stinger	1,856,040	1,017
20	THE N	Thorn	1,729,920	929
20	WSP-1A	Wasp	1,704,240	949
20	WSP-1D	Wasp	1,747,920	928
20	WSP-1K	Wasp	1,723,920	922
20	WSP-1L	Wasp	1,735,920	915
20	WSP-1S	Wasp	1,836,720	968
20	WSP-1W	Wasp	1,744,920	917
20	WSP-3M	Wasp	1,839,120	980
20	WSP-3W	Wasp	1,768,320	909

25 TON MECHS

Tons	Code	Name	Cost	Combat Value
25	COM-2D	Commando	1,937,812	1,098
25	COM-3A	Commando	1,959,688	1,103
25	COM-5S	Commando	2,131,563	1,202
25	DRT-3S	Dart	2,297,813	998
25	DRT-3T	Dart	2,387,813	1,067
25	DRT-3X	Dart	2,346,563	1,015
25	A	Koshi	4,690,182	1,769
25	B	Koshi	4,742,683	1,798
25	C	Koshi	5,003,620	1,890
25	D	Koshi	4,580,183	1,719
25	Prime	Koshi	4,510,807	1,735
25	KT-P2	Koto	3,541,667	1,376
25	IIC	Locust	2,161,979	1,480
25	IIC JF	Locust	2,311,979	1,409
25	IIC SJ	Locust	2,264,479	1,436
25	MON-66	Mongoose	2,343,542	1,200
25	ZPH-1A	Tarantula	3,666,979	1,602

30 TON MECHS

Tons	Code	Name	Cost	Combat Value
30	BH-K305	Battle	3,805,490	1,961
30	FLC-4N	Falcon	2,315,841	1,484
30	FLC-4P	Falcon	2,358,640	1,491
30	FFL-4A	Firefly	2,263,151	1,411
30	FFL-4B	Firefly	2,399,651	1,447
30	HMR-3M	Hammer	2,449,590	1,549
30	HMR-3M2	Slammer	2,345,590	1,487
30	HER-1S	Hermes	2,817,621	1,278
30	HER-3S	Hermes	3,704,871	1,309
30	HER-3S1	Hermes	3,483,870	1,286
30	HER-3S2	Hermes	3,457,870	1,338
30	HM-1	Hitman	5,576,870	1,664
30	HSR 200-D	Hussar	2,907,191	1,536
30	JA-KL-1532	Jackal	4,679,090	1,569
30	JVN-10F	Javelin	2,478,190	1,561
30	JVN-10N	Javelin	2,398,391	1,447
30	JVN-10P	Javelin	2,333,391	1,446
30	SA-MN	Mantis	5,683,600	1,765
30	SCB-9A	Scarabus	5,593,120	1,495
30	SCB-TSM	Scarabus	6,136,000	1,465
30	SDR-5D	Spider	3,058,640	1,432
30	SDR-5K	Spider	2,843,490	1,372
30	SDR-5V	Spider	3,014,491	1,459
30	SDR-7M	Spider	3,145,791	1,510
30	STG-A5	Stinger LAM	4,218,533	1,484
30	A	Uller	5,082,837	1,939
30	B	Uller	5,318,462	1,999
30	C	Uller	5,912,237	2,155
30	D	Uller	5,394,837	2,019
30	Prime	Uller	5,242,088	1,922
30	UM-R60	Urbanmech	1,575,076	1,267
30	UM-R60L	Urbanmech	1,684,475	1,264
30	UM-R63	Urbenmech	1,859,776	1,364
30	VLK-QD	Valkyrie	2,527,120	1,550
30	VLK-QF	Valkyrie	2,240,420	1,409
30	VLK-QA	Valkyrie	2,248,283	1,439

Tons	Code	Name	Cost	Combat Value
30	I	Vixen	5,599,490	2,008
30	II	Vixen	5,173,090	1,900
30		Vixen	5,436,990	1,957
30	WSP-105	Wasp LAM	4,059,283	1,439

35 TON MECHS

Tons	Code	Name	Cost	Combat Value
35	FS-90M	Firestarter	3,183,638	1,656
35	FS9-H	Firestarter	3,097,912	1,593
35	FS9-S	Firestarter	3,561,300	1,743
35	FS9-S1	Firestarter	3,360,826	1,757
35	BZK-F3	Hollander	2,649,623	1,641
35	BZK-G1	Hollander	2,892,623	1,634
35	IIC	Jenner	7,550,888	2,204
35	IIC V1	Jenner	7,569,788	2,147
35	JR7-D	Jenner	3,234,450	1,540
35	JR7-F	Jenner	3,239,888	1,554
35	JR7-K	Jenner	3,347,175	1,629
35	LNG-1B	Longshot	5,724,968	2,083
35	AP-MC	Napoleon	3,194,123	1,883
35	OTT-7J	Ostscout	3,417,623	1,666
35	OTT-7K	Ostscout	3,423,563	1,615
35	PNT-10K	Panther	2,797,523	1,940
35	PNT-9R	Panther	2,538,323	1,776
35	SJ	Peregrine	3,586,073	2,313
35		Peregrine	3,606,323	2,322
35	A	Puma	7,122,516	2,283
35	B	Puma	7,006,079	2,226
35	C	Puma	7,085,391	2,283
35	D	Puma	6,950,391	2,265
35	Prime	Puma	6,960,516	2,371
35	RVN-1X	Raven	2,443,038	1,390
35	RVN-3L	Raven	5,722,312	1,777
35	SPR-5F	Spector	6,276,443	2,280
35	SDR-9K	Venom	6,490,373	1,929
35	SDR-9KA	Venom	6,463,373	1,933
35	SDR-9KB	Venom	6,192,023	1,856
35	WLF-1	Wolfhound	3,043,643	1,568
35	WLF-2	Wolfhound	3,259,643	1,950

40 TON MECHS

Tons	Code	Name	Cost	Combat Value
40	ASN-101	Assassin	3,577,863	1,786
40	ASN-21	Assassin	3,688,813	1,856
40	ASN-23	Assassin	3,058,813	1,900
40	A	Battle Cobra	4,658,500	2,291
40	B	Battle Cobra	5,176,500	2,387
40	Prime	Battle Cobra	4,739,000	2,285
40	CDA-2A	Cicada	3,825,617	1,439
40	CDA-2B	Cicada	3,813,367	1,429
40	CDA-3C	Cicada	3,425,333	1,525
40	CDA-3M	Cicada	7,855,867	2,205
40	CLNT-1-2R	Clint	3,332,280	1,624
40	CLNT-1-4T	Clint	3,157,280	1,578
40	CLNT-2-3U	Clint	4,092,600	2,299
40	CLNT-2-3T	Clint	3,425,080	1,852
40	DMO-1K	Daimyo	3,310,347	2,290
40	A	Dragonfly	11,002,533	2,894
40	B	Dragonfly	10,159,033	2,772
40	C	Dragonfly	10,811,784	2,722
40	D	Dragonfly	10,545,783	2,791
40	Prime	Dragonfly	10,696,284	2,792
40	IIC	Griffin	4,291,910	2,719
40	IIC NC	Griffin	4,207,910	2,635
40	HER-2M	Hermes II	3,236,380	1,728
40	HER-2S	Hermes II	3,279,780	1,633
40	HER-5S	Hermes II	3,563,980	2,194
40	HER-4K	Hermes II	3,314,360	1,803
40	A	Phantom	10,648,138	2,597
40	B	Phantom	11,111,888	2,559
40	C	Phantom	10,551,888	2,569
40	D	Phantom	10,901,888	2,572
40	Prime	Phantom	11,304,388	2,627
40	A	Pouncer	9,169,388	3,068
40	B	Pouncer	9,149,700	3,080
40	C	Pouncer	8,772,663	2,841
40	D	Pouncer	8,896,388	3,044
40	Primary	Pouncer	8,892,188	2,766
40	SNT-3L	Sentinel	3,327,030	1,690
40	STN-3M	Sentinel	3,360,280	1,707
40	TS-P4	Tsunami	3,760,960	2,355
40	VL 2T	Vulcan	3,494,100	1,768
40	VL 5T	Vulcan	3,677,100	1,949
40	VT-5M	Vulcan	3,732,100	1,931
40	VT-5S	Vulcan	7,255,500	2,078
40	WTC-4M	Watchman	3,109,027	2,045
40	WTH-1	Whitworth	2,910,933	1,884
40	WTH-1S	Whitworth	2,904,533	2,030
40	WTH-2	Whitworth	3,078,933	1,942

45 TON MECHS

Tons	Code	Name	Cost	Combat Value
45	BJ-1	Blackjack	3,225,863	2,093
45	BJ-1DB	Blackjack	3,227,338	2,299
45	BJ-1DC	Blackjack	3,094,663	1,880
45	BJ-2	Blackjack	3,527,463	2,642
45	BJ-3	Blackjack	3,665,963	2,851
45	DAD-3C	Daedalus	8,241,366	2,934
45	A	Fenris	12,297,540	2,813
45	B	Fenris	12,157,979	2,870
45	C	Fenris	12,389,978	2,988
45	D	Fenris	12,210,540	2,945
45	Prime	Fenris	12,399,041	2,933
45	HCT-3F	Hatchetman	3,172,503	2,270
45	HCT-3NH	Hatchetman	3,221,103	2,270
45	HCT-5S	Hatchetman	6,169,652	2,356
45	KIM-2	Komodo	7,856,753	3,440
45	KIM-2A	Komodo	7,856,753	3,393
45	PXH-1	Phoenix Hawk	4,078,903	2,190
45	PXH-1D	Phoenix Hawk	4,179,553	2,276
45	PXH-1K	Phoenix Hawk	3,750,716	2,081
45	PXH-3D	Phoenix Hawk	8,517,953	3,208
45	PXH-3K	Phoenix Hawk	8,417,903	3,113
45	PXH-3M	Phoenix Hawk	8,470,952	3,050
45	PXH-3S	Phoenix Hawk	8,938,453	3,146
45	IIC	Shadow Hawk	4,717,866	2,949
45	IIC GB	Shadow Hawk	4,845,466	2,990
45	SNK-1V	Snake	7,303,433	2,835
45	STH-1D	Stealth 1	0,468,203	3,010
45	VND-1AA	Vindicator	3,942,696	2,348
45	VND-1R	Vindicator	3,211,145	2,375
45	VND-3L	Vindicator	3,554,432	3,046
45	WFT-1	Wolf Trap	7,953,032	2,206
45	WVE-5N	Wyvern	3,393,628	2,384

50 TON MECHS

Tons	Code	Name	Cost	Combat Value
50	A	Black Hawk	11,119,375	3,932
50	B	Black Hawk	10,620,626	3,679
50	C	Black Hawk	10,399,375	3,591
50	D	Black Hawk	10,725,625	3,649
50	Prime	Black Hawk	11,216,875	4,305
50	CN9-A	Centurion	3,507,251	2,133
50	CN9-AH	Centurion	3,533,500	2,050
50	CN9-AL	Centurion	3,422,125	2,453
50	CN9-D	Centurion	9,572,251	2,475
50	CRB-27	Crab	4,168,626	2,383
50	CRB-27	Crab	4,168,626	2,383
50	ENF-4R	Enforcer	3,591,626	2,353
50	ENF-5D	Enforcer	8,802,875	2,651
50		Hellhound	5,363,250	3,228
50	HBK-4G	Hunchback	3,561,626	2,334
50	HBK-4H	Hunchback	3,531,625	2,367
50	HBK-4J	Hunchback	3,594,625	2,470
50	HBK-4N	Hunchback	3,509,125	2,382
50	HBK-4P	Hunchback	3,501,625	2,897
50	HBK-4SP	Hunchback	3,489,625	2,675
50	HBK-5M	Hunchback	3,751,751	3,006
50	HUR-W0-R4L	Huron Warrior	8,342,750	2,594
50	NGS-4S	Nightsky	9,507,750	3,136
50	PHX-HK2	Phoenix Hawk LAM	7,528,063	2,453
50	SA-RN	Ronin	8,993,750	3,002
50	STY-3C	Starslayer	4,956,875	3,110
50	TBT-5J	Trebuchet	4,462,250	2,591
50	TBT-5N	Trebuchet	4,327,251	2,170
50	TBT-5S	Trebuchet	4,066,250	2,498
50	TBT-7K	Trebuchet	4,127,750	2,131
50	TBT-7M	Trebuchet	8,651,000	3,223

55 TON MECHS

Tons	Code	Name	Cost	Combat Value
55	AKU-MC	Akuma	5,497,669	3,295
55	APL-1M	Apollo	4,805,336	3,060
55	DV-6M	Dervish	4,824,991	2,513
55	DV-7D	Dervish	5,336,182	3,343
55	I	Goshawk	12,274,683	3,720
55		Goshawk	12,276,233	3,884
55	GRF-1DS	Griffin	10,077,144	3,818
55	GRF-1N	Griffin	4,875,831	2,721
55	GRF-1S	Griffin	4,862,169	2,940
55	GRF-3M	Griffin	10,171,020	3,877
55	GM-R-PR29R	Grim Reaper	10,198,819	3,287
55	HOP-4C	Hoplite	4,163,171	2,433
55	HOP-4C	Hoplite	4,171,696	2,543
55	HOP-4D	Hoplite	4,481,696	2,572
55	KTO-19	Kintaro	4,828,069	2,438
55	KTO-19	Kintaro	4,859,069	2,456
55	KTO-2O	Kintaro	4,921,069	3,014
55	A	Ryoken	14,795,816	3,701
55	B	Ryoken	15,353,816	3,999
55	C	Ryoken	14,836,503	3,482
55	D	Ryoken	15,001,191	3,524
55	Prime	Ryoken	14,698,940	4,819
55	SCP-10	Scorpion	5,512,652	2,965
55	SCP-1N	Scorpion	5,264,652	2,289
55	SHD-2D	Shadow Hawk	4,575,419	2,649
55	SHD-2D2	Shadow Hawk	4,615,719	2,587
55	SHD-2H	Shadow Hawk	4,528,381	2,571

55	SHD-2H(C)	Shadow Hawk	5,105,519	2,757
55	SHD-2K	Shadow Hawk	4,623,469	2,857
55	SHD-5M	Shadow Hawk	10,241,931	3,622
55	WVR-6K	Wolverine	4,555,657	2,615
55	WVR-6M	Wolverine	4,948,969	2,868
55	WVR-6R	Wolverine	4,790,581	2,686
55	WVR-7D	Wolverine	11,226,182	3,122
55	WVR-7K	Wolverine	10,003,519	3,749
55	WVR-7M	Wolverine	11,224,919	3,772
55	TR1	Wraith	13,365,986	3,511

60 TON MECHS

Tons	Code	Name	Cost	Combat Value
60	ANV-3M	Anvil	5,983,360	3,754
60	CHP-1N	Champion	5,583,200	2,412
60	DRG-1C	Dragon	5,020,800	2,433
60	DRG-1N	Dragon	5,052,800	2,412
60	DRG-5N	Dragon	5,108,800	2,514
60	Wolves	Galahad	5,508,800	4,134
60		Galahad	5,678,400	3,360
60	DRG-1G	Grand Dragon	5,243,200	2,622
60	DRG-5K	Grand Dragon	13,377,600	3,688
60	LNC 25-01	Lancelot	13,161,600	3,666
60	MER-1N	Merlin	5,044,960	3,288
60	OTL-4D	Ostol	5,016,000	2,861
60	OTL-4F	Ostol	5,223,360	2,925
60	OTL-5M	Ostol	11,581,760	4,127
60	OSR-2C	Ostroc	5,236,800	2,773
60	OSR-2D	Ostroc	5,444,160	3,857
60	OSR-2L	Ostroc	5,060,800	2,768
60	OSR-2M	Ostroc	5,364,800	2,977
60	OSR-3C	Ostroc	5,044,800	2,753
60	PAL-2A	Paladin	5,715,200	3,193
60	QKD-4G	Quickdraw	5,549,760	3,025
60	QKD-4H	Quickdraw	5,549,760	3,025
60	QKD-5A	Quickdraw	5,530,560	3,269
60	QKD-5K	Quickdraw	5,799,360	4,304
60	QKD-5M	Quickdraw	5,872,960	3,840
60	RFL-3C	Rifleman	4,915,200	2,347
60	RFL-3N	Rifleman	4,979,200	2,397
60	RFL-3NC)	Rifleman	5,491,200	2,599
60	RFL-4D	Rifleman	5,107,200	2,753
60	RFL-5D	Rifleman	9,378,400	4,215
60	RFL-5M	Rifleman	10,038,400	3,639
60	A	Vulture	15,270,000	3,940
60	B	Vulture	14,898,000	4,249
60	C	Vulture	14,310,000	3,760
60	Prime	Vulture	15,290,000	4,172

65 TON MECHS

Tons	Code	Name	Cost	Combat Value
65	AXM-1N	Axman	11,926,723	3,994
65	BMB-12D	Bombardier	14,088,086	3,750
65	CPLT-A1	Catapult	5,587,588	3,068
65	CPLT-C1	Catapult	5,818,588	3,160
65	CPLT-C3	Catapult	5,983,588	2,986
65	CPLT-C4	Catapult	5,830,963	2,785
65	CPLT-K2	Catapult	5,475,388	3,229
65	A	Crossbow	7,776,828	3,517
65	B	Crossbow	7,455,078	3,425
65	Prime	Crossbow	8,799,828	3,615
65	CRD-3D	Crusader	5,598,973	3,133
65	CRD-3K	Crusader	5,424,073	3,239
65	CRD-3L	Crusader	5,704,573	3,209
65	CRD-3R	Crusader	5,668,272	2,911
65	CRD-4D	Crusader	5,513,173	3,052
65	CRD-4K	Crusader	5,483,473	3,111
65	CRD-5M	Crusader	11,704,798	4,436
65	CRD-5S	Crusader	5,824,693	3,536
65	EXT-4D	Exterminator	15,644,723	4,008
65	EXT-4D	Exterminator	15,927,286	4,008
65	JM6-A	JagerMech	5,541,388	2,529
65	JM6-DD	JagerMech	11,407,137	2,856
65	JM6-S	JagerMech	5,354,112	2,555
65	A	Linebacker	20,391,731	4,714
65	B	Linebacker	19,721,419	4,438
65	C	Linebacker	20,300,156	4,359
65	D	Linebacker	19,221,469	4,365
65	Primary	Linebacker	20,264,063	4,388
65	A	Loki	18,353,328	4,486
65	B	Loki	17,569,579	4,203
65	Prime	Loki	18,296,403	4,565
65	MR-P1	Morpheus	16,444,973	4,065
65	OWR-2M	Ostwar	14,170,172	4,982
65	IIC	Rifleman	5,530,388	5,283
65	IIC A-A	Rifleman	6,044,638	3,608
65	TMP-3M	Tempest	11,949,163	4,243
65	TDR-5S	Thunderbolt	5,396,023	3,187
65	TDR-5S(C)	Thunderbolt	5,499,148	3,346
65	TDR-5SE	Thunderbolt	5,589,073	3,527
65	TDR-5SS	Thunderbolt	5,403,448	3,558
65	TDR-7M	Thunderbolt	6,031,272	4,240
65	TDR-9S	Thunderbolt	5,532,148	4,257
65	TDR-9SE	Thunderbolt	5,920,723	4,395

70 TON MECHS

Tons	Code	Name	Cost	Combat Value
70	ARC-2K	Archer	6,095,123	3,199
70	ARC-2R	Archer	6,309,324	3,123
70	ARC-2S	Archer	6,258,323	3,131
70	ARC-2W	Archer	6,326,323	3,081
70	ARC-4M	Archer	7,072,624	4,098
70	ARC-5R	Archer	6,872,023	4,378
70	ARC-5S	Archer	13,347,323	4,117
70	ARC-5W	Archer	13,347,323	4,067
70	CES-3R	Caesar	13,485,024	4,987
70	CFT-1X	Cataphract	6,116,203	3,411
70	CFT-3L	Cataphract	8,673,003	4,532
70	CTF-3D	Cataphract	13,671,004	4,004
70	DAI-01	Daikyu	16,214,657	4,410
70	EXC-B1	Excalibur	15,798,157	3,480
70	GAL-1GLS	Gallowglas	6,774,528	5,174
70	GAL-2GLS	Gallowglas	6,316,803	4,128
70	GAL-3GLS	Gallowglas	15,362,787	5,116
70	GHR-5J	Grasshopper	6,280,424	4,120
70	GRP-5H	Grasshopper	6,101,924	4,114
70	GLT-3N	Guillotine	6,388,884	4,317
70	GLT-5M	Guillotine	6,558,884	4,349
70	HRC-LS-9000	Hercules	16,390,437	4,246
70	HIT-MC	Hitcher	16,040,237	4,599
70	A	Thor	20,476,145	4,915
70	B	Thor	21,124,271	4,983
70	C	Thor	20,743,896	5,029
70	D	Thor	20,527,145	5,755
70	Prime	Thor	20,986,145	4,947
70	THR-1L	Thunder	15,645,837	4,021
70	WHM-6D	Warhammer	6,073,533	3,635
70	WHM-6K	Warhammer	6,167,033	3,622
70	WHM-6L	Warhammer	6,134,733	3,490
70	WHM-6R	Warhammer	4,818,401	3,486
70	WHM-6R(C)	Warhammer	6,087,133	3,713
70	WHM-7K	Warhammer	6,914,183	4,882
70	WHM-7M	Warhammer	6,771,384	4,824
70	WHM-7S	Warhammer	6,614,133	4,795

75 TON MECHS

Tons	Code	Name	Cost	Combat Value
75	BNDR-01A	Bandersnatch	15,800,313	4,299
75	BL6-KNT	Black Knight	7,329,437	4,253
75	FLC-8R	Falconer	18,959,063	4,733
75	FLS-8K	Flashman	17,893,751	4,957
75	A	Mad Cat	23,180,391	6,330
75	B	Mad Cat	23,381,641	5,385
75	C	Mad Cat	23,904,453	5,529
75	D	Mad Cat	22,874,140	5,450
75	Prime	Mad Cat	23,991,953	5,897
75	MAD-3D	Marauder	6,726,563	3,881
75	MAD-3L	Marauder	6,588,313	3,672
75	MAD-3M	Marauder	6,420,313	3,788
75	MAD-3R	Marauder	6,756,313	3,556
75	MAD-3R(C)	Marauder	6,800,063	3,783
75	MAD-5D	Marauder	15,863,312	5,448
75	MAD-5M	Marauder	15,749,563	5,313
75	MAD-5S	Marauder	15,592,063	5,232
75	SA-OS	Onslaught	18,665,500	4,619
75	ON1-K	Orion	6,621,563	3,090
75	ON1-M	Orion	15,443,312	4,364
75	ON1-V	Orion	6,682,813	3,084
75	ON1-VA	Orion	6,450,063	3,495
75	PTR-4D	Penetrator	7,753,813	4,595
75	MDG-1A	Rakshasa	18,880,313	5,189
75		Viper	18,974,813	5,452
75	WR-DG-27D	War Dog	15,532,563	4,383

80 TON MECHS

Tons	Code	Name	Cost	Combat Value
80	AWS-8Q	Awesome	6,727,770	4,858
80	AWS-8R	Awesome	6,457,770	4,778
80	AWS-8T	Awesome	6,619,770	4,454
80	AWS-8V	Awesome	6,502,770	4,801
80	AWS-9M	Awesome	18,111,450	6,154
80	CGR-1A1	Charger	7,649,970	3,032
80	CGR-1L	Charger	7,791,720	3,068
80	CGR-3K	Charger	21,250,320	5,106
80	CGR-5B	Charger	5,636,520	4,865
80	CDG-1B	Cudgel	22,666,920	5,363
80	GOL-1H	Goliath	7,636,440	3,944
80	GOL-3M	Goliath	17,131,440	4,330
80	HTM-27T	Hatamoto-Chi	8,269,320	4,214
80	HTM-27U	Hatamoto-Hi	8,251,320	4,216
80	HTM-27V	Hatamoto-Kaze	7,909,320	4,170
80	HTM-27W	Hatamoto-Ku	8,026,320	4,123
80	HTM-27Y	Hatamoto-Mizo	8,175,720	4,500
80	A	Man O' War	26,080,501	5,752
80	B	Man O' War	25,747,500	5,486
80	C	Man O' War	26,439,600	5,688
80	Prime	Man O' War	25,767,750	5,300
80	A	Naga	26,758,313	4,231
80	B	Naga	26,938,313	4,282
80	C	Naga	26,603,625	4,201
80	D	Naga	26,713,313	4,214
80	Primary	Naga	26,448,938	4,171

80	IIC	Phoenix Hawk	21,638,040	5,231
80	IIC-B	Phoenix Hawk	22,286,040	5,469
80	PPR-5S	Salamander	18,050,520	4,705
80	SPT-1N	Spartan	20,351,040	3,998
80	SPT-N1	Spartan	20,556,240	4,194
80	THG-11E	Thug	8,446,440	5,734
80	THG-1E	Thug	8,257,440	5,766
80	VTR 9B	Victor	8,071,320	3,885
80	VTR-9A	Victor	8,203,620	4,025
80	VTR-9A1	Victor	8,053,320	3,857
80	VTR-9B(C)	Victor	8,276,520	4,125
80	VTR-9D	Victor	9,160,320	4,794
80	VTR-9K	Victor	8,503,320	4,234
80	VTR-9S	Victor	8,089,320	3,886
80	IIC	Warhammer	9,264,000	6,411
80	IIC SJ	Warhammer	9,444,000	6,315
80	ZEU-6T	Zeus	7,827,600	4,001
80	ZEU-9S	Zeus	8,689,800	5,294
80	ZEUS-6S	Zeus	7,685,400	3,782

85 TON MECHS

Tons	Code	Name	Cost	Combat Value
85	BLR-1D	Battle Master	8,274,156	4,781
85	BLR-1G	Battle Master	8,529,456	4,368
85	BLR-3M	Battle Master	8,967,905	5,942
85	BLR-3S	Battle Master	19,524,006	5,004
85	CRK 5003-1	Crockett	8,352,288	5,607
85	CRK 5003-1	Crockett	8,204,288	4,332
85	GUN-1ERD	Gunslinger	16,478,413	5,247
85	CRK 5003-2	Katana	7,778,788	4,629
85	LGB-0W	Longbow	8,444,634	3,462
85	IIC	Marauder	10,043,496	6,922
85	A	Masakari	25,490,495	6,705
85	B	Masakari	25,340,183	6,623
85	C	Masakari	25,377,182	7,204
85	Prime	Masakari	25,867,432	7,022
85	SHG-2E	Shogun	7,689,063	4,459
85	SHG-2E	Shogun	7,689,063	4,419
85	SHG-2F	Shogun	8,059,063	4,485
85	STK-3F	Stalker	7,382,888	4,325
85	STK-3H	Stalker	7,419,888	4,291
85	STK-4N	Stalker	7,072,088	4,777
85	STK-4P	Stalker	6,901,888	4,143
85	STK-5M	Stalker	7,753,812	5,707
85	STK-5S	Stalker	15,717,138	4,666

90 TON MECHS

Tons	Code	Name	Cost	Combat Value
90	CP 10-HQ	Cyclops	8,916,510	4,054
90	CP 10-Q	Cyclops	9,000,110	4,163
90	CP 11-A	Cyclops	9,163,511	4,010
90	CP10-Z	Cyclops	9,163,511	3,905
90	GRZ-MC	Grizzly	9,064,710	5,022
90	HGN-732	Highlander	8,916,531	4,394
90	SA-JG	Juggernaut	8,597,310	5,249
90	MAL-1R	Mauler	18,297,951	5,190

95 TON MECHS

Tons	Code	Name	Cost	Combat Value
95	ALB-3U	Albatross	25,506,813	6,033
95	BNC-3E	Banshee	9,652,240	4,447
95	BNC-3M	Banshee	10,010,552	4,568
95	BNC-3Q	Banshee	9,587,890	4,029
95	BNC-3S	Banshee	8,924,858	5,161
95	BNC-5S	Banshee	25,468,007	6,297
95	MR-V2	Cerberus	25,166,733	5,815
95	CL-P3	Colossus	9,346,838	5,598
95	A	Gladiator	37,137,416	7,811
95	B	Gladiator	37,290,978	7,712
95	1C	Gladiator	37,298,291	7,096
95	D	Gladiator	36,671,853	7,655
95	Prime	Gladiator	36,696,228	7,656
95	MNT-ARY-5M	Cerberus	25,537,233	5,845
95	NG-C3A	Naganita	12,104,333	6,132

100 TON MECHS

Tons	Code	Name	Cost	Combat Value
100	ANH-1A	Annihilator	7,778,667	4,952
100	ANH-2	Annihilator	9,734,667	5,012
100	AS-7D	Atlas	9,542,000	5,371
100	AS7-D(C)	Atlas	9,766,000	5,666
100	AS7-K	Atlas	22,500,667	5,961
100	AS7-S	Atlas	10,702,000	6,421
100		Behemoth	10,482,000	5,906
100	BRZ-A3	Berserker	32,176,333	6,998
100	A	Daishi	27,650,000	8,263
100	B	Daishi	28,810,000	7,140
100	Prime	Daishi	28,942,500	8,855
100	DVS-2	Devastator	22,368,000	6,648
100	T-IT-N10M	Grand Titan	28,537,333	6,389
100	IMP-2E	Imp	9,500,000	6,202

Tons	Type	Name	Cost	Combat Value
100	IMP-3E	Imp	22,350,000	6,624
100	KGC-000	King Crab	10,120,000	4,688
100	I	Kraken	22,790,000	5,912
100	II	Kraken	23,150,000	8,020
100		Kraken	22,630,000	5,664
100	MAD-4A	Marauder II	10,026,000	6,314
100	MAD-5A	Marauder II	23,126,000	6,733
100	MAD-5B	Marauder II	11,170,000	6,562

VEHICLES

Tons	Type	Name	Cost	Combat Value
2	Hover	NapFind	40,387	121
3	Wheeled	Ground Car	37,048	113
3	Tracked	Jet Sled	11,021	29
3	Tracked	PathTrack	26,471	32
5	VTOL	Ferret	46,181	151
5	Hover	Gabriel	105,967	228
5	Wheeled	Jeep	24,344	100
5	Hover	Savannah Master	110,917	236
5	Hover	Skimmer	85,708	199
5	Wheeled	Speeder	62,354	152
7.5	Wheeled	Swift Wind	103,750	227
10	Hover	APC	84,600	189
10	Tracked	APC	60,775	113
10	Wheeled	APC	65,275	163
10	Hover	Hover Scout	210,400	345
10	Wheeled	J-27 Ordnance Transport	32,288	121
10	VTOL	Ripper	308,889	390
15	Hover	Beagle	637,000	622
15	Wheeled	Command Van	124,163	242
20	Wheeled	Heavy Transport	106,333	247
20	Wheeled	M.A.S.H.	329,633	658
20	Wheeled	Pack Rat	371,250	541
20	Wheeled	Rotunda	432,667	533
20	Wheeled	Skulker	179,300	347
20	Wheeled	Wheeled Scout	183,700	357
21	VTOL	Warrior H7	493,000	532
25	Hover	Harasser	494,250	612
25	Hover	J. Edgar	713,500	932
25	VTOL	Kestrel	420,139	511
25	Wheeled	Mobile HQ	494,625	816
25	VTOL	Nightshade	1,416,250	914
25	Tracked	Scorpion	316,458	295
25	Hydrofoil	Sea Skimmer	334,667	583
25	Hover	Weapons Carrier A	366,500	783
30	Tracked	Badger	803,075	769
30	Wheeled	Coolant Truck	216,775	466
30	VTOL	Cyrano	1,870,000	1,018
30	Tracked	Galleon	321,100	468
30	VTOL	Karnov UR	550,000	547
30	VTOL	Peregrine	1,520,000	963
35	Tracked	Hunter	1,077,750	886
35	Hover	Lightning	1,602,250	1,249
35	Hover	Pegasus	781,575	979
35	Hover	Plainsman	726,183	833
35	Hover	Saladin	856,375	789
35	Hover	Saracen	659,175	855
35	Hover	Scimitar	669,375	815
35	Wheeled	Striker	460,502	502
40	Hover	Air Car	606,000	706
40	Tracked	Engineering	336,000	316
40	Wheeled	Hetzer	616,000	543
40	Hover	Zephyr	2,261,850	1,539
45	Tracked	Goblin	603,200	908
50	Hover	Bandit	2,346,333	1,782
50	Tracked	Chaparral	2,140,000	1,156
50	Hover	Condor	1,207,000	1,396
50	Hover	Drillson	1,117,333	1,584
50	Hover	Falcon	1,237,333	1,246
50	Hover	Kanga	1,325,000	1,201
50	Hover	Maxim	1,149,500	1,141
50	Tracked	Vedette	716,000	504
55	Wheeled	Thor	1,920,150	1,307
60	Tracked	AC/2 Carrier	1,080,000	594
60	Tracked	Bulldog	1,040,800	1,186
60	Wheeled	Demon	2,089,750	1,707
60	Tracked	Hi-Scout	712,800	831
60	Tracked	LRM Carrier	1,680,000	825
60	Tracked	Manticore	2,581,600	1,752
60	Tracked	Pike	982,400	676
60	Tracked	Po	1,044,000	692
60	Tracked	SRM Carrier	1,760,000	984
65	Tracked	Marksman	2,964,500	1,452
65	Tracked	Patton	2,709,163	1,664
65	Tracked	Rommel	2,839,100	1,655
70	Tracked	Magi	3,618,167	1,624
75	Tracked	Burke	3,067,750	3,429
75	Naval	Monitor	1,485,344	1,018
75	Tracked	Padilla	4,722,313	1,983
75	Tracked	Von Luckner	3,519,688	1,932
75	Tracked	Zhukov	1,742,563	948
80	Tracked	Demolisher	2,079,000	974
80	Tracked	Devastator	4,060,350	2,007
80	Tracked	Fury	4,147,500	1,996
80	Tracked	Partisan	1,846,800	872

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