

NULL SET™



MECHWARRIOR® 1672

SCOTT JENKINS

Dark Horse

F959
FIGHTERS



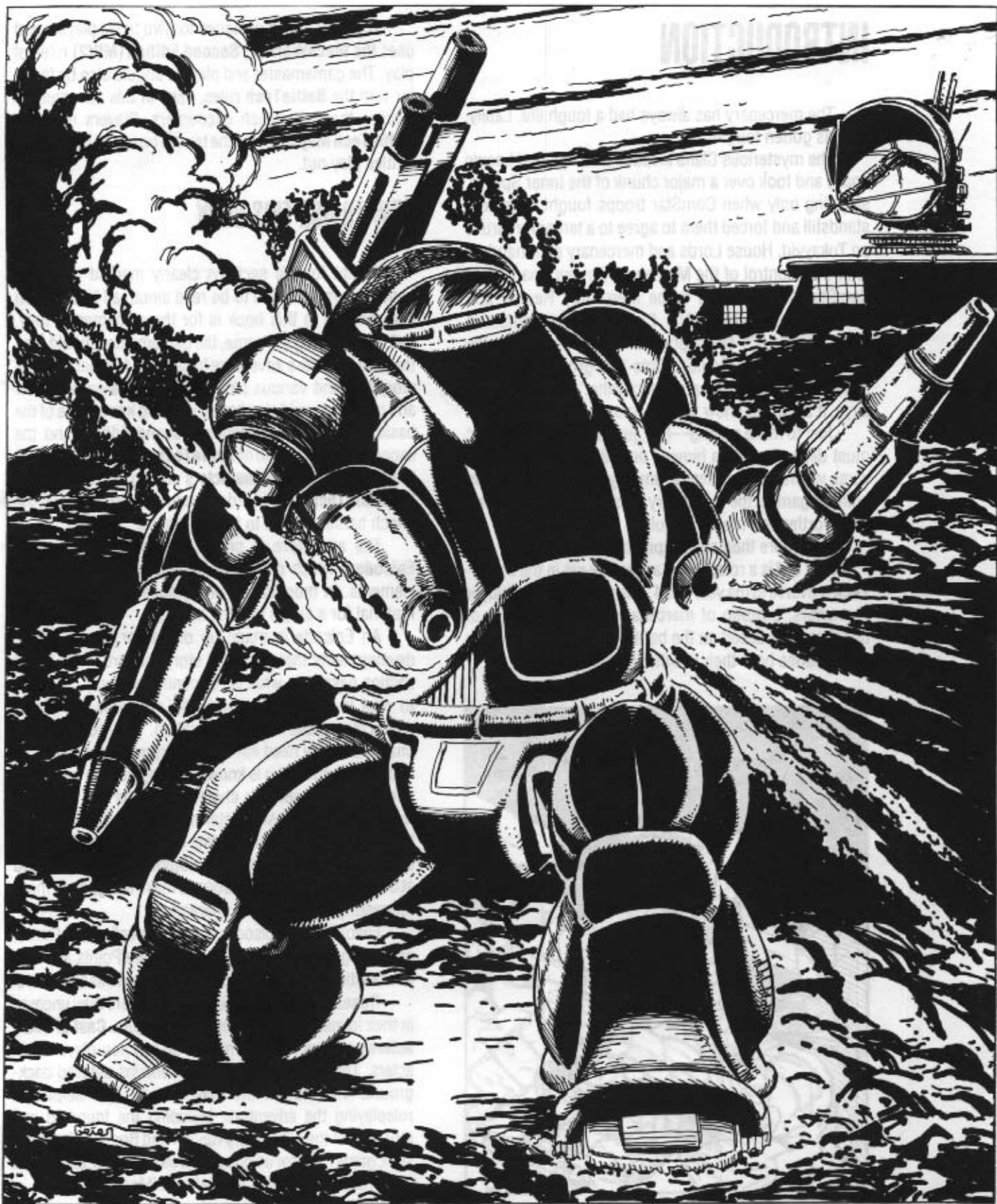
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INTRODUCTION

The mercenary has always had a tough life. Lately, life has gotten tougher.

The mysterious Clans invaded from beyond known space and took over a major chunk of the Inner Sphere, stopping only when ComStar troops fought them to a standstill and forced them to agree to a temporary truce on Tukayyid. House Lords and mercenary commanders took over control of the Mercenary Review Board from ComStar and renamed it the Mercenary Review and Bonding Commission. The Clan war and ComStar's Primus Waterly's failed grab for total power over the Inner Sphere split ComStar into two groups, ComStar and Word of Blake, who are at each other's throats. These days, it's hard to know who to trust.

Just to make a living—hell, just to stay alive, a merc must depend only on himself and his troops. In a universe where every potential employer might be playing political games, the mercenary must stay honorable and trustworthy as a matter of policy.

Now more than ever, reputation is everything.

Null Set is a roleplaying adventure set in the **BattleTech** universe in the year 3054. The story leads the player characters, a group of mercenaries, through a tale of treachery and deceit on the battlefield that may cost the mercenaries both their livelihoods and their lives.



This scenario is designed for two to six players and uses the **MechWarrior, Second Edition (MW2)** rules of play. The gamemaster and players should also be familiar with the **BattleTech** rules, used in this adventure to resolve the BattleMech encounters. Players may use **BattleTech Map Set 3** for the terrain on which the various battles play out.

HOW TO USE THIS BOOK

Except for the sections clearly marked as player handouts or passages to be read aloud, all information and material in this book is for the gamemaster only. Before beginning the game, the gamemaster should read through the entire adventure to become familiar with the story line and various plot elements. The gamemaster and players should also have a working knowledge of the basic rules in **MechWarrior, Second Edition** and the second or third edition of **BattleTech**. Players who intend to play MechWarrior characters should be familiar with the **BattleTech** rules in order to compete effectively in the 'Mech battles pivotal to this adventure.

The adventure is presented in four parts called **Episodes**, which divide the adventure into major plot elements. In most cases, an Episode contains enough material for a single gaming session.

An Episode is made up of one or more **Events**, developments that move the story forward. Each Event section describes what is happening and why, and how to deal in game terms with the decisions the player characters make in each situation. For example, the characters may need information from a main character in the adventure who is known to hang out at a particular bar. The Event gets the characters to the bar, and then helps the gamemaster determine what happens when they walk in. Most of the Events in this adventure include a **Complication**, an optional subplot that may be added at the gamemaster's discretion to make things even more interesting for the player characters.

Following the Episodes is a section called **End Game**, which suggests how to award Adventure Points and lists possibilities for ongoing plot lines based on this adventure.

Research contains information players may uncover in their investigations during the adventure. **Cast of Characters** provides vital information on key non-player characters. The **Sourcebook** section contains detailed background information the players may find helpful in roleplaying the adventure, including the founding and structure of the Mercenary Review and Bonding Commission, game rules for using an HPG as a weapon, and tactics and problems involved in stealing a 'Mech.

Finally, the sections entitled **Outreach** and **Harlech Archetypes** provide detailed information on the planet Outreach and its inhabitants.

Special instructions to the gamemaster are printed in **boldface** type.

MARGIN-OF-SUCCESS TABLES

At times, the gamemaster will use Margin-of-Success Tables to determine how much information the players receive from questioning non-player characters or physically investigating an area. Each margin-of-success table lists different information for different margins of success. Unless otherwise noted, players should receive all the information for the margin of success rolled, as well as all the information for lower margins of success. For example, a character achieving a Margin of Success of 3 would receive the information for that level as well as the information for a Margin of Success of 1 and 2.

THE STORY SO FAR

ComStar, the quasi-religious brotherhood that has controlled communications and information throughout the Inner Sphere for nearly three centuries, has split in two. The once-respected organization that preserved Star League technology, served as a neutral arbitrator in disputes between rival ruling Houses and other quarreling parties, and ran the Mercenary Review Board has broken apart in the wake of the Clan invasion of the Inner Sphere. Ever alert for the chance to seize the advantage, the House Lords have taken for themselves some of the awesome power that ComStar let slip away.

As the Clans advanced into the Inner Sphere, cutting a swath through the Federated Commonwealth and the Draconis Combine and carving nearly to pieces the Free Rasalhague Republic, ComStar made a deal with the Clans to administer their conquered planets. By lulling the Clans into a false sense of complacency, ComStar bought the time it needed to organize a defense. ComStar fought and defeated the Clans at the battle of Tukayyid, negotiating a truce that would spare the Inner Sphere from further Clan ravages for the next fifteen years.

As the battle for Tukayyid began, Primus Myndo Waterly launched the ill-fated Operation Scorpion, in which ComStar administrators attempted to seize control of the Clan-conquered worlds and place the entire Inner Sphere under a communications interdiction. This perfidious action so outraged the Clans that they nearly broke the Truce of Tukayyid before it had begun. Waterly's plan was to force the Clans to turn their attention away from the invasion to retake already conquered worlds, and to bring

the Inner Sphere to its knees by cutting off all interstellar communications. If successful, Operation Scorpion would have given ComStar total control over the ravaged Inner Sphere. Because it failed, only the intervention of Precentor Martial Anastasius Focht, the victorious commander of Tukayyid, kept the fragile peace intact.

Though grateful for ComStar's victory on Tukayyid, the Inner Sphere Houses felt justifiably wary of continuing to trust the organization, especially in view of Operation Scorpion. Determined to prevent further ComStar interdictions, the various Houses seized and garrisoned ComStar facilities within their borders. They restricted ComStar's 'Mech units, the Com Guard, currently stationed at hyperpulse generators throughout the Inner Sphere, to limited duties and narrowly defined areas of access. Finally, the House Lords took away ComStar's control over the Mercenary Review Board. Renaming it the Mercenary Review and Bonding Commission, they moved it to the world of Outreach and divided its power among the Houses, leaving ComStar a single seat and vote.

In addition to these external difficulties, ComStar also suffered internal problems. Precentor Martial Focht discovered a series of essays authored by ComStar's founder, Jerome Blake, in which Blake advocated teaching technology to everyone. Debates over the writings' authenticity split ComStar into two warring factions: ComStar, which accepted the new writings as true and undertook to teach technology to the masses, and Word of Blake, who chose to continue to guard technology's secrets with increased religious fervor.

Those who joined Word of Blake left their homes and hyperpulse generator stations and traveled to the Free Worlds League, where House leader Thomas Marik offered them sanctuary on the planet Gibson. Marik also contracted with Word of Blake technicians to operate and repair the hyperpulse generators the League had gained in the aftermath of Operation Scorpion. A grateful Word of Blake now considers Thomas Marik, a former ComStar Precentor, the top candidate to assume the leadership of their sect.

Rebuilding their shattered and scattered ranks occupies the full attention of both ComStar and Word of Blake. Too busy to engage in an all-out holy war, the two organizations currently wage a campaign of escalating annoyances. One Word of Blake splinter group, the ultra-radical Toyama, has moved beyond annoyance to launch several terrorist attacks against ComStar HPGs in the Federated Commonwealth.

Now, the Toyama are about to take their war one step further...



PLOT SYNOPSIS

The Toyama's newest effort to discredit ComStar in the eyes of the Inner Sphere involves a plan to remove ComStar from the Mercenary Review and Bonding Commission. The Toyama's attacks on the Federated Commonwealth HPGs merely inconvenienced ComStar instead of causing the hoped-for damage. Clearly, the Toyama needed to take more drastic measures. Though ComStar's single representative on the Bonding Commission wields little power compared to the complete control over mercenary contracts ComStar once held, loss of that remaining seat and vote would serve to further curtail ComStar's power. And, if the Toyama could arrange the right circumstances, the loss of its seat on the Commission would ruin ComStar's reputation in the Inner Sphere.

The Toyama need to make ComStar appear evil in the eyes of the Inner Sphere. Obviously, ComStar is unlikely to commit a heinous enough act to have this effect, and so the Toyama plan to do it for them. The radical group assigns Precentor Garth Hansen to the task.

Precentor Hansen, a Toyama ROM agent, poses as a member of ComStar to hire a band of mercenaries. Their assignment is to liberate a supposedly captured hyperpulse generator on Berenson, a small planet on the edge of the Free Worlds League. In fact, this HPG is operating normally under the control of a Word of Blake faction.

Precentor Hansen's plan is to trick the mercenaries into attacking the HPG. The current political atmosphere makes such wanton destruction of technology a crime against humanity. The resulting inquisition will, of course, reveal that ComStar hired the mercenaries to attack a Word of Blake HPG. The Toyama hopes the resulting brouhaha ruins ComStar's hard-won goodwill within the Inner Sphere and results in their expulsion from the Mercenary Review and Bonding Commission.

The player characters are the mercenaries hired by Precentor Garth Hansen. The plan works better than Precentor Hansen expected, and the mercenaries ultimately must appear before the Mercenary Review and Bonding Commission on Outreach to explain their actions. The Commission finds them guilty of the unwarranted destruction of Free Worlds League property, confiscates their 'Mechs and property, and sentences them to death. None too pleased with their role as fall guys in a set-up mission, they escape from prison in order to conduct an investigation of their own and prove their innocence.

To find the truth, they must go back to Berenson. To get there, however, they have to steal their 'Mechs and

retake their DropShip. In their way stand Wolf's Dragoons, the Inner Sphere's most deadly fighting force, who will not let the so-called criminals escape Outreach easily.

Once again on Berenson, the mercenaries must battle the 15th Marik Militia to reach the ruins of the HPG and search for the station's transmission recorder, or black box. The box, containing a record of every energy transmission made from the HPG, will prove that the station fired first, thus justifying the mercenaries' destruction of the facility as an act of self-defense.

Armed with the black box, the mercenaries corner Precentor Hansen. In an attempt to keep them from exposing his plot, he tells them that by taking the recorder back to Outreach, they may prove their innocence, but at the price of unleashing upon the Inner Sphere the dangerous knowledge that the hyperpulse generator can be used as a weapon far more deadly than a nuclear bomb. Such a powerful weapon would render MechWarriors obsolete. By revealing the truth, they may save their lives, but will lose their livelihoods. Hansen is lying, but the mercenaries do not know this. They wrestle with this difficult choice, but decide to prove their innocence. Their only alternative is execution.

The mercenaries return to Outreach, establish their innocence, and regain their honor. In the process, Precentor Hansen's true loyalties and twisted manipulations come to light, placing the blame for the atrocity against the luckless HPG station squarely with the Word of Blake.

GETTING STARTED

This scenario is designed for two to six player characters, members of the same Inner Sphere mercenary unit. The team may comprise a variety of character types, but should include two or more MechWarriors and one or two technicians. Players will find Scrounge and Streetwise skills especially useful in this adventure. Each MechWarrior begins the adventure with his or her own 'Mech, and the unit owns a DropShip for interplanetary transport.

Following the reformation of ComStar, most mercenary units established offices on Outreach, and the player-character team is no exception. Owned by Wolf's Dragoons and home to the Mercenary Review and Bonding Commission, by 3054 Outreach serves as the center of mercenary activity in the Inner Sphere. Precentor Garth Hansen contacts the player characters there, describing the job as a quick run for a small unit.

The player characters set up an appointment with Precentor Hansen at their office. At the appointed time, Precentor Hansen arrives.

When the team is ready to meet with Hansen, read the following:

A tall man wearing a light gray jumpsuit enters the office, followed by a younger man wearing a similar outfit. The tall man is somewhere between 50 and 60 years old, with a mane of long white hair, a steely gaze, and a determined set to his jaw. "Good morning," he says. "I am Precentor Garth Hansen of ComStar."

Hansen is not a ComStar Precentor, but a ROM agent and a member of the Word of Blake's radical Toyama sect. The gamemaster should allow the player characters to figure this out for themselves during the course of the adventure. Hansen introduces his companion, obviously a subordinate, as Adept Ford Eisner, also a ROM agent. Eisner knows only that he is aiding a mission for the glory of Blake, and does not suspect the true extent of Hansen's dastardly plot. Hansen does all the talking.

Precentor Hansen tells the unit about the subtle, annoying war that Word of Blake has been waging against ComStar since the schism, and of the attacks on ComStar installations by various Word of Blake splinter groups.

When the team has assembled to hear Hansen out, read the following section aloud:

Precentor Hansen makes eye contact with each mercenary in turn, making each character feel his words as a personal appeal. "The Word of Blake would do anything to harm ComStar publicly. I fear they have already begun another terrorist campaign.

"The Word of Blake operates and maintains the hyperpulse generator on the planet Berenson. It is a Class B transmitter that normally sends messages twice a week. Two weeks ago, it stopped transmitting. Though the Free Worlds League controls the Berenson HPG and staffs it with Word of Blake personnel, ComStar ultimately bears responsibility for the activities of all hyperpulse generators. The silence of the Berenson station greatly concerns our blessed Order. Though we find it difficult to believe that Word of Blake would sabotage their own equipment, we cannot ignore that possibility. We must find out the truth.

"Unfortunately, a particularly fanatical sect of the Word of Blake controls the Berenson

station. If we send our own Com Guard forces to investigate, our misguided brethren may perceive it as an act of war. The Operation Scorpion debacle convinced ComStar of the wisdom of always operating openly, but we consider this situation a special case. Discretion remains the safest course we can take. We need a small force to go to Berenson, assess the situation, and recommend whether we should attempt to negotiate a continuation of services, or authorize the team to take the facility and hold it until we can bring in ComStar technicians to reestablish communications. If forced to the latter action, ComStar will hold the station until the Free Worlds League places their own troops and communications personnel in the facility.

"ComStar will not be able to aid you on Berenson. You will be on your own, but your record speaks for itself; I know yours is the mercenary unit we need. Adept Ford Eisner will accompany you to provide technical and tactical support if needed. However, I depend on you to make the right decisions when you reach the Berenson HPG. Given the current war-like relations between ComStar and Word of Blake, you will have no chance to communicate with me via any HPG in Word of Blake territory. You must rely on yourselves, and use your own judgment in taking action."

Upon finishing his spiel, Hansen will hand the player characters the mission contract (see **Player Handout**, p. 70) and offer them 30,000 C-bills plus expenses for the mission. If the players wish to negotiate for more money, have one player make an Opposed Negotiation Skill Roll against Hansen, who has Negotiation Skill 5. The player characters convince Hansen to raise his offer by 1,000 C-bills for every point by which they exceed Hansen's margin of success.

The gamemaster should write the name of the unit and the negotiated fee into the contract, after which the players should sign and witness the document.

Adept Eisner accompanies the unit to give the player characters any information they need about the mission that they fail to discover on their own.

After going over the details of the contract, Hansen arranges to place the payment in an account for the unit with the Mercenary Review and Bonding Commission. From this account, the players can draw whatever money they need to equip their 'Mechs up to the limits stated in the contract. Once they are equipped, the game begins.

THE SITUATION

The characters have been hired to assess the situation on Berenson and to retake the hyperpulse generator if necessary. The episode begins as the characters travel to Berenson accompanied by Adept Ford Eisner, their official observer. The gamemaster should make a Perception Skill Roll using Eisner's Intelligence as a target number; one success means the players notice that Eisner praises Blake every time a light flashes to indicate that a ship's system is go.

Once planetside, they make their way to the generator, which is guarded by a Marik planetary garrison and operated by members of a fanatical Word of Blake sect. The characters locate the hyperpulse generator Class B station on the edge of Buena Vista, Berenson's only city. Eisner will give the players any information they need about the planet, making it obvious that he has spent a good deal of time on Berenson. If asked, he will not comment on this fact. The characters may approach the city unobtrusively by ground vehicle, or may enter in 'Mechs. If they enter by ground car, Marik soldiers will attack them on sight. If they enter in 'Mechs, the 15th Marik Militia 'Mech garrison will attack.

As the characters approach the HPG station, read the following:

Following Adept Eisner's directions, you crest a small hill and see the city of Buena Vista spread out before you. At the edge of town stands the familiar, massive dish of a hyperpulse generator. Between you and the generator walks a lance of four brand-new 'Mechs, on maneuvers.

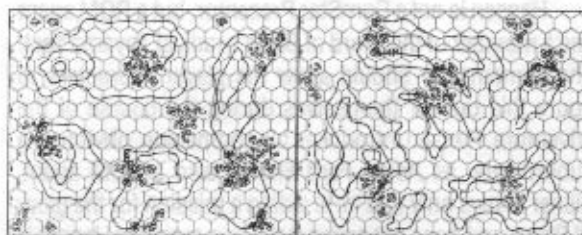
The 'Mechs are new Word of Blake *Grand Crusaders*, delivered to this installation only two weeks ago and still undergoing shakedown testing. To account for the extra difficulty of fighting with untested equipment, add a +1 modifier to each Marik MechWarrior's Piloting Skill during this encounter. By the second time the team meets the Marik MechWarriors (Encounter 4) their opponents have become accustomed to the new 'Mechs, so that modifier no longer applies. The stats listed here and in Encounter 4 already reflect use of the +1 modifier where appropriate.

The MechWarriors in the support and scout lances pilot older designs, and so do not use the new-'Mech modifier.

The 15th Marik Militia will attack with strength equal to the mercenaries'. Against four or fewer player characters, only the command lance will attack. Against more than four players, both the command and scout lances will attack.

The gamemaster should keep track of any 15th Marik Militia MechWarriors killed in this action. They cannot be replaced in time to fight in the return match in Encounter 4.

For this encounter, use the Rolling Hills maps, Maps 1 and 2 from **BattleTech Map Set 3**, set up as shown below.



The players enter from the south, with the city located just off the north edge of Map 1.

The hyperpulse generator is located on a hill, occupying Hexes 0503, 0504, and 0603. The soldiers and the defending 'Mechs deploy anywhere on the four-hex radius surrounding that hill.

15TH MARIK MILITIA

Command Lance

Colonel Nancy Rezac (*Piloting 4, Gunnery 3*), *Grand Crusader*
 Adept Damien Rho (*Piloting 4, Gunnery 4*), *Grand Crusader*
 Adept Bill Thomas (*Piloting 5, Gunnery 4*), *Grand Crusader*
 Adept Greg Dixon (*Piloting 5, Gunnery 5*), *Grand Crusader*

Support Lance

Adept David Harrison (*Piloting 4, Gunnery 3*), *Wyvern*
 Adept Leslie Starr (*Piloting 4, Gunnery 3*), *Kintaro*
 Adept Adrian Smith (*Piloting 3, Gunnery 2*), *Hussar*
 Adept Benjamin Pinkard (*Piloting 4, Gunnery 4*), *Hussar*

Scout Lance

Adept Evelyn Marshall (*Piloting 3, Gunnery 3*), *Mercury*
 Acolyte Shiela Brown (*Piloting 4, Gunnery 4*), *Mercury*
 Acolyte Andrea Letterman (*Piloting 5, Gunnery 4*), *Thorn*
 Acolyte Harold Yates (*Piloting 5, Gunnery 4*), *Mongoose*

If the characters enter on foot, they meet 12 Marik militia soldiers who begin firing as soon as they spot the players. The 15th Marik scout lance arrives on the scene 106 rounds after the firing begins.

15th Marik Militia Soldier (12)

Attributes: BLD 4 (8+), REF 4 (8+), INT 5 (7+), LRN 5 (7+), CHA 5 (7+)

Characteristics: Athletic 10+, Physical 9+, Mental 8+, Social 8+

Skills: Drive 2 (7+), Perception 2 (6+), Quickdraw 2 (7+), Security Systems 1 (7+), Small Arms 2 (7+), Stealth 1 (8+), Unarmed Combat 2 (7+)

Equipment: Personal Communicator, Pulse Laser Rifle (Range 1-6/7-14/15-28; Damage 3D6 + 2)

When it looks as though the Marik troops may lose the battle, the Precentor in charge of the Berenson HPG takes over the operation of the transmitter dish. He aims the dish at the battlefield and fires a concentrated burst of energy, creating a localized electromagnetic pulse. Unfortunately for Word of Blake, the EMP centers on one of the *Grand Crusaders*, piloted by Adept Damien Rho.

Have the player characters make Perception Skill Rolls. Any character generating at least one success will notice that the hyperpulse generator transmitter dish is swiveling slowly but surely toward the mercenaries.



When the battle is well under way, read the following section to the players:

Suddenly the air crackles with electricity. A haze of green-gold lightning surrounds one of the *Grand Crusaders*. The 'Mech stands there, frozen, all power apparently drained from its systems. Suddenly fire flares in its right torso, then in its left torso. A split second later the entire front of the 'Mech erupts in flame, the force knocking the shell of the 'Mech on its back. Explosions rip through the rest of the 'Mech as the weapons systems catch fire, one by one, engulfing the dying machine in a swirling orange-and-black cloud.

If the players have not figured it out by now, a successful Perception Skill Roll tells the characters that the energy blast came from the direction of the hyperpulse generator, and they can easily see that the dish is still aimed directly at them.

The Precentor controlling the transmitter dish continues to fire at the players in a more or less direct line between the HPG and the hex occupied by the destroyed *Grand Crusader*. Because it takes too long to aim the slow-moving dish in different directions, the Precentor settles for any target in his line of fire. The Word of Blake Precentor uses a Piloting Skill of 6 to turn the HPG dish, and a Gunnery Skill of 5 to fire.

The only way to stop the HPG from firing at them is to destroy it. As a Class B HPG, the station has a Construction Factor of 40. A critical hit on the power plant or the dish will render the HPG inoperative.

Even if they take the HPG out of action, the players must still contend with the remaining 'Mechs. If the characters take longer than 2D6 turns to reach the HPG, the heat generated by firing it repeatedly will blow the HPG to bits.

Whether it self-destructs or the mercenaries destroy it, the destruction of the HPG throws Adept Eisner into shock. The players should consider the mission botched and return to Outreach to inform their employer of their failure.

THE SITUATION

The players return to Outreach to inform their employer that the hyperpulse generator that they were sent to liberate from the radical Word of Blake faction has been destroyed.

This episode deals with the problems the characters face upon returning to Outreach. Accused of committing a crime against humanity by destroying the HPG, they face vicious public condemnation and a trial before the Mercenary Review and Bonding Commission. If found guilty, the Commission will strip them of their ranks, their Mechs, and their identities as MechWarriors.

On the trip back to Outreach, read the following:

Your team destroyed a hyperpulse generator. No matter how hard you try, you cannot stop dwelling on that. That you had to destroy it before it destroyed you is beside the point; ComStar sent you to rescue it from terrorist occupation, and you destroyed it. On your way back to Outreach to report your mission's fail-



ure, you realize that you may have destroyed Adept Ford Eisner along with the HPG. He seemed too quiet after the battle, and you're beginning to recognize the classic symptoms of shock. Eisner sits very still and stares straight ahead, mumbling to himself. His last conscious thoughts appear to have been on Berenson, and you wonder how long his mind will stay there.

A player who makes a successful Perception Skill Test realizes that Eisner is mumbling a long prayer over and over in which the word "Blake" constantly recurs. Eisner refuses to eat or sleep, and by the time the mercenaries make planetfall on Outreach, his deteriorating condition requires his immediate hospitalization. Nothing the team tries will snap him out of his catatonic shock.

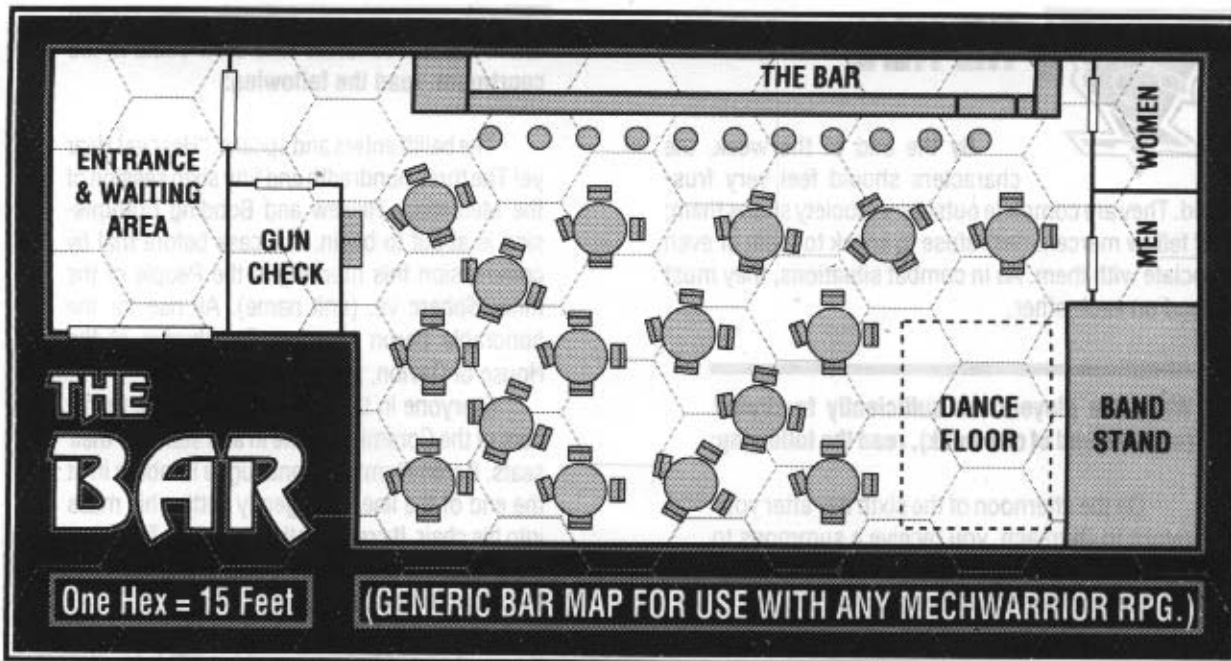


BREACH OF FAITH

When the players inform Precentor Hansen that they have returned and are ready to make their report, he sounds surprised by how quickly they completed their mission. Their story sends him into a speechless rage. Hansen's straightforward plan took an unexpected, destructive turn. He intended to simply frame the unit for a "terrorist" attack on the Berenson HPG and so implicate ComStar in the deaths of Word of Blake personnel. Even his worst-case scenario did not account for the destruction of the hyperpulse generator. As he tries to understand the magnitude of the mercenaries' action, Hansen realizes that ComStar will now be accused of committing a crime against humanity instead of simply reprimanded for indulging in a minor planetary raid. In that instant, his feelings turn from horrified fury to jubilation.

As all this runs through Hansen's mind, the player characters try to explain to him that someone in the Berenson station used the HPG as a weapon against them, and they were acting in self-defense. Managing to conceal his true feelings, Hansen shows only shock and anger at their failure, brushing aside their explanations by stating that everyone knows it is impossible to use an HPG transmitter to shoot lasers.

He immediately declares their contract null and void in view of their crime, and threatens to take up the matter in a session of the Mercenary Review and Bonding Commission. Neither negotiation nor threats will change his mind at this point, and killing him will do the mercenaries no good. Hansen leaves, and the mercenaries soon dis-



cover that they cannot access any of the money they were paid for this mission. Hansen has warned the Commission that the mercenaries may have broken their contract, and the Commission has accordingly frozen the team's assets for the week required by law to investigate the matter and collect evidence.

If the mercenaries try to leave the planet, the Wolf's Draggon's Home Guard requests that they remain on Outreach. No one wanting to stay alive and in one piece ignores such a request. The mercenaries also discover that they cannot discuss any further business during this week, as anyone who tries to hire them finds that they are "under review."

Aside from those restrictions, the characters may do anything they want—as long as they stay in Harlech.

COMPLICATION: SUSPICION

Wherever the characters go, people eye them with suspicion. Every citizen of Harlech recognizes them as members of the team that blew up a hyperpulse generator.

If they go to a bar, the team will serve as the butt of a number of tasteless jokes. The destruction of an HPG puts them on the same moral level as child molesters in the public mind; whether proven guilty or innocent, any excursion the player characters make to a place serving alcohol will more than likely come to blows.

Two bar toughs will take on each player who enters a bar.

When the characters enter the bar, read the following section aloud:

As you enter the bar, all eyes turn toward you. The patrons recognize you, and their hostile looks follow you as you make your way to open seats. As you try to attract the bartender's attention, you hear a whisper moving through the bar.

A few seconds later, nearly everyone in the bar stands...

These people want action, not talk. If the players stay, they cannot avoid a fight. If the players run, no one will follow them out of the bar.

BAR TOUGH

Attributes: BLD 5 (7+), REF 6 (6+), INT 4 (8+), LRN 3 (9+), CHA 3 (9+)

Characteristics: Athletic 7+, Physical 8+, Mental 11+, Social 12+

Skills: Blade 3 (4+), Perception 3 (8+), Quickdraw 2 (6+), Small Arms 2 (6+), Unarmed Combat 2 (5+)

Equipment: Knife (Damage 1D6 - 1), Hold-Out Laser Pistol (Range 1-2/3-4/5-6; Damage 2D6)

No matter what the outcome of the fight, the players cannot get served.



THE TRIAL

By the end of the week, the characters should feel very frustrated. They are complete outsiders. Society shuns them; their fellow mercenaries refuse to speak to them or even associate with them. As in combat situations, they must depend on each other.

When the players are sufficiently frustrated (near the end of one week), read the following:

On the afternoon of the sixth day after your return to Outreach, you receive a summons to appear before the Mercenary Review and Bonding Commission the following morning at 9:00.

The players should respond to the summons, if only to plead their side of the case. If they try to hire a lawyer to represent them, they discover that no private lawyer will defend them. Their only option is to fall back on the services of Teresa Redmond, a public defender. The players may want to make additional preparations before presenting their case to the Commission.

The Review Commission scheduled to hear the team's case consists of Baron Humfrey Donahugue, House Davion; Akira Sugioka, House Kurita; Duchess Marion Reynolds, House Steiner; Freiherr Rolf Bjarnesson, Free Rasalhague Republic; and the legendary Jaime Wolf, commander of Wolf's Dragoons. Because the raid occurred in Marik space and ComStar allegedly hired the mercenaries, neither House Marik nor ComStar may sit on this panel. Lord Deng Xiao, the House Liao representative, chose to bow out.

The characters may exercise their legal option to refuse one Review Commission member, eliminating one source of potential prejudice against them. If they ask Teresa Redmond, she advises them to reject Akira Sugioka, the Kurita representative. Baron Humfrey serves as chair in the absence of Merideth Ambridge, the level-headed, impartial ComStar representative. Though not allowed to participate, Ambridge watches the courtroom proceedings from an observation room.

Precentor Garth Hansen attends the hearing with his private lawyer, Ron Filler. They sit at a table across the room from the mercenaries.

When the mercenaries take their seats in the courtroom, read the following:

The bailiff enters and speaks: "Hear ye! Hear ye! The three hundredth and fifty sixth session of the Mercenary Review and Bonding Commission is about to begin. The case before trial by commission this morning is the People of the Inner Sphere vs. (unit name). All rise for the honorable Baron Humfrey Donahugue of the House of Davion, presiding chair."

Everyone in the room stands as the members of the Commission file in and stand by their seats. Baron Humfrey Donahugue lumbers in at the end of the line, then gently settles his mass into his chair. It creaks at the pressure. The other commissioners sit, and the rest of the people in the room follow suit.

Baron Humfrey eyes the docket on his desk, then looks up at those assembled. "This hearing concerns the alleged willful destruction of one Class B hyperpulse generator on the planet Berenson in the Free Worlds League by the mercenary group known as (unit name). This mercenary unit stands accused of a crime against humanity. The specific matter under review is whether or not the unit exceeded the boundaries of its contract and committed the actual crime, in violation of the Ares Conventions prohibiting wanton destruction of technology. The findings of this court will determine if liability rests solely with the mercenary unit, or if blame resides with ComStar as the unit's employer. The court is now in session."

The players may use the **BattleTech Maps** from the previous episode to explain their actions to the commission.

They soon realize that they can only prove their innocence by offering hard evidence that someone was able to use the hyperpulse generator as a weapon against them, forcing them to return fire in self-defense. Unfortunately, as far as they know, this evidence does not exist.

Precentor Hansen submits the mercenaries' signed contract as evidence, citing Section IX, a standard clause outlining battlefield conduct and the liability of the employer in cases of violations of the Ares Conventions.

At the end of the presentation of evidence, the Review Commission files out. They stay in chambers for

1D6 hours, during which time the mercenaries have limited freedom within the building, but may not leave the building.

The board rules against the mercenaries, stating that they destroyed the HPG in clear violation of the terms of their contract. Because they acted on their own initiative, the mercenaries, not ComStar, must assume liability for the violation of the Ares Conventions. ComStar, though cleared of the more serious charge of committing a crime against humanity, still faces charges that it hired soldiers to invade a Word of Blake outpost. A satisfied Precentor Hansen realizes that many people still suspect ComStar of complicity in the greater crime. His plan to humiliate ComStar has succeeded.

At the end of the Commission's deliberation, read the following:

The bailiff enters and speaks: "Hear ye! Hear ye! The three hundredth and fifty sixth session of the Mercenary Review and Bonding Commission will now continue. The case before trial by commission is the People of the Inner Sphere vs. (unit name). All rise for the honorable Baron Humfrey Donahugue of the House of Davion, presiding chair."

Again, everyone in the room stands as the members of the Commission file in and stand by their seats. Again, Baron Humfrey Donahugue brings up the rear, sinking heavily into his chair. Following his lead, everyone else in the room sits down.

Baron Humfrey gazes at those assembled. "In the matter of the People of the Inner Sphere vs. (unit name), accused of violating the Ares Conventions: after taking into consideration all of the evidence here presented, this court finds no evidence to support the mercenary unit's allegation that said Class B hyperpulse generator was used against them as a weapon of war.

"Lacking proof of said allegation, this court has no choice but to render the verdict of "guilty" against (unit name) and "not guilty" on the part of ComStar. All funds expended for the hire of (unit name) will be returned to Precentor Garth Hansen of ComStar, with court costs and damages the responsibility of (unit name). As further punishment against (unit name), this Review Commission hereby revokes their license to operate, and confiscates their possessions, including, but not limited to, all BattleMechs, DropShips, JumpShips and support equipment. Finally, for

their wanton and willful crime against humanity, the members of (unit name) are sentenced to death. They will be incarcerated on Outreach until such time as necessary arrangements are completed.

"This court also renders lesser judgment against ComStar, for willful negligence in creating a situation in which the destruction of the Berenson HPG became possible. ComStar is hereby ordered to pay a fine to House Marik in the sum of fifty thousand C-bills. This is the judgment of this court."



BREAKOUT

Officers of the court take the player characters to Harlech's main detention facility, where they will stay until the time for which their execution is scheduled.

Obviously, the player characters should try to escape.

The detention facility staff normally consists of 12 guards, at least two of whom guard the player characters at all times. Any disturbance will bring the rest of the guards on the run with guns drawn in 2D6 - 4 rounds.

The Review Commission believes in taking care of business in a timely manner, and sets the team's execution for three days from the trial. The characters must escape before then—they cannot break away en route to the execution. Attempting a breakout at night gives them their best chance at success.

The characters can attempt to escape on the way to the detention facility, or they can attempt to break out of the holding cell, perhaps taking one of the guards hostage and using him to bluff their way out. The players will probably come up with at least one plan. Though it should be difficult, escape should not be impossible, and ultimately the gamemaster should let the team get away.

GUARDS (12)

Attributes: BLD 5 (7+), REF 4 (8+), INT 5 (7+), LRN 5 (7+), CHA 5 (7+)

Characteristics: Athletic 9+, Physical 9+, Mental 8+, Social 8+

Skills: Drive 2 (7+), Perception 2 (6+), Small Arms 2 (7+), Stealth 1 (8+), Unarmed Combat 3 (6+)

Equipment: Personal Communicator, Stunstick (Damage 1D6 - 2), Sunbeam Laser Pistol (Range 1-3/4-6/7-11; Damage 5D6)

THE SITUATION

The characters are free, but being on the wrong side of the law in Harlech is no picnic. The team is becoming desperate. What began as essentially a recon mission has spiraled out of their control unbelievably quickly—so quickly, in fact, that the more cynical members of the team have begun to smell a rat. They believe their next move must be to check more carefully the credentials of their contact, the situation on Berenson, and any other information about their predicament that might help them prove their innocence.

Outreach security forces are watching the mercenaries' homes and offices. If the characters try to return to any of these places, they will meet several guards similar to those from the detention facility from which they escaped in Episode 2. The guards will outnumber the mercenaries 2 to 1.

As none of the other mercenary units on Outreach will talk to them, the players will need plenty of luck to get any information. To reflect this situation, modify the base target number by +5 for any Streetwise Skill Roll made to obtain any information from another merc unit. ("You guys are null set. Empty value. Why should anyone talk to you?" is the typical merc response to characters' questions.) For individuals in other mercenary units, use the Scoundrel Archetype stats on p. 38 of **MechWarrior, Second Edition**.

The players will have better luck getting the background information they need by using a public-access computer system or breaking into another type of database. A player who tries this must make a Computer Skill Roll, using the modifiers listed in **Research**, p.24.



INVESTIGATIONS ON THE RUN

As the characters attempt to inconspicuously gather information, they notice a young man following them, wearing a light gray jumpsuit decorated with the insignia of a ComStar acolyte. If the players set a trap to catch him, he walks right into it. He tells them that Merideth Ambridge, the ComStar representative, wants to talk to them, and will wait for them in Kerensky Park at midnight.

Aware that they are running out of options and time, and so willing to take a chance that this is a setup, the characters arrive for the rendezvous. They carefully check for but find no signs of police or electronic surveillance.

Several young couples stroll through the park, looking for private spots, but none linger within earshot.

When the characters are satisfied that the meet is not a trap, read the following:

Merideth Ambridge waits alone on a park bench under a light. When the team arrives, she leads them to a darkened area near a grove of trees and begins talking immediately.

"I listened to your trial, and the entire situation puzzles me. The official story Precentor Hansen gave in court does not make sense. Nobody even asked the first question that came to my mind—why would you come back to Outreach after destroying an HPG station without cause, committing what you knew was a crime against humanity? No mercenary unit that stupid could have survived as long as you have. I knew there must be some other explanation.

"So I did some private research and found that Precentor Garth Hansen left ComStar after the schism. He defected from our blessed Order to Word of Blake.

"I think that it's fairly obvious that he manufactured this entire, terrible incident, setting you up to take the blame and further tarnish ComStar's image in the Inner Sphere. I cannot allow him to sacrifice your lives for his nefarious plans, nor can I allow the suspicions he has planted against ComStar to grow. If left unchecked, they will jeopardize my seat on the Mercenary Review and Bonding Commission and ComStar's place in the Inner Sphere.

"I will help you, if you will help yourselves. To prove your innocence, you must prove you were fired upon; then you can justify the destruction of the facility as self-defense. You must go to Berenson and find the transmission log from the HPG installation. That black box permanently stores all records of power used, messages sent, the direction the power beam traveled, and the final destination of each message. If your story is true, the black box will show an off-schedule power emission or a directional aberration. It will confirm your and ComStar's innocence of these monstrous charges.

"The JumpShip scheduled for Berenson is crawling with Wolf's Dragoons, so I've arranged to have a ComStar JumpShip take you to Berenson.



It's waiting for you at the pirate point at the nadir of the Outreach system. But you must hurry. My sources tell me that Precentor Hansen has already left Outreach, and is en route to Berenson."

Everything she says checks out. However, to reach the ComStar JumpShip, the characters must take their own heavily guarded DropShip back from the Outreach officials to get to the pirate point.

Unfortunately, the mercenaries can only fight their way to the DropShip by reclaiming their confiscated 'Mechs. Once the team decides to take this action, go directly to **Event 2: Have 'Mech, Will Travel**.

COMPLICATION: ELEMENT OF SURPRISE

Wolf's Dragoons send two Elementals to track the team. Once they discover the mercenaries' whereabouts, the Elementals will report directly back to Jaime Wolf. If the players retrace their steps at any time, they will discover that the Elementals are on their trail and Jaime Wolf is interested in their whereabouts. The Elementals are not wearing battle suits, but if the characters return to a source the Elementals have just questioned, the Elementals make a surprise attack, attempting to take the team back into

custody without committing too much property damage. For Elemental stats, use the Clan Elemental Archetype on page 43 of **MechWarrior, Second Edition**.

The easiest way to deal with the Elementals is to avoid them.

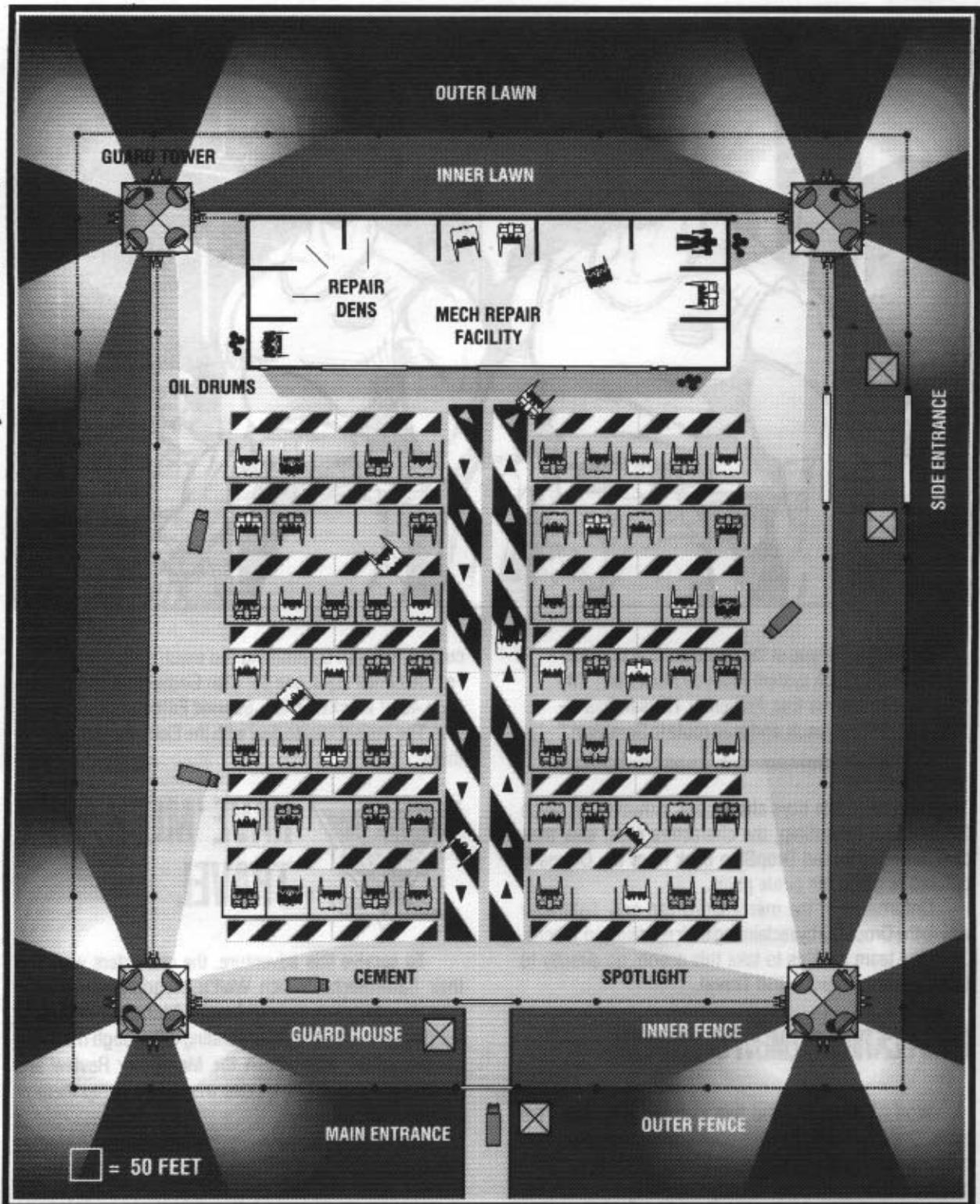


HAVE 'MECH, WILL TRAVEL

To survive this adventure, the characters will need their BattleMechs, which Wolf's Dragoons confiscated when the characters were sentenced. All confiscated 'Mechs are placed in a holding area pending a thorough mechanical evaluation, after which the Mercenary Review and Bonding Commission decides whether to scrap them or auction them off.

The holding area contains 250 BattleMechs, including the ones owned by the mercenaries. Due to the circumstances under which the Dragoons acquired most of these 'Mechs, their owners rarely try to steal them back, and the presence of the Wolf's Dragoons Home Guard as security tends to dissuade all but the absolutely desperate from trying. Despite its high security, however, the holding pen is vulnerable to penetration.

MECH FACILITY MAP



KEY	TOWERS:	REPAIR FACILITY:	GUARD HOUSE:	KEY
	Tower Walls - 70 CF	Facility Walls - 60 CF	House Walls - 40 CF	
	Tower Guns - 4 Medium Pulse lasers per Tower.	SECURITY:	House Guns - two Sm. Lasers.	
	Tower Guards - Gunnery 4	Both fences - 15 CF	Guards(4) - Gunnery 4	

At this point the players are absolutely desperate, and so they will contend with Dragoons security.

The 'Mechs are parked shoulder to shoulder in ten rows of 25 machines apiece. Enough room exists between the rows for a 'Mech to walk to the end of an aisle and out of the holding facility. A ten-foot-high barbed-wire fence surrounds the area. A twenty-meter-wide strip of grass separates that fence from a second fence. Guard towers with spotlights loom at each corner of the square area, brightly lighting the entire facility.

At the north end of the holding pen lies a massive building constructed for 'Mech repairs. The outermost wall of this building, made of corrugated metal, provides the weak spot in the facility's defenses.

Wolf's Dragoons guards protect the facility against raiders. For the guards' stats, and to determine the degree of difficulty the characters will encounter in breaking into the facility and reaching their 'Mechs, see **Stealing a 'Mech**, p. 41.

The players should steal only their own 'Mechs, for which they already know the security codes.

Any character attempting to steal another 'Mech will be subject to the rules and modifications listed in **Stealing a 'Mech**, p. 41.

As soon as the characters break their 'Mechs out of the ranks in the holding pen, an alarm sounds. The MechWarriors of the Wolf's Dragoons Home Guard respond instantly. Go to **Event 3: Into the Great Wide Open**.



INTO THE GREAT WIDE OPEN

Once the players enter their 'Mechs, they have 1D6 rounds to make it to their DropShip before the Alpha Regiment Command Lance of the Wolf's Dragoons Home Guard attacks.

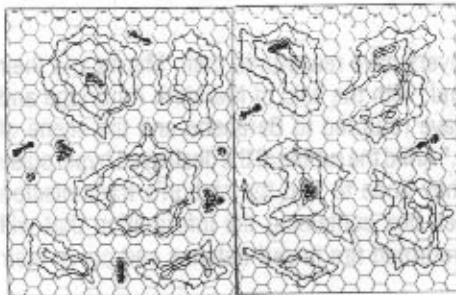
WOLF'S DRAGOONS, ALPHA REGIMENT, HOME GUARD COMPANY

Command Lance

Captain Stephen Jordan (*Piloting 2, Gunnery 2*), Archer
Captain Ellen Grant (*Piloting 3, Gunnery 2*), Warhammer
Major Donovan Lewis (*Piloting 3, Gunnery 3*), Rifleman
Major John Pardo (*Piloting 3, Gunnery 4*), BattleMaster
Lieutenant Ephram Boorman (*Piloting 3, Gunnery 4*),
BattleMaster

Lieutenant Marilyn Banzai (*Piloting 3, Gunnery 3*), Loki

Set up the Desert Sinkhole maps from **BattleTech Map Set 3** as shown below.



The players will enter from the east side of Map 2 and head for the DropShip bay doors, located in Hexes 0108 and 0109 on Map 1. The command lance of the Wolf's Dragoons Home Guard enters from the southeast corner of Map 2 1D6 rounds after the players enter and begins a running battle.

Once inside the DropShip, the players are safe. The DropShip's armor will protect them long enough to take off. Once off the planet, the team should head for the pirate point to hook up with the ComStar JumpShip.

At this point, the Dragoons field no aerospace support.

When the mercenaries reach the pirate point, read the following:

Ahead of you in the blackness of space hangs the gleaming hull of a ComStar JumpShip. As you approach it fills your screen, the docking ring gleaming in the light of Outreach's sun.

A voice crackles over the DropShip's communicator: "(Unit name) DropShip, welcome to the Com Guard JumpShip *Blake's Heir*, courtesy of Precentor Merideth Ambridge. We're all charged up; we will leave for Berenson the moment you are secured."

Precentor Mark Bremmer, captain of *Blake's Heir*, jumps with the player characters to the nadir pirate point off Berenson. There he will charge his drive and wait for the mercenaries to return from their mission to the surface. He will not accompany them, nor will he send troops to rescue them should they encounter trouble. He will simply monitor their transmissions and wait for their return. If they get into serious trouble and it becomes clear they cannot return to the JumpShip, Bremmer will leave them. He cannot afford to be caught in this sector, and he tells the players so before they drop.

THE SITUATION

The players have recaptured their 'Mechs and their DropShip and, with the help of Merideth Ambridge and ComStar, have returned to Berenson and the scene of their "crime." Amid the rubble of the destroyed hyperpulse generator they hope to find the station's transmission log: the black box containing the information that will show they returned fire in self-defense and prove their innocence.

It won't be easy. The 15th Marik Militia and Precentor Garth Hansen stand between the mercenaries and their only hope of survival.



A WARM WELCOME

When the mercenary unit drops back onto Berenson, a welcoming committee opens fire as soon as the 'Mechs leave the ship. The destruction of their hyperpulse generator left the 15th Marik Militia spoiling for a fight with anyone who crossed their path. The realization that these were the mercs who blew up the HPG in the first place sends the garrison troops into a killing fury.

Now thoroughly familiar with their 'Mechs, the MechWarriors piloting the *Grand Crusaders* use their unmodified Piloting and Gunnery skills (shown below). As stated earlier, MechWarriors killed in Episode 1 may not be used in this encounter.

15TH MARIK MILITIA

Command Lance

Colonel Nancy Rezac (*Piloting 3, Gunnery 2*),

Grand Crusader

Adept Harrison Rho (*Piloting 3, Gunnery 3*),

Grand Crusader

Adept Bill Thomas (*Piloting 4, Gunnery 3*),

Grand Crusader

Adept Greg Dixon (*Piloting 4, Gunnery 4*),

Grand Crusader

Support Lance

Adept David Harrison (*Piloting 4, Gunnery 3*), *Wyvern*

Adept Leslie Starr (*Piloting 4, Gunnery 3*), *Kintaro*

Adept Adrian Smith (*Piloting 3, Gunnery 2*), *Hussar*

Adept Benjamin Pinkard (*Piloting 4, Gunnery 4*), *Hussar*

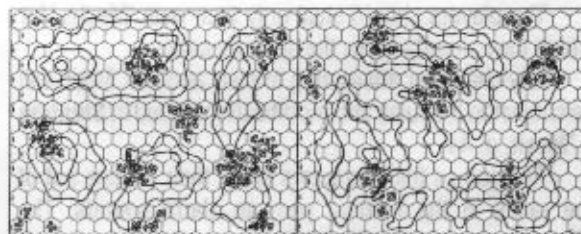
Scout Lance

Adept Evelyn Marshall (*Piloting 3, Gunnery 3*), *Mercury*
Acolyte Shiela Brown (*Piloting 4, Gunnery 4*), *Mercury*
Acolyte Andrea Letterman (*Piloting 5, Gunnery 4*), *Thorn*
Acolyte Harold Yates (*Piloting 5, Gunnery 4*), *Mongoose*

Adept Harrison Rho of the command lance fights more fiercely than the rest against the player characters because his brother, Damien Rho, died in the initial blast from the hyperpulse generator. Adept Harrison blames the mercenary unit for his brother's death.

This time, the garrison attacks with all three lances rather than staggering their attacks as in Episode 1. If the player characters attack on foot, they will meet ground forces.

Set up the Rolling Hills Maps 1 and 2 from **BattleTech Map Set 3**, as shown below.



The player characters once again enter from the south, with the city lying just to the north of Map 1.

The ruins of the hyperpulse generator cover the top of the hill covering Hexes 0503, 0504, and 0603 on Map 1. The mercenaries may run into foot soldiers anywhere on the four-hex radius surrounding that hill.

The Marik scout lance deploys evenly along the south face of the northernmost hill on Map 2, across Hexes 0507, 0606, 0706, and 0605.

Two 'Mechs from the command lance set up on Map 1 on the Level 1 hill at Hexes 1206 and 1106, with two more at Hexes 0404 and 0505. The latter two remain in their hexes until engaged.

The support lance holds scattered positions across Rows 01xx and 15xx on Map 1.

When the player characters battle their opponents to a standstill, they climb out of their 'Mechs and walk into the rubble of the hyperpulse generator station. Go to **Event 2: Black Box**.

COMPLICATION: DAMAGE CONTROL

Keep track of the damage the mercenaries' 'Mechs take and ammo they use. Any team member who does not take the time to repair his or her damaged 'Mech and reload all weapons systems during the flight back to Outreach must fight with the 'Mech in the condition in which it left Berenson.



BLACK BOX

Precentor Garth Hansen, still thanking Blake for the incredible stroke of fortune the destruction of the hyperpulse generator represented for him, traveled to Berenson to offer his assistance in rebuilding the HPG station. During his stay on Berenson, he plans to stir up support for the Toyama sect, hoping to establish the planet as a base for Toyama operations against ComStar and possibly Terra. Berenson's location makes it an excellent choice for a campaign of lightning strikes.

Hansen's primary objective for traveling to Berenson is to cover his tracks. Accompanied by twelve Word of Blake adepts, his first stop is the ruined HPG, his stated purpose for the visit being to survey the damage. In reality, he needs to find and hide or destroy the black box transmission log. He uncovers it just as the noise of battle reaches him.

When the mercenaries finally reach the HPG, they see Hansen holding the crucial HPG transmission log. Standing between the characters and the evidence that will exonerate them are twelve True Believers, prepared to fight to the death to protect Hansen from the murdering infidels.

WORD OF BLAKE ADEPTS (12)

Attributes: BLD 5 (7+), REF 5 (7+), INT 6 (6+), LRN 4 (8+),
CHA 4 (8+)

Characteristics: Athletic 8+, Physical 7+, Mental 8+,
Social 10+

Skills: Small Arms 2 (5+), Unarmed Combat 2 (6+)

Equipment: Laser Pistol (Range 1-3/4-6/7-12;
Damage 4D6)



If Garth Hansen is still alive at the end of this fight, read the following:

When the smoke clears from the firefight, the Blake adepts are down and you have the black box. As you turn to leave the ruins of the HPG, Hansen calls out to you from his hiding place behind a chunk of the station wall.

"You are fools to believe you can prove your innocence with that and live! You will be marked for death the moment the House Lords learn that an HPG can be used as a weapon, more fearsome than the mightiest BattleMech! How will you live with yourselves when the Successor States use the knowledge you will give them to plunge the Inner Sphere back into war? Only your silence can keep the Inner Sphere safe from total destruction!"

Hansen's babbling is mostly half-truths. As a weapon, the HPG is the next best thing to useless. Though the EMP it generates when activated within a gravity well will destroy a BattleMech, the pulse is too localized to hit more than one 'Mech at a time. Additionally, the sheer size of the HPG's dish makes it slow and cumbersome to aim, rendering it completely ineffective against mobile targets. Hansen's words may give the player characters momentary pause, but they have spent more than a week going over and over the battle, and have figured out most of the problems of using the HPG as a weapon for themselves. Ideally, the player characters should take the evidence back to Outreach no matter what Hansen says; but regardless of the team's choice, Adept Eisner regains coherence in a day or two and tells the story anyway. If the mercenaries decide to prove their innocence, go to **Event 3: The Gauntlet**.



THE GAUNTLET

Once the players decide to ignore Hansen and take the evidence back to Outreach, they pack up their 'Mechs and connect with the ComStar JumpShip for the return trip. If they request it, allow them time to repair and resupply their 'Mechs. Otherwise, they go directly back, and must fight with damaged 'Mechs.

Wolf's Dragoons Home Guard surrounds the DropShip as it lands on Outreach and demands that the mercenaries lay down their weapons and surrender.

At the head of the Home Guard stands Jaime Wolf. He tells them that unless they surrender immediately, the Home Guard will cut them to shreds.

The characters can choose to talk, or to fight their way to the Mercenary Review and Bonding Commission offices in Harlech.

If the player characters decide to try negotiating with the Dragoons, the character with the highest Social Skill should make an Opposed Negotiation Skill Roll against Jaime Wolf. Only one success is needed to successfully negotiate their peaceful return to the planet.

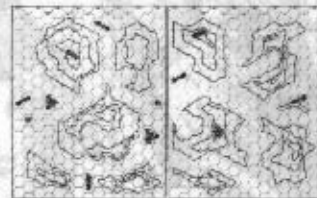
If the Negotiation Skill Roll fails, or if the characters decide to fight, a running battle ensues. The mercenaries must fire first, but the Home Guards return fire from just outside the DropShip bay and press the mercs hard all the way. If the characters decide to fight and then want to negotiate, add a +5 modifier to the character's Negotiation Skill Roll.

WOLF'S DRAGOONS, ALPHA REGIMENT, HOME GUARD COMPANY

Command Lance

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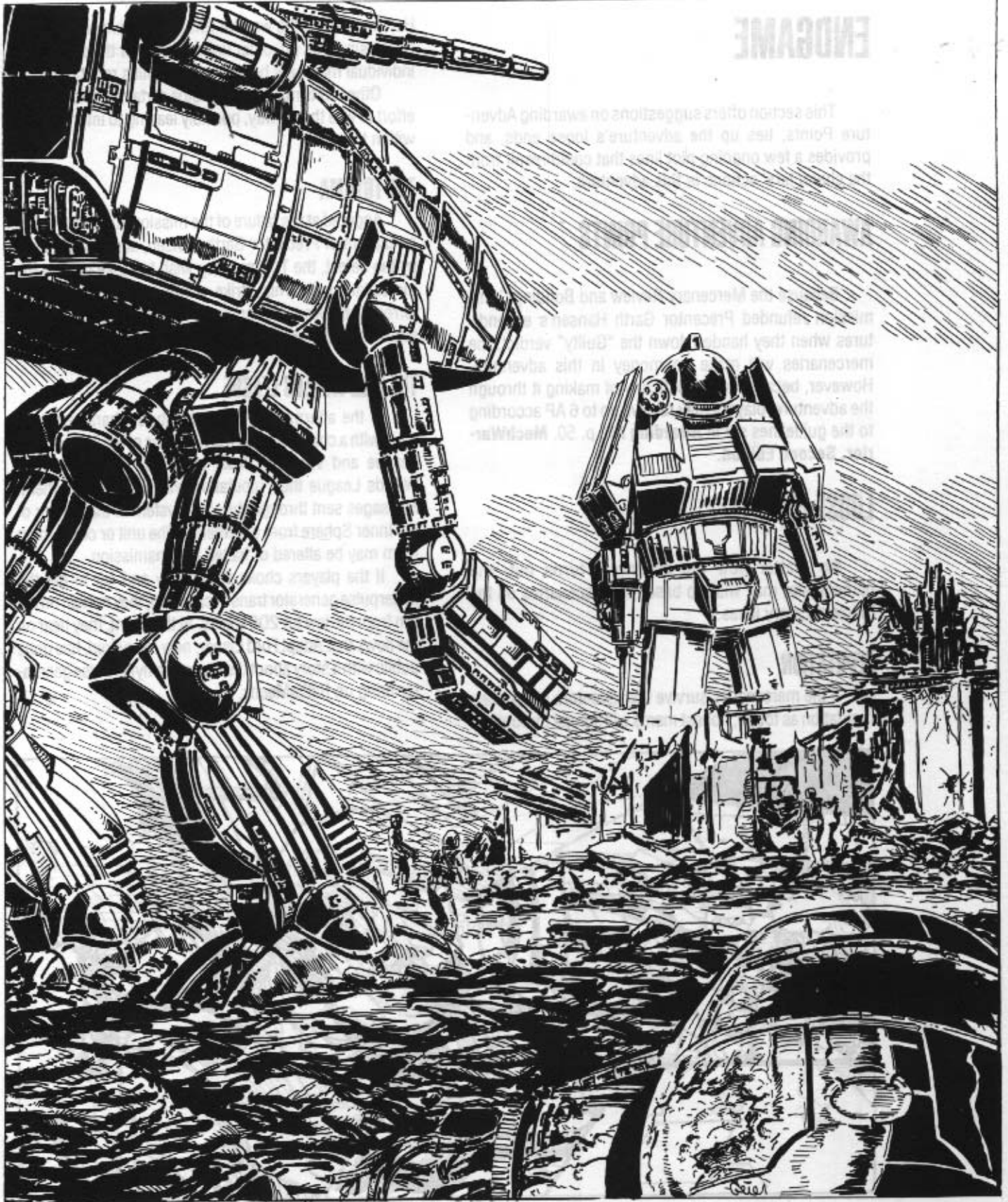
Set up the Desert Sinkhole maps from **BattleTech Map Set 3**, as shown below.



The players begin the battle at the doors of their DropShip, Hexes 0108 and 0109 on Map 1. The Wolf's Dragoons Home Guard Command Lance deploys in the surrounding hexes to the south. If the mercenaries reach the bottom of Map 2 alive, they will make it to Harlech to retell their tale, this time with supporting evidence.

If they fight their way to within 4 hexes of the bottom of the map, they may also reach Harlech by ejecting and running on foot. In this case, go to **Endgame**, p. 22.

If the mercenaries surrender, the Home Guard confiscates the black box and tags it as evidence in the mercenaries' case. The characters return to the detention facility under Elemental guard for 1D6 days, until Adept Ford Eisner regains enough coherence to back up their story. Again, go to **Endgame**, p. 22.



ENDGAME

This section offers suggestions on awaiting Adventure Point, but the adventure's focus and provides a few ideas on how to handle the situation. The adventure is designed for a party of 4-6 PCs, and the GM should adjust the difficulty accordingly. The adventure is designed for a party of 4-6 PCs, and the GM should adjust the difficulty accordingly. The adventure is designed for a party of 4-6 PCs, and the GM should adjust the difficulty accordingly.

ENDGAME

This section offers suggestions on awarding Adventure Points, ties up the adventure's loose ends, and provides a few ongoing plot lines that could result from the characters' actions in this adventure.

AWARDING ADVENTURE POINTS

Because the Mercenary Review and Bonding Commission refunded Precentor Garth Hansen's expenditures when they handed down the "Guilty" verdict, the mercenaries will make no money in this adventure. However, because of the difficulty of making it through the adventure, players may receive up to 6 AP according to the guidelines set in **Awarding AP**, p. 50, **MechWarrior, Second Edition**.

LOOSE ENDS

No matter how the adventure turns out, the gamemaster may wish to base future scenarios on the following story ideas.

REPUTATION

If the mercenaries survive the adventure intact, their reputation as tough, honest mercs will spread throughout

Harlech, paving the way for future, lucrative contracts. If the group splits up, other units will vie for the services of individual members because of the unit's reputation.

Other units may wine and dine certain members in an effort to lure them away, possibly leading to internal strife within the unit.

THE TOYAMA

Angered at the failure of the mission and/or the death or capture of Precentor Garth Hansen, and embarrassed by the defeat, the Toyama may wish to strike back at the mercenary unit. This strike might take the form of a terrorist attack or a kidnapping, or the Toyama may simply show up and make trouble at inopportune moments.

THE FREE WORLDS LEAGUE

In the aftermath of this adventure, characters may meet with a cold reception from citizens of the Free Worlds League and Word of Blake believers. Within the Free Worlds League their reputation will work against them. Messages sent through the HPG system in that sector of the Inner Sphere from members of the unit or concerning them may be altered or halted in transmission.

If the players choke completely and fail to get the hyperpulse generator transmission log, they remain on the run from the law for 2D6 weeks. At that point, they hear on the news that Adept Ford Eisner, now recovered, has gone public with a story about the Berenson hyperpulse generator firing on BattleMechs.





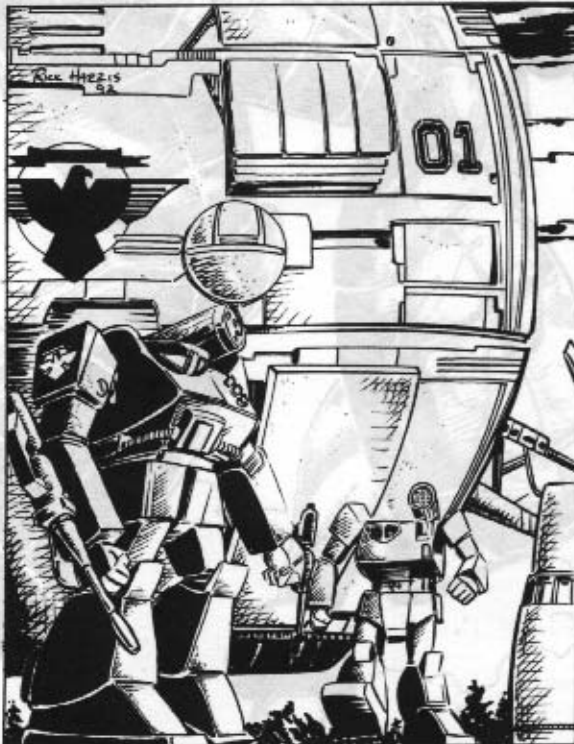
RESEARCH

This chapter provides player characters with background information they may need to know or may find useful during the adventure. The player characters may question NPCs or contact other sources for information about places and people that could affect their mission.

A successful Streetwise Skill Roll typically serves to determine what information is available from a source or contact. The amount of information available depends on the margin of success the player achieves. Players achieving high margins of success also learn the information available at lower margins of success.

Each field of inquiry that the player characters may successfully investigate begins with the **Subject** of the inquiry; followed by **Type of Information**, which describes the specific kind of information the characters might be looking for; **Sources**, which provides the people and places where information may be found; the **Modifier**, which is applied to the inquiring player character's Streetwise Skill Roll; and the **Margin of Success Table**, which determines what information is available based on the margin of success achieved by the player character.

This background information is presented in the order the player characters are likely to encounter it.



PRECENTOR GARTH HANSEN

No information is available on Precentor Garth Hansen, as Word of Blake does not allow public access to its personnel files.

BERENSON

Type of Information (Modifier 0)

Basic information about the planet

Sources

Newspapers, vidnews, other media

Margin of Success	Result
0-1	Berenson is listed as "mostly harmless."
2	Berenson's major export is corn.
3+	Berenson lies on the edge of the Free Worlds League toward the center of the Inner Sphere. The hyperpulse generator is located in Buena Vista, Berenson's single, major city.

15TH MARIK MILITIA

Type of Information (Variable Modifier)

Military information, basic or detailed depending upon the source

Sources

Other mercenary units, especially those operating in the Free Worlds League (**Modifier +4**)

Berenson Information Bureau (**Modifier 0**)

Margin of Success	Result
1-2	The single 'Mech company on Berenson may be Marik or Word of Blake. Word of Blake uses older, damaged 'Mechs, making them less formidable in the field.
3	The Berenson garrison is a Marik unit.
4+	The Berenson garrison received brand-new 'Mechs about a week and a half ago.



COMSTAR

Type of Information (Modifier +2)

General information

Sources

Newspapers, vidnews, any ComStar computer system

Margin of Success

Result

0-1

ComStar split in two after Operation Scorpion, Primus Myndo Waterly's failed plan to take over the Inner Sphere during the chaos of the Clan invasion. As a result, no one trusts ComStar, and they may no longer garrison their own HPG facilities.

2-3

ComStar used to run the Mercenary Review Board, but Operation Scorpion generated such mistrust that they were forced to relinquish that power.

4+

Merideth Ambridge, the remaining ComStar representative on the new Mercenary Review and Bonding Commission, is levelheaded and fair, making her an honest mercenary's best friend at the table.

WORD OF BLAKE

Type of Information (Modifier +3)

Basic information on the splinter group

Sources

Newspapers, vidnews, and ComStar computer systems

Margin of Success

Result

0-1

The Word of Blake splinter group formed when ComStar split over Primus Waterly's Operation Scorpion and Primus Sharilar Mori's reforms.

2

Word of Blake adherents, former ComStar members who retain the old ways of religious fanaticism, call themselves True Believers and praise their machinery for working. Thomas Marik of the Free Worlds League has offered sanctuary to Word of Blake True Believers and allowed them to operate Free Worlds League HPG stations.

3

4+

Terrorist attacks on ComStar facilities have been linked to Word of Blake, specifically the Toyama sect, an especially fanatical group of True Believers.

HYPERPULSE GENERATOR

Type of Information (Modifier +1)

Technical information

Sources

Any ComStar computer system

Margin of Success	Result
0-1	The hyperpulse generator (HPG) is the most important piece of equipment ComStar has preserved over the years. Powerful HPGs on almost every planet in the Inner Sphere make up the ComStar communications net.
2	Class A HPGs can instantly transmit a signal a distance of nearly 50 light years. Class B HPGs transmit signals a distance of 20 to 30 light years.
3-4	Class A HPG stations generally transmit to each station they serve on a regular schedule of every 12 to 24 hours. ComStar Class B stations process messages in the same way, but transmit only two or three times a week, and always to the same Class A relay station.
5+	The Ares Conventions define the destruction of any technological device based on the Kearny-Fuchida principle, such as a JumpShip or an HPG, as a crime against humanity, and consider the perpetrators of such actions as war criminals.

MERCENARY REVIEW AND BONDING COMMISSION

Type of Information (Modifier 0)

Basic information

Sources

Encyclopedia, legal sources, other mercenaries

Margin of Success

Result

0-1

The Mercenary Review and Bonding Commission serves as a contract broker for all mercenaries and their employers in the Inner Sphere. When both parties have agreed upon and signed a contract, they file the contract and the agreed-upon fee with the Commission. After taking a 5 percent fee off the top, the Commission advances as much money to the mercenary unit as it deems necessary for advance purchases and operating capital. Once the mercenary unit completes the job, the Commission disburses the balance of the funds, minus another 5 percent fee.

2-3

If for any reason one party does not fulfill the terms of the contract, either the employer or the unit may request an inquiry. The requesting party files an official complaint with the Commission and the Commission reviews the case. If the Commission finds the requesting party has a legitimate complaint, the contract between the two parties is immediately canceled and the Commission holds the money involved in a suspension account pending the outcome of the trial.

4

A Commission Inquiry panel has four members: two House representatives, a mercenary commander and a ComStar representative. A member of the employing House or the House the mercenaries attacked may not serve on the panel. The unit under review has the right to veto and replace one member of the panel if the unit feels that member would exhibit undue prejudice against them.

5+

If found guilty, the unit must pay a minimum of 20,000 C-bills and submit to a month-long hiring ban. In the most extreme cases, the unit may be disbanded, their equipment seized and the unit members jailed pending further sentencing and possible execution. Fortunately, only units found guilty of crimes against humanity suffer such draconian punishment.



WOLF'S DRAGOONS HOME GUARD

Type of Information (Modifier +1)

Basic information

Sources

Newspapers, vidnews, other media, other mercenaries

Margin of Success

Result

1-2

Wolf's Dragoons has an elite unit specifically assigned to handle all problems that may occur on Outreach.

3

The Home Guards do not negotiate terms. They demand unconditional surrender.

4+

The Home Guards take no prisoners.



MERCENARY REVIEW AND BONDING COMMISSION

MERIDETH AMBRIDGE

Attributes

BLD	3	(9+)
REF	4	(8+)
INT	7	(5+)
LRN	6	(6+)
CHA	7	(5+)

Characteristics

Athletic	11+
Physical	7+
Mental	5+
Social	4+

Skills

Administration	4	(1+)
Appraisal	3	(1+)
Bureaucracy	4	(0+)
Communications/ HPG	2	(3+)
Leadership	4	(0+)
Negotiation	3	(1+)
Perception	3	(2+)
Protocol	3	(1+)
Swimming	4	(3+)
Training	4	(0+)

Advantages

Land Grant (Baron-level)

Physical Description

Merideth Ambridge is a sturdily built, fiftyish woman with green eyes. Her red hair is gradually turning white.

Background

Merideth Ambridge comes from a solid middle-class background. Her parents, both factory workers, saved their C-bills to give their bright, gifted daughter a good education on Terra. Though she left her homeworld in tears, she made the most of her schooling, and never forgot the debt she owed her family.

Through a combination of a winning personality and a cool head in a crisis, Ambridge worked her way up the ladder to the seat on the Mercenary Review and Bonding Commission that she now holds.

Personality

Level-headed and just, Merideth Ambridge finds these traits vital in her position. Her ability to sift through



the arguments and evidence of every case and find the truth at the center has earned her the respect of all who have come before her for judgment. She sees each situation set before her as a puzzle which she must fit together. As a fair-minded judge, she always takes any extra time needed to make sure that she sees all the pertinent evidence needed to make an impartial judgment.

JAIME WOLF

Attributes		Characteristics	
BLD	3 (9+)	Athletic	11+
REF	4 (8+)	Physical	7+
INT	7 (5+)	Mental	5+
LRN	6 (6+)	Social	5+
CHA	6 (6+)		

Skills			
Administration	6 (-1+)*		
Appraisal	4 (1+)		
Blade	2 (9+)		
Bureaucracy	6 (-1+)		
Communications/Conventional	4 (1+)		
Gunnery/Mech	7 (0+)		
Interrogation	5 (0+)		
Leadership	8 (-3+)		
Medtech	2 (3+)		
Negotiation	7 (-2+)		
Perception	4 (1+)		
Piloting/Mech	7 (0+)		
Protocol	5 (0+)		
Small Arms	3 (4+)		
Strategy	6 (-1+)		
Survival	3 (2+)		
Tactics	7 (-2+)		
Technician/Mech	2 (3+)		
Training	6 (-1+)		
Unarmed Combat	2 (9+)		

*Any negative target number gives that NPC an automatic success on that Skill Roll, indicating superior skills. Any modifiers to the target number may increase the number to greater than zero.

Advantages

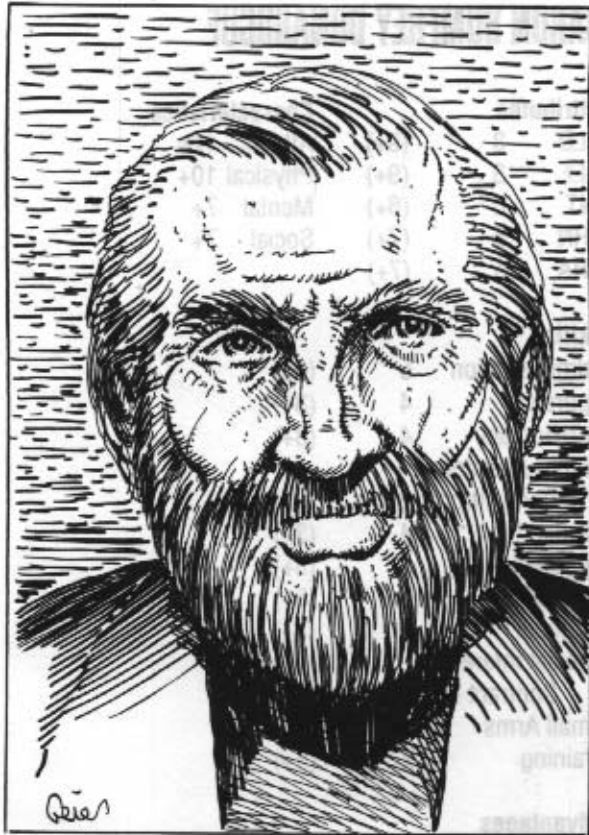
Natural Aptitude (Piloting/Mech)

Physical Description

Jaime Wolf, the commander of Wolf's Dragoons, is short, compactly built, and muscular, with gray hair and an angular face that gives little away. His exact age is unknown, but he is at least in his seventies.

Background

Jaime Wolf, a Clan freebirth MechWarrior, was assigned in 3004 to lead the unit that would come to be known as Wolf's Dragoons. This Clan force arrived in the Inner Sphere disguised as a mercenary unit, to judge the



Inner Sphere's military, economic and political might in preparation for a Clan invasion of the Inner Sphere. By taking military service with each of the Successor States, the Dragoons would provide the Clan Grand Council with a detailed report of the strengths and weaknesses of the Clans' future opponents.

Wolf's Dragoons served with each ruling House of the Inner Sphere, returning to Clan space in 3009 to make their first report. Sent back to gain further information, they returned once more for supplies, but by the end of the Third Succession War stopped sending reports to the Clans. In the war against the Clans, Wolf's Dragoons fought for the Inner Sphere.

As of 3054, the Dragoons are established on Outreach, with Jaime Wolf still acting as their leader.

Personality

A legendary leader, Jaime Wolf's undeniable charisma comes from his confidence that he can handle any situation that arises. Unlike most MechWarriors, Wolf wears his many battle scars without arrogance. He accepts them, along with the responsibility he bears, as a natural part of his life.



BARON HUMFREY DONAHUGUE

Attributes		Characteristics	
BLD	3 (9+)	Athletic	12+
REF	3 (9+)	Physical	10+
INT	6 (6+)	Mental	7+
LRN	5 (7+)	Social	7+
CHA	5 (7+)		

Skills		
Administration	5	(2+)
Appraisal	4	(3+)
Bureaucracy	4	(3+)
Communications/		
Conventional	2	(5+)
Leadership	4	(3+)
Negotiation	5	(3+)
Perception	2	(5+)
Protocol	4	(3+)
Special Interest/		
Contract Law	5	(2+)
Small Arms	3	(7+)
Training	2	(5+)

Advantages

Land Grant

Physical Description

A fat, older man, Baron Humfrey Donahugue has obviously lived a comfortable life. He is a balding brunette with a round, soft, clean-shaven face.

Background

Born into land and money in the Federated Suns, Baron Humfrey took an early interest in contract law. Once out of school, he used family contacts to land a job working with power brokers in Federated Commonwealth munitions companies. His adeptness with contracts soon caught the attention of the Commonwealth royal family, and he became a permanent fixture at Davion social gatherings. When the Houses created the Mercenary Review and Bonding Commission, House Davion immediately offered Baron Humfrey the Davion representative seat.

Personality

A just but precise man, Baron Donahugue leans toward the letter of the law. Though sometimes confused by the ways of warriors, he understands the meaning of honor in fulfilling a contract.

AKIRA SUGIOKA

Attributes		Characteristics	
BLD	4 (8+)	Athletic	8+
REF	6 (6+)	Physical	7+
INT	5 (7+)	Mental	8+
LRN	5 (7+)	Social	9+
CHA	4 (8+)		

Skills		
Acrobatics	3	(5+)
Archery	2	(6+)
Blade	2	(6+)
Bureaucracy	4	(5+)
Gunnery/Mech	6	(1+)
Leadership	2	(7+)
Medtech	2	(6+)
Piloting/Mech	6	(1+)
Protocol	4	(5+)
Small Arms	3	(4+)
Survival	2	(6+)
Tactics	3	(5+)
Unarmed Combat	4	(4+)

Advantages

Title: Baron

Physical Description

Akira Sugioka is small, quick, and more physically powerful than he looks. He has a narrow face, black hair, and dark brown eyes.

Background

In his youth, Sugioka served as a MechWarrior in a Kurita garrison decimated by a sneak attack from House Davion. Single-handedly, with a good deal of skill and luck, Sugioka avenged his fallen compatriots and held the planet until reinforcements arrived. House Kurita, impressed by his actions, gave Sugioka control of the planet, which he revitalized both economically and militarily. Seeing him as a man of honor, House Kurita chose Sugioka to represent them on the Mercenary Review and Bonding Commission.

Personality

An introspective, quiet man, Akira Sugioka will drive himself to finish a job regardless of the personal cost.

LORD DENG XIAO

Attributes		Characteristics	
BLD	3 (9+)	Athletic	12+
REF	3 (9+)	Physical	8+
INT	7 (5+)	Mental	5+
LRN	6 (6+)	Social	5+
CHA	6 (6+)		

Skills

Administration	6	(-1+)*
Appraisal	4	(1+)
Bureaucracy	6	(-1+)
Leadership	5	(0+)
Negotiation	7	(-2+)
Perception	4	(1+)
Protocol	5	(0+)
Small Arms	3	(5+)
Special Interest/ Contract Law	4	(1+)
Training	6	(-1+)
Unarmed Combat	2	(10+)

*Any negative target number gives that NPC an automatic success on that Skill Roll, indicating superior skills. Any modifiers to the target number may increase the number to greater than zero.

Advantages

Natural Aptitude (Negotiation)

Physical Description

Lord Deng Xiao is a stocky, black-haired, balding man somewhere between forty and fifty years of age.

Background

Gifted with a natural talent for negotiation, Deng Xiao began as a sales clerk with a small electronics subcontractor. Eventually, he built the firm into one of the Capellan Confederation's largest munitions factories. Using the money from this venture, he initiated various programs to bring jobs and prosperity to a cluster of poorer planets. Now retired from business, his gift for understanding people and his negotiation skill prove extremely useful to House Liao on the Mercenary Review and Bonding Commission.

Personality

No one can tell what Xiao is thinking by looking at him; his face gives away no clues. Deng Xiao's cool, clear head makes him a definite asset in a crisis situation.

DUKE RANDOLPH SEVERN

Attributes		Characteristics	
BLD	5 (7+)	Athletic	9+
REF	4 (8+)	Physical	9+
INT	5 (7+)	Mental	7+
LRN	6 (6+)	Social	7+
CHA	6 (6+)		

Skills

Bureaucracy	5	(2+)
Gunnery/Mech	6	(3+)
Leadership	4	(3+)
Perception	4	(3+)
Piloting/Mech	6	(3+)
Protocol	5	(2+)
Small Arms	3	(6+)
Strategy	6	(1+)
Survival	3	(4+)
Tactics	7	(0+)
Technician/Mech	2	(5+)
Training	6	(1+)
Unarmed Combat	2	(7+)

Advantages

Natural Aptitude (Piloting/Mech)

Physical Description

Duke Randolph Severn is a lean man with tousled gray hair and an easy smile. His handsome features make him look like a onetime holovid MechWarrior.

Background

Duke Randolph Severn grew up on a farm, where he learned to tinker with machinery. As soon as he could, he left to join the Allison MechWarrior Institute and found his niche in the tech pool. Unfortunately, due to a dearth of healthy MechWarriors in Severn's sector toward the end of the Fourth Succession War, he was drafted into the cockpit of a 'Mech. His valor on the field earned him frequent promotions, eventually bringing him to Thomas Marik's attention. They became fast friends, and Severn is intensely loyal to Marik.

Personality

Frank to the point of bluntness, Severn sees it and says it, and lets the chips fall where they may. He has little patience with nonsense, and has only survived Marik politicking by being right most of the time.



DUCHESS MARION REYNOLDS

Attributes		Characteristics	
BLD	5 (7+)	Athletic	9+
REF	4 (8+)	Physical	9+
INT	5 (7+)	Mental	7+
LRN	5 (7+)	Social	7+
CHA	6 (6+)		

Skills

Administration	6 (1+)
Appraisal	4 (3+)
Bureaucracy	6 (1+)
Communications/ Conventional	4 (3+)
Leadership	7 (0+)
Medtech	4 (3+)
Negotiation	7 (0+)
Perception	4 (3+)
Protocol	5 (2+)
Survival	3 (4+)
Training	6 (1+)
Unarmed Combat	2 (7+)

Advantages

Sixth Sense

Physical Description

Approaching early middle age, Duchess Marion Reynolds usually wears her long black hair in a ponytail that reaches her waist. She has a round, pleasant face and an athletic build.

Background

A remarkable businesswoman, Duchess Marion made billions of C-bills off a cookie franchise based on old family recipes. Despite her enormous responsibilities, she still finds time to raise her daughters and to run her Girl Scout troop.

When Duchess Marion accepted the honor of serving House Steiner on the Mercenary Review and Bonding Commission, her husband took over the family cookie company. However, Duchess Marion still does commercials.

Personality

Open and honest most of the time, Duchess Marion possesses a ruthlessness toward business that few people recognize until they realize that she has franchises in almost every decent shopping mall in the Inner Sphere.

The presence of Mrs. Reynolds, the cookie lady whom most mercenaries remember from childhood vid commercials, on the Bonding Commission proves a little disconcerting to many mercenaries at first.

FREIHERR ROLF BJARNESSON

Attributes		Characteristics	
BLD	3 (9+)	Athletic	12+
REF	3 (9+)	Physical	10+
INT	5 (7+)	Mental	9+
LRN	4 (8+)	Social	10+
CHA	3 (9+)		

Skills

Administration	6 (3+)
Appraisal	4 (5+)
Bureaucracy	6 (4+)
Negotiation	5 (5+)
Perception	6 (3+)
Protocol	5 (5+)
Small Arms	3 (9+)
Strategy	6 (3+)
Tactics	7 (4+)
Training	6 (4+)

Advantages

Natural Aptitude (Strategy)

Physical Description

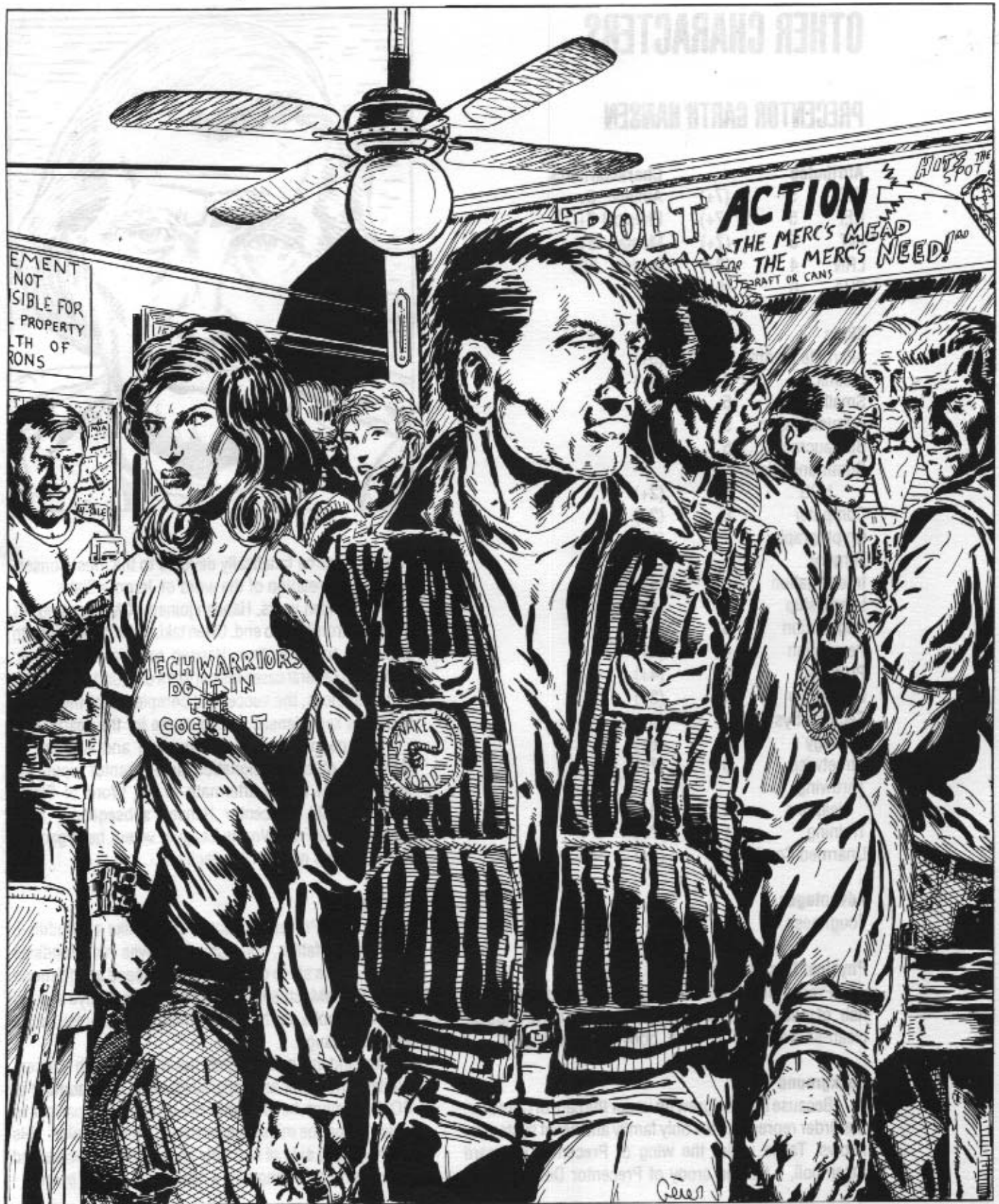
Freiherr Rolf Bjarnesson is a thick, but not fat, man, with a quickly receding hairline. He is extremely fastidious about his thick, red mustache.

Background

A man of breeding and leisure, Bjarnesson is surprisingly intelligent. Gifted with a natural knack for strategy, he takes an active interest in the art, if not the practice, of war. To date, he has published dozens of seminal books on the subject. Though he never served as one, friends and associates call him "The General" because he carries himself like a military officer.

Personality

On a first impression, The General often seems arrogant. He affects a blustering manner to obscure his genius in the art of war.





OTHER CHARACTERS

PRECENTOR GARTH HANSEN

Attributes

BLD	5	(7+)
REF	5	(7+)
INT	5	(7+)
LRN	4	(8+)
CHA	6	(6+)

Characteristics

Athletic	8+
Physical	7+
Mental	8+
Social	10+

Skills

Alternate Identity	3	(5+)
Medtech	3	(5+)
Small Arms	5	(2+)
Administration	5	(3+)
Bureaucracy	5	(5+)
Communications/ HPG	6	(2+)
Computer	6	(2+)
Cryptography	7	(1+)
Forgery	5	(3+)
Interrogation	6	(4+)
Leadership	6	(4+)
Negotiation	5	(5+)
Perception	4	(4+)
Protocol	6	(4+)
Quickdraw	4	(3+)
Security Systems	5	(3+)
Strategy	6	(6+)
Streetwise	3	(7+)
Throwing Weapons	4	(3+)
Training	4	(7+)
Unarmed Combat	4	(3+)

Advantages

Toughness

Physical Description

Precentor Garth Hansen is an older man with white hair, of medium height and build. He has a hard, angular, clean-shaven face and long, bony, delicate fingers.

Background

Because Hansen grew up under the care of ComStar, the Order represents the only family and belief system he knows. Taken under the wing of Precentor Beignard Stromboli, a trusted crony of Precentor Demona Aziz,



Hansen became fanatically devoted to the most conservative interpretation of the word of Jerome Blake.

In his teen years, Hansen joined ROM, pleasing his mentor Stromboli no end. Often taking the dirtiest jobs to show his true devotion, Hansen rose rapidly in rank. Though in several cases his partners died under awkward circumstances, the successful completion of the covert missions kept Hansen free of blame for the deaths.

His connections with Stromboli and Aziz led to Hansen's official designation as Precentor upon his leaving ROM in the aftermath of the Word of Blake/ComStar split. Precentor Hansen subsequently emigrated to the Free Worlds League, where he organizes terrorist raids on ComStar facilities.

Personality

At first, Precentor Hansen seems like a befuddled, kindly grandfather, the sort who gives his grandkids money on the sly to go see a holo or spend an afternoon at the BattleMech simulation center. He enjoys a good joke, and looks as though he might easily break into a smile or a laugh.

Behind this genial façade lies the real Garth Hansen; ruthless murderer and religious fanatic. On a number of ROM missions he arranged the death of his partner in order to end the mission according to his own plan. This cold-blooded side of him only shows when he is backed into a corner, making him a clever and deadly enemy.

ADEPT FORD EISNER

Attributes

BLD	3	(9+)
REF	3	(9+)
INT	4	(8+)
LRN	3	(9+)
CHA	5	(7+)

Characteristics

Athletic	12+
Physical	11+
Mental	11+
Social	9+

Skills

Administration	6	(5+)
Bureaucracy	6	(3+)
Communications/ HPG	4	(7+)
Medtech	2	(9+)
Perception	4	(7+)
Protocol	5	(4+)
Training	4	(5+)

Advantages

Wealth: 50,000 C-bills

Physical Description

Adept Ford Eisner is a clean-cut, curly-haired Word of Blake disciple, with bright blue eyes, a perfect smile, and smooth, baby soft skin. He looks like the stereotypical host of a children's holovid show.

Background

Born and raised on Terra, Ford Eisner went to the best schools that ComStar had to offer. The son of devout parents who could afford to give their son everything, every day of his recent childhood seemed blessed to him.

Cheerful, competent, and of average intelligence, Ford advanced through ComStar ranks with the help of a series of mentors, each of whom took care of him for as long as he or she could. His wholesome good looks and sunny disposition made him invaluable for public relations, especially so for the Word of Blake in the aftermath of the schism.

Ford has not taken the time to develop friendships with either sex, preferring to throw himself into the rigors of his work and remain available to do the bidding of his superiors. Precentor Garth Hansen, his latest mentor, has given him a great mission to undertake against the heretics of ComStar; pretending allegiance to ComStar, he must spy on a mercenary unit. Thrilled to receive the assignment, Eisner asks no questions about this vague-sounding mission, and has no clue that Precentor Hansen is sending him to what might be his death.



Personality

Cheerful, congenial Adept Eisner would break into ComCamp songs during a DropShip crash, or walk past a person changing a flat tire and give him a pep talk on saying a prayer to Blake before starting the vehicle. He does these things with such happy, open-eyed innocence that no one yet has had the heart to kick the crap out of him for such annoyances.

In accordance with the ComStar mission, Precentor Hansen has told Eisner to temporarily hide his Word of Blake leanings for the greater glory of Blake. He finds this difficult, but will do his best to comply.

Upon seeing the hyperpulse generator used as a devastating weapon, he will have a nervous breakdown.



TERESA REDMOND

Attributes

BLD	3	(9+)
REF	4	(8+)
INT	6	(6+)
LRN	5	(7+)
CHA	5	(7+)

Characteristics

Athletic	11+
Physical	8+
Mental	7+
Social	7+

Skills

Bureaucracy	6	(1+)
Negotiation	7	(0+)
Perception	4	(3+)
Protocol	5	(2+)
Special Interest/ Criminal Law	5	(2+)

Advantages

Natural Aptitude (Criminal Law)

Physical Description

Teresa Redmond is a young woman with short, dark hair. She is attractive, and might be more so if she wore a different pair of glasses. She always carries 1D6 books.

Background

Teresa, a Federated Commonwealth citizen, waitressed to put herself through law school and won enough scholarships to finish her studies at top-flight universities. She has spent the year since her graduation working on Outreach as a public defender.

Personality

More a student of books than of human nature, Teresa would not know a socially suggestive pass if it slapped her. However, she has one of the sharpest legal minds in the profession, and generally wins hands down if she has a good, solid case to work with. Unfortunately, the mercenary unit in this adventure has too weak a case for even Teresa Redmond to save.



RON FILLER

Attributes

BLD	5	(7+)
REF	4	(8+)
INT	7	(5+)
LRN	6	(6+)
CHA	6	(6+)

Characteristics

Athletic	9+
Physical	7+
Mental	5+
Social	5+

Skills

Administration	5	(0+)
Appraisal	4	(1+)
Bureaucracy	5	(1+)
Interrogation	5	(0+)
Negotiation	6	(-1+)*
Perception	4	(1+)
Protocol	4	(1+)
Special Interest/ Real Estate	6	(-1+)
Special Interest/ Law	6	(-1+)
Swimming	2	(7+)

*Any negative target number gives that NPC an automatic success on that Skill Roll, indicating superior skills. Any modifiers to the target number may increase the number to greater than zero.

Advantages

Wealth: 500,000 C-bills

Physical Description

Ron Filler has curly salt-and-pepper hair, a round face sobered by steely blue eyes, and an athletic build.

Background

Ron Filler was born into a large family in the backwoods of Terra near Portland, an ancient North American city abandoned during the colonization of space. Playing in Portland's ruins, young Ron pretended he owned the city. As he grew up, his childhood make-believe led him to the real-life practice of real estate and law. His current law practice nets him 200,000 C-bills a year.

Personality

Ron has a disarming charm, looking at the world with wide eyes and a sense of wonder. Unfortunately for his opponents, those wide eyes have a habit of seeing the cracks in a defense. His opponents routinely underestimate him in the courtroom, frequently enabling him to nail them to the floor.





PRECENTOR MARK BREMMER

Attributes

BLD	5	(7+)
REF	4	(8+)
INT	4	(8+)
LRN	5	(7+)
CHA	6	(6+)

Characteristics

Athletic	9+
Physical	10+
Mental	9+
Social	8+

Skills

Administration	6	(3+)
Bureaucracy	6	(2+)
Leadership	8	(0+)
Negotiation	7	(1+)
Perception	4	(5+)
Piloting/ Spacecraft	7	(2+)
Protocol	5	(3+)
Small Arms	3	(7+)
Training	6	(2+)
Unarmed Combat	2	(7+)

Advantages

Natural Aptitude (Piloting/Spacecraft)

Physical Description

Precentor Mark Bremmer is a solidly built, middle-aged man with prematurely white hair. He has large, meaty fists that he has been known to punch through doors.

Background

Precentor Bremmer's parents worked at an orbital shipyard station, and he had his space legs as soon as he could walk. He worked his way up through the Com Guard, eventually achieving command of a JumpShip. He gets along well with ComStar representative Merideth Ambridge, with whom he shares a solid, blue-collar background.

Personality

A hard-drinking, earthy sort, Bremmer will lay down the law when the situation demands it, but will also give his men as much space as they need to do their jobs well. His men appreciate this, and would follow him through hell if necessary.

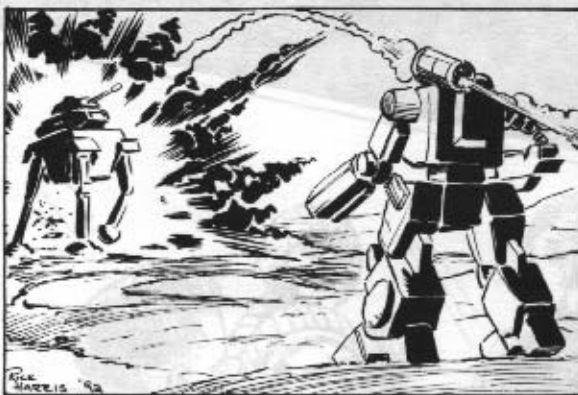






SOURCEBOOK

This section provides information that will help the players roleplay some of the situations they will encounter in this adventure. The explanations provided in the **Stealing a 'Mech** and **Hyperpulse Technology** sections also describe the mechanics of accomplishing certain necessary tasks and explain how specific uses of technology can be possible. This section should be made available to the players prior to the start of play to allow them to develop a feel for how their characters will deal with these concepts.



MERCENARY REVIEW AND BONDING COMMISSION

Created in response to a proven need for neutral arbitration between mercenaries and employers, the Mercenary Review Board was set up by ComStar to serve as a brokerage service, negotiating and enforcing contracts for all mercenaries and their employers in the Inner Sphere. The Mercenary Review Board, predecessor to the Mercenary Review and Bonding Commission, provided this service for more than 250 years, until the Clan onslaught tempted ComStar's Primus, Myndo Waterly, to play the dangerous double game against the Clans and the Inner Sphere that she named Operation Scorpion.

After the failure of Waterly's Operation Scorpion, the House Lords refused to continue to acknowledge the authority of the ComStar-administrated Review Board. In its place, they set up the Mercenary Review and Bonding Commission on the Wolf's Dragoons' world of Outreach. No longer in charge of the Commission, a single ComStar representative wields equal power with the rest of the Commission, which includes one representative from each House and a mercenary commander to ensure that any judgments against a mercenary unit fit the crime.

OPERATION AND POWERS

The Mercenary Review and Bonding Commission serves the same function as its ComStar predecessor, acting as arbitrator and broker for all mercenaries and their employers in the Inner Sphere.

When both parties, employer and mercenary unit, have agreed upon and signed a contract, they file it with the Commission. The employer then places the entire agreed-upon fee on deposit with the Commission, less the Commission's 5 percent handling charge. The Commission advances as much money to the mercenary unit as it deems necessary for advance purchases and operating capital. Upon completion of the job, the Commission disburses the balance of the funds, minus another 5 percent fee, to the unit.

INQUIRIES

If for any reason either party fails to fulfill the terms of the contract, either the employer or the unit can request an inquiry. In most cases, employers bring breach of contract charges against mercenaries, though the process does work both ways. The injured party files an official complaint with the Commission, which then reviews the case. If the Commission finds a legitimate complaint, the contract between the two parties is immediately canceled and the Commission holds the money involved in a suspension account pending the outcome of the trial.

A Commission Inquiry panel has four members: two House representatives, a mercenary commander and a ComStar representative. Neither the employing House nor the attacked House may serve as representatives on the panel. The unit under review has the right to veto and replace one of the panel members if they feel that member may exhibit undue prejudice against them.

Once the Commission agrees to hear the case, the employer and the mercenary unit travel to Outreach. If the unit declines to appear at the inquiry, the Commission declares them guilty and imposes the maximum penalty for the unit's crime.

If the panel finds a unit innocent of wrongdoing, judgment levied upon the employer includes fines and court costs for wasting the Commission's time. A unit found guilty pays a minimum fine of 20,000 C-bills and must submit to a month-long hiring ban. In extreme cases, a unit may be disbanded, their equipment seized and the unit members jailed pending further sentencing and possible execution.

Fortunately, only units convicted of crimes against humanity suffer such draconian punishments.

STEALING A 'MECH

On occasion, a MechWarrior needs a 'Mech, but for any number of reasons does not have one. In situations like this, he usually has no choice but to steal one.

Unfortunately, stealing a 'Mech means beating security systems installed to ensure that only one, authorized individual can pilot each 'Mech. No one wants a 'Mech able to be operated by a drunk out on a joyride wielding the capability to level a city.

The Inner Sphere has a paranoid mindset about 'Mech security. Lacking the rules of honor which among the Clans make it unthinkable to steal a 'Mech, in the Inner Sphere he who controls the 'Mechs can make up the rules.

INNER SPHERE SECURITY

When not in use, 'Mechs are usually kept in well-lit, heavily monitored and guarded holding areas. A MechWarrior intent on stealing a 'Mech from one of these places must evade electronic surveillance as well as visual surveillance by guards who patrol the area at regular intervals.

Inner Sphere Guard

Attributes: BLD 4 (8+), REF 4 (8+), INT 5 (7+), LRN 5 (7+), CHA 5 (7+)

Characteristics: Athletic 10+, Physical 9+, Mental 8+, Social 8+

Skills: Drive 2 (7+), Perception 2 (6+), Quickdraw 2 (7+), Security Systems 1 (7+), Small Arms 2 (7+), Stealth 1 (8+), Unarmed Combat 2 (7+)

Equipment: Personal Communicator, Club (Damage 1D6 + 2), Mydron Auto-Pistol (Range 1-2/3-4/5-12; Damage 1D6 + 3)

To determine the presence of guards in and around a 'Mech holding facility, roll 1D6 to see if a guard is within line of sight and consult the table below.

GUARD TABLE	
Die Roll	Result
1-2	No guard
3-4	1 guard
5-6	2 guards

Everything a potential thief does from the moment he enters a secured area to the moment he successfully operates the 'Mech must be played as personal combat. At the beginning of every round, any player intent on stealing

a 'Mech should make a die roll to see if a guard is present, as explained above. The thief and the guard roll 2D6 for Initiative. Add a +3 modifier to the thief's Initiative roll.

If the guard wins the Initiative and remains unaware of the thief's presence, the guard acts to ensure that the systems are up and the area seems secure. If the guard rolls a 12, an automatic success (**MW2**, p. 10), and his total Initiative is higher than the thief's Initiative, the guard automatically surprises the thief. Once the guard is aware of the thief's presence, he will engage the thief in combat.

If the thief wins the Initiative, he may evade the guard using his Stealth Skill or he may engage in personal combat. If the thief attacks a guard who is unaware of the thief's presence, use the guard's Perception Skill Roll as the target number for the thief's attack.

The combat continues according to the Personal Combat rules, p. 52, **MechWarrior, Second Edition**, until the thief either succeeds in stealing a 'Mech or a guard captures the thief.

Inside the 'Mech

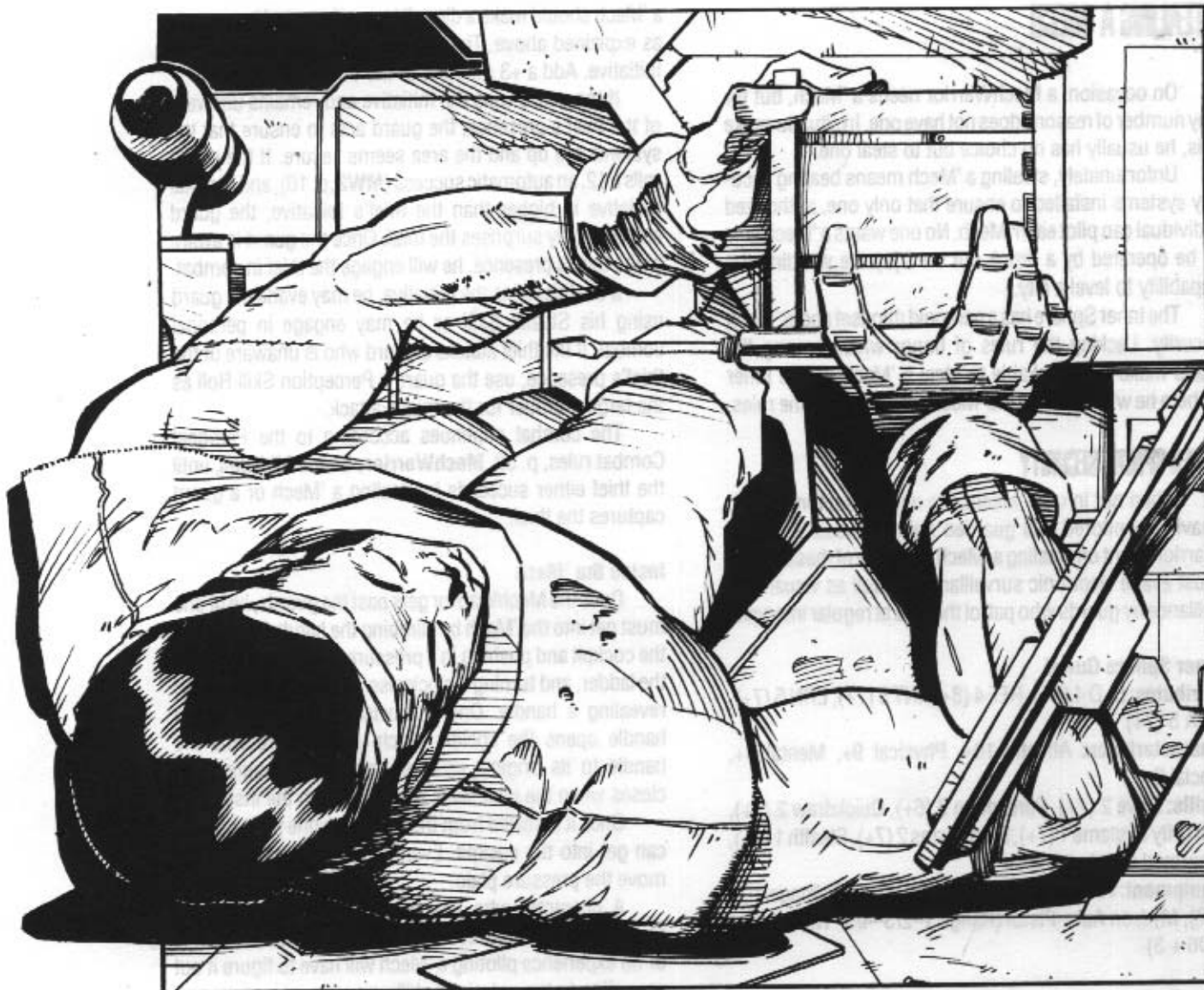
Once the MechWarrior gets past the guards, he or she must get into the 'Mech by climbing the handholds up to the cockpit and pushing in a pressure plate near the top of the ladder, and turning it clockwise. The plate slides away, revealing a handle. One clockwise quarter-turn of the handle opens the cockpit hatch. A spring returns the handle to its original position, and the pressure plate closes when the pilot seals the hatch from the inside.

Once it is sealed from the inside, no one from outside can get into the cockpit. Even hammering on it will not move the pressure plate.

A character who has piloted a 'Mech before will recognize this standard form of entry. A character with little or no experience piloting a 'Mech will have to figure it out according to the untrained skill use rules.

Once inside the 'Mech, the thief encounters his next obstacle. MechWarriors install various security codes in their 'Mechs unique to each MechWarrior. Some may have an alphanumeric code that must be typed in, some use code words linked to a voice recognition system, some even link imperceptible movement sequences through the neurohelmet to the 'Mech's security systems.

The prepared thief will not find this to be a problem. To override security codes, a player may either use the codebreaker device described on page 146 of **MechWarrior, Second Edition**, or may simply rip out the authorized security box and install his or her own box, available in the Inner Sphere to anyone with 10,000 C-bills. After the player installs a new security code, that player owns the 'Mech until someone else with a security box comes along.



If he or she lacks a security box, the thief can only try to crack the code using the neurohelmet. This is an impossible task, however: under no circumstances will a MechWarrior reveal his code, and random guessing almost never works.

Security boxes are usually located behind a panel directly above the foot pedals. Anyone with a basic tool kit and a flashlight can lie down, pop the panel, and slide the black box out. Unfortunately, the interior of any 'Mech has 2D6 black boxes of similar appearance. A player character wishing to replace the security box with one of his or her own must make a Technician/Electronics Skill Roll to determine if he or she removed the right box.

Color-coded wires lead to the security box, making it relatively easy to attach a new box to the 'Mech's systems.

However, if the player makes a Technician/Electronics Skill Roll of 2 on 2D6, the thief has botched the operation and shorted out the system, making the 'Mech inoperable. In this case the thief must obtain another security box and try again.

CLAN SECURITY

The Clans' centuries-old social system makes it unthinkable for any Clan member to steal a 'Mech. As a result, Clansmen devote far less energy to guarding their 'Mechs, except on Clan-held worlds in the Inner Sphere plagued by high levels of rebel activity. Wolf's Dragoons, having spent considerable time in the Inner Sphere, guard their 'Mechs as closely as would any Great House.

Clan-Held Worlds

Rebel factions on Clan-held worlds frequently attempt to steal 'Mechs to gain even the smallest foothold in their often technologically disadvantaged struggle. Though several 'Mech thefts have been rumored, few of the perpetrators got away with their prizes, due to the difficulties of operating the Clan neurohelmet. Unauthorized personnel whose brainwaves do not mesh with the Clan neurohelmet system suffer extreme nausea and disorientation. Keeping a 'Mech balanced and upright, difficult enough under normal circumstances, becomes nearly impossible when the pilot is busy throwing up.

To thwart thieves, and to avoid the minor hassles of uprighting fallen 'Mechs and cleaning cockpits, Clan garrisons on Inner Sphere planets cordon off their 'Mechs and assign guards to walk through the holding area on regular patrols.

Wolf's Dragoons

Wolf's Dragoons have lived and fought in the Inner Sphere for more than fifty years and realize the danger posed by unauthorized 'Mech use. They also know that the theft of their 'Mech designs, or worse, one of their 'Mechs, might eliminate the technological edge that has kept them one step ahead of all other armed forces in the Inner Sphere.

To counter this threat they use security systems similar to those of a typical Inner Sphere unit, but they post twice the number of guards around their 'Mech holding facilities. Because they are safeguarding technological secrets that literally mean life or death to them, Wolf's Dragoons guards possess a higher Perception Skill than most Inner Sphere guards.

Wolf's Dragoons Guard

Attributes: BLD 5 (7+), REF 6 (6+), INT 6 (6+), LRN 5 (7+), CHA 5 (7+)

Characteristics: Athletic 7+, Physical 6+, Mental 7+, Social 7+

Skills: Drive 1 (5+), Perception 3 (4+), Quickdraw 2 (4+), Security Systems 1 (6+), Small Arms 2 (4+), Stealth 1 (5+), Unarmed Combat 2 (4+)

Equipment: Personal Communicator, Stunstick (Damage 1D6-2), Pulse Laser Pistol (Range 1-2/3-4/5-8; Damage 3D6)

Inside the 'Mech

Clan 'Mechs, including those used by Wolf's Dragoons, do not use security boxes. The neurohelmet itself serves to prevent unauthorized persons from piloting a 'Mech. The Clan neurohelmet, keyed to the individual

brainwaves of each 'Mech's pilot, uses the MechWarrior's innate balance system to keep the 'Mech balanced during movement, effectively using the pilot as the 'Mech's inner ear. Each Clan MechWarrior undergoes a lengthy customizing process, a queasy ordeal that plays havoc with his internal balance system and produces disorientation and bouts of nausea. After customization, anyone other than the authorized MechWarrior who attempts to use the system will suffer the same debilitating symptoms.

Because the unauthorized pilot must overcome dizziness and a violently sick stomach, simply operating the 'Mech adds a +2 modifier to the character's Piloting Skill. The thief must also make a 2D6-4 Saving Roll against his Build Attribute for each round in which the 'Mech is in motion. If the player fails the roll, the character passes out, and the 'Mech stops.

If the thief rips out the neurohelmet and attempts to pilot the 'Mech using only the joystick and foot controls, add a +3 modifier to his Piloting Skill.

If the thief has brought a Clan neurohelmet adjusted to his brainwaves and can attach it to the 'Mech's systems, he must still add a +2 modifier to his Piloting Skill, but need not make the Saving Rolls against his Build Attribute.

In any case, an unauthorized pilot must make a Saving Roll with a -1 modifier to his Piloting Skill to keep the 'Mech from falling as it enters each new hex.

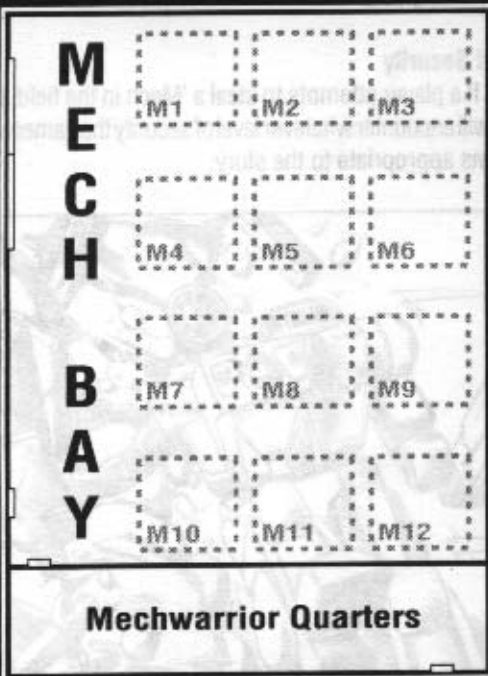
Field Security

If a player attempts to steal a 'Mech in the field, he or she will encounter whatever level of security the gamemaster deems appropriate to the story.

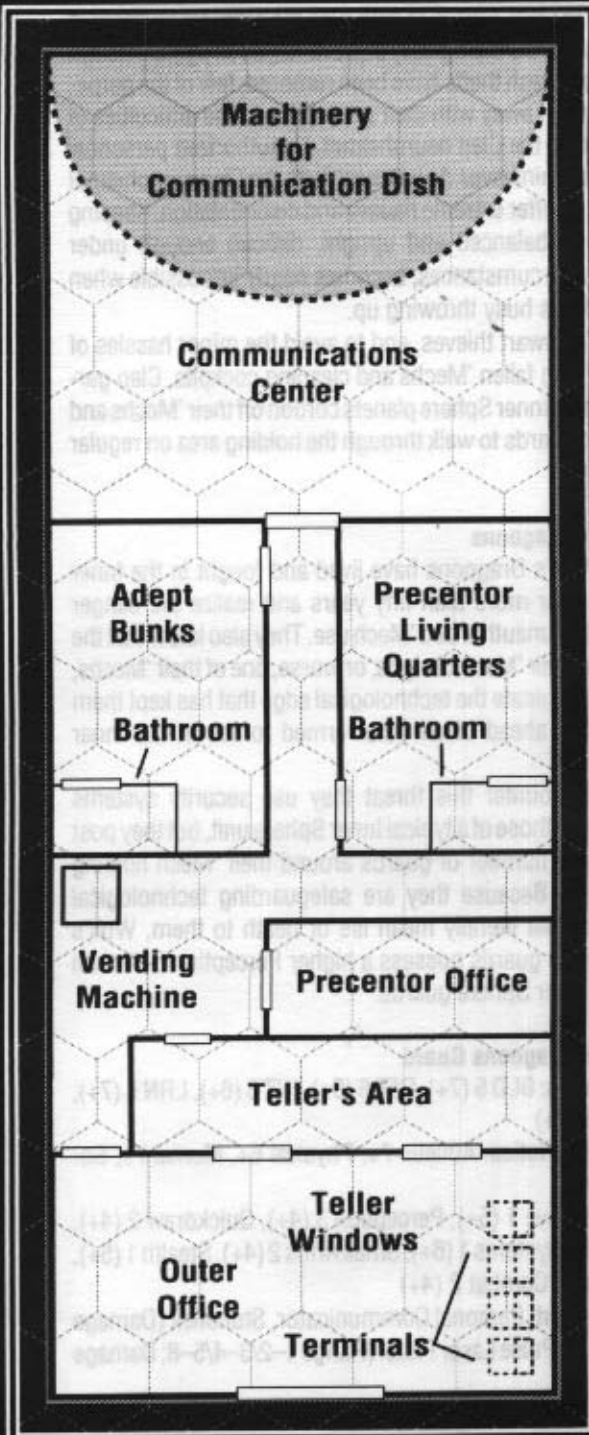




HPG STATION MAPS



HPG BAY LAYOUT



HPG INTERIOR LAYOUT

HYPERPULSE TECHNOLOGY

The hyperpulse generator (HPG), the most important piece of technology ComStar preserved from the fall of the Star League, operates on the same general principles as a Kearny-Fuchida spaceship drive. The ComStar communications net, composed of several powerful HPGs capable of transmitting or receiving an instantaneous signal across enormous, interstellar distances, has proved vital to the conduct of both peaceful relations and warfare among the Successor States since the demise of the Star League. The larger facilities, called Class A stations, can transmit signals a distance of nearly 50 light-years. More than 50 Class A stations exist, scattered throughout the Inner Sphere. In addition, Class B stations located on virtually every inhabited world in the Inner Sphere can transmit and receive signals over a 20- to 30- light-year span. The only planets without Class B stations are the independent worlds of Butte Hold, Redmond, Unuk al Hay, Santander, Oberon, and New Silesia.

Messages are processed as they arrive, and the HPGs at a Class A station generally transmit to each station they serve on a 12- to 24-hour schedule. ComStar B stations transmit much less frequently, usually only two or three times a week, and always to the same Class A relay station.

THE KEARNY-FUCHIDA PRINCIPLE

Working together at Stanford University in the early 21st century, Thomas Kearny and Takayoshi Fuchida published a series of papers that attacked the theoretical foundations of modern physics. Publicly ridiculed for their outlandish ideas, they died in relative obscurity. Eighty years later, a new generation of scientists proved them right.

The Kearny-Fuchida principle states that instantaneous transport of matter and/or energy can be accomplished by generating a field of precise characteristics around a quantity located at point A and moving it through an alternate dimension (commonly called "hyperspace"), instantaneously transporting the mass to point B. This principle paved the way for both interstellar communications and space travel.

If the quantity transmitted is energy or an energy pattern, such as an electronic message, then the presence of gravity need not be taken into account. Using the Kearny-Fuchida principle and creating an apparatus to generate the necessary field at point A, Cassie DeBurke invented the hyperpulse generator in 2630.

Transmitting matter, such as a JumpShip, requires a jump point where gravity is nullified, usually found at the zenith or nadir of a planet's gravity. Using a Kearny-

Fuchida field within a gravity well leads to disastrous consequences; though the energy field still forms and surrounds the matter awaiting transport, the presence of gravity causes the field to collapse in on itself. The collapsing field produces an electromagnetic pulse powerful enough to permanently disable any electrically based machine.

Until 3054, no one had tried using an HPG as a weapon.

HYPERPULSE GENERATOR

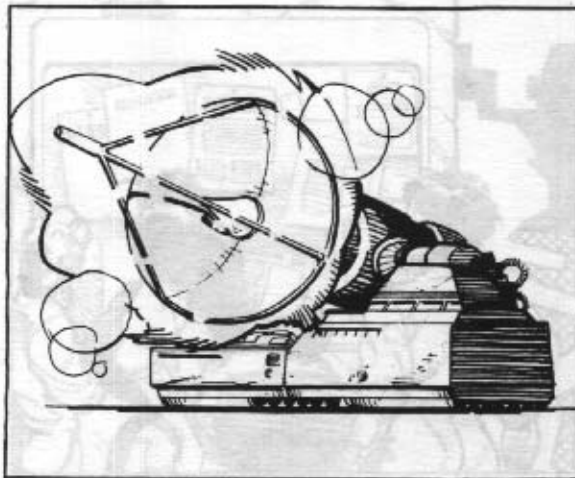
As a weapon, an HPG inflicts severe damage. A Class A HPG generates an energy field centered on the target hex, whose circumference passes through the center points of the surrounding hexes. The field permanently disables anything in the center hex, and anything in the surrounding hexes is disabled for 2D6 weeks. A less powerful Class B generator disables only equipment within the target hex.

Despite its destructive capability, the difficulty of aiming the HPG makes it virtually useless on the battlefield. The huge generator dishes, generally used to pinpoint other planets light-years away, take 1D6 minutes to move from one target to another.

A character who notices the HPG moving always has the initiative in a battle situation, and can use his greater mobility to avoid the destructive energy field. Its lack of mobility makes the HPG effective only at extreme ranges, such as on the horizon or to a stationary target in orbit.

A Class A HPG is considered a Heavy building, with a CF of 70, and a Class B HPG is considered a Medium building with a CF of 40.

The Ares Conventions defines the destruction of any item based on the Kearny-Fuchida principle, such as a JumpShip or an HPG, as a crime against humanity. The perpetrators of such actions must stand trial as war criminals.





OUTREACH

—Excerpted from the abridged pocket version of *Mercenary's Guide to the Inner Sphere*, Dalton Publishing, Terra, 3052

A warm planet, Outreach registers an average temperature of a mean 10 degrees Fahrenheit higher than Terra. Farmers first settled Outreach in 2142, attracted by its mild winters and wide temperate zones.

The Argosyan Sea, covering two-thirds of the planet's surface, surrounds Romulus and Remus, the twin continents that account for 90 percent of the planet's land mass. Except for the narrow equatorial belt and the polar regions, the climate of Outreach is comfortably warm. Most of Outreach's commerce and business takes place in Romulus, affectionately known by its inhabitants as the World, in and around the capital city of Harlech. Wolf's Dragoons maintain Remus, dubbed the Outback, as a restricted area, reserved for their own military operations and training.

The planet's temperate climate, proximity to Terra, and wide-open spaces convinced General Joseph Cameron of the Star League to begin holding the final competitions of the Martial Olympiads on Outreach in 2704. Originally conceived as a viable method of keeping the Star League Defense Forces in fighting shape during peacetime, the Martial Olympiads pitted the finest fighting units in the Inner Sphere against each other in staged battles designed to test soldiers' mettle without risking their lives.

Every four years, the SLDF's best and brightest convened on Outreach for the finals in more than 100 events. The Olympiads made Harlech a boom town. Entrepreneurs built the finest hotels the Inner Sphere had to offer, started up the finest restaurants, and opened profitable branches

of family businesses established on Terra hundreds of years before. Outreach became a focus for media attention and a favorite retreat for MechWarriors and fans. Any item, any service, any pleasure could be had for the asking on Outreach.

Unfortunately, the boom lasted less than a century. In 2767, General Kerensky canceled the games so that the SLDF could send its full strength against the usurper Stefan Amaris. The long, hard-fought campaign to liberate Terra from the destroyer of the Star League left neither the time nor the need for games of war.

The collapse of the Star League and the disappearance of the SLDF from the Inner Sphere left the splintered remnants of the League up for grabs. The Capellan Confederation seized Outreach in 2786 and held it until the Fourth Succession War, when the Federated Commonwealth recognized Outreach as part of the Tikonov Free Republic on March 3, 3029. A year later, on August 16, 3030, at Prince Hanse Davion's suggestion, the Tikonov Free Republic gave Wolf's Dragoons free and clear title to Outreach as their homeworld.

Wolf's Dragoons came to the Inner Sphere as advance scouts for the ultramilitaristic descendants of the Star League Army, now known as the Clans. Recognizing value in Inner Sphere society and honor in individual citizens, the Dragoons abandoned their task of gathering military intelligence for the Clans and turned against their masters. Having fought for and against each of the five Successor States of the Inner Sphere and built a formidable reputation as the most honorable and hard-hitting mercenary unit around, the Dragoons settled on Outreach, immediately opening their world to other units such as the Kell Hounds, the Eridani Light Horse, and the Northwind Highlanders. Racing against time, Wolf's Dragoons trained all units who came to Outreach in the tactics that would help them survive the catastrophic war the Dragoons knew was coming—the Clan invasion of the Inner Sphere.

The Clans arrived in the Inner Sphere in 3049, taking world after world in a swift and brutal campaign. For three years, the Clan advance steamrollered toward Terra, then ComStar's Com Guards defeated the Clans and ended the invasion at the battle of Tukayyid. In the meantime, Outreach had become the center of Inner Sphere attention once more, this time as the hub of the mercenary economy.

Under the guidance of Jaime Wolf, commander of Wolf's Dragoons, the city of Harlech once again became a major economic center, this time creating an atmosphere where mercenary units could offer their services and find employers in a centralized, neutral, regulated setting. The mercenary Hiring Hall hums with activity 24 hours a day. Designed to ensure strict neutrality, the hiring and contract system shows no bias, not even toward Wolf's Dragoons.







HARLECH: TOURIST INFORMATION

Affectionately known by its inhabitants as Wolf City, the city of Harlech and its outlying districts cover most of the inhabitable area of Romulus.

CLIMATE

Harlech nestles between the Ridge, the mountain range that bisects the continent of Romulus, and Lake Kearny, the largest body of fresh water on the planet. Because few major storm systems cross the mountains, Harlech enjoys enough rain to keep it green, but not enough to make it unpleasant. The average temperature in Harlech is 84 degrees Fahrenheit (29 degrees Celsius), making the waterfront a popular destination to beat the heat.

HISTORY

Following the end of the Martial Olympiads, the collapse of the Star League, and the subsequent exodus of the Star League Army, Harlech fell on hard times. Mostly ignored by the powerful House Lords, the city and its people kept to themselves for several centuries. Self-sufficient agriculturally, Outreach survived and even prospered, though on a much more modest scale than during the world's glory days. The city of Harlech, however, could no longer support the hotels and services for which it had become famous. The once-glorious stadiums and Olympiad facilities gradually fell into disrepair, and the abandoned Star League equipment and facilities were either cannibalized by the local population for other uses or simply decayed from disuse. Within a generation, the jewel of the Inner Sphere had lost its gleam.

Harlech's fortunes turned again in 3030, when Wolf's Dragoons accepted the title to Outreach. Beginning by constructing Wolf Hall, the Dragoons' multiacre headquarters, Harlech's new owners rebuilt and restored the city for their own comfort and that of their guests. As more people traveled to and from Outreach, investors began to see Harlech as a place where their C-bills could multiply.

The once-declining capital grew and prospered. In 3037, the Dragoons renovated Olympiad Stadium, turning it into the Hiring Hall. The six towers crowning the domed stadium were commissioned in 3039 to complement the Hall's hexagonal design. The completed Hall opened for business in 3041. Now Harlech's most prominent building, the Hiring Hall became the center of Harlech's economic revival.

Almost as soon as the Hall opened, the city exploded with life. Wolf's Dragoons commissioned a new DropPort soon after to handle the traffic crunch, installed the PeopleMover Express train system to shuttle commuters into and out of Harlech's Business Zone, and restored the highways to their previous excellent condition.

In 3054, Harlech is a city of the future. Mercenary units find work here and rest between jobs. The newest technologies and services are available here to any unit in the Inner Sphere. Harlech and its environs offer the perfect place for mercenary units to base their operations and their families.

GETTING AROUND

Lying on the western edge of Lake Kearny, Harlech expanded to the north and south along the shoreline, and now stretches as far west as the Ridge. The Garrett River, fed by the mountain springs and flowing eastward to the lake, splits Harlech in two.

In the early days of Harlech's expansion, canny developers bought up the most desirable lakefront property. Currently, the neighborhoods of choice climb the eastern edge of the Ridge, led in prominence by the new section called Harlech Heights located near Garrett River.

Harlech is divided into eight districts: the Business Zone, Inland North, Inland South, Lakefront North, Lakefront South, the North Sticks, the South Sticks, and the Agro district. The Agro district, which supports most of Outreach's crops, comprises the rest of the region known as the World. Each section has its own local color, and travelers will find a warm welcome anywhere except the restricted Outback, the continent of Remus. For information such as operating times and standard clientele of specific venues, travelers should consult the standard *Mercenary's Guide*. This version of the *Guide* provides some information about the Outback, but visitors are permitted in that area only by invitation.

The traveler to Outreach will land at Harlech Interplanetary DropPort in the Inland South area. From the DropPort, shuttle trains run directly to the Business Zone, which straddles Garret River. From the Business Zone, buses and taxis transport tourists and business travelers to other places of interest in Harlech. The Lakefront North district offers a variety of amusements famous throughout the Inner Sphere, ranging from Mickey Wu's Pleasure Island and Casino Island to Adventure, Inc., the planet's renowned amusement park. Inland North boasts an eclectic mix of restaurants, clubs, and other diversions, and the South Sticks is home to some of the Inner Sphere's most extensive shopping malls.

The city is laid out on a grid system north and south



from the river and east and west from Herrera Street. Numbered streets run east to west and named streets run north to south. As a courtesy to visitors trying to navigate the city, the named streets also have numbers. Three major streets provide points of reference in Harlech. Cameron Road runs along the river from Harlech Heights until it crosses the Northsouth Highway to meet Lake Front Drive. Aiello Road and Austin Drive run diagonally across the city.

Because Harlech was built with construction 'Mechs and still supports a lot of 'Mech traffic, the city's streets are wider than the norm. City planners also believed that wider streets would help the burgeoning metropolis keep traffic congestion to a minimum. Harlech's economic revival pushed business activity far beyond the city planners' wildest expectations, and congestion continues to be a problem. Residents of areas along the river commonly travel on the waterway to avoid the traffic in the streets, and the public train system sees heavy use during the morning and evening rush periods.

Public transportation and taxis are readily available and operate 24 hours a day.

The PeopleMover Express system runs from the

DropPort in the Inland South area into the central business district. Extensions currently under construction to connect the South Sticks shopping mall areas and the North Sticks are scheduled to be completed by 3056. The train system stops at major intersections in the city, where passengers can board clean, comfortable, and frequently scheduled buses and rail cars to explore other areas of Harlech. 1 C-bill buys an unlimited 24-hour pass usable on any bus or train in the system. Weekly and monthly commuter passes can be purchased at train stations, banks, and convenience stores.

The abundant licensed taxis are regulated by the Transport Authority, and all licensed cabs display the TA symbol. Do not, under any circumstances, enter any cab not marked with the TA symbol. All TA cabs are metered and, by law, the meter must be running during the cab ride. If you get into a cab and the meter is not running, get out quickly and try to hail the local police.

Certain unsavory characters hang around the DropPort and offer to hail a cab for new arrivals, then take money for this "service." Avoid these people at all costs.



GENERAL INFORMATION

Though visitors see Harlech as generously populated with families and carefree singles, it was founded and still functions as a military city controlled by Wolf's Dragoons. Jaime Wolf strives to give Harlech a sense of unity and security, but travelers should keep the following points in mind.

Three groups of people call Harlech home: civilians, mercenaries, and the Wolf's Dragoons. All try to live in harmony, but, as in any society, interactions between the different groups are sometimes thorny. The local police direct much of their energy and resources into making manpower available to settle disputes, break up brawls, and if necessary, make arrests. Well aware of their sensitive position, the Harlech Police Force deals evenhandedly with everyone, from confused tourists to the most venerable Dragoon.

In general, crime rates in Harlech are low. The locals and most visitors carry some type of weapon. Possession of a police record—especially one gained on Harlech—tends to lower a unit's rating. Low-rated mercenary units impress fewer potential employers, and have fewer chances of being hired, and so mercenaries tend to be better-behaved on Outreach than elsewhere. Mercenaries and Wolf's Dragoons normally carry sidearms, though civilians only occasionally do.

Visitors to Harlech interested in barhopping should remember that civilians generally keep away from the military bars, and the Dragoons generally keep to themselves. Some of the newer, trendier places still finding their clientele prove exceptions to this rule, and all three groups mingle freely in such establishments. Specific establishments listed later in this section are rated C (Civilian), M (Mercenary), or D (Dragoons), indicating the primary or exclusive patrons of the place. Non-rated establishments are considered neutral, and welcome all paying customers. The following establishments and services are available to the citizens of and visitors to Harlech.

Bars

Bars abound all over Harlech and are a large part of the city's energetic character. Deals are made and broken over drinks, and a unit seeking work can sometimes get word of a job in a bar before the opportunity appears on the notice board at the Hiring Hall. Information gathered at a bar can help a unit tailor its presentation to suit a potential client's needs, giving that unit an edge in negotiations once the job hits the board. However, not every bar's patrons will have information useful to a merc. If you plan on barhopping as part of an off-hours

job-hunting campaign, the most efficient strategy is to target the establishments most likely to host people with the kind of information you need.

As a rule, Inland South bars tend to be civilian establishments in family neighborhoods. Technicians, DropPort workers, and pilots frequent the bars closest to the DropPort, and are most likely to know something about people and equipment recently arrived on the planet. They will also be well-informed about new 'Mechs or weapons earmarked for the sales floor of the Háll. Bars in and around Inland South also draw customers from local boarding houses, usually mercenaries, who may be looking for a unit to join.

The Lakefront South bars, especially in University City, are good places to meet student techs eager for their first assignment. Versed in the latest techniques, these bright youngsters make valuable assets to your tech team, especially because many of them will work for next to nothing just to get experience.

Many final contract negotiations are hammered out over drinks in the Business Zone. As the saying goes, never enter one of these places without a lawyer, as you will face some of the toughest negotiators in the Inner Sphere. Some of the biggest deals in Inner Sphere history have been made and toasted with a drink in these establishments; though contracts nearly always initiate in offices, negotiations usually wind up at a Business Zone bar table. As might be expected, these places employ the tightest-lipped bartenders in the Inner Sphere.

To blow off steam and have a good time, hit the bars in Inland North and Lakefront North, especially Pleasure and Casino Islands. You will notice a police presence at these places, but it is subtle enough not to interfere with a happily rowdy atmosphere. Though these places are generally safe, lethal bar fights break out on occasion. Some establishments advertise this possibility, believing that a reputation for such incidents gives their bar a hint of danger attractive to customers.

Criminal Punishment

The Harlech Penitentiary is equipped to handle any level of security, from light to heavy to solitary, and the staff may carry out executions if necessary. Because the Harlech Police have maximum authority to settle disputes, the Penitentiary serves as a last resort for only the most hardened cases. As has always been the case, prisoners may make one call to let their outside friends, family, or unit know their situation and location, and prisoners receive a court-appointed lawyer if they lack one of their own.

Entertainment

Popular entertainment is centered in the Lakefront districts, and ranges from water sports to golf courses to Adventure, Inc., the amusement park famous throughout the Inner Sphere. For further information, see the individual listings under **Districts** and in the standard edition of *Mercenary's Guide*. The information booth at the Hiring Hall carries the most current information on amusements, including Holoflix schedules, show times for large-screen 'Mech duels broadcast from Solaris VII, and information on the club scene. Discount coupons are available for most attractions.

Hiring Hall

Mercenaries arriving in Harlech should make their first stop the Hiring Hall. Inside the Hall, an information booth provides free information on hotels, restaurants, banking, and hiring procedures for the arriving merc.

Hotels

Hotels in Harlech range from boarding houses run by civilians to some of the finest five-star restaurants and resorts in the Inner Sphere. Typical boarding-house rates average 20 C-bills a night and may include a Continental breakfast of coffee and pastry. Hotel prices start at about 50 C-bills a night, ranging up to 1,000 C-bills, depending on the location and the services offered. The more expensive hotels are within walking distance of the Hiring Hall.

If price is a concern, the mid-range hotels (90–150 C-bills) offer good rooms and excellent service, and are within a 5 C-bill taxi ride of the Hiring Hall. The Hiring Hall can be reached from any location in Inland North or South or Lakefront North or South within half an hour's drive (allow 45 minutes during the rush periods between 0730–0930 and between 1600–1800 hours).

Interstellar Communications

ComStar has maintained a Class A hyperpulse generator on Outreach since upgrading from a Class B in 3039. The powerful station provides communications with any planet in the Inner Sphere. The generator is located in the Agro district north of the city, which prevents the DropPort from experiencing EMP interference from the hyperpulse transmissions. The actual ComStar office is located in the Business Zone, with a branch at Harlech Interplanetary DropPort and another in the Hiring Hall. MenuPhones stand on every street corner in the Business Zone, and appear in every Fuelstop and convenience store in Harlech. Local calls cost .50 C-bills and information calls run 1 C-bill per kilobyte.

'Mech Practice

The public 'Mech training and testing grounds lie far from the city in the South Lake area, directly east of the South Sticks and southeast of the DropPort. Test runs, demonstrations of new equipment, and even duels take place on the South Lake Plains, the only area on the planet set aside for non-Dragoon 'Mech combat. Scheduling and event information is available at the TTG office in the Hiring Hall and at the Hall's information booth.

'Mech Technicians

Technicians can be found at the Hiring Hall, the 'Mech training and testing grounds, and in University City. To hire technicians from University City, contact the Student Union Center and ask for the work study department.

Medical Care

Hospitals provide care free of charge because they are supported by Harlech's tax base. Though all of the hospitals in Harlech are good, University City Hospital offers topnotch medical care.

Police

The Harlech Police Force maintains precinct offices in each district of Harlech and beat posts every three blocks throughout the city. The beat posts consist of two-room cabins manned by two-officer teams who keep in touch with the rest of the force via radio. Harlech police wear blue uniforms and tend to be of a larger body type than the average citizen. A majority of the police force is made up of Elementals seeking a semi-civilian lifestyle.

Restaurants

Restaurants run the gamut from fast-food chains to five-star restaurants. Anyone can get a quick, inexpensive bite to eat almost anywhere in Harlech. The family restaurants in the Inland South area generally offer value on a good, square, filling meal, but the adventurous palate can find many eclectic dining experiences in the Inland North area. Coffee shops and bistros abound in University City in the Lakefront South area, and restaurants in the Business Zone and Lakefront North serve the best and freshest seafood. In addition, Harlech Heights boasts a number of excellent, surprisingly affordable restaurants run by chefs confident enough to step out on their own. People who discover a good restaurant in this district guard their secret; once the word gets out, even regular patrons may spend hours waiting for a table. The

HARLECH: DISTRICTS

Each of the seven business and residential districts that make up Harlech has unique features that makes it attractive to tourists, job-hunters, and entrepreneurs. The Business Zone is roughly divided into River North and River South, designations left over from Harlech's Martial Olympiad heyday.

BUSINESS ZONE, DOWNTOWN HARLECH

Until Harlech's recent economic resurgence, the Business Zone was a ghost town. The abandoned warehouses of the River North area housed nothing but rodents and transients. As the few remaining major stores relocated to the South Sticks mall, where land and rents came cheap, the River South area declined almost beyond redemption.

The Dragoons brought drastic change for the better. Jaime Wolf ordered the River North warehouses razed to make way for the multiacre Wolf Hall complex, and remodeled the old Olympiad Stadium into the Hiring Hall, creating an economic renaissance in River South. The few businesses that refused to move to South Sticks mall now overflowed with customers from the Hall. Bars such as Phil's, Joel's, The Den, The Goat's Tavern, and The Pilot's Club transformed themselves from scruffy watering holes into ritzy bars custom-made for finalizing deals and sharing secrets.

The Mercenary Review and Bonding Commission set up its offices and courts in the Business Zone, and the new ComStar Outreach building is open to the public 24 hours a day.

River North

River North, formerly home to run-down warehouses, now boasts Wolf Hall, the sprawling, multiacre complex that serves as command headquarters for Wolf's Dragoons. Though access to much of the complex is restricted, docents guide tours of the non-sensitive areas of the facility every hour. These tours provide mercenary unit commanders with a good look at the inner workings of a top-flight mercenary unit and demonstrates the standards they must meet in order to subcontract for the Dragoons. Activity in the Logistics and Operations sections give particularly valuable insight into the Wolf's Dragoons' organization. Tour times are subject to change. Contact the information booth in the Hiring Hall for the latest schedule.

The Den (D): The Dragoons' bar of choice. The Den is a labyrinth of small rooms, each served by a cocktail waitress. The waitresses, not the bartender, are the prime sources for information at this bar. The waitresses protect the privacy of their regulars fiercely, and anyone prying too deeply may find himself in the back alley surrounded by Elementals.

Phil's (M): The place for subcontractors. Phil, the crusty old owner and bartender, knows everything there is to know about what is going on on Outreach, and, if treated right, willingly tells whoever asks. Phil is the best source of information on possible contracts not yet posted and on settled but unsigned contracts.

River South

When Wolf's Dragoons took possession of Outreach in 3030, they decided to use the old Star League Martial Olympiad Stadium in the River South area to create their clearing-house for mercenary activity in the Inner Sphere. The stadium offered the room for such a venture, was structurally sound, and its grand history of military activity gave it perfect flair and prestige. After completing suitable renovations, Wolf's Dragoons opened the Hiring Hall for business.

Still the most prominent building on the planet, the Hiring Hall's hexagonal dome soars ten stories high. At each vertice stands a twenty-story tower, giving the Hall the appearance of a massive crown. The towers hold the offices and apartments of mercenary units from every corner of the Inner Sphere, as well as restaurants, meeting rooms, and temporary rest facilities for those determined to maintain a 24-hour watch on the notice board. The main level of the building holds the huge, open Hiring Floor, where unit representatives keep an eye on the board to bid for jobs in all the Successor States and Periphery worlds; the Exhibit Hall, where arms dealers from the major 'Mech plants come to exhibit their prototype weapons and 'Mechs and to take purchase orders; and the Food Court, where varied cuisines from all over the Inner Sphere can be obtained for less than 10 C-bills per meal.

The Mercenary Review and Bonding Commission also has offices in the towers. The court where complaints are filed and hearings are held is across Seventh Street to the south of the Hiring Hall.

The Pilot's Club (M): The only bar inside the Hiring Hall, the Pilot's Club is one of the few places in the Inner Sphere where mercenaries and employers commonly hammer out the final details of a contract before signing. Appropriate dress is required, and bouncers strictly enforce the weapons check. This place is expensive: be prepared to pay in the neighborhood of 6.5 C-bills for a draft beer.



The Goat's Tavern: Across from the Hiring Hall's east entrance on Herrera Street, this restaurant boasts the best cheeseburgers on Outreach at reasonable prices. A landmark on Outreach since the turn of the century, the Goat, as customers affectionately call it, is run by George Stanopolis, a man so stubborn that not even Jaime Wolf could persuade him to move his tavern during the reconstruction of the Hiring Hall. George's stubbornness paid off. The Goat quickly became the construction crew's favorite lunch spot, and their constant business allowed Stanopolis to expand his restaurant. George has opened two more taverns since 3041, Goat Stew in Inland North and Goat's Tree in the Inland South area. Like their parent restaurant, both serve excellent cheeseburgers.

Joel's (C): The place where the locals and the arms dealers go when they want to get away from guns, 'Mechs, and noise for a while. A quiet, elegant place where musicians play jazz, Joel's provides a friendly atmosphere in which mercenaries can meet the locals. Arms dealers frequently gather at Joel's to talk shop.

ComStar Outreach on West Seventh Street serves as the main interstellar message-sending and -receiving station for the planet. Due to the enormous volume of communications sent to and from Outreach, the Outreach facility was upgraded from a Class B to a Class A hyperpulse generator in 3039, and ComStar designed the current facility with the Hiring Hall in mind. The actual HPG stands in the Agro district north of the city, but a massive fiber-optic network links it with the ComStar building.

Because the ComStar Outreach station was developed before the schism of the ComStar Order, ComStar was able to incorporate several innovations into the station, in some part as a tribute to the planet's importance. As a result, the Outreach HPG station provides Harlech with such unique conveniences as InfoStar, the data system of library computers linked to the MenuPhone system, and StarLight, the fiber-optic network designed to tie certain offices and the Hiring Hall notice board directly into the HPG. StarLight makes it possible for mercenaries and employers to send and receive information from their own offices, eliminating the need to travel to the ComStar facility. These innovations made communication even more convenient, and the number of HPG transmissions increases almost daily.

LAKEFRONT NORTH

As Harlech expanded north of the river beginning in 3035, enterprising developers began to eye Lakefront North as an entertainment center to rival the museums, zoo, and parks of Lakefront South.

Realizing that the revitalized Harlech would attract mercenaries and other young professionals, entertainment developer Mickey Wu envisioned a Lakefront North that would cater to the non-family market. Starting small, Wu bought decrepit warehouses and the Agro shipping zone around the river delta and slowly began purchasing his way north. As word leaked out of Wu's interest in the area, other developers rushed to join him.

Within five years, the entire Lakefront North area represented some of the most valuable real estate in the Inner Sphere. Hotels and resort areas sprung up, and continue to make life extremely pleasant for the mercenaries who patronize them.

Wu began the resort boom by opening Casino Island and Pleasure Island on the twin deltas at the mouth of the Garrett River. Moving north, he built the Outreach Grand, a beach-front resort hotel. The Multiplex Mall near the Outreach Grand shows Holoflix from all over the Inner Sphere, as well as the latest taped 'Mech battles from Solaris VII.

Other hotels along the Lakefront North area include the Hilton, Overnights, and Shamrock Suites. For those interested in water sports, RonJons Surfing and Boating Shop can supply all of your waterfront activity and beachwear needs. Most famous of all Lakefront North's attractions is Adventure, Inc., one of the Inner Sphere's most popular amusement parks, which lies to the north of the city at the border of the Agro district.

Adult Entertainment

Mickey Wu named the twin islands on the delta at the mouth of the Garrett River Casino Island and Pleasure Island, and developed them into the Inner Sphere's most popular resort spots.

Casino Island is one of the largest gambling venues outside of Solaris VII. Open 24 hours a day, the island offers every type of gambling known to humankind, from coin-swallowing slot machines to betting on the Solaris games. Lottery, bingo—every game of chance that could turn someone a profit can be played on Casino Island. Unlike most gambling dens, however, Casino Island plays it straight.

The presence of Wolf's Dragoons prevents the mafia and the yakuza from trying to infiltrate the casino, ensuring that the only winners are those truly favored by Lady Luck.

When you get tired of gambling (assuming you still have money left), take the footbridge to Pleasure Island and while away the rest of the night in some of the hottest clubs on the planet. Visitors can enjoy comedy, jazz, blues, dance, and rock 'n' stomp clubs for the single cover price of 15 C-bills. After an evening's club-hopping, pleasantly relaxed by drinking, dancing, and good music, wander back to a comfortable room in the Outreach Grand for some welcome sleep.

The Outreach Grand, a massive five-star lakeside resort also owned by Mickey Wu, caters to Islands visitors, offering a package deal for all three entertainment venues. The Grand offers excellent rooms with various amenities, beginning at 150 C-bills a night and soaring all the way up to 2,000 C-bills for the Chancellor's Suite.

Most activities center around the Islands and water sports and can be arranged free of charge by the hotel staff. Hotel services are topnotch, and the restaurants in the resort area provide a wide range of culinary delights. For more information, call the hotel or check at the information booth in the Hiring Hall.

Family Entertainment

For families (or people who just never quite grew up), Adventure, Inc. is the place to go. Built in 3042, this enormous amusement park drew large crowds from the day it opened. Situated at the south end of the Lakefront North district, Adventure, Inc. is the happy cause of huge, daily traffic jams. Whether you go by water or take Lakefront Drive, allow plenty of time to get to the park. The proposed expansion to the PeopleMover Express may alleviate some of this congestion, but in the meantime, grit your teeth and settle in for long delays.

Once inside, you'll find Adventure, Inc. well worth the wait. Everything in the park dazzles the eyes and ears, even the food. Simulators, virtual realities, and good, old-fashioned rides spin you headlong into your wildest fantasies, complete with enough scares to guarantee a good time.

The food, though exceptional, gets a little pricey, especially considering the 30 C-bill entrance fee. Bill for bill, though, Adventure, Inc. delivers all it promises and more.

For those poor unfortunates compelled to whip small, white, plastic balls at rows of bottles or toss darts at multicolored balloons, the carnival area offers various indulgences such as the ring toss and the frog flip. For the safety of your pocketbook, avoid these games at all costs. No one has ever won a carnival game without blowing at least 35 C-bills, and the winners walk away



with immense stuffed animals they find impossible to fit into their vehicle, let alone on the rides.

A must-see for anyone visiting Outreach, Adventure, Inc., is worth every C-bill of its price.

Visitors to Outreach who wish to enjoy the lake but lack the equipment should head down to RonJon's Surfing and Boating Shop, which offers the latest in activewear and water gear at reasonable prices. Customers can buy almost any waterfront toy here, from surfboards to JetSkis™ to water guns. Open 24 hours, RonJon's accepts all major credit cards.

Lodging

Across the Multiplex Mall from the Grand and the Islands lie the Hilton, Shamrock Suites, and Overnights hotels. These three reputable, moderately priced chain hotels offer locations on various other planets in the Inner Sphere, and can provide information on and make reservations at any of the other hotels in their respective chain. Room prices at these hotels range from 50 to 150 C-bills. Offering clean, spacious, and comfortable accommodations at reasonable prices, any of these three hotels gives you the best C-bill value for your visit to Harlech. The information booth at the Hiring hall has information on room availability and current pricing discounts. If you can plan your trip three weeks or more in advance, make your reservations as soon as possible to take advantage of substantial pre-booking discounts.



LAKEFRONT SOUTH

Ever since the founding of Harlech, Lakefront South has been the city's primary cultural entertainment area. Centered around the University of Outreach, Lakefront South features the Technical Museum, the Natural History Museum, the Harlech Zoo and the Planetarium. The University City Hospital, considered the finest medical facility on the planet, is also located here. South of University City, white sand beaches lead toward the Fun Zone, one of the Inner Sphere's oldest amusement parks.

Cultural Institutions

Sizable and well-funded by the city government, Harlech's museums combine education and fun. Admission for each of the three museums is 5 C-bills, except on Tuesday, when admission is free.

The Technical Museum offers the Inner Sphere's largest storehouse of publicly available Star League equipment chock-full of interactive, hands-on exhibits. Watch historical holovids of Martial Olympiads events, battle with friends in the cockpit of a 'Mech simulator, or feel the pull of a 'Mech-sized myomer bundle under full electric charge as it lifts you off the floor.

In its many pavilions, the Natural History Museum shows the development of life from the initial formation of DNA on prehistoric Terra, through the age of dinosaurs and the evolution of humans, to the current time, when humankind has come full circle and can now manipulate DNA. By walking through domed environments, visitors can experience the natural settings of more than twenty different planets.

The Harlech Zoo presents a mixture of pavilions, natural environments, and holo-environments designed to simulate interaction with the animals. In the holo-environments, visitors can walk through the veldt exhibit, stalked by lions, or climb the Rocky Mountains of Terra on the trail of a cougar. In the natural environments, people can interact with docile and non-threatening creatures from many different worlds.

The Outreach Planetarium offers a wild holo-ride through space from the safety of a comfortable chair. Lean back and watch the history of man's relationship with the stars unfold overhead. The Planetarium's brilliantly produced program offers interested viewers the opportunity to learn the basics of navigation from any point in space.

Education

The University of Outreach ranks among the Inner Sphere's leading institutions of higher learning. The School of Medicine, affiliated with the University City Hospital, is one of the leading medical research facilities in the Federated Commonwealth, second only to the New Avalon Institute

of Science. Taking advantage of the availability of non-classified technology provided by Wolf's Dragoons, the School of Engineering has for many years produced some of the finest engineers in the Successor States. The excellent School of Law graduates some of the Inner Sphere's finest chief justices, barristers, and legal scholars.

Family Entertainment

The warm, white sands of the Lakefront South beaches stretch southward to the challenging 18-hole Harlech Links Golf Course and the Fun Zone, the older of Harlech's two amusement parks.

Harlech Links, built in 2711 for the amusement of visiting Star League Martial Olympiads contestants, was one of the few recreation venues to survive the collapse of the Star League. Part of its present-day fame rests on its status as one of the oldest surviving courses off Terra. The clubhouse is restricted to club members, mostly arms dealers and the few mercenaries who can afford club dues. The bar, restaurant, and links are open to the public. For people who like to combine business with pleasure, the golf course is still a good place to negotiate the price of a 'Mech or a 'Mech refit, and an excellent source of contacts for test-pilot work.

Because of the inherent frustration level involved in golf, Harlech Links bans weapons on the course, and strictly enforces this rule. Call the clubhouse for reservations, membership information, and greens fees.

Built in 2950, the Fun Zone is a small amusement park modeled after the old-time Terran carnivals popular in North America. The Fun Zone features old-fashioned mechanical rides such as roller coasters, Tilt-a-Whirls, and Parachute Drops. Smaller, older, and less well bankrolled than Adventure, Inc. in Lakefront North, the Fun Zone may soon succumb to the profit margin achieved by its competitor and go out of business, so visitors are advised to visit the park while they still can.

Student Entertainment

At the few bars near the University, mercenaries can meet young technicians and doctors interested in joining a unit to gain field experience. Though graduates from the University of Outreach can write their own ticket with any major corporation in the Inner Sphere, many want to try a more exciting kind of life. Most tech students hang out at Gears, on the corner of 63rd and University Avenue (2500 East), and medical students do their drinking at the nearby Underground, at 67th and University. The University City Bookstore, 59th Street and Fuchida Drive (2900 East) stocks varied and hard-to-get technical and entertainment software. For patrons who prefer bound volumes, the store carries a vast collection of PolyBooks.

INLAND NORTH

The Inland North district of 3055 is an eclectic mix of old and new. By following the younger crowd and tuning in to off-planet influences, Inland North has transformed itself into Harlech's center of cutting-edge culture.

The sidewalks in Inland North never roll up, especially in Broadview, commonly known as the "party neighborhood." Forget about finding parking anywhere near your destination; residents' vehicles sport distinctive parking-permit stickers, and any vehicle without one gets towed. You can find parking at a few local garages for a reasonable rate, but do not pay more than 5 C-bills per hour—anything higher means you are getting taken. Wary visitors may find public transportation to be a less expensive, faster alternative.

Miscellaneous Entertainment

Specialties: Located at 750 East Fifteenth Street North, this book shop ranks as the best on the North side. Carrying both disks and PolyBooks, it caters to countless specialized audiences: mystery, science fiction, 'Mech action, romance, occult, technical, and so on. A labyrinth of shelves and cubbyholes, Specialties looks at first glance like a chaotic prairie-dog warren. To find the section you want, follow the color-coded lines painted on the floor. But keep your eyes on the shelves as you walk; you may spot several interesting titles.

Excellent restaurants abound in Inland North, featuring cuisines from every sector of the Inner Sphere. So trendy that they tend to open and close quickly, names and locations change too often for even an electronic publication to keep up with. Check with the information booth in the Hiring Hall for daily listings of fine dining. One restaurant guaranteed to stay open is Goat Stew, the second restaurant in the Goat's Tavern chain, at 1250 North Herrera Street. This popular tavern serves the same excellent food available at the famous Goat's Tavern in the Business Zone.

Musical Entertainment

A number of clubs catering to various musical tastes do business in Inland North. Techno, bopshop, rock, organic, and perc lovers can find satisfaction at any of the clubs listed below.

Beaters (M, C): Located at 1552 North Heritage Avenue (700 East), Beaters is a favorite hangout of perc fans, and the best artists of the genre appear here on a regular basis. Admission is free except when the club features a name act. No one can hold a conversation here,

or easily communicate any order to the bartender more complicated than "beer." Still, the irresistible rhythms could lure even a six-footed elephant to dance. Beaters is one of the best places to pick up a date in all of free space.

The Garage (M, C): A popular, neutral hangout for mercenaries and civilians. Every night, three live bands each play one set, and the most popular bands earn repeat gigs. Every Monday night is Trial Night, and anyone can take the stage. Some locals swear by Trial Night, insisting that the best bands in town play Mondays at the Garage. Free admission makes Monday nights worth the risk of bad music; the cover charge other nights goes as high as 7.50 C-bills. The Garage is located at 37th Street North and the Lake Front Drive off-ramp. Their motto, which appears on a garish billboard over the freeway, reads, "There's nothing wrong with your car, it's just the Garage."

RNB (C): Located at 3400 North Dowery Drive (1000 West), RNB is one of the leading bopshop clubs in the Federated Commonwealth. Many celebrity musicians played their first gigs at RNB, and make a point of coming back when they are in the neighborhood to jam with the band. Admission is 10 C-bills. A lot of scroungers come to RNB, and a streetwise mercenary can find information here. The pool tables provide another kind of action, but any bartender in the place will tell you, "you bet, you lose."

Silicon (C): This club plays the best techno sounds around with a hard-driving beat. The 5 C-bill cover charge does not include alcohol. Located at 33rd Street North and Valley Road (500 East), the entrance is hard to find. Just listen for the music, and work your way around the building to where it is the loudest. Silicon is one of the few places on Outreach where civilians with bad attitudes can cause trouble for mercenaries, so if you wear your colors, watch your back.

Wynd (C): Located at 2930 North Buckingham Street (1500 West), Wynd is one of Harlech's few surviving organic clubs. Its fiercely loyal clientele frequently holds bake sales to pay the rent on the space. Over a glass of pulpy fruit juice or a cup of odd-smelling herbal tea, any Wynd patron will gladly explain to you why the life of a warrior is wrong, and will urge you to give up red meat, drinking, and the other forms of fun available to the common man or woman. Pay whatever cover you can; 30 percent of each night's take goes to the SpacePeace foundation. Avoid the dip and chips provided on each table, and order only bottled water to drink. Though it offers little else, patrons of a certain frame of mind will find Wynd good for a few laughs.



INLAND SOUTH

Inland South, the blue-collar stronghold of Harlech, comprises a hodgepodge of residential areas surrounded by hardware stores, auto repair and sales shops, technical schools, and the recently refurbished and expanded Harlech Interplanetary DropPort, now one of the busiest spaceports in the Inner Sphere.

To accommodate additional traffic, the Dragoons plan to expand the DropPort even further to the south. Shuttle trains and taxis make frequent daily trips from the DropPort to the Business Zone, making Inland South a convenient place to stay for the budget-minded business traveler. An area of Harlech that grew haphazardly rather than according to a plan, Inland South can be confusing to new arrivals. If you plan to stay in one of Inland South's boarding houses, call the information booth at the Hiring Hall for directions and locations, because it is easy to become lost in the area.



The south side generally closes down around 2100 hours, but local watering holes stay open until 0200. Some bars, most notably Goats' Tree at 1500 West 71st Street South, open as early as 0800 to catch the business of the third shift of workers leaving the DropPort.

Most Inland South bars cater to civilians in family neighborhoods. The Vertigo Lounge, at 2150 East 87th Street South, is one of the bars frequented by DropPort personnel, who can provide abundant information about on-planet activity.

Red's Glare (M), at 1774 East 79th Street South, is the main south-side bar catering to mercenaries. Because a large portion of the bar's patronage comes from the boarding houses or from down-on-their-luck residents of Temptown in the South Sticks, interested employers can easily find plenty of good men for dirty jobs.

Harlech Heights

Nestled in the foothills of the Ridge, the homes in this residential area for the well-to-do offer stunning views of the city. The huge, sprawling mansions of Harlech Heights use the expanse of space created by the hillsides to advantage, and their owners hire the best architects in the Inner Sphere. Most of the houses were built within the past ten years, except for the vast estates abandoned after the collapse of the Star League. In the early days of Harlech's revival, rich investors and businessmen snapped up these prized properties before land prices spiraled out of reach.

In addition to business magnates, retired mercenaries and Solaris champions live in Harlech Heights, as do some holoivid stars who have played MechWarriors and embraced that lifestyle. The real-estate boom and the resulting sharp rise in land prices has led recent developers to build houses on stilts up the sides of the mountains. Despite some initial misgivings, developers contend, and residents believe, that the new structures are safe.

Harlech Square lies at the intersection of Cameron Road and the Northsouth Highway. The major shopping center in Harlech Heights, it is anchored by Flannagan's, Outreach's largest gourmet supermarket. Branches of Flannagan's have opened up in the North Riverland and South River malls, but the original Harlech Square store is by far the biggest. Mulvihills, an exclusive department store, also has a branch in Harlech Square, as do such specialty shops as Marion's Cookie Shop, a Java 2-U coffeehouse, Serendipity card and gift shop, the famous antique shop Formerly Yours, a WYSIWYG computer sales and service center, Tomorrowland Comics and Games, and a Fixit hardware store.

NORTH STICKS

The new frontier of Harlech, North Sticks boasts plenty of open land just beginning to fill with housing developments and businesses. Developer T. J. Perot sunk considerable monies into the construction of his as-yet-unnamed mall, built to cater to the affluent singles and mercenaries moving into the North Sticks district. Final construction on the entire complex should be finished in five years, and the new mall promises to give the South Stix Mall serious competition. Following the movement of Harlech's growing population, highways into North Sticks are being paved and widened to expand the city northward.

SOUTH STICKS

An area of contrasts, the South Sticks includes both Outreach's largest shopping complex and the planet's penitentiary. Despite all attempts to eradicate them, Temptowns continue to cluster near the jail in the district's southernmost reaches, and visitors should keep well away from the area.

The South Stix Mall opened in 3025, luring the majority of businesses away from the central business district of Harlech. South Sticks offered cheaper land, more room to grow, and greater accessibility to the Inland South area, where most of the city's population lived at the time. The mall's incredible success virtually bankrupted the Business Zone, until Wolf's Dragoons took Outreach in hand.

After the Dragoons completed the Hiring Hall, shops and restaurants flocked back to the Business Zone, forcing the owners of the South Stix Mall to start an aggressive marketing campaign. The Mall became a bargain-hunter's paradise, where any legally available item from bubble gum to pulse lasers could be purchased over the counter. Budget-minded shoppers still can find almost any piece of personal equipment in the Mall for 10 percent less than the list price.

The Temptowns provide a glimpse of the down side of Outreach's economic boom. Mercenaries looking for work often arrive on Outreach down to their last C-bills, and spend those C-bills before finding employment. Inevitably, these hard-luck cases end up scraping out a living in the Temptowns. Those hoping for a lucky break will have a long wait; most employers look for reliable help in more prosperous districts. Few prospective employers will even venture into the Temptowns, as desperate mercs turned street bandits will slug and roll anyone who even looks solvent.

Responding to complaints from nearby residents, the Dragoons have moved the Temptowns farther south. However, officials at Harlech Penitentiary expressed considerable concern over this down-and-out population moving closer to the jail and bringing with it the potential to spark unrest. To combat that threat, the planetary government built low-cost boarding houses for the off-planet mercs, leaving fewer people to sleep in the parks and alleyways.

AGRO DISTRICT

Outside the boundaries of Harlech in the Agro district, Outreach's farmers grow the planet's crops. Vast farmlands stretch thousands of kilometers north to encircle Lake Kearny. In the south part of the Agro district, near Harlech's northern city limits, the new Class A hyperpulse generator stands silhouetted against the horizon.

THE PRACTICE FIELDS

South of the South Sticks lie the Practice Fields, where units test their mettle against other units in supervised, non-lethal combat. A scaled-down version of the original Star League Martial Olympiad fields, the Practice Fields provide a number of locations suitable for a challenging 'Mech battle. Units schedule their skirmishes through the Hiring Hall, and usually must wait at least three or four days to get time on a field.

All battles are recorded on holotape for judge review, and each unit involved has access to the tape of their battle to use for reviewing strategy and tactics. Units can view tapes of any other unit's combat by paying the appropriate fee to the scheduling office. More than just an exercise, Practice Field combats also serve to increase a winning unit's reputation, thereby allowing that unit to command higher rates.

Dragoon technicians fit 'Mechs using the Practice Fields with sensors, readouts, and inhibitors that allow the machines to fight normally without inflicting actual damage. In keeping with the goal of minimizing damage to the participating 'Mechs, no physical attacks are allowed on the field.

Practice battles last three hours or less, and judges declare the unit achieving a predetermined objective first the winner. The actual layout of each field is classified, giving each encounter an element of surprise, but MechWarriors can usually get information about the field from someone who has used that particular field before.



HARLECH ARCHETYPES

The ten new Archetypes provided in this section supplement those published in **MechWarrior, Second Edition**. Most of these Archetypes are common only on Outreach because of the planet's function as a mercenary clearing-house. Others will appear in any large city anywhere in the Inner Sphere.

AGENT

A consummate professional, the Agent always dresses fashionably and well. The Agent brings a unit commander together with a client and sets the stage for smooth negotiations. Because the Agent's fee depends on the unit's pay, the agent works for the unit's advantage, attempting to land them as good a contract as possible. For this service, the Agent charges a standard 5 percent of the total contract.

Though the average Agent has little or no military experience, his or her sales experience cannot be matched. This ability to sell snow on Tharkad comes in handy for a mercenary unit, but every now and then the unit needs to remind their Agent of the realities of field work. On more than one occasion a green Agent, unsure of all the necessary bargaining points, has sent a unit into more trouble than they could handle.

The Agent will have a friendly, open manner good for business. He or she will always be ready to shake a hand or throw a companionable arm around a shoulder. Given the lucrative nature of his business, an Agent will do almost anything to land a contract.

Attributes

BLD	3	(9+)
REF	3	(9+)
INT	5	(7+)
LRN	4	(8+)
CHA	5	(7+)

Characteristics

Athletic	(12+)
Physical	(10+)
Mental	(9+)
Social	(8+)

Skills

Administration	4	(5+)
Appraisal	3	(6+)
Bureaucracy	4	(4+)
Negotiation	5	(3+)
Seduction	4	(4+)
Streetwise	3	(5+)

Advantages

Natural Aptitude: Negotiation

Assets: 50,000 C-bills



BARTENDER

A Bartender dresses and acts in a manner appropriate to the bar in which he or she works. In a posh place, the Bartender wears elegant attire. In a neighborhood or club bar, the Bartender wears whatever he or she pleases. In all cases, a Bartender is clean and well-groomed enough not to disgust the patrons whose drinking glasses he or she is fingering.

Bartenders come from all walks of life, ranging from professional bartenders to amateurs supplementing their income.

On Harlech, the Bartender has enormous importance to a mercenary, second only to the mercenary's agent. The Bartender can give the mercenary vital information for almost every situation, and a good Bartender keeps his ears open for interesting stories. A sociable sort, the Bartender appreciates a friendly manner and a good tip. A smart mercenary will tip heavily for every drink he or she buys; mercs looking for information quickly learn that Bartenders remember good tippers.

Attributes

BLD	4	(8+)
REF	4	(8+)
INT	5	(7+)
LRN	6	(6+)
CHA	6	(6+)

Characteristics

Athletic	(10+)
Physical	(9+)
Mental	(7+)
Social	(7+)

Skills

Administration	2	(5+)
Appraisal	2	(5+)
Gambling	3	(4+)
Negotiation	4	(3+)
Scrounge	2	(5+)
Streetwise	2	(5+)

Advantages

Toughness





BODYGUARD

The typical Bodyguard is a large, imposing brute with a stony face hidden behind dark sunglasses.

Most Bodyguards are former cops, former private detectives, or former professional athletes. They have impressive physiques, and can strike fast and hard when necessary. Years of experience instill in the Bodyguard a finely honed sense of watchfulness that makes him or her valuable to a client. A client who has found a good Bodyguard will spare no effort to keep the Bodyguard happy in his or her employ, thus creating mutual loyalty.

Because of the rigors of the job, many Bodyguards develop a strong sense of paranoia. They are always on guard, never taking a drink in a public place for fear of giving away their client's secrets. Loose lips may place a Bodyguard in a position to stop a slug or a stream of hot photons. Despite this pressure, a Bodyguard is a person too, and will feel, think, and sometimes react like one at unexpected moments.

Attributes

BLD	7	(5+)
REF	6	(6+)
INT	4	(8+)
LRN	3	(9+)
CHA	2	(10+)

Characteristics

Athletic	(5+)
Physical	(7+)
Mental	(11+)
Social	(12+)

Skills

Blade	3	(2+)
Drive	3	(4+)
Perception	4	(7+)
Quickdraw	3	(4+)
Streetwise	4	(8+)
Unarmed Combat	4	(1+)

Advantages

Exceptional Attribute
Toughness



BOSS

A Boss always looks respectable according to his or her field, but may seem a little rough around the edges.

Usually middle-aged, the Boss has worked at his or her job long enough to know the ins and outs of business. Though not necessarily connected with organized crime, most Bosses have made a few shady deals during their careers. A hard-nosed, tough negotiator, the Boss frequently employs mercenary units on a variety of jobs.

Accustomed to giving orders, Bosses tend to be gruff and forthright. Diplomatic when necessary, the Boss can nevertheless wield an iron fist.

Attributes

BLD	4	(8+)
REF	4	(8+)
INT	5	(7+)
LRN	5	(7+)
CHA	5	(7+)

Characteristics

Athletic	(10+)
Physical	(9+)
Mental	(8+)
Social	(8+)

Skills

Administration	5	(4+)
Bureaucracy	4	(4+)
Career Skill	4	(4+)
Gambling	4	(4+)
Negotiation	5	(3+)
Perception	4	(4+)
Scrounge	3	(5+)
Streetwise	3	(5+)

Assets: 500,000 C-bills





DOCTOR

As long as their appearance does not interfere with their work, few Doctors pay it much attention. Apart from a shared dedication to cleanliness, no two Doctors look alike.

Because health care on Outreach is paid for by the tax base, most Doctors work for the patients rather than their paychecks. Though still a lucrative field, medicine offers far fewer financial rewards than a good mercenary contract.

Generally, the Doctors on Outreach are caring souls committed to nurturing their patients back to health. For the few made arrogant by the nature of their work, sheer skill makes up for their lack of bedside manners.

Attributes

BLD	4	(8+)
REF	3	(9+)
INT	5	(7+)
LRN	5	(7+)
CHA	3	(9+)

Characteristics

Athletic	(11+)
Physical	(10+)
Mental	(8+)
Social	(10+)

Skills

Administration	3	(5+)
Bureaucracy	3	(7+)
Career Skill (specialty)	4	(4+)
Medtech	5	(3+)
Negotiation	4	(6+)
Perception	3	(5+)
Training	3	(7+)

Assets: 50,000 C-bills



LAW OFFICER (COP)

The Outreach Law Officers have large and imposing physiques. In a tough town like Harlech, merely looking intimidating can save a life. Dedicated to protecting the citizens, and following a code of fairness instilled in them by the planetary government, Cops can handle almost any situation that comes their way.

On Outreach, most Law Officers are Elementals, usually freebirths, who were either flushed or opted out of the military. Some Cops chose the work so they could more easily raise a family, while others proudly carry on a family tradition. Trueborns and the military look down upon Cops, resenting such authority resting in freebirths, but all Outreach citizens respect the governmental body the Law Officers represent.

Amongst themselves, Cops relax and joke around, comfortable with their brothers and sisters on the force. Their attitude toward citizens is helpful, but reserved. Though some Law Officers feel their badges give them supreme authority, the majority recognize the responsibility inherent in the broad authority they wield on Outreach.

Attributes

BLD	8	(4+)
REF	6	(6+)
INT	6	(6+)
LRN	4	(8+)
CHA	3	(9+)

Characteristics

Athletic	(4+)
Physical	(6+)
Mental	(9+)
Social	(9+)

Skills

Blade	3	(1+)
Drive	3	(3+)
Interrogation	4	(5+)
Medtech	2	(7+)
Negotiation	4	(5+)
Perception	4	(5+)
Quickdraw	3	(3+)
Small Arms	4	(2+)
Streetwise	4	(5+)
Unarmed Combat	4	(0+)

Advantages

Toughness





LAWYER

Like agents, Lawyers dress for success. The more aggressive the Lawyer, the better the cut of his or her suit.

A good Lawyer attended a well-known law school and works for a reputable firm. A bad lawyer may well have gotten his degree from a matchbook cover, and maintains his office anywhere from the Business Zone to the slums.

Extremely aggressive and argumentative, the Lawyer gives his or her temporary loyalty to the client paying the bills. To win a case, most Lawyers toss their morals out the door. The Lawyer justifies this behavior by stating that everyone is entitled to the best possible defense, and the client can only get that from a Lawyer who believes in him, because of or despite his innocence.

Attributes

BLD	3	(12+)
REF	4	(10+)
INT	6	(6+)
LRN	5	(8+)
CHA	3	(9+)

Characteristics

Athletic	(11+)
Physical	(8+)
Mental	(7+)
Social	(9+)

Skills

Administration	4	(4+)
Bureaucracy	4	(5+)
Interrogation	4	(5+)
Negotiation	5	(4+)
Perception	4	(3+)
Protocol	5	(7+)
Career Skill: Law	5	(2+)

Assets: 50,000 C-bills



SCROUNGER

Scruffy and weaselly looking, Scroungers have quick, darting eyes and rarely sit still. They dress in nondescript clothing, making them virtually invisible to the casual observer.

Scroungers make a living supplying anything to anyone, from information to hard-to-find items. Most Scroungers start out down on their luck and find their niche by accident.

Of all the denizens of Harlech, Scroungers pose the least threat, though a smart mercenary will not turn his or her back on one. Depending on reliability and reputation to attract business, Scroungers are punctual and they stick to their bargains. Constantly alert to every nuance of behavior and conversation in their never-ending search for opportunity, Scroungers tend to act as if they have consumed far too much coffee.

Attributes

BLD	4	(8+)
REF	5	(7+)
INT	6	(6+)
LRN	5	(7+)
CHA	5	(7+)

Characteristics

Athletic	(9+)
Physical	(7+)
Mental	(7+)
Social	(7+)

Skills

Appraisal	4	(3+)
Blade	3	(6+)
Drive	2	(5+)
Negotiation	4	(3+)
Perception	4	(3+)
Scrounge	5	(2+)
Small Arms	3	(4+)
Streetwise	3	(4+)

Advantages

Natural Aptitude: Scrounge





SOUTHSIDE LOCALS

The Southside Locals look like any varied group of people in the Inner Sphere, with all sorts of body shapes and sizes and several different modes of dress. On Outreach, however, with the economy booming and the Dragoons in charge, the number of people living below the poverty level is low and unemployment is almost nonexistent.

Most Locals are blue-collar technicians and their families. Many of them work at the DropPort, and some work the Agro area. With the ongoing expansion of Harlech creating a constant demand for new roads, buildings, and businesses, the lucrative construction industry draws large numbers of locals into its ranks.

Knowing that they owe their livelihoods to interplanetary travelers and the money they spend, Southside Locals treat off-worlders warmly. Though most of them keep well abreast of local affairs and speak freely about Outreach, Locals resent being pumped for information and will clam up on pushy outsiders. Some of the more gregarious Locals have parlayed their knowledge of planetary happenings into an endless supply of free drinks from curious (and flush) off-worlders.

Attributes

BLD	3	(9+)
REF	3	(9+)
INT	4	(8+)
LRN	3	(9+)
CHA	3	(9+)

Characteristics

Athletic	(12+)
Physical	(11+)
Mental	(11+)
Social	(11+)

Skills

Career Skill	4	(7+)
Drive	3	(8+)
Streetwise	3	(8+)

Advantages

Natural Aptitude: Determined by gamemaster



YOUNG PROS

Clean-cut and trendy, Young Pros use the most popular colognes to achieve the correct scent, get their hair styled perfectly by the same barbers and hairdressers, and show a bright, straight-toothed smile to everyone they meet who might be useful.

Young Pros have graduated from college within the past five years. Armed with a newly minted marketing degree, they will do anything to make the C-bills to support the affluent lifestyle to which they aspire.

Young Pros act like they own the place, an annoying attitude unfortunately justified by the fact that they probably will own the place before they turn thirty. A Young Pro's Special Interest hobbies can run the gamut from beer tasting to building dollhouse furniture. Most Young Pros will talk endlessly about their hobbies and jobs at the slightest provocation. If he or she possesses the patience to sift through considerable useless chatter, a sharp mercenary can glean useful information about the corporations for which the Young Pros work.

Attributes

BLD	4	(8+)
REF	4	(8+)
INT	3	(9+)
LRN	4	(8+)
CHA	5	(7+)

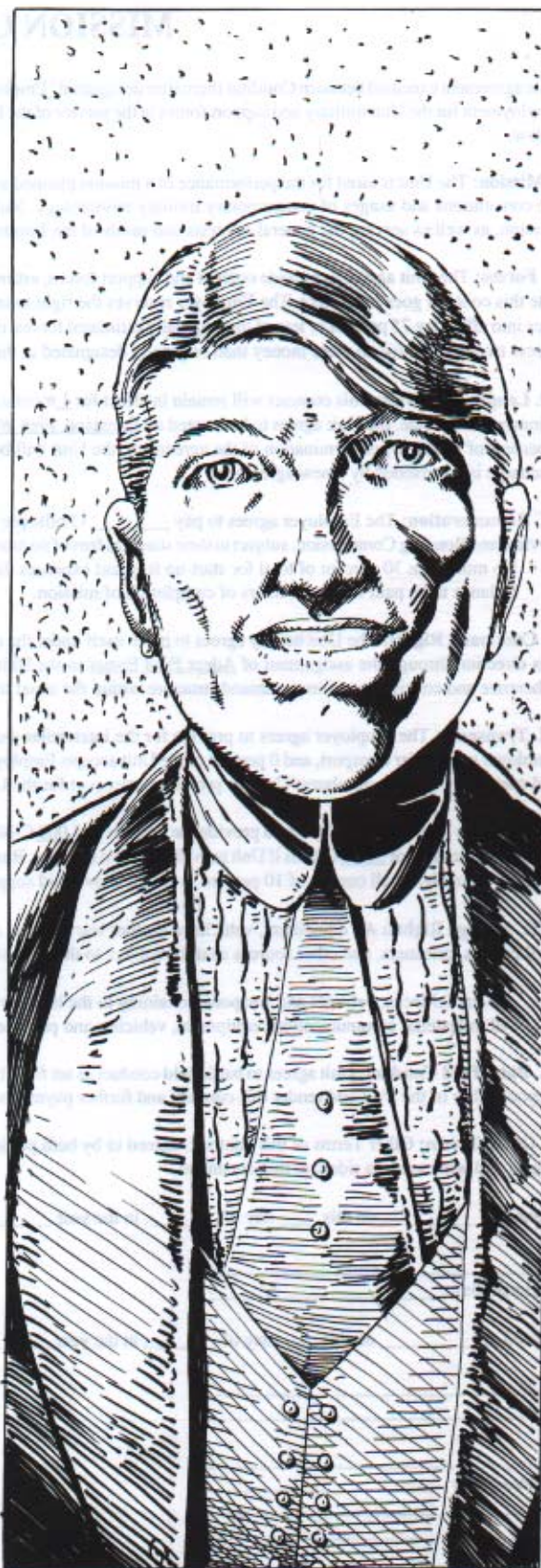
Characteristics

Athletic	(10+)
Physical	(11+)
Mental	(11+)
Social	(10+)

Skills

Administration	3	(8+)
Bureaucracy	3	(7+)
Career Skill	4	(7+)
Seduction	3	(7+)
Special Interests	4	(10+)
Protocol	4	(6+)

Assets: 5,000 C-bills





MISSION CONTRACT

This agreement executed between ComStar (hereafter designated "Employer") and _____ (hereafter designated "Unit"), provides employment for the Unit military and support forces in the service of the Employer. This employment is subject to the terms and conditions outlined below.

I. Mission: The Unit is hired for the performance of a mission planned and assigned by the Employer, defined as an Objective Raid mission under the conventions and usages of contemporary military terminology. Said Unit will perform all operations that fall within the framework of this mission, as well as serving the general interests and needs of the Employer.

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

III. Length of Service: This contract will remain in effect for 1 month(s), commencing on June 1, 3054 and concluding on July 1, 3054. On the commencement date, the Unit agrees to be located on Berenson, Free Worlds League; if the Unit fails to appear by said date, Unit will relinquish 5 percent of its fee. Upon termination of the agreement, the Unit will be discharged from all duties and responsibilities to the Employer, unless discharge is superseded by a new agreement.

IV. Remuneration: The Employer agrees to pay _____ C-bills per squad per month to the Unit. This money is to be held by the Mercenary Review and Bonding Commission, subject to their standard fees of no more than 10 percent, and paid to the Unit according to the following schedule:
No more than 30 percent of total for start-up fees and expenses directly related to Operations.
Balance to be paid within 72 hours of completion of mission.

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

VI. Transport: The Employer agrees to provide for the interstellar and/or interplanetary transport of the Unit. 100 percent of the Unit accepts Employer interstellar transport, and 0 percent of the Unit accepts Employer interplanetary transport. The Employer shall pay the Unit any standard and customary costs to reimburse Unit for providing transport for the Unit or any part thereof.

VII. Supply: The Employer agrees to provide the amount of 5,000 C-bills for the logistical support of the Unit. The Employer will reimburse the Unit for the amount of 3,500 C-bills if Unit provides its own supplies. Resupply of munitions and other specific battlefield materiel after each major battle or campaign shall consist of 10 percent over and above said supply requirements.

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

- All BattleMechs, vehicles and weapons pertaining to the battle will belong to the Unit.
- All interstellar communications equipment, vehicles, and premises related to same shall belong to the Free Worlds League.

IX. Battlefield Conduct: Unit agrees to battlefield conduct as set forth by the Ares Conventions. Any violations of said conventions are solely the responsibility of the Unit and render this contract and further payments null and void.

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

Signed at _____ on this _____ day of _____, in the year _____.

Commanding _____

Signed at _____ on this _____ day of _____, in the year _____.

For _____

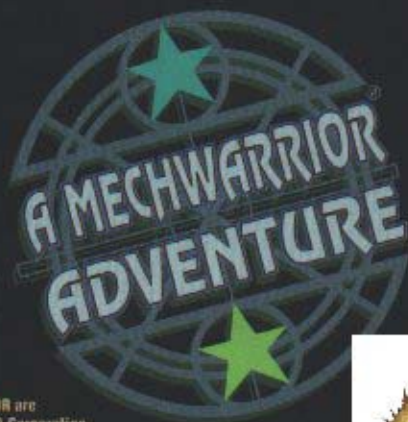
Witnessed by: _____

NULL SET™

GAME OVER!

You're a merc—you've been a merc for years. Now you've been offered a job that looks like a milk run. You're a little suspicious because the pay is good. Real good. So good that you take the job because you need the money, knowing all along that you'll regret this decision. But you've been between a rock and a hard place before. The problem is, nobody's been between ComStar and Word of Blake before. No amount of money is worth that.

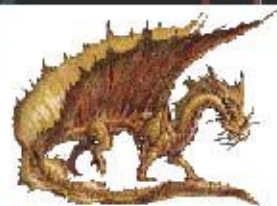
NULL SET is a roleplaying adventure for use with **MECHWARRIOR, SECOND EDITION**. Set in the **BATTLETECH** universe of the year 3054, the adventure sends mercenary player characters on a job that goes sour, and they must undertake a desperate quest for the truth that will save them from execution. The adventure includes information on the Mercenary Review and Bonding Commission and details about Harlech, the Wolf's Dragoons' home city on Outreach.



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The Dragon Princess